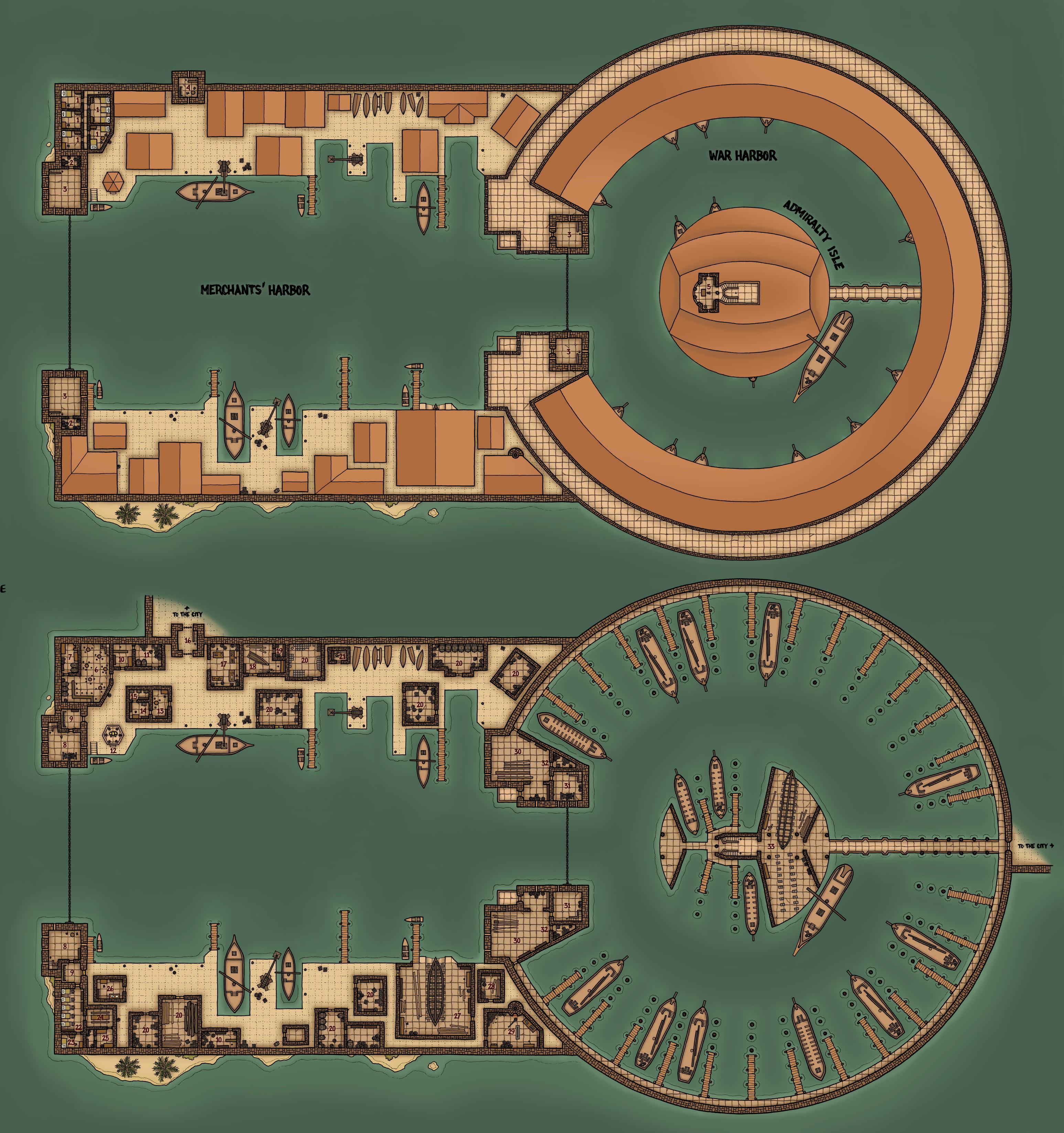


HARBOR OF CARTHAGE

- 1 GUEST ROOM
- 2 STORAGE (ARROWS)
- 3 GUARD TOWER
- 4 GUARD ROOM
- 5 FLEET ADMIRAL'S OFFICE
- 6 TAVERN
- 7 KITCHEN
- 8 GUARD STATION
- 9 ARMORY
- 10 PROVISIONER'S SHOP
- 11 STOCKROOM
- 12 SHRINE
- 13 CUSTOMS HOUSE
- 14 CHIEF COLLECTOR'S
 OFFICE
- 15 COLLECTIONS VAULT
- 16 GATEHOUSE
- 17 FISH MARKET
- 18 BOATWRIGHT
- 19 STORAGE (TOOLS)
- 20 WAREHOUSE
- 21 FISHERMENS' SHED
- 22 GUARD BARRACKS
- 23 GUARD CAPTAIN'S

 QUARTERS
- 24 MESS HALL
- 25 KITCHEN
- 26 HARBORMASTER'S OFFICE
- 27 CIVILIAN SHIPWRIGHT
- 28 SHIPWRIGHT'S STOREHOUSE
- 29 FOUNDRY
- 30 STORAGE (NAVAL SUPPLIES & EQUIPMENT)
- 31 GUARD STATION
- 32 STORAGE (MISC.)
- 33 NAVAL SHIPWRIGHT



HARBOR OF CARTHAGE

•This is a map of the harbor of the ancient city of Carthage. The layout of the area is depicted as described by historians: the merchants' harbor at the entrance and the round war harbor behind it with the "admiralty isle" in the center, featuring a naval shipyard and an observation room above. The map is scaled down quite a bit, however, with space for only 34 ships in the war harbor (Carthage's harbor held around 220).

•The chain booms at the entrances of the two harbors can be raised or lowered to block access to hostile ships in times of war.

•All of the warships here are galleys and some lack ranged armaments. In Carthage's time, the primary weapon in naval combat was the ram, which many warships relied on exclusively. •The masted ships docked in the war harbor have their masts taken down, in order to fit underneath the roof.

•The shrine at 12 would likely be dedicated to Baal Hammon, the god of weather and chief deity of the Carthaginian pantheon. He would be depicted as a bearded man with ram's horns.

 Travel between the two sides of the merchants' harbor is only by boat.

 Warehouses in the merchants' harbor would contain a variety of goods, such as wine, grain, figs, marble blocks, lumber, metal and assorted manufactured goods.

