

Salamis! 480 BC

Event

Play immediately.

Greeks defeat the Persian Empire and cut off trade to the East.

Remove from the game all Trade Goods cards in stacks 2, 3, 4, 5, 6 and 8. As Trade Goods cards with these numbers are returned to the stacks, remove them as well.

All Trade Concession cards are destroyed (even if held in hand).

DECK 1

Separation of Powers, c. 480 BC

Law

Henceforth, senators need not hold the position of Suffete to command forces in battle. A new position of General is created. Appointment to this position gives 3 Influence and must be part of a deployment proposal. The General remains in office until the War is defeated or he is recalled by the Senate.

DECK 1

Alexander the Great, 334 BC

Event

May only be played after Salamis!

Alexander the Great conquers the Eastern world.

Restores Trade Goods cards to stacks 2, 5 and 6 and half of the cards to stacks 3 and 8, which were removed by Salamis!.

Destroyed Trade Concession cards for all courts save Alexandria may now be revived by dr as for destroyed concessions.

DECK 1

Carthage Issues Coinage, c. 300 BC

Law

Each player may now warehouse one extra Trade Goods card.

DECK 1

Lagos Monarchy, 276 BC

Event

May only be played after Alexander the Great and not if the Pyrrhic or any Sicilian War is active.

The Lagos Monarchy in Egypt offers a treaty.

Restores to the Trade Goods cards to stack 4 which were removed by Salamis!. The Trade Concession card for Alexandria is immediately revived without any dr required.

DECK 1

Repeal Austerity Programme, 409 BC

Law

Playable only after Austerity Programme

Carthage revenue decreases by 30T. Each senator in the playing faction gain 1 Popularity. The Trade Good cards removed by Austerity Programme are restored.

DECK 1

Alexander Dies, 323 BC

Event

May only be played after Alexander the Great.

Restores to the stacks Trade Goods cards numbered 3 and 8, which were removed by Salamis!.

DECK 1

Austerity Programme, 479 BC

Law

Carthage annual revenue increases by 30T. Each senator in the playing faction loses 1 Popularity. 50% (rounded down) of the maximum number of Trade Good cards is removed from stacks 1-6. Remove cards as they return to stacks until 50% reached. The Home Suffete loses 1 Popularity at the end of each Senate Phase while this law is in effect.

DECK 1

Grain Shortage, 480 BC

Event

Fifty percent (rounded down) of the maximum number of possible Trade Good cards in stack 4 is removed. If the number in the stack does not reach 50%, continue removing these cards as they are returned until the 50% level is reached.

DECK 1

Grain Shortage Ends, 409 BC

Event

May only be played after Grain Shortage.

The stack 4 cards removed by Grain Shortage are restored.

DECK 1