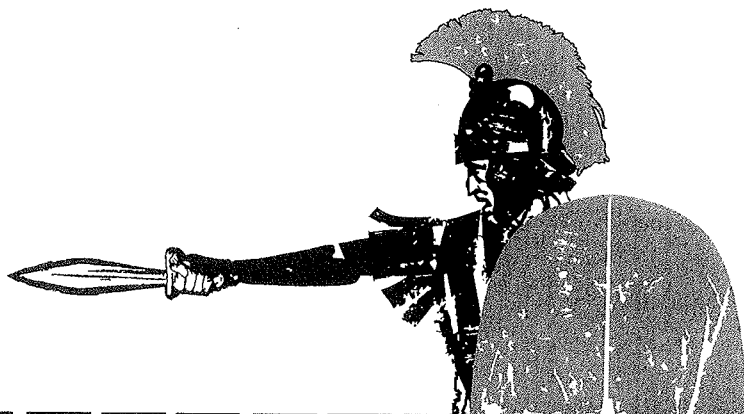


THE SWORD OF ROME

5th Player Expansion

Designed by Wray Ferrell



RULE BOOK

Table of Contents

1.0 Introduction	2	12.0 Combat	4
2.0 Components.....	2	15.0 Alliances.....	4
4.4 Resolving Ties	2	16.0 Nonplayer Powers	4
5.2 Draw Cards Phase	2	19.0 Off-Map Garrison Box	4
5.10 Reinforcement Phase.....	2	20.0 Carthaginian Unrest Level.....	4
7.2 Special Abilities.....	2	21.0 Card Clarifications.....	6
7.4 Desperate Times	3	Scenarios and Set Up	6
9.6 Naval Movement	3	Card Notes	7
11.0 Avoiding Battle.....	3	Designer Notes.....	8



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1. Introduction

The *Sword of Rome* expansion adds Carthage as a 5th player to the base game. Ignore all rules in the base game that refer to Carthage as a non-player power. Carthage is now a player power subject to all the rules for player powers in the base game. When playing with Carthage the following rule modifications and/or additions take precedence over those in the base game. Replacement cards for certain events in the base game's decks are included in the expansion. When playing with Carthage replace those cards with the ones included in this expansion. In addition, corrected versions of all nine cards from the base game that had errata and additional PC/CU markers for all player powers are included.

2. Components

2.1 Inventory

The *Sword of Rome* expansion includes:

- 2 Counter Sheets
- 55 Strategy Cards
- 1 Player Reference Card
- 1 Off-Map Garrison Box
- Expansion Rule Book

2.2 The Game Map

The Carthaginian victory points spaces are:

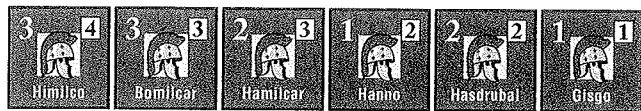
- Olbia
- Caralis
- Lilybaeum
- Panormus
- Kerkouane
- Carthago

Thus all port spaces controlled by Carthage at the beginning of the game are their victory point spaces.

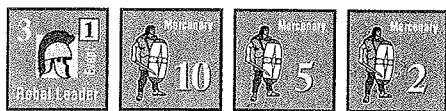
2.3 How to Read the Counters

The expansion adds new counters for Carthage. The leader counters for Carthage in the base game are not used when playing with the expansion.

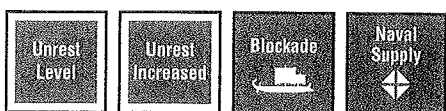
New Carthage Leaders



Mercenary Leader and Mercenary CUs



New Markers



A new symbol has been put on the Independent Control markers. Treat these identically to the old Independent Control markers.

4.4 Resolving Ties

For victory or any other purpose, ties are resolved in favor of powers in the following order:

- Gauls
- Etruscans
- Samnites
- Greeks
- Carthaginians
- Romans

5.2 Draw Cards Phase

The Carthaginian hand size is five cards plus one card for every Carthaginian controlled port in Sicily. Carthaginian unrest (20.2) may reduce the Carthaginian hand size.

