

Carthage: The First Punic War

Sequence of Play

- A. Upgrade Phase
 - 1. City Rebuild (9.86)
 - 2. Carthaginian Army Efficiency (CR 10.53)
- B. Strategic Decision Phase
 - 1. Disband Legions (CR 10.18)
 - 2. Imperium Prorogue (CR 5.3)
 - 3. Leader Loss Check (8.6)
 - 4. Roman Elections (CR 5.2)
 - 5. Carthaginian Political Climate (CR 5.71)
 - 6. Force Increase Determination (CR 7.72)
 - 7. Remove Raid Markers
- C. Initiative Phase
 - 1. LAM Pool Segment (CR 7.22)
 - 2. Initiative Determination Segment
- D. Operations Phase
 - 1. Activate leader or resolve siege attrition (5.5)
- E. Augury Phase
 - 1. Resolve Augury event
- F. Devastation Phase
 - 1. Devastation Recovery Segment (6.7)
 - 2. Devastation Attempt Segment (6.7)
- G. End-Turn Phase
 - 1. Inertia Attrition Segment (6.46)
 - 2. Port Segment (CR 7.75)
 - 3. Legion/Crew Training (CR 10.3, CR 7.14)
 - 4. Recovery from Battle (8.56)
 - 5. Victory Determination