

<p>West Africa, 410 BC</p> <p>0/60 Exploration</p> <p>D12 Success: • adds 2 Trade Goods cards to 9 stack</p> <p style="text-align: center;">DECK 1</p>	<p>Mercenary Revolt, 241 - 237 BC</p> <p>6/0/0 War, Active</p> <p>D6 S16 Loss: Removes 2 Balearics, 2 Celtiberians, 2 Numidians, all Libyans and 1 from stacks 1, 4 and 5. Drought.</p> <p>Victory: • halves stacks 4 and 9 (round loss down) • adds 1 Trade Goods card to 4, 9 stacks</p> <p style="text-align: center;">DECK 2</p>
<p>Atlantic, 410 BC</p> <p>0/40 Exploration</p> <p>D14, 17 Success: • adds 2 Trade Goods cards to 6 stack</p> <p style="text-align: center;">DECK 1</p>	<p>Conquest of Inland Spain, 237 - 229 BC</p> <p>8/3/0 War, Inactive</p> <p>D5 S17 Victory: • creates Inland Spain province • adds 1 Trade Goods card to 2, 6 stacks • earns 30T</p> <p style="text-align: center;">DECK 2</p>
<p>Trans-Sahara, 450 BC</p> <p>50/0 Exploration</p> <p>D13 Success: • adds 2 Trade Goods cards to 3 stack • adds 2 Trade Goods cards to 8 stack</p> <p style="text-align: center;">DECK 1</p>	<p>2nd Roman War, 218 - 201 BC</p> <p>17/5/10@ War, Inactive</p> <p>D12 S15 Loss: If active, removes 1 Trade Goods card from stacks 1, 4 and 5. All Campanians desert.</p> <p>Victory: • halves stacks 1, 4 and 6 • earns 25T</p> <p style="text-align: center;">DECK 2</p>
<p>Expansion in North Africa, 256 BC</p> <p>10/6/0 War, Inactive</p> <p>D5 S17 Victory: If active, removes 1 Trade Goods card from stacks 1, 4 and 9.</p> <p>• creates developed Libya, Numidia and Morocco provinces • adds 1 to 1, 4 and 9 stacks • earns 30T</p> <p style="text-align: center;">DECK 2</p>	<p>Numidian Revolt, 150 BC</p> <p>7/0/0 Revolt, Inactive unless Numidia exists</p> <p>D14 S16 Loss: If active, Numidians desert, removes 1 Trade Goods card from stack 9.</p> <p>Victory: • halves stack 9 • creates Sicily, Tunisia provinces • earns 10T</p> <p style="text-align: center;">DECK 2</p>
<p>1st Roman War, 264 - 241 BC</p> <p>13/5/10@ War, Active</p> <p>D11 S14 Loss: Removes 1 Trade Goods card from stacks 1, 4 and 5. All Campanians desert.</p> <p>Victory: • halves stacks 1, 4 and 5 • creates Sicily province • earns 35T</p> <p style="text-align: center;">DECK 2</p>	<p>3rd Roman War, 149 - 146 BC</p> <p>7/0/0 War, Inactive</p> <p>D7 S14 Victory: If active, removes 1 Trade Goods card from stacks 1, 4 and 5. All Campanians desert.</p> <p>• creates Campania province • Campanians return if all 3 Roman wars defeated. • earns 35T</p> <p style="text-align: center;">DECK 2</p>