MARK SIMONITCH'S

HANNIBAL & HAMILCAR

RULEBOOK

MARK SIMONITCH'S

HANNIBAL & HAMILCAR

Original Hannibal game design
Mark Simonitch

Hamilcar game design
Jaro Andruszkiewicz, Mark Simonitch

Creative Director
Jaro Andruszkiewicz

Artwork
Piotr Słaby, Rafał Szymański, Paweł Kaczmarczyk, Bartłomiej Jędrzejewski

Graphic design
Piotr Słaby, Krzysztof Klemiński

Rules translation and editing
Waldek Gumienny, Wojciech Sieroń, Jeremy Harrison, Piotr Górny,
Russ Williams, José Garrido, Maximilien Da Cunha, Flavio Mortarino, Rodolphe
Duhil, Piotr Zawada, Lance Moody, Michał Sieroń, Mitchell Land,
Brian Mola, Kevin Duke, Andy Latto

Scenarios and Tutorials
Pieter van der Knapp, Waldek Gumienny, Wojciech Sieroń

Player Aid
Peter Gifford, Wojciech Sieroń

Hannibal & Hamilcar miniatures
Pride Hui; Hexy Studio: Tomasz Bar, Grzegorz Korniluk, Przemysław Pulit;
Strato Minis Studio: Krzysztof Raczyński

Kickstarter & Production
Michał Ozon

Hamilcar inspired by an original work by
Alan R. Arvold

Scenarios and cards inspired by work of
Charles Féaux de la Croix, Roberto Ullfig, Charles Bahl,
Andy Daglish, John Rodriguez

Historical flavour thanks to
Dariusz Góralski, Jarosław Sobczak, Jonathan Nikitas, Piotr Górny,
Pieter van der Knaap, Mikołaj Lenczewski, Grzegorz Bakera, Tomasz Sordyl

Vassal testing module
Maciej Ciężadło

Kickstarter video
Marek Walczyk

Photography
Ewa Zawisza

International Edition
Elena Nuñez, Alberto Bermejo, Olivier Chanry, Frank Heeren, Lorenzo Tucci

Thanks for your support
Charles Vasey, Jason Matthews, Martin Wallace, Ed Beach, Ty Bomba,
Ryan Kieffer, Kevin Zucker, Andy Latto, John Krantz & ConsimWorld Community,
BoardGameGeek.com Community, Kickstarter.com Community,
Backerkit.com Community

Jaro's very special thanks
Ewa, Ernest & Tytus

1	INTRODUCTION	3
2	GAME COMPONENTS	3
	2.1 Inventory	3
	2.2 The Playing Pieces	4
3	GLOSSARY OF GAME TERMS	5
4	SETTING UP THE GAME	6
5	SEQUENCE OF PLAY	6
6	REINFORCEMENTS	7
7	THE STRATEGY PHASE	8
8	STRATEGY CARDS	9
9	STACKING AND SUBORDINATION	11
10	MOVEMENT	11
11	NAVAL MOVEMENT	13
12	LAND INTERCEPTION	15
13	AVOIDING LAND BATTLES AND PURSUIT	16
14	LAND BATTLES	17
15	RETREATS	20
16	WITHDRAWALS	21
17	ELEPHANTS	21
18	CONSULS AND CONSULAR ARMIES	22
19	POLITICAL CONTROL	23
20	SIEGES AND SUBJUGATION	24
21	ATTRITION	25
22	VICTORY CHECK PHASE	26
23	SUDDEN DEATH	26
24	SPECIAL ABILITIES	27
25	STRATEGY CARD LIST	27
26	OPTIONAL RULES	29
27	SOURCES	31

1

Introduction

HANNIBAL & HAMILCAR is a two-player game based on the First and Second Punic Wars between Carthage and Rome. One player is the Romans and the other is the Carthaginians.

These rules use a numbering system that allows players to easily reference a certain rule. Throughout the rules, you will often see numbers inside parentheses, like “(18.1)”, which means that the rule has an explanation that you can find by looking up the reference number. Sometimes, however, the numbers inside parentheses only refer to a section “(18.)”. In that case, the reference is to a whole section.

