



*Carthage is a **deckbuilding board game** in which players move around a hex-based arena and face-off in gladiatorial warfare in order to earn crowd favor, gain armor to survive, and cause ruthless damage to their opponents. **EASY TO LEARN ... EASY TO DIE!***

*****PROTOTYPE RULEBOOK WITH MINIMAL DESIGN WORK*****

Game Components

- 1 Game Box
- 1 Game Rules
- 1 Game Board
- 20 Theater Cards
- 72 Action Cards
- 1 Starting Player Token
- 23 Arena Tokens
- 50 Starting Action Cards (10 Cards each)
- 5 Player Boards (1 per Player)
- 5 Carthage Miniatures with Colored Bases
- 25 Colored player Marking Cubes
- 5 Beast Cards (Optional Use)
- 16 Modular Ruleset Cards (Optional use)
- 8 Scenario Match Setups



Round Order:

A round consists of three phases:

1. **Theater Phase** - The top card of the Theatre Deck is placed face up, this sets the scene for the round.
2. **Action Phase** - Players draw 5 cards from their Starting Deck, Players play out their 5 Action Cards one at a time in Turn Order.
3. **Favor Phase** - Players use crowd Favor points to build better combat options, Lobby the crowd for advantages, or assemble their Starting Deck into a more lethal combination of actions.

How to Win

Players achieve victory by defeating their opponent(s) and surviving as the last Gladiator in the Arena.

Game Setup



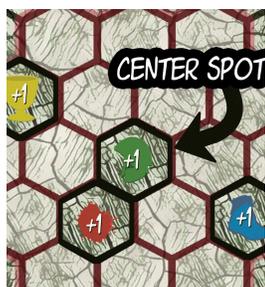
Starting Player

The Starting Player is selected by determining who was the most recent player to “bleed their own blood”. That player will take the Starting Player Token.

Set-Up : Beginning with the starting player, and proceeding clockwise (turn order), each Player chooses a Carthage Miniature. They then place the corresponding Player Board and Starting Action Deck in front of them. *NOTE: Carthage Miniature, Player Board, and Action Deck all have one unique identifying colour (blue, red, green, yellow, and purple).* Action Deck Cards have a starting symbol that match the player boards.

Finally, place the Armor and Favor tracking cubes on the designated places on the Player Board.

- The Action Deck should be shuffled and placed face down on the Action Deck area of the Player Board.
- **Armor** - Cubes are placed on number 15 of the Armor track. *NOTE: Players cannot gain more than 20 Armor. When a player's Armor total reaches 0 or less, they are eliminated.*
- **Favor** - Cubes are placed on the (cup) space of the Favor track. *NOTE: Players can gain a max. of 15 Favor per round.*



First Game Setup

When playing Carthage for the first time, setup the Arena Tokens according to image on the left, placing the 1 Armor token on the center hex. Orientation does not matter for the remaining three Arena Tokens. See *Advanced Rules SETUP* for following games.

How to Use the Arena Tokens

- When a player moves onto an Arena Token they immediately gain and resolve the Arena Token’s action. See *appendix for more information.*
- When a player moves off of an Arena Token, immediately flip the Token face down for the remainder of the round. This Token cannot be activated again until it is flipped face-up. Unoccupied Arena Tokens are flipped face-up at the start of each Round.

In turn order, each player places their Carthage Miniature on the Game Board Arena.

- Carthage Miniatures must be placed along the outside edge of the Arena.
- Players may not be placed adjacent to one another.

Shuffle the Theater Deck and place it face down on the Theater Deck card space on the Game Board. Shuffle the Action Deck and place it face down on the Action Deck space on the Game Board. Draw the top five Action Deck cards and place them face up to the right of the Game Board beside the Focus Deck and Action Deck. **You are now ready to play!**



Theater Phase

1. Flip all unoccupied face down Arena Tokens face up.
2. Draw the top card from the Theater Deck and place it face up in the Discard Pile adjacent to the Theater Deck.
3. Resolve any action(s) the flipped Theater Card may create. (Some actions resolve immediately, and some resolve after the Action Phase).



Action Phase

Each player draws the top 5 cards from their Action Deck. Keep these cards hidden in your hand.

1. If you run out of cards in your Action Deck draw pile when drawing your 5 Action cards, Keep what you drew, then shuffle all cards in your discard pile and place them facedown onto the Action Deck draw pile area, then draw the remaining cards needed to make a 5 card hand.

In turn order, players play one card at a time, that card resolves immediately according to the card's action(s).

NOTE: ALL actions MUST be resolved. Resolved Action Cards are immediately placed face up in the discard pile. Action Cards are played one at a time in turn order until every player has played all cards in their hand.

Action Cards



1. **Movement** (Blue Foot) - Move your player X hex spaces in the arena. Players cannot move onto an occupied space. Players may move their minis in any direction, and may occupy the same space multiple times if desired.