DESIGN NOTE: Carthage was a mercantile empire and was mainly concerned with securing and protecting trade routes for their merchant ships. Sicily was an important stopping off point for merchant ships sailing to Carthage. Therefore control of Sicilian ports has a direct impact on the number of cards Carthage receives each turn.

5.10 Reinforcement Phase

The Carthaginian player must determine the total number of mercenaries on the board and then remove half of them, rounding up any fractions.

DESIGN NOTE: Removing the mercenaries simulates these soldiers of fortune going home, deserting, and/or settling down.

5.10.1 CU Reinforcements

Carthage receives:

- 2 mercenary CU unless the Insurrection event is active (16.4) in which case Carthage only receives 1 mercenary CU.
- 3 Carthaginian CU if they control Carthago.

Mercenaries, if active, receive:

- 1 Volscii CU (16.4).

7.2 Special Abilities



7.2.4 Carthaginian Mercenaries

The Carthaginian player may play one card during his Action Phase to hire mercenaries. The number of mercenaries hired is equal to the OP value of the card played. Mercenaries must be placed just like any other reinforcements. The card played to hire mercenaries does not count as the one Carthaginian card play for the phase.

EXAMPLE: The Carthaginian player could play a 3 OP card to place 3 mercenary CU with Hamilcar in Lilybaeum. He could then play a 2 OP card to activate Hamilcar.

DESIGN NOTES: The Carthaginian army consisted mostly of mercenaries with Carthaginian leadership. However Carthage was leery to get into a drawn-out war as the cost of hiring mercenaries was quite expensive. Having the Carthaginian player spend cards to hire mercenaries simulates this cost.

7.4 Desperate Times

7.4.6 Desperate Times cards have all the characteristics of a normal 3 value card. For example, the Carthaginian player could use them to hire mercenaries (7.2.4) or attempt to interdict naval movement (9.6.4).

8.2.3 Greek Leader Loyalty Penalty

Control of Carthaginian home spaces in Sicily can mitigate the Greek leader loyalty penalty. If the Greek player has not lost any spaces in Sicily, one Greek leader currently in Sicily has his loyalty penalty reduced by one, to a minimum of zero, for each Carthaginian home space in Sicily controlled by the Greek player.

EXAMPLE: The Greek player has Timoleon in Syracusae and has taken Selinus and Panormus while still controlling all Greek home spaces in Sicily. The loyalty penalty for Timoleon is reduced to from one to zero and the benefit for taking a second Carthaginian space in Sicily is lost.

DESIGN NOTE: Most of the Greek leaders desired to create a Sicilian empire for themselves. Making progress in Sicily keeps the leaders focused on the this task and thus they cause less problems for the Greek populace.

9.6 Naval Movement

9.6.2 African Ports

Both African ports, Carthago and Kerkouane, are now normal ports.

9.6.3 Who Can Use Naval Movement

- If the Greeks control Lilybaeum, a Greek leader, any subordinates stacked with him, and up to 10 CU if sailing to or from Syracusae or Lilybaeum when moving with a 3 value card.
- A Carthaginian leader, any subordinates stacked with him, and up to 3 CU when moving with a 1 value card.
- A Carthaginian leader, any subordinates stacked with him, and up to 6 CU when moving with a 2 value card.
- A Carthaginian leader, any subordinates stacked with him, and up to 10 CU when moving with a 3 value card.
- If a Carthaginian ally activates an army in a port space then the Carthaginian player may play a card to allow that army to move navally up to the capacity of the card played regardless of their ally's naval capability.

EXAMPLE: Gisgo and 10 CU are in Lilybaeum. The Carthaginian player could play a 1 OP card to sail Gisgo and 3 CU to Messana and then move to Catina. Or he could play a 3 OP card to sail Gisgo and all 10 CU to Messana and then move to Catina.

EXAMPLE: A Gallic minor leader and 8 CU are in Pisae. The Gallic player plays a 3 value card to activate this army with 5 MP. Before the army moves the Carthaginian player plays a 2 value card to allow this army to navally move with up to 6 CU. The Gallic army sails down to Roma on the Carthaginian ships leaving 2 CU behind in Pisae. The Gallic army would still have 2 MP left upon reaching Roma.

