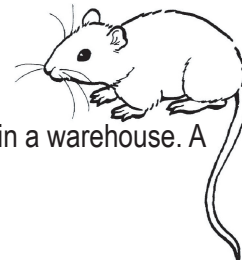


Bandits Table Event

Make a dr for each trade card currently in a warehouse. A result of 1-2 removes the card to the side of the board. It will be sold in the next Trade Phase with proceeds going to the bank. No taxes are paid.

Upon second or later occurrence on the same turn:
Repeat above, but now a result of 1-3 removes.

Rats Table Event



Make a dr for each Grain card currently in a warehouse. A result of 1-2 returns it to stack 4.

Spoilage, Rot and Disease Table Event

Make a dr for each Grain, Oil, Wine and Spice card currently in a warehouse. A result of 1-2 returns it to its appropriate stack.

Euthymenes' Rutter, 3rd C. BC Intrigue

Play during West Africa Exploration only.

Euthymenes sailed to West Africa.

If a Senator in the playing faction pays 10T, the expedition ignores West Africa Exploration Disaster this turn only.

DECK 2

Pharusian Raiders Table Event

If the West Africa Exploration colored dr is odd, subtract that number of trade fleets from the exploration force. Draw a mortality chit for each lost fleet. Half of the stack 9 cards (rounded down) are removed from play until the end of the next Trade Phase.

Upon second or later occurrence on the same turn:
Same, but use the two white dice and remove all of stack 9.

Hannibal the Rhodian, 3rd C. BC Intrigue

Playable only after Separation of Powers.

Hannibal commanded a fast quadreme that he used to spy on the Romans.

Play just before a combat TDR of any one naval battle to add 5 to the Carthaginian commander's military rating for one battle.

DECK 2

Storm at Sea Table Event

Reduce the number of fleets equal to a DR.

Upon second or later occurrence on the same turn:
Reduce the number of fleets equal to a DR.

Xanthippus, 3rd C. BC Intrigue

Playable only after Separation of Powers.

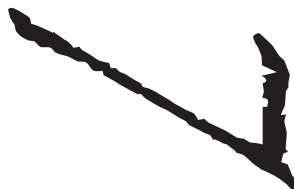
Xanthippus was a very good mercenary general from Sparta.

Play just before a combat TDR of any one battle to add 5 to the Carthaginian commander's military rating for one battle. Requires that playing faction spend 20T.

DECK 2

Sicilian Epidemic Table Event

For any Combat TDR against the Sicilian, Pyrrhic or 1st Roman Wars, if the colored die result is odd, randomly remove that number of legions from the Carthage force. Draw mortality chits equal to the number of legions lost against the forces commander(s). Then resolve the combat. No effect on fleets.



7 - RESIN (4)
7 · 28 · 63 · 112

7