

## Prewar

**War Start Fail Safe** - In December of 218, war will start between Rome and Carthage regardless of what has occurred before. The road north of Saguntum will be unlocked.

**Clearing the Northern Road** - If Carthage controls Saguntum and Rome has not yet achieved victory over Pharos, Carthage will have the option to clear the northern Road for 5EP. This will gain Carthage 1NM and allow forces to enter the coastal regions north of Saguntum toward Rome.

**Demetrios and Philippos Alliance** - If Rome does not control Pharos before March of 218, Rome will lose 20VP, 2NM, and 5EP. Carthage will also gain 1NM.

**Demetrios Crushed** - If Rome owns the regions Pharos, Corcyra, Epidamnium, and Apollonia before March of 218 it will trigger Demetrios Crushed. This will give Rome 5VP, 1NM, and 10EP. This will also give Rome a military option to call two more legions.

**Fall of Saguntum** - When Carthage conquers Saguntum they will gain 100VP, 1NM, 100\$, and 10 loyalty throughout the Hispania theater. Rome will lose 20VP, 1NM, and 1EP. This will trigger events for war. Rome will gain an option to call two new legions (these are the same legions gained from Crushing Demetrios, you can not gain both options.)

## Cisalpine

**Revolt of The Boians** - Starting in September of 219, if Hannibal is in the Italia theater, Carthage will have the option to cause the Revolt of The Boians for 5EP. This will give control of Mutina to Carthage along with a large force of eight units led by Megalus. Carthage will also gain several Celtic and Gallic replacements and 1NM. Rome will gain the general Lucius Manlius Vulso in Roma, they will also lose 1NM.

**Insubrian Revolt** - Starting in October of 219 and ending in January of 214, if Hannibal is in the Italia theater and the Revolt of the Boians has occurred, there will be a 50% chance each turn of the Insubrian Revolt occurring. This will give Carthage control of Mediolanum along with a large force of eight units in the region led by Ducarios. They will also gain several Celtic and Gallic replacements and 1NM. Rome will lose 1NM and 50 loyalty throughout the area.

**Veneti and Cenomani Auxiliaries** - Starting in May of 218 and ending in January of 209, if the Insubrian Revolt has occurred, there will be a 50% chance each turn for Rome to receive Veneti and Cenomani Auxiliaries. Two unit of skirmishers will appear in Roma.

**War against Veneti and Cenomani** - Starting in May of 218, if Rome has received Veneti and Cenomani Auxiliaries, but have not formed an alliance with them, then Carthage will have the option to declare War Against Veneti and Cenomani for 30EP. This will allow the regions around Mantua and Verona to be entered. It will also unlock the Veneti and Cenomani forces and place them under Roman control.

**Risks of War In the North** - Starting in May of 218 and ending in January of 209, if Rome has received

Veneti and Cenomani Auxiliaries, and Carthage has less than 20 units in the Cisalpina area, and they control the regions Mutina, Mediolanum, Bononia, and Placentia there will be a 50% chance each turn to trigger Risks of War in the North. This will gain Rome 1NM and the possibility to ally with the Veneti and Cenomani in the future.

**Veneti and Cenomani Alliance** - Starting in May of 218 and ending in January of 209, if the event Risks of War in the North has occurred and Carthage has less than 20 units in the Cisalpina area and they control the regions Mutina, Mediolanum, Bononia, and Placentia there will be a 50% chance each turn to trigger the Veneti and Cenomani Alliance. This will allow the Veneti and Cenomani regions to be entered. It will also unlock the Veneti and Cenomani forces and place them under Roman control. If Carthage has already used the option War Against Veneti and Cenomani then this event can no longer happen.

**Victory over the Veneti and Cenomani** - Starting in September of 218, if Carthage controls the regions of Mantua, Patavium, and Aquilea, it will force the Veneti and Cenomani to surrender. This will remove all Veneti and Cenomani units from Roman control. Rome will gain 1NM. Carthage will gain 2NM, 200\$, and 10VP.