DESIGN NOTE: Allowing the Greeks to move with 10 CU navally if they control Lilybaeum, which they never did during the time frame of the game, supposes that with Sicily almost in hand the Greeks would have cast a greedy eye over the sea to Carthage itself. Control of Sicily would have been the impetus for the Greeks to dream of adding not just Sicily to their empire, but Africa as well.

DESIGN NOTE: The Carthaginian alliance with Rome against Pyrrhus allowed for Carthaginian ships to transport Roman troops. This rule allows Carthage to extend that offer to any of their allies.

9.6.4 Naval Combat

All naval movement (9.6.3, 11.1.1, and 12.4.3) is automatically successful, unless the Carthaginian player plays one card from his hand in an attempt to contest the move. The first OP point of the played card forces a roll on the naval combat table, each additional OP point on the card adds +1 to the die roll.

EXAMPLE: The Greek player activates an army in Neapolis with a 3 value card in an attempt to sail to Syracusae. The Carthaginian player plays a 2 OP card from his hand to force the Greek player to roll on the naval combat table at +1. The Greek player rolls a 3 which is modified to a 2 (+1 since Carthage played a 2 OP card, but -2 to the roll for sailing to a friendly port). The naval movement is successful.

DESIGN NOTE: Playing cards to contest naval movement simulates the cost of maintaining a large fleet to patrol the sea lanes and engage enemy fleets.

11. Avoiding Battle

11.1.1 Avoiding Battle and Naval Movement

- If the Greeks control Lilybaeum, they can attempt to avoid battle with up to 10 CU if the force avoids battle to Syracusae or Lilybaeum by playing any 3 value card.
- Carthage can attempt to avoid battle with up to 3 CU by playing any 1 value card.
- Carthage can attempt to avoid battle with up to 6 CU by playing any 2 value card.
- Carthage can attempt to avoid battle with up to 10 CU by playing any 3 value card.
- Carthage can play a card to allow an ally's army to attempt to avoid battle navally up to the capacity of the card played regardless of their ally's naval capability.

EXAMPLE: Agathocles and 10 CU attack Bomilcar and 3 CU in Neapolis. Badly outnumbered, the Carthaginian player plays a 1 value card to allow him to attempt to avoid battle. He rolls a 1 and avoids battle to Lilybaeum.

12. Combat

12.4.3 Retreat and Naval Movement

- If the Greeks control Lilybaeum, they can retreat up to 10 CU if the force retreats to Syracusae or Lilybaeum by playing any 3 value card.
- Carthage can retreat up to 3 CU by playing any 1 value card.
- Carthage can retreat up to 6 CU by playing any 2 value card.
- Carthage can retreat up to 10 CU by playing any 3 value card.
- Carthage can play a card to allow an ally's army to retreat navally up to the capacity of the card played regardless of their ally's naval capability.

EXAMPLE: Camillus and 10 CU are in Tarentum. During the Greek player's Action Phase, Camillus is attacked and defeated. Not wanting to see the Roman army destroyed during the retreat the Carthaginian player plays a 2 value card to allow Camillus and up to 6 CU to retreat to Roma.

12.5.3 Support and Carthaginian Unrest Level

- If Carthage wins a battle, they may spend support to decrease the unrest level. Each support point spent subtracts 1 from the unrest level. (20.0)
- If Carthage is defeated in battle, the winning power may spend support to increase the unrest level. Each support point spent adds 1 to the unrest level. The number of CU in the off-map Garrison box determines the highest value the unrest level can reach (20.1).

15. Alliances

15.2.4 Carthage cannot attempt to interdict a naval move of an ally without first breaking the alliance.

16. Nonplayer Powers

16.1 Control

Mercenaries—not the Carthaginian player or allied with the Carthaginian player.

16.3 Movement/Retreat Restrictions

Mercenary CU/leaders must end any movement, interception, or avoidance in Carthago or Kerkouane.

16.4 Insurrection Event

Once the "Insurrection" event is active, the mercenaries are considered a Nonplayer power subject to all rules in Section 16.0 in the base game. All Neutral Power Activates events, except those in the Carthaginian deck, can be used to place support, raise CU, or activate the mercenaries. If the space in which the mercenary army is placed already has CU there, a combat between the mercenary army and those CU occurs. Since the mercenary army is placed in the space, instead of moved to it, any CU present may not attempt to avoid battle nor may CU in the adjacent space attempt to intercept. Once all the revolting mercenaries have been eliminated the event is no longer considered active.

