

Carthaginian Army Selection

	CLUBS ♣	DIAMONDS ♦	HEARTS ♥	SPADES ♠	MC
2	Elephants	Elephants	Elephants	Diplomacy & bribes: 1 Talent: Chance for enemy mercenaries to desert. 1 unit (chosen randomly) vulnerable.	2
3	African light infantry	Numidian tribal cav. / Numidian mercenaries	Numidian tribal cav. / Numidian veterans	Diplomacy & bribes: 1 Talent: Chance for enemy mercenaries to desert . 2 units (chosen randomly) vulnerable.	3
4	Libyan spearmen levy / veteran	Citizen Levy / Citizen militia	Numidian tribal cav. / Numidian veterans	Diplomacy & bribes: 2 Talents: Chance for enemy mercenaries to desert. 50% (chosen randomly) vulnerable.	3
5	Libyan spearmen levy / veteran	Libyan spearmen militia / veteran	African tribal infantry / Elephants	Diplomacy & bribes: 3 Talents: Chance for enemy mercenaries to desert. All vulnerable.	4
6	Libyan spearmen levy / veteran	Libyan spearmen militia / veteran	Celtiberian mercenaries	Pay, 1 talent : D6 versus desertion test	5
7	Libyan spearmen levy / veteran	Libyan spearmen militia / veteran	Libyan militia / veteran (armd.)	Pay, 2 talents : D8 versus desertion test	6
8	Citizen levy	Citizen militia	Italian mercenaries / Roman allies	Pay, 3 talents : D10 versus desertion test	6
9	Citizen levy	Celtic mercenaries / Celt veterans	Sicilian hoplites / Roman allies	Pay, 4 talents : D10 versus desertion test & all units U1 on morale	7
10	Citizen levy / merc. theurophoroi	Sicilian theurophoroi / hoplites	Sicilian hoplites / veteran hoplites	Supply : 50% units out of supply D1 on BDV	7
J	Citizen levy / merc. theurophoroi	Celtic mercenaries / Campanian hoplites	Celtiberian mercenaries	Supply : 1 talent all in supply Or 20% units out of supply D1 on BDV	8
Q	Celtic cavalry	Liby-phoenician cavalry	Balearic slingers	Supply : 2 talents all in supply Or 30% units out of supply D1 on BDV	8
K	Levy Punic cavalry	Scutarii / veteran scutarii	Scutarii / veteran scutarii	Supply : 3 talents all in supply Or 50% units out of supply D1 on BDV	9
A	Bodyguard cavalry	Liby-phoenician cavalry	Citizen cavalry	Strategem (std, table roll D4 & D6)	0

Citizens, Punics, Elephants and Liby-phoenician cavalry are immune to desertion tests.

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Pay unlocks additional recruitment opportunities:

1 talent: **RED** options

2 talents **BLUE** options

3 talents: **GREEN** options

A reminder:

Start with 10 points per Talent remaining (once Supply, Diplomacy/Bribes and Pay have been deducted,) and a basic pack of cards; 1 point turns a card, to but that unit costs additional points (Clubs 1, Diamonds 2, Hearts 3, Spades free!)

Spades

Negative effects still come into play even if no Talents have been spent in a category.

Only the highest value spade in a category (Supply, Pay etc.) is applied.

Generals

Hanno the Great, Average commander,	D4 influence (hated by Libyans) Talented organizer, gets +1 Talent resources when commanding an army.
Hamilcar Barca, Skilled commander,	D6 influence
Gisco Average commander,	D8 influence (loved and respected by troops) Currently captured by rebels.
Hannibal (not that one) Poor commander,	D6 influence

A Carthaginian general can choose to disarm and/or execute the garrison of a city that has declared for Carthage to make it invulnerable to unrest. (The garrison are replaced by Punic Citizen troops.) This permanently reduces the value of the city by 1 Talent and increases the number of unrest markers each turn as per the rules.