2

Game Components

2.1. Inventory

A complete game includes:

22” × 33” (840 × 560 mm) double-sided mounted board, with the HANNIBAL map on one side and the HAMILCAR map on the other.

1	Rulebook
1	Playbook
1	Scenario book
2	Player Aid charts
1	Reference map / 2007 edition tables
14	plastic Roman General figures
10	plastic Carthaginian General figures
65	classic Hannibal Strategy cards
10	additional Hannibal Strategy cards
17	multi-use Strategy cards
19	Hamilcar Strategy cards
48	Land Battle cards
18	Naval Tactics cards
28	Roman General cards
15	Carthaginian General cards
110	Political Control markers
66	Combat Units
23	General markers
10	Walled City markers
5	Large Walled City markers
11	Tribe markers
5	Siege markers
4	Siege Train markers
10	Roman Ships counters
10	Carthaginian Ships counters
1	Naval Supremacy marker
1	Corvus marker
1	Proconsul marker
1	Dictator marker
1	Turn / Truce marker
15	Supply markers
1	Archimedes Engines marker
1	Citadel marker
1	Forgotten Tactics marker
1	six-sided classic die
1	six-sided Naval die
2	six-sided Siege dice (white and red)
2	six-sided Retreat dice (1 × 20 mm and 1 × 25 mm)
1	plastic storage tray for miniatures (with closing lid)
10	zip bags

2.2. The Playing Pieces

2.2.1. COMBAT UNITS (CU): Round playing pieces that have a picture of a Roman, Carthaginian, or Elephant printed on them. They represent a number of Combat Units of that type equal to the printed value. Throughout the rest of these rules, the term "Combat Unit" will be abbreviated as "CU" and pluralized as "CUs."

2.2.1.1. CU markers have various denominations (1, 2, 5, 10), and players can always "make change" among pieces of a given type as needed.

2.2.1.2. Except for Siege Trains and Elephants, the number of CU markers supplied with the game is not an intentional limit. Players may create more if needed.

Carthaginian CU *Elephant CU* *Roman CU*

2.2.2. GENERALS: Each miniature figure represents a single General. You may use a General's marker instead of the miniature.

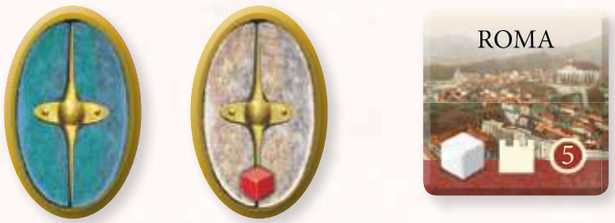
Strategy Rating

Battle Rating

2.2.3. POLITICAL CONTROL MARKERS: The circular playing pieces with a Roman symbol on one side and a Carthaginian symbol on the other side are used to show who has Political Control of a space. Throughout the rest of these rules, the term "Political Control marker" will be abbreviated as "PC" and pluralized as "PCs." All the square playing pieces are Walled Cities, and the remaining oval pieces are Tribes. Walled Cities and Tribes act like PCs in all respects, except that both are more difficult to convert or remove (20.), and Walled Cities have special characteristics that are described where appropriate throughout the rules.

Carthaginian PC *Roman PC*

Carthaginian Walled City *Roman Walled City*



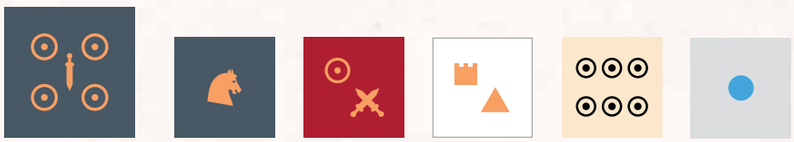
Carthaginian Friendly Tribe *Neutral Tribe* *Large Walled City*

Design Note:

The Walled Cities counters bear no names but one is unique as it represents the only non-port Walled City on the map: Capua.