## **Hannibal in Italy**

**Hannibal in Italy** - The first time Hannibal arrives in the Italia area Carthage will receive 1NM and 10EP.

**Betrayal of Tarentum** - Starting in 217, if Hannibal is in the Italia area, Carthage will have the option to cause the Betrayal of Tarentum for 20EP. Along with the full defection of Tarentum and her forces Carthage will gain 1NM. Rome will lose 1NM.

**Capua Betrays Rome** - Starting in March of 218, if Hannibal is in the Italia area and Carthage has at least 115NM, and at least 5 units next to Capua and Rome has less than 85NM there will be a 40% chance each turn to trigger the betrayal of Capua. Along with the full defection of Capua, Carthage will gain 1NM, four units in Capua, a cavalry unit and a few Italian replacements will also be added to the build pool. Rome will lose 1NM.

**Lucania Joins** - Starting in September of 216, if Hannibal is in the Italia area and Carthage has at least 115NM, and Rome has less than 85NM there will be a 60% chance each turn to trigger Lucania Joins. This will cause Carthage to gain control of Paestum. They will gain one unit there, another in the build pool and a few replacements.

**Bruttium Joins** - Starting in September of 217, if Hannibal is in the Italia area and Carthage has at least 115NM and Rome has less than 85NM there will be a 80% chance each turn to trigger Bruttium Joins. This will cause Carthage to gain control of a newly created structure in Hipontum. They will also gain three units of Pedites and two generals in a random region near Hipontum. One Pedites will become available in the build pool along with a few replacements.

**Samnite Reinforce Hannibal** - Starting in September of 217, if Hannibal is in the Italia area and Carthage has at least 115NM and Rome has less than 85NM there will be a 80% chance each turn to trigger

Samnite Reinforce Hannibal. This will cause Carthage to gain control of Beneventum. They will gain three units there. Two militiae will be added to the build pool along with a few replacements.

## Roman Morale and Dictatorship

**Roman Iron Will** - Starting in December of 219, if Rome's NM falls below 40 it will trigger Roman Iron Will giving them 20NM, 5EP, 25\$, and 5 line replacements. This event can happen multiple times.

**Volones** - Starting in June of 218, if Rome's NM is 60 or less they will receive an option to recruit Volones for 50\$ and 10EP. This will create two units of heavy infantry in Rome.

**Freedmen** - Starting in 216, if Rome's NM is 90 or less they will have the military option to recruit Freedmen for 30\$ and 15EP. This will create a locked urban defense force of two units in Rome. It will also create a single, unlocked unit of heavy infantry in Rome.

**Vesta Gifts** - If Rome has less than 85 NM they will have a 50% chance every turn to receive the Vesta Gifts option. This option will allow them to exchange 100\$ and 5EP for 2NM. Rome must have the money and EP cost on hand in order for the event to regenerate.

**Exceptional Sacrifices** - If Rome has less than 55 NM they will have a 50% chance every turn to receive the Exceptional Sacrifices option. This option will allow them to exchange 20EP for 5NM. Rome must have the EP cost on hand in order for the event to regenerate.

**Small Roman Games** - If Rome has less than 95 NM, and they have more than 75\$ and 1EP, then they will have the option to use Small Roman Games. This option will allow Rome to exchange 1EP and 75\$ for 2NM. If the requirements are met, this option will have a 75% chance to regenerate every January, April, and August.

**Large Roman Games** - If Rome has less than 85 NM, and they have more than 250\$ and 5EP, then they will have the option to use Large Roman Games. This option will allow Rome to exchange 5EP and 250\$ for 5NM. If the requirements are met, this option will have a 50% chance to regenerate every May and November.

**Appoint Dictator** - At any time before 207, if Carthage has at least 25 units within two regions of Rome, Rome will have the military option to Appoint a Dictator for 20VP and 10EP. This option can be used a total of three times throughout the game, once every six turns if the conditions are met. Each use will create a force consisting of: two highly experienced legions, two ala, two impedimenta, one equites, and a Dictator along with his Magister Equitum. Six turns after using the option the Dictator and his Magister Equitum will be removed from play, the troops will remain.

## Roman Conquest of Hispania

Starting in 217, the first time Rome captures major cities in Hispania they will receive a reward.