DESIGN NOTE: Volscii CU are used for the event just to make it easy to keep track of which mercenaries are revolting. Since the Volscii are usually eliminated early in the game those CU are reused which allows the expansion to include additional CU for the other powers.

16.5 Carthage

Carthage can no longer be activated with a Neutral Power Activates event.

19. Off-Map Garrison Box

The Garrison box represents the troops being used to garrison Carthaginian holdings in Africa and Spain not shown on the game map. Moving CU/leaders to or from the Garrison box is considered a naval movement and only Carthage may move CU/leaders to the Garrison box.

EXAMPLE: Carthage has 5 CU, Hanno, and Minor Leader A in the off-map Garrison box. For his action the Carthaginian player activates Hanno with a 1 OP card and moves him along with 3 CU to Carthago leaving Minor Leader A and 2 CU in the Garrison box. Upon reaching Carthago Hanno would still have one movement point left.

19.1 Reinforcements

Carthage can place reinforcements directly into the off-map garrison box.

20. Carthaginian Unrest Level

All Neutral Power Activates events, except those in the Carthaginian deck, can be used to increase the Carthaginian unrest level by one. Place the unrest increased marker on the action round track as a reminder that for this action round the unrest level cannot be increased again via the play of a Neutral Power Activates event.

DESIGN NOTE: Allowing the other players to increase the unrest level via the play of Neutral Power Activates events simulates playing those cards to cause popular uprisings, pirate attacks on shipping, and/or infighting between the land-holding and Maritime families that plagued Carthage during this time.

20.1 Garrison Box and Unrest Level

The maximum value the unrest level can reach is 10 minus the number of CU present in the off-map Garrison box. Once the unrest level is increased the only way to reduce it is by being victorious in battle (12.5.3 and 20.3).

EXAMPLE: The current unrest level is three and Carthage has six CU in the off-map Garrison box. The Greek player defeats Carthage in battle inflicting a five CU loss. The Greek player could only spend one support point to raise the unrest level as the maximum value of the unrest level is four (10 – 6 CU present in off-map Garrison box).

EXAMPLE: The current unrest level is two and Carthage has no troops in the off-map Garrison box. During his turn the Carthaginian player sails Hanno and 10 CU to the Garrison box.

The unrest level does not change even though the maximum the unrest level can reach is now zero ($10 - 10$ CU present in the off-map Garrison box). This means the unrest cannot be increased any further, but it still requires a victory in battle to decrease the unrest level.

DESIGN NOTE: The Garrison box represents those troops beings used to garrison Carthaginian holdings not shown on the map. Thus those CU protect against increasing the unrest level just as on-map CU protect against removal of support.

20.2 Effects of Carthaginian Unrest

The Carthaginian unrest level has the following effects:

- Reduces the Carthaginian player's hand size by unrest level/2 rounded down. This possible reduction in hand size is only checked during the Draw Card phase. Therefore the Carthaginian player will never be required to discard cards from his hand during the middle of a turn due to an increase in the unrest level.
- Reduces Carthaginian victory points by unrest level/3 rounded down. This possible reduction in victory points is only checked during the Scoring Phase. Therefore the Carthaginian player will never lose victory points during the middle of a turn due to an increase in the unrest level.

EXAMPLE: At the beginning of Turn Two the Carthaginian player has not lost any territory, but his unrest level is three. Therefore Carthage would lose one victory point and his hand size for Turn Two would be reduced to six cards since $3/2$ rounded down is one.

DESIGN NOTE: Just as the Sicilian ports influence the Carthaginian hand size, the unrest level simulates the status of the offmap ports and holdings that contribute to the Carthaginian hand size. Since Carthage starts with a hand size of five plus one for each Carthaginian controlled port in Sicily, the maximum hand size reduction from unrest is five. An unrest level of 10 indicates a complete loss of all off-map holdings. The reduction in victory points simulates the loss of income to the Carthaginian empire due to the loss of their oversea holdings and encourages the Carthaginian player to quickly move to repress any revolts as they did historically. Upon recovering those holdings the Carthaginian player does not gain any victory points as it prevents the loss of additional income, but does not recoup the income that has already been lost.