2. **Damage** (Red Blood) - Inflict X Damage to an opponent occupying an adjacent hex. The opponent then moves their Armor tracker down X spaces. If no player is adjacent, no Damage is done.



3. **Armor** (Green Helmet) - Move the Armor cube tracker up X spaces on your Player Board.



4. **Favor** (Yellow Cup) - Move the Favor cube tracker up X spaces on your Player Board.



5. **Damage with Strike Bonus** (Red Blood with White Burst) - Strike Bonus only occurs if Damage is done to an opponent. If the Damage is done the Strike Bonus occurs, and the remaining card Actions take place (such as Knockback or Favor). If no Damage is done, the player does not receive the Strike Bonus.



6. **Knockback** (Hex with Right Arrow) - Damaged opponent is moved one straight space away from the Player (if able). Players may not be knocked back off the board, or onto another player's square. If a player cannot be knocked back they take 1 additional point of damage.

Action Cards resolve immediately. The Actions are taken in order from left to right and/or from top to bottom. (e.g. **+1 Movement** - move your mini 1 hex in any direction, **+2 Damage** - deal 2 Damage (if able) to an opponent on an adjacent hex. **Impact Bonus: +3 Movement** - move your mini 3 hex).

Action Cards that contain a “/”(slash) symbol allow the players to choose one side of the action card to resolve. (e.g. 1 Favor **OR** 1 Movement).

Once all cards have been played, resolve any Theatre Card actions, if applicable. Then move to the Favor Phase.



Favor Phase

Beginning with the last player (player to the right of the starting player), and proceeding clockwise, players spend accumulated Favor to purchase new Action Cards, or use one of the four Favor Actions on the Game Board. Players choose one purchase at a time, it is resolved immediately, and they then move their Favor Tracker Cube down according to the required cost. The next player can now choose one purchase. The Favor Phase continues in this pattern until players have spent all their Favor, or decide there is nothing they wish to purchase, and pass. Once a player has passed, they can no longer buy, and reset to "0" Favor

Favor Use Options



Purchase new Action Cards (XF)

The Favor cost is shown in the top left corner of the Action Card. Once a card is chosen it is placed in the discard pile on the Player Board. Immediately replace the vacant Action Card area with the top card of the Action Deck.



Initiate (1 Favor)

Take the Starting Player token. At the start of the Theater Phase that player becomes the Starting Player. *NOTE: Initiate can only be purchased once per Favor phase.*



Focus (3 Favor per Card)

Remove a card from the discard pile of your Player Deck and place it in the Focus pile on the Game Board. These card(s) will no longer be part of your Player Deck.



Evaluate (2 + X Favor)

Remove the 5 face-up Action Cards in the Action row and place them in the Focus pile. Draw 5 new Action Cards and place them face up. You may then immediately choose to buy one of the new Action Cards before any of the other players.



Lobby (2 Favor)

Choose one card from the Theater Deck Discard Pile and place it face down on the top of the Theater Deck, that player chooses if they'd like to reveal the card to the other players. This ability can be used multiple times per round. Therefore, if a player Lobbies after another player has just Lobbied, the card which was most recently Lobbied will be the next and only card played during the Lobby phase.

Ending the Favor phase



Players who have used all of their Favor, or have chosen to pass, are removed from the turn order for the rest of the round. Once all players have used their Favor, or passed, they place their Favor trackers to 0.

This completes all of the steps of the round. A new round begins with the Theater Phase.

Advanced Rules

Arena Tokens & Advanced Set-up Rules **Visit Scenarios for Quick Start Suggestions*

The player to the right of the starting player (last player) then chooses the Arena Tokens which will be used for the game. Next, in turn order players choose one token and place it on the game board. The number of Arena Tokens is determined by the number of Carthage players plus one, with a minimum of 4 Arena Tokens on the board. (e.g. 2 player = 4 Arena Tokens, 4 player = 5 Arena Tokens). You can have any number of Pillar Tokens.

Tokens are placed face up, with the following rules:

- All Arena Tokens must be placed within the inner circle (red border) of the Arena on the Game Board.
- One token must be on the centre hexagon.

When a player moves onto an Arena Token they immediately gain and resolve the Arena Token's action.



3/4

- **Favor Token** - Add X Favor to the Favor Tracker on the Player Board.
- **Damage Token** - Immediately cause X Damage to an adjacent space. If no player is occupying that adjacent space, then no Damage is caused.
- **Movement Token** - Immediately move X space to any adjacent hex, then resolve any remaining actions (if applicable).
- **Armor Tokens** - Immediately add X to the Armor tracker on the Player Board.
- **Pillar Token (X)** - The Pillar Token cannot be occupied and cannot be passed through.
- **King of the Hill Token (+3 AT END/+4 AT END)** - This token grants the occupying player Favor at the end of the round. Each time a player moves off the Token it is flipped over. However, the Favor is only awarded once per round, and only if it is occupied at the end of the round.
- **Crocodile Token (-1A)** - This token is a trap for players to Knockback their opponents into. If a player lands on the Crocodile Token they immediately lose 1 Armor.