**The Fall of Saguntum** - Rome will gain 150\$, 1NM, and 10 loyalty in the Hispania theater. Carthage will lose 1NM and 10 loyalty in the Hispania theater.

**Iberian Hostages** - Starting in 216, if Rome retakes Saguntum Iberian Hostages will be liberated. This will have a large positive impact for Roman loyalty in the Hispania theater It will also give them a unit in Cesse.

**The Fall of Carthago Nova** - Rome will gain 100VP, 1NM, and 15 loyalty in the Hispania theater. Carthage will lose 2NM and 15 loyalty in the Hispania theater.

**The Fall of Gades** - Rome will gain 100\$ and 2NM. Carthage will lose 1NM.

## Romans in Hispania

**Alliance with the Northern Tribes** - Starting in March of 217, if Rome has at least 20 elements in the Hispania theater they will receive an option to form an Alliance with the Northern Tribes for 20\$ and 15EP. Rome will gain access to Aussenanii territory and they will take control of their force of two units in Cesse. A few local Hispania forces will become available for construction.

**Alliance with the Celtiberians** - Starting in June of 216, if Rome has at least 20 elements in the Hispania theater they will receive an option to form an Alliance with the Celtiberians for 150\$ and 15EP. This will allow the regions around Numantia and Segovia to be entered. Any Celtiberians currently in play will be removed. Celtiberian Attack events will no longer be possible. This Alliance will also allow Rome to build a huge force of 13 units in the area.

**First Illergetes Revolt** - Starting 217 and ending in 206, if Rome has at least 20 elements in the Hispania theater they will have a 50% chance each turn of triggering the Illergetes Revolt. This will give Carthage control of the large Illergetes force of seven units led by Indibilis in the Ilerda region. It will also unlock and give control of the regions of Cascantum, Ilerda, Osca, Aeso, and Anabis to Carthage.

**Illergetes Submit** - Before the year 206, the Romans can get the Illergetes to submit by controlling the regions Ilerda, Osca, Aeso, and Anabis. If they control these regions there is a 15% chance each turn that the Illergetes will submit and Indibilis and his army will be removed. This will also have a positive affect on Roman loyalty in the Tarraconensis area.

**Second Illergetes Revolt** - Starting in 216, if Rome forced the Illergetes to submit and they have at least 20 elements in the Hispania theater there will be a 50% chance each turn of triggering the Second Illergetes Revolt. Indibilis and Mandonius will again appear with a large army of eight units for Carthage.

**Illergetes Go Home** - Starting in June of 212, if Scipio is in the Hispania theater there will be 50% chance each turn to trigger an event to send the Illergetes home. This will remove the Illergetes forces until their third revolt. It will also have a positive affect on Roman loyalty in the Tarraconensis area.

**Third Illergetes Revolt** - Starting in 206, if the Illergetes have been forced home and Scipio has fallen sick and Rome has at least 20 elements in the Hispania theater there will be a 50% chance each turn of triggering the Third Illergetes Revolt. Indibilis and Mandonius will once again appear with a large army of eight units for Carthage.

**Scipio Falls Sick** - Starting 206, if Rome controls Carthago Nova and Scipio is in the Hispania theater there will be a 50% chance each for Scipio to fall sick. Scipio will moved to Carthago Nova where he will be locked for six turns.

**Legion Mutiny** - If Scipio has fallen sick and he is still in the Hispania theater, there will be a 50% chance each turn for a Legion Mutiny to occur. This cause one random Roman legion in the theater to become locked for one turn.

**Celtiberians Rally to Rome** - Starting in March of 207 if Rome has at least 105NM and at least 20 units in the Hispania theater there will be a 50% chance each turn for the Celtiberians Rally to Rome. This will remove the Celtiberians currently in play. A small force of three units led by Culcha will join the Roman cause in Segovia. The area around Segovia will become unlocked. This will also prevent any further Celtiberian Attack events.