20.3 Reducing Carthaginian Unrest

As his card play for the action phase, the Carthaginian player may attempt to reduce his unrest level by attacking the unrest. This attack must use a leader and CU currently in the Garrison box and is treated like any other combat in the game. The leader and CU used in this attack can use naval movement to reach the Garrison box and then attack the unrest using their last movement point. The unrest is considered to be led by a zero tactics leader and the "size" of its' army is the current unrest level. An automatic victory reduces the unrest level to zero with no combat roll needed. Carthage must remove CU from the off-map Garrison box as required by the combat rolls. All support points gained

by the victor in this battle must be used to increase (if the unrest won) or decrease (if Carthage won) the unrest level.

- The size of the unrest's army is ignored when determining the amount of support gained for a Carthaginian victory. In other words a low unrest level does not artificially cap the amount of support Carthage gains from the victory. Any support points remaining after the unrest level has been reduced to zero are lost.
- The size of the Carthaginian army attacking the unrest is used to determine the amount of support gained for an unrest victory. Any support points remaining after the unrest level has been increased to its' maximum value are lost.
- A Campaign card can be used to attack the unrest twice provided that two different leaders are used for the attacks and no CU participates in both attacks. This simulates two separate attacks in different areas represented by the offmap box.

EXAMPLE: Carthage has two CU and Hasdrubal in the off-map Garrison box. The unrest level is currently four. For his action the Carthaginian player attempts to reduce his unrest level. He plays a 2 OP card to activate Hasdrubal and his two CU for the attack. The die roll modifier for Carthage is +2 (Hasdrubal tactics rating of 2 – Unrest tactics rating of 0). The die roll modifier for the unrest is +3 (Unrest level of 4 vs Carthaginian army size of 2). Not liking those odds, the Carthaginian player plays "The Sacred Band" allowing him to roll four dice. The Carthaginian player rolls 6,6,6,6 + 2 = 26 and the unrest rolls 4,4,5 + 3 = 16. Carthage wins and inflicts a 8 CU loss. Carthage gains four support for this victory as the size of the unrest does not limit the support points received. Carthage uses the four support points to reduce the unrest level to zero. The unrest also inflicted a 3 CU loss so Carthage removes two CU from the garrison box and the 3 CU loss is ignored. If Carthage had lost, the unrest would have received one support which would have been used to increase the unrest level from four to five. The unrest does not receive two support points, even though if inflicted a 3 CU loss, since there were only two Carthaginian CU participating in the attack.

EXAMPLE: Carthage has two CU and Bomilcar in the off-map Garrison box. The unrest level is currently one. For his action the Carthaginian player attempts to reduce the unrest level. He plays a 3 OP card to activate Bomilcar and his two CU for the attack. The die roll modifier for Carthage is +6 (Bomilcar tactics rating of 3 – Unrest tactics rating of 0 and army size of 2 vs unrest level of 1). The Carthaginian player rolls 2,2,5 + 6 = 15 and the unrest rolls 6,5,5 = 16. The unrest wins and inflicts a 2 CU loss. The two fives do not inflict any damage since the size of the unrest's army is only one.

EXAMPLE: Carthage has two CU and Minor Leader A in the off-map Garrison box. The unrest level is currently four. For his action the Carthaginian player plays a 3 OP card to navally move Bomilcar and 10 CU from Carthago to the Garrison box. He uses his last movement point to have Bomilcar and 6 CU attack the unrest. The die roll modifier for Carthage is +4 (Bomilcar tactics rating of 3 – Unrest tactics rating of 0 and army size of 6 vs unrest level of 4). The Carthaginian player rolls 1,1,2 + 4 = 8 and the unrest rolls 6,4,4 = 14. The unrest wins and inflicts a

6 CU loss, gaining three support for the victory and displacing Bomilcar. Normally the unrest level would have increased from 4 to 7, but the garrison of 6 CU (4 CU that Bomilcar left behind and the 2 CU that started the action there) cap the unrest level at four. Therefore all three support points are lost.