When a player moves off of an Arena Token, immediately flip the Token face down for the remainder of the round. This Token cannot be activated again until it is flipped face-up (with the exception of the King of the Hill Token). Arena Tokens are flipped face-up at the start of the Theater Phase, with the exception of Tokens which are occupied by a player. These Tokens remain face-down until they are unoccupied at the start of the Theater Phase, then they are flipped face-up.



Clarifying Rules

- Damage can be inflicted anywhere in the arena, not just the inner circle.
- (-A) actions that reduce a player's Armor to 0 or less will cause the player to be eliminated.
- **Card: Horned Charge/Rhino** - both movement and damage must be in a straight line.
- **Card: All or Nothing** - resolve actions in order (7 Damage to opponent, then -2 Armor to the player). If both the player and opponent die as a result of the card, the opponent will be eliminated first.
- **Card: The Final Blow** - if card is played as the 5th (last) card of a player's hand, no discard is required.

Modular Rulesets

The Modular Ruleset allows players to add complexity, playtime, and strategic depth to Carthage. These additional Active Conditions are placed under the edge of the game board, allowing all players to see and utilize them. It is recommended to not play with more than a total of 4 Modular Rulesets per game.

NOTE: Combinations of Rulesets will lengthen gametime



Modular Ruleset - Favor Actions

(1F) Retain - Place one of your three extra colored Player Cubes on any of the five face up cards in the Action Row. This card now costs all opponents +1F in addition to the cost of the card. However, the card does not cost you anything extra (above the normal cost of the card) unless an opponent has placed/places a Player Cube on the card. Multiple cubes from multiple players may occupy a single card. When a card is purchased or evaluated, cubes are immediately returned to the player(s) whom they belong.

If a player is required to pay additional Favor as a result of an opponent's Player Cube(s), the player must pay any extra Favor costs to qualifying opponent(s), who immediately add the Favor to their Favor Tracker. (e.g. Player has purchased a card containing 1 blue Player Cube and 2 red Player Cubes. The player must pay 1 Favor to Retairius (blue), and 2 Favor to Dimachaeri (red)). *NOTE: Evaluated retain cubes do not gain players additional Favor.*

(6F) Repair - Return a face up card in your discard pile to the top of your Player Deck.

(3F) Concentrate- Shuffle your discard pile into your Player Deck

(2F +Cost) Intimidate - Focus a card from an opponent's face up discard pile. *NOTE: Intimidate is not permitted to be used on any of the 10 cards from the initial Player Decks.*

(1F -1A) Discipline - Take the **Focus Action** free from the 3 Favor cost.

(1F +X) Actuate - If Initiate has been purchased, take the Starting Player Token. Cost is +X the amount of times Initiate or Actuate has been purchased this round.

(4F) Demolish - Remove an Arena Token that is on a hex adjacent to your player miniature.

(2F) Renovate - Move an Arena Token to one adjacent unoccupied space.

(3F) - Ordinance - Immediately gain 1 Armor.

(3F) - Burst - Immediately gain 1 Movement.

(4F) - Campaign - Place the top 4 cards of the Theater Deck into the Theater discard pile, then Lobby.

Modular Ruleset - Active Conditions

A - Anger of the Horde - At the start of the Actions Phase, all players lose 1 Armor.

A - The Southern Winds - At the end of the Actions Phase, the player(s) with the least Armor gain 1 Movement.

A - Strict Discipline - At the end of the Actions Phase, each player **may** Focus a card for -2 Armor. *NOTE: May only be done once per round.*

A - Featured Match - At the beginning of the Actions Phase each player gains Favor equal to the number of cards in the Theater discard pile.

A - Battle Hardened - Starting Armor at 20 Armor. At the beginning of the Actions Phase, the player(s) with the least Armor gain 1 Armor.

A - Naked and Afraid - At anytime during the Actions Phase, on a player's turn, a player may take 1 Movement for the cost of 3 Armor. *NOTE: Must be before or after a card is played, not during the time a cards actions are resolving).*

Additional Game Modes

Co-Op/Solo Mode - Chariot Match

coming soon... hopefully.. (in development)

2 VS 2

Players sit across the table from each other, each playing a separate character with opponents in between turns. Play continues as normal until either team of two is eliminated.

2 VS 2 Chained Match

Same as 2 VS 2, except teammates cannot even have more than 1 hex space between each other. Logical rules apply to pillar tokens in regards to movement.