## **Carthage Income and Morale**

**Rapacity** - In January and July of each year the Carthaginian treasury will be checked. If it has less than 100 denarii they will lose 1NM and 20VP. If they have more than 1000 denarii they will gain 1NM and 20VP

**Carthage Mare Internum Commercium Trade** - Mare Internum Commercium collects on February each year. It has a variable income depending on the number of transport ships in the region. 20 or less ships earns 200\$, 21 to 50 will earn 300\$, 51 or more will earn 500\$.

**Leptis Magna** - Each November Leptis Magna will collect 200\$ if it is under Carthage control.

**Hispania Silver Mines** - Each September the silver mines of Hispania will earn 200\$ if Carthage controls Gades and has a transport unit in Mare Hispanicum Commercium. (The starting unit doesn't count, you will need manually send one there.)

**Play on Purple Prices** - If Carthage has more than 400\$ they will have the option to Play on Purple Prices. This option will allow Carthage to exchange 400\$ for 1NM and 20EP. This option has a 33% chance to regenerate every turn if Carthage has more than 400\$ on hand.

**Ceremony to Baal** - If Carthage has 100 or less NM, and they have more than 75\$ and 5EP, they will have a Ceremony to Baal option. This will allow Carthage to exchange 75\$ and 5EP for 1NM. This option has a 50% chance to regenerate every turn if the requirements are met.

**Tanit Gifts** - If Carthage has 90 or less NM, and they have more than 150\$ and 3EP, they will have a Tanit Gifts option. This will allow Carthage to exchange 150\$ and 2EP for 2NM. This option has a 50% chance to regenerate every turn if the requirements are met.

## **Massalia**

**Massalia Supports Rome** - Starting in 217, if Carthage does not control Massalia, Rome will receive an option to annex Massalia for 20EP. This will give Rome 1NM and control of all Massalian forces and regions. Acquiring the city of Massalia will gain Rome 15EP.

**Fall of Roman Massalia** - If Carthage conquers Massalia and Rome previously used the option to support Massalia, then Carthage will gain \$500 and Rome will lose 15EP and 1NM.

## Syracuse

**Syracuse Joins War** - Starting In April of 219 if Syracuse has yet to support Rome and Carthage has 5 or more units in the Sicilia area it will cause Syracuse to join the war on Rome's side. Rome will gain 1NM, the Syracusan forces will become unlocked, and Rome will gain the ability to build more.

**Syracuse Supports Rome** - Starting in June of 216 if Syracuse has not yet joined the war there will be a 50% chance each turn for Syracuse to give their support to Rome. This will give Rome \$100, 1NM, and a tiny force of two units in the city of Rome.

**Embassy to Syracusea** - Starting in September of 218, if Hannibal is in the Italia area and Carthage has at least 110NM, Carthage will have the option to send an Embassy to Syracusea for 10EP. This will allow Carthage to later convince Syracusae to switch sides.

**Hiero Violent Death** - If the Syracusan leader Hiero dies in combat before June of 215, Syracuse will defect to Carthage.

**Hiero's Agony** - In June of 215, Hiero will die a natural death. He will be replaced by his grandson. Rome will lose any built Syracusan units except for the Mercenarii and several Syracusan replacements. Carthage will gain 20 loyalty in the two Syracusea regions.

**Hippocrates Switches Sides** - Starting in November of 215 if Carthage has sent an Embassy to Syracusae they will receive an option to cause Syracusae to switch sides for 20EP. Along with the full defection of Syracusae, Carthage will receive 2NM, 25VP, and \$100.

**Assassination of Hieronymos** - Starting in March of 214 if Hiero's Agony has occurred and Syracusea has switched sides, Rome will get an option to assassinate Hieronymos for 10EP. Rome will gain 1NM and Carthage will lose 1NM along with 50 loyalty in Syracusea.

**Archimedes** - Starting in 215 if Hiero is dead it will trigger the appearance of Archimedes. Carthage will gain a tiny fixed defense force in Syracusae led by Archimedes.

**Fall of Allied Syracusae** - If Syracusae has switched sides and Rome retakes Syracusae from Carthage it will trigger the Fall of Allied Syracusae. This will cause Rome to gain 5VP, 5EP, and 1NM. Carthage will lose 50VP, 5EP, 1NM, and all Syracusan units.