DESIGN NOTE: Attacking the unrest is simulating Carthage sieging cities that have revolted, engaging enemy troops, and/or naval campaigns against pirates in the offmap areas. All support gained from these victories must be used to reduce the unrest level to prevent Carthage from being able to easily generate support to use on the map by attacking the unrest when the level is low. The size of the unrest's army is ignored when calculating support points for a Carthaginian victory because otherwise the best Carthage could do with a successful attack is lower the unrest level by half. Thus an unrest level of two would take two successful attacks to reduce to zero, while an unrest level of four would require three successful attacks. By ignoring the size of the unrest's army this allows Carthage to have a chance to reduce to the unrest level to zero with an overwhelming victory.

21. Card Clarifications

21.1 Carthaginian Deck

#15/#16 Blockade—While the activation to siege the city is free, it is still an activation and thus can be cancelled by the Greek event #29 'Carthaginian Mistrust'. In addition this free activation does not count as Carthage's one card play for the Action Round.

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Historical Background

Church, Alfred J. *The Story of Carthage*, Biblo & Tannen 1998

Harden, Donald. *The Phoenicians*, Frederick A. Praeger Publishing 1962

Oldfather, C.H. *Diodorus Siculus*, Harvard University Press, 1985

Warmington, B.H. *Carthage: A History*, Penguin Books Ltd. 1964

Scenarios and Set Up

Five Players

The players are Roman, Gallic, Etruscan/Samnite, Carthage, and Greek. Each player sits in their assigned positions as indicated on the map. The Carthaginian player sits between the Greek and Roman players.

Cards

The players place both of their Desperate Times cards in front of them and shuffle the remainder of their decks. The Roman player deals himself eight cards the other players deal themselves seven, each from their own deck.

Markers

Game Turn: Turn 1 (386-374 BC) space.

Victory Point Track: Roman, Gallic, Greek, Carthage and Etruscan/Samnite VP markers all on the 6 space.

Alliance: Place a Samnite PC marker in the Etruscan/Samnite box to indicate the alliance. This alliance is permanent and cannot be broken.

Carthaginian Unrest: Place the unrest marker on the 0 space of the victory point track to indicate a value of 0.

Leaders and CU

Romans:

Camillus, 5 CU - Velitrae

Valerius, 7 CU - Roma

Gauls:

Minor Leader A, 4 CU - Sena Gallica

Minor Leader B, 5 CU - Luna

Minor Leader C, 3 CU - Placentia

Etruscans and Samnites:

Etruscan Minor Leader A, 5 CU - Clusium

Etruscan Minor Leader B, 2 CU - Pisae

Samnite Minor Leader A, 5 CU - Bovianum

Greeks:

Dionysius, 7 CU - Syracuse

Minor Leader A, 5 CU - Tarentum

Carthage:

Hamilcar, 2 Carthaginian CU - Lilybaeum

5 Mercenary CU - Lilybaeum

Carthaginian Loyalty 2 marker - Lilybaeum

Minor Leader A, 5 Carthaginian CU - Carthago

Carthaginian Loyalty 2 marker - Carthago

Volsci:

Minor Leader A, 4 CU - Antium

Transalpine Gauls:

Minor Leader A, 4 CU - Transalpine Gaul box

Appian Way:

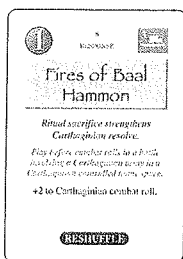
The Appian Way is not built at the start of the game. Treat those connections as clear until the event is played.

Card Notes

Carthage Deck:

#8 Fires of Baal Hammon

The word Baal meant "lord" in Phoenician and was the term used in the Old Testament to refer to any Canaanite god. Baal Hammon was the god of Fertility and lord of the Earth. In the temples of Baal Hammon there was normally a statue of the god with his arms outstretched in the front, with the hands pointing down to the pit where the sacrificial victims were burned. In times of great crisis, the Carthaginians would sacrifice their firstborn children to appease the god as they thought the crisis was due to his displeasure.



#10 The Hand of Baal Hadad

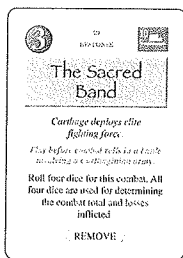
Baal Hadad was the god of storms and thunder and was called the lord of thunder by the common people.