2 VS 3 Mode

The team of 2 selects 4 Modular Rulesets for the match that they can only use/be affected by.

Arena Beast Companion Mode

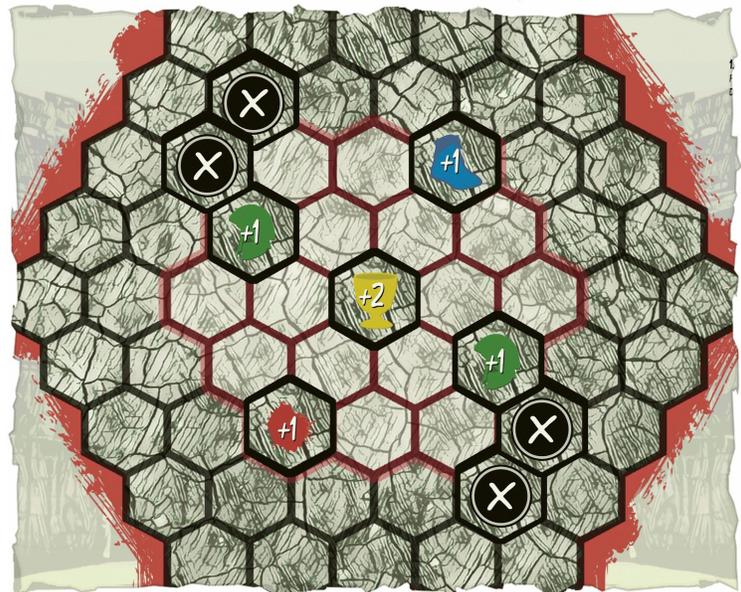
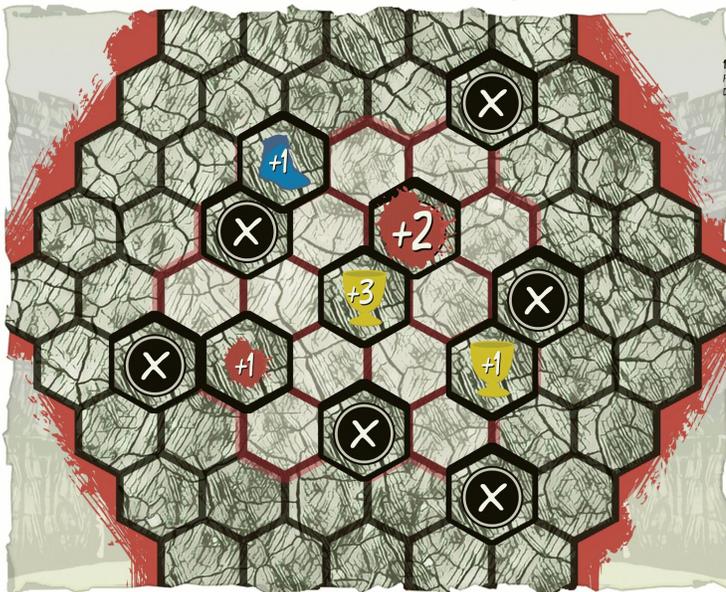
Each player selects a Arena Beast for them to control and use during gameplay

More info .. Coming Soon.. (in development)

Scenario Set-ups - Quick Game Starts (*more coming soon)

Bloodthirsty Savages

Legacy of the Theater



FAVOR RULESETS ACTIVE RULESETS

DISCIPLINE	DEMOUSH
INTIMIDATE	

ANGER OF THE HORDE
NAKED AND AFRAID

FAVOR RULESETS ACTIVE RULESETS

CAMPAIGN	ACTUATE
RETAIN	ORDINANCE

BATTLE HARDENED
FEATURED MATCH

Arena Beasts (Optional)



When a player's Armor is reduced to 0 or less, they can no longer win the game, but may choose to take on the role of an Arena Beast. These players can still impact the game results.

The eliminated player chooses one of the available Beast Cards. The Beast immediately enters the Arena according to the rules listed on it's card. The Beast has both Armor and Actions. Players of a Beast use the Armor tracking area on their Player Board to track the Beast's Armor. Players may use their carthage miniature or their Favor tracking cube to represent their Beast on the Arena Board.

- Most Arena Beasts have one Action which they resolve each round in turn order or specifically on the cards description. (some beasts get only one action per round at the end or beginning of phases)
- Beasts can occupy but not activate Arena Tokens. Tokens do not flip face down after a Beast has left them.
- Theater cards and Active Rulesets do not affect Arena Beasts unless they limit places of movement (i.e. Caged Animals)
- Beasts have a Armor Track and can be eliminated. In this case the Player may choose another Arena Beast to play (if desired).

NOTE: The Arena Beast mode is optional for player(s) who would like to remain part of the game after they have been eliminated.