## Numida

**Syphax Declares War** - Starting in May of 213, if Syphax exists, he has a 50% chance each turn to declare war upon Carthage. Rome will gain 1NM and Carthage should lose their Numidian mercenary cavalry and the ability to hire more. The areas of Mauritania and Numidia will become unlocked. Rome will gain control of the now unlocked Masaesyli forces in Auzea and Siga. The city of Cirta will become an objective location.

**Rome Supports Syphax** - After Syphax has declared war on Carthage and if Auzea is not under Carthaginian control, Rome will receive an option to Support Syphax for 20EP. This will create a small force of three units in Auzea led by the Roman general Quintus Statorius, he has the Training Master trait. It will also unlock the pro Carthage forces in Cirta and Rusicade as well as opening the Numidian area to be entered.

**Alliance With Numidia** - After Syphax has declared war on Carthage and if Auzea is not under Carthaginian control, Carthage will have the option to form an Alliance With Numidia for 20EP. This will unlock the Numidian area and forces. It will also give them Massinissa as a general and 1NM.

**Death of Gaia** - Starting in October of 206, the Numidian leader, Gaia, will have a 50% chance each turn to die. The Numidian force located in Rusicade will be moved to Cirta along with their leader, Ulzasen. A new general, Metzul, will also join them.

**Syphax and Shophonisbe Marriage** - Starting in May of 205, if Syphax is still alive and the Numidian Civil War has not occurred, Carthage will have the option to induce the Syphax and Shophonisbe Marriage for 25EP. The majority of the Mauritania area will become locked from entering. Forces currently there will be automatically moved to their respective capitals. Syphax will be moved and locked in Auzea. The Roman general, Quintus Statorius, will be removed. Carthage will gain 1NM. Using this option will have a dramatic effect on the outcome of the Numidian Civil War.

**Numidian Civil War** - Starting in July of 205, if Gaia has died there will be a 40% chance each turn of the Numidian Civil War occurring. This will remove the Numidian leaders, Ulzasen and Metzul from play. The areas of Numidia and Mauritania will become unlocked. If Syphax and Shophonisbe have been married there will be additional affects.

**Numidian Civil War (With Syphax and Shophonisbe Marriage)** - Both Western and Eastern Numida will switch allegiances. Carthage will gain control of Auzea, Siga, Sitifis, and all Western Numidian forces. Rome will gain control of Cirta, Rusicade, Lambeasis, and all Eastern Numidian Forces. The general, Metzul, will remain loyal to Carthage and be moved to Auzea.

**Support Massinissa's Claim on the Throne** - Starting in 204, if the Syphax and Shophonisbe Marriage and the Numidian Civil War have both occurred, and Massinissa exists, Rome will have the option to Support Massinissa's Claim on the Throne for 100\$ and 15EP. This will cause Carthage to lose 1NM. Rome will gain control of Massinissa and a small force of three units in Auzea, but they will lose the Numidian general, Capussa. The area of Tingitania and the forces therein will become unlocked.

## Macedonia

**Carthage and Philippos Alliance** - Starting in March of 214, if Rome controls Epidamnia, Appolonia, and Carthage has more than 115NM there will be a 50% chance each turn of Carthage and Philippos forming an alliance. This will give Carthage 2NM and control of a force five units in Antigoneia led by Philippos V. The regions of Parthos and Molossus will become unlocked.

**Defeat versus Macedonia** - Starting in November of 213, if Carthage controls Appolonia and Epidamnia, Rome will have the option to accept defeat versus Macedonia at the cost of 2NM, 20VP, and 10EP. This will concede the regions of Epidamnia, Appolonia, and Corcyra to Macedonia. The Macedonian forces will be removed and the area will be blocked from entering for the rest of the war by either sides. Carthage will also lose 1NM.

**Aetolian League Alliance** - Starting in February of 211, if Carthage and Philippos have formed an alliance and Rome still controls Appolonia and Epidamnia they will receive a diplomatic option to remove the Macedonians from play at the cost of \$30 and 10EP. Rome will also gain 1NM and Carthage will lose 1NM.