#25 Mamertines Request Aid

See the card notes for Etruscan card #30.

#29 The Sacred Band

The Sacred Bands of Carthage were elite military units entrusted to guard the Carthaginian Republic. Unlike most Carthaginian military units, they were formed entirely of Carthaginian citizens as opposed to the mercenaries who made up the bulk of the Carthaginian army; in fact, they were the only parts of the Carthaginian armies that mercenaries were forbidden to join. These soldiers were held as sacred because of the oath they swore when they were accepted in the ranks of the band. Their equipment was also drawn from the temples of the gods, and individual soldiers treated their weapons with honor, feeling they had an obligation to do so. The Sacred Band was easily perceived on a battlefield by wearing white, the color associated with death in Carthaginian society.



#30 Balearic Slingers

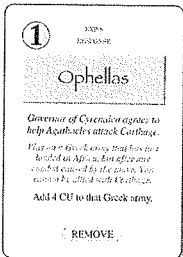
Considered the premier missile troops in the Mediterranean world. As they were far more accurate than archers were they were often used to kill enemy commanders.



Greek Deck:

#8 Ophellas

Ophellas was a Macedonian officer who served under Alexander the Great and Ptolemy. After the death of Alexander, Ophellas sided with Ptolemy, the new satrap of Egypt and another personal friend of Alexander. In 323/322, a Spartan mercenary leader named Thibron had arrived in Cyrenaica, a group of five Greek towns in Libya. He carried with him a large treasure: all Babylonian taxes of the years 330-325. This was sufficient to start

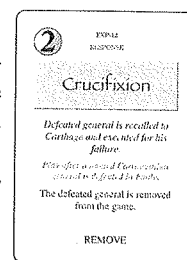


a small kingdom, and he had some success. However, the native Libyans appealed to Ptolemy, who recognized a chance when he was offered one: he immediately sent Ophellas with a small army to the west, to support the Libyans and occupy Cyrenaica. It was Ophellas' first independent command, but he was successful: in the winter of 322/321, Thibron was executed, and Cyrenaica and the Libyan tribes allied themselves to Ptolemy. Meanwhile, Ophellas remained in Cyrenaica as Ptolemy's viceroy. In 309, Ophellas allied himself to Agathocles, the tyrant of Syracuse. Agathocles had tried to conquer Sicily. This had brought him into conflict with Carthage, which possessed the western half of this island. In the summer of 311, the Carthaginian general Hamilcar had won such a complete victory over Agathocles, that he was able to proceed to the siege of Syracuse. Although this city was strongly fortified, Agathocles had no effective army, and he had decided upon a desperate gamble: in August 310, he had sailed away from Sicily, and had invaded the Carthaginian homeland where he won a brilliant victory and proceeded against Carthage itself. At this stage, he concluded the treaty with Ophellas. The ruler of Cyrenaica was to bring new soldiers, and in return would be made Agathocles' governor at Carthage. To Ophellas, this offered beautiful prospects: being the viceroy of two masters, in territories that were separated from his master's countries by the sea and the desert, he would have almost regal powers. Ophellas recruited many mercenaries, especially from Athens, and started his march to Carthage in the late summer of 308. Two months later, he arrived in Africa. Almost immediately, the two commanders started to quarrel, and Ophellas was assassinated in November. It is possible that Agathocles had planned the murder all along, maybe in cooperation with Ptolemy. However this may be, Ophellas' mercenaries had little choice and sided with Agathocles.

Etruscan/Samnite Deck

#12 Crucifixion

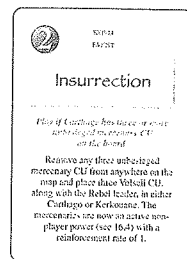
The Carthaginian senate did not tolerate failure and several Carthaginian generals were crucified for their incompetence. To make matters worse, the senate was sometimes reluctant to reinforce winning generals for fear that too many troops would feed tyrannical ambitions.



Roman Deck

#14 Insurrection

This event represents the various uprisings by mercenaries against Carthage, which usually began as disputes between the mercenary armies and Carthage over the payment of money owed the mercenaries. During the Mercenary War (c240 BC), the dispute grew until the mercenaries seized Tunis by force of arms, and directly threatened Carthage.



