

Mercenary Army Selection

	CLUBS ♣	DIAMONDS ♦	HEARTS ♥	SPADES ♠	MC
2	African light infantry	Numidian tribal cav. / Numidian mercenaries	African tribal infantry / 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	African light infantry	African light infantry / trained African infantry	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	African light infantry	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	Celtic mercenaries	Celtic mercenaries	Italian mercenaries / Roman deserters	Pay, 3 talents : D10 versus desertion test	6
9	Celtic mercenaries	Celtic mercenaries / Celt veterans	Italian mercenaries / Roman deserters	Pay, 4 talents : D10 versus desertion test & all units U1 on morale	7
10	Sicilian skirmishers / theurophoroi	Sicilian theurophoroi / hoplites	Sicilian hoplites / veteran hoplites	Supply : 50% units out of supply D1 on BDV	7
J	Celtic cavalry	Celtic mercenaries / Campanian hoplites	Celtiberian mercenaries	Supply : 1 talent all in supply Or 20% units out of supply D1 on BDV	8
Q	Spanish light cavalry	Caetrati / Balearic slingers	Balearic slingers	Supply : 2 talents all in supply Or 30% units out of supply D1 on BDV	8
K	Mauretanian med. cavalry / Liby-phoenician 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	Liby-phoenician cavalry	Strategem (std, table roll D4 & D6)	10

## Mercenary Army Selection

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.

### Talent Allocation

Each army must have its own total Talent pool split into Recruitment, Pay, Diplomacy and Supply. Most of the rules to do with Talent allocation are to do with the Beat the Drum table for the Mercenary army. The spades column deals with Pay, Supply and Diplomacy.

Recruitment is multiplied by 10 and this gives you the amount of points/crowns that you spend on units all the other card suits.

Pay: helps with Desertion tests (spades), unlocks extra troop types on the army table (clubs, hearts & diamonds)

Supply: protects against Out of Supply (spades),

Diplomacy: Chance for enemy units to desert (spades), Effects dice size for weekly Unrest test. Total amount allotted to Diplomacy by each side is compared, difference is change in dice: Same = D8, Mercenaries +1 dice = D10, Carthaginians +1 dice = D6, etc. Unrest favours Mercenaries (initially at least) as cities can declare for them without any interference from an army (needing 2+ unrests.) Carthaginians can only sway cities to their cause with influence from a General/army outside a city with unrest.