**Macedonian Expeditionary Corps** - Starting in March of 203, if Carthage and Philippos have formed an alliance and Rome has not conceded defeat versus Macedonia there will be a 50% chance each turn for Carthage to receive a Macedonian Expeditionary Corps of three units in Carthage led by Sopater.

## General Deaths, Desertions, and Age

**Hannibal, Terror of Carthage (Hannibal Gets Old)** - Starting in 211, Hannibal has a 25% chance each turn to grow old and weary of the long war. He will lose all experience, several of his traits will be downgraded, and most importantly; Hannibal will lose the Eagle Eye trait. This event will also cause the Carthaginian player to cry.

**The Death of Hannibal** - If Hannibal dies Carthage will lose 15 EP and 5NM. Rome will gain 1 NM.

**The Desertion of Muttines** - On June 211, Muttines will be removed from play.

**The Death of Scipio Africanus** - If Scipio Africanus dies Rome will lose 10 EP and 2 NM. Carthage will gain 1 NM.

## Africa

**Tychaios Joins Hannibal** - Starting in the year 202, if Hannibal is in the Africa area there will be a 50% chance each turn for Tychaios to join Hannibal. Tychaios and three units of highly experienced cavalry will appear in the same region as Hannibal.

**African Army Alert** - If at any time Rome has 20 or more units in the Africa area it will cause all units in the region of Carthage to become unlocked.



## Revolts and Attacks

**Great Uprising in Sardinia** - Starting in 215, if Rome's NM is less than 100 and they control the regions of Caralis, Tharros, and Gallura there will a 15% chance each turn for an uprising in Sardinia. This will give Carthage control of Olbia along with a medium sized force of five units and two generals.

**More Uprisings in Sardinia** - Starting in July of 214, if Rome has less than 100NM and they control the regions of Caralis, Tharros, and Gallura, and they also have less than 11 elements of elite, line, or service units in the area of Sardinia then there will be a 15% chance each turn to trigger More Uprisings in Sardinia. This will give Carthage control of Olbia along with a small force of three units.

**More Uprisings in Sardinia Renewal** - Starting on January of 213, and every January thereafter the More Uprisings in Sardinia event will renew and become available to happen again if the conditions are met.

**Uprising in Corsica** - Starting in March of 219, if Rome does not control the region of Aleria there will a 10% chance each turn to trigger the Uprising in Corsica. This will create a barbarian force in Agation. They will be hostile to both factions.

**Turdetanii Revolt** - Starting in March of 216 and ending in 205, if Hannibal is not in the Hispania theater there will be 30% chance each turn of triggering the Turdetanii Revolt A rebel army of seven units led by Attenes will appear in Urium. They are independent and will not be under Roman control.

**Victory Over Turdetanii** - Starting in 215, if Carthage controls the regions Urium, Evandria, and Corduba, it will trigger Victory Over Turdetanii. This will remove the revolvers, give Carthage 1NM, and make a large amount of Turdetanii forces to become available to Carthage for recruitment.

**Sicilian Revolt** - During the year of 213, if Rome has less than 80NM it will trigger the Sicilian Revolt. This will cause all Socii Militiae in the Sicilian area to be removed. Carthage will gain control of small revolting forces in the regions of Lilybaeum, Panormus, Messina, and Agrigentum.

**Bruttium Surrender** - Starting in March of 212, if Bruttium has defected to Carthage and Rome controls the regions Locri, Croton, Hipontum, and Rhegium, they can force Bruttium to surrender for 20EP. This will remove all Bruttium forces and award Rome 1NM.

**Celtiberian Attack** - Starting in March of 214, there will be a 10% chance each turn for the Celtiberians to launch an attack. This attack will unlock the regions around Numantia and Segovia. It will also create small barbarian forces of four units in both regions. These forces will be hostile to both factions.

**Lusitanian Attack** - Starting in March of 211, there will be a 10% chance each turn for Lusitania to launch an attack. This attack will unlock the Lusitania area and create a barbarian force of six units in the region of Cetobriga.