Designer Notes

The idea for the 5th player expansion came from Paul Abrahamse. We were standing around Sunday morning at the 2003 WBC when he noted that Carthage started with as many combat units on the board as the other players so why was it a non-player power? On the flight home I thought about the possibility and came to the conclusion that it would be a nice addition to the game. However it very late in the playtesting process to try to add another player, not to mention that it would have increased the cost of the base game after it had already been added to the P500 list, so the idea was set aside.

Sword of Rome was released at the 2004 WBC and supporting its' release kept me busy for a few months, but work finally started on the expansion in March, 2005. The goals for the expansion were:

- The Carthaginian player could not feel tacked on. In other words I wanted the expansion to have the same flow as the base game and no one feel that Carthage was an afterthought.
- I did not want the expansion to add a map or change the existing map. This was mainly for cost, as I wanted the expansion to be affordable. I did not want owners of the base game feeling like they were having the buy the entire game again just to get the option of playing with a 5th player.

For each power in the base game I focused on what I thought was unique about them, so that playing each power would be a different playing experience. So the first hurdle was to determine what was unique about Carthage. In addition these unique abilities should not hamper the other player's abilities nor mimic them if possible. I went through several iterations until I thought about the cards in the Carthaginian player's hand representing their money. At that point all the various ideas I had seemed to come together, now spending cards to hire mercenaries and/or interdicting enemy naval movement made sense. It was expensive to hire mercenaries and maintain large fleets to patrol the seas. Also it made a downside for Carthage killing all their mercenaries, as they would have to hire additional mercenaries to replace the losses. In early playtests Carthage would attack all the time because the mercenaries were easily replaceable which was not historical. I liked that the unique abilities of Carthage showcased their large navy and heavy use of mercenaries, but requiring cards to activate those powers put a limit on their use with no special rules.

The second hurdle to overcome was having a way for the other players to antagonize Carthage indirectly, much like Carthage does to the Greeks in the base game. This is the area of rules that underwent the most change during development and playtesting. Early attempts added events to the other player's deck to formulate

unrest, perform piracy on Carthaginian merchant fleets, but it was a lot of work for very little return. The next round of changes focused on using operation points for the same mechanic, then there was a full blown minigame on piracy all of which added quite a bit of complexity to the game. Finally it dawned on me to abstract out the entire subsystem, much like the Gallic raiding in the base game. Thus the entire unrest level came into being which allows the players to use Neutral Power Activates events to cause pain to Carthage. This allows all the other players to impact Carthage if they wish and reuses the Neutral Power Activates events in a manner consistent with the base game.

The last hurdle to overcome was Sicily. Historically Carthage and the Greeks fought bitterly over the island so there needed to be some benefit for taking the island for both sides to encourage this behavior. However the benefit needed to be small enough so that pursuing other courses of action could also lead to victory. I did not want to force the players to fight over Sicily, but allow them the possibility of ignoring the island, allying, and both striking northward. But at the same time be a bit leery of an alliance for fear it is just a ploy to get them to leave the island under defended.

Once the major decisions were made playtesting started in earnest and early reports had Carthage too weak so the decision was made to allow them move navally with any card in their deck. This added flexibility of movement was the last piece of the puzzle to allow Carthage to be a fully realized 5th player.

Finally the Carthaginian deck was structured so that mercenaries are the fuel needed to play many of the events. By treating the mercenaries as the cannon fodder there were historically Carthage has many unique events they can play, but it again puts a strain on Carthaginian finances as those mercenaries sacrificed to play the event must be replaced to allow maximum flexibility. Therefore the Carthaginian player tends to play an operation heavy game as they use cards to hire mercenaries to replace losses from battle and events.

As always there were many people who helped this go from an idea to a published game, but unfortunately I had a hard drive crash which corrupted my playtester list. I attempted to recreate the list from memory, but I know I have forgotten many of you who helped with ideas, suggestions, and feedback at the various conventions over the past eighteen months. So please accept my apology and next time I will make sure to include my playtester lists when doing my weekly backups. I would like to dedicate this game to Kiara my two-year-old daughter. She has spent most of her life on daddy's lap in the office as I read books on Carthaginian history or reworked the events in the Carthage deck. Your first word was either Mama or Punic...



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