**Victory Over Lusitanians** - Starting in July of 211, if Carthage controls the regions of Olisippo, Scallabis, and Gades, it will trigger Victory Over Lusitanians. All Lusitanian units will be removed and the Lusitania area will become locked. All Carthaginian units will be moved to Gades. Carthage will

gain 50VP, 2NM, 50\$, and two units of Lusitanian mercenarii infantry in Gades.

## Money

**More Money** - The More Money option will allow either faction to exchange 5EP, 2NM, and 25VP for 200\$ and 1% inflation increase. If either faction has less than 150\$ and they have at least 5EP, then this event will regenerate every January and August.

**Selling Prisoners into Slavery** - If either faction has 5,000 prisoners they will receive an option to sell them into slavery for 200\$. This event has a 33% chance every turn to become available to use again, but only if one has enough captured prisoners on hand.

**Yearly Trade** - Near the end of every year, both factions will check the performance of their overall trade for the year. Rome only makes this check if they control Massalia. In October there will be a 20% chance for Good Trade, this will award 250\$. Lacking Good Trade there will be a 20% chance for Bad Trade, this will cost the faction 2NM. Failing both check will result in nothing.

There are many, smaller, trade based events. These events are primarily based upon control of specific regions. These regions can be identified in game by the presence of building icons, like the Mercatus in Massalia and Utica, or the Portus Commercii found in Gades and Neapolis.

Rather than detailing these events individually, I will list the range of their random earnings, (poor, normal, and exceptional) which faction is eligible, and when they collect. Note that Massalia has two buildings and Rome earns more from it than Carthage.

Each of these events has a 10% chance of being 'exceptional' and will earn the highest listed amount. If that check fails then each event will have a 10% chance to be 'poor' and will earn the lowest listed amount. If the event misses both 10% chances then it will be 'normal', earning the middle amount.

Location	Faction	Poor	Normal	Exceptional	Interval
Massalia	Rome	25	50	100	April
Massalia	Carthage	10	20	50	April
Neapolis	Rome	25	50	100	April
Tarentum	Rome	25	50	100	April
Carthage	Carthage	10	25	50	April
Gades	Both	10	20	50	April
Syracusae	Both	5	15	30	July & December
Massalia	Rome	5	15	30	July & December
Capua	Rome	5	15	30	July & December
Utica	Carthage	5	15	30	July & December
Leptis Magna	Carthage	5	15	30	July & December

## Recruitment Options

**New Legions** - In March of 214, Rome will receive a military option to recruit new legions at the cost of 50\$ and 25EP. This will allow the construction of six legions and their accompanying six alae.

**New Fleets** - In March of 215, Rome will receive a military option to recruit a new fleet at the cost of 15EP. This will allow the construction of four Quinquereme squadrons with corvus.

**Hire Ligurian Mercenaries** - Starting in June of 218, if Carthage controls Genua and the event 'Hannibal in Italy' has previously occurred then Carthage will receive a military option to Hire Ligurian Mercenaries at the cost of 100\$, 5VP, and 5EP. This option will create a unit of highly experienced infantry in Genua.

**Hire Ligurian Mercenaries Regen** - Every February and April there will be a 15% chance for the Hire Ligurian Mercenaries event to regenerate and become available to use again. Carthage must control Genua and have the cost of 100\$, 5VP, and 5EP on hand.

**Hire Numidian Mercenaries** - Starting in June of 218, Carthage will receive a military option to Hire Numidian Mercenaries at the cost of 100\$, 5VP, and 5EP. This option will create a unit of highly experienced Numidian mercenary cavalry in Carthage.

**Hire Numidian Mercenaries Regen** - Every February and April there will be a 15% chance for the Hire Numidian Mercenaries event to regenerate and become available to use again. Syphax must not have declared war on Carthage. Carthage must have the cost of 100\$, 5VP, and 5EP on hand.

**Gallic Levies** - Starting in year 210, if Hasdrubal Barca and at least three regular units are in the Narbonensis area it will trigger Gallic Levies. This will give Carthage a huge force of 20 units in the region of Brigantio.

## The End

**The Fall of Carthage/Rome** - If either capital falls, the victim will lose 500VP and 200NM. The victor will gain 500VP and 10NM. The loss of 200NM will trigger an automatic defeat and end the game.