2.2.4. TURN MARKER: The Turn marker indicates the current turn on the Turn track on the board.

2.2.5. DICE:



Retreat Die (large) *Retreat Die (small)* *Red Siege Die* *White Siege Die* *Classic Die* *Naval Die*

3

Glossary Of Game Terms

The following are important game terms and abbreviations you should be familiar with before reading the rules:

3.1. **Province**

A group of spaces located within a Province boundary line. There are 22 Provinces in the game (23 if you use the Mauretania option - 26.3), but only 18 of them count for victory purposes (19.1). Political control of provinces is marked on the Provincial Display (eastern edge of the board).

3.2. **Regions**

Africa: All spaces in the four Provinces of Numidia Maior, Numidia Minor, Libya, and Carthago.

Iberia: All spaces in the four Provinces of Baetica, Celtiberia, Orospeda, and Idubeda.

Italia: All spaces in Gallia Cisalpina, Etruria, Samnium, Latium, Campania, Apulia, and Lucania.

Sicilia: All spaces in Sicilia and Syracusae.

Corsica & Sardinia: All spaces in Corsica and Sardinia.

Note:

Whenever we want to refer to a Province while describing an Event on Cards, we use its name in CAPITAL letters . When we refer to a Region, we use its name in **bold**. *Provinces bear Latin names, hence Numidia Maior and not Major etc. The same logic is applied to the city names. Roma is the location on the map, Rome is often used when we mean the Roman player. Carthago is the location on the map, Carthage is the Carthaginian (city) state.*

Control of the provinces is marked on the Provincial Display on the edge of the board. Simply place a PC marker of the controlling player in the space corresponding with the controlled province.

3.3. **Army**

An Army consists of a General and one or more friendly CUs stacked together in one space.

The composition of an Army is public knowledge and may be inspected at any time by any player.

3.4. **Force:** A stack of CUs in a space.

If the stack also contains a General then the Force is also an Army.

3.5. **Consular Army:** An Army commanded by a Consul (18.1).

3.6. **Consul:** A Roman General is called either a Consul or a Proconsul. Consuls outrank Proconsuls (18.).

3.7. **Operation Number (OP):** The number between 1 and 3 on the upper left-hand corner of each Strategy Card, abbreviated as "OP" for the remainder of the rules and pluralized as "OPs."

3.8. **Political Control (PC):** A player controls a space if he has a PC in it. A player controls a Province if he controls an absolute majority (more than half) of the spaces in the Province. A space containing a PC remains under the control of the owning player, even if an enemy General or CUs are also present.

3.9. **Half.** Whenever game rules refer to 'half' (half the number of PCs, half the number of cards, etc.) you always round fractions down.

3.10. **Die.** Whenever game rules refer to 'die', use the Classic Die.

Provincial Display

4

Setting Up The Game

HANNIBAL & HAMILCAR contain several different scenarios.
The Hannibal scenarios depict the Second Punic War while Hamilcar depicts the First Punic War.
It is suggested that new players start with the Hannibal scenarios. Once players are comfortable with Hannibal they can move on to the slightly more complex Hamilcar scenario.
See scenario rules for details.

5

Sequence Of Play

HANNIBAL & HAMILCAR are played in turns,
each of which must be played in the following order:

5.1. **Reinforcement Phase** (Skip this phase on first Turn). Players conduct the Reinforcement Phase in the following order:

5.1.1. The Carthaginian player places his reinforcements (6.1).

5.1.2. If the Carthaginian player has any displaced Generals (10.10), he may return them all to the map (6.1.1).

5.1.3. The Roman player places his Reinforcements (6.2).

5.1.4. The Roman player designates a Proconsul, removes his old Consuls, and randomly selects and places two new Consuls (6.4).

5.2. Deal Strategy Cards

Deal each player the number of Strategy Cards listed on the Turn track.

5.3. Strategy Phase

The players resolve this phase by playing their Strategy Cards one at a time, alternating back and forth between them (i.e., one player plays a card, then his opponent plays one). Check the Scenario to find out who goes first. The Strategy Phase ends when both players have exhausted their hands.

5.4. Winter Attrition Phase

Both players conduct Winter Attrition against their CUs stationed in hostile spaces (21.1).

5.5. Political Isolation Removal Phase

Both players (first the Roman, then the Carthaginian) remove all their non-Walled, non-Tribe PCs that are Isolated (19.4).

5.6. Victory Check Phase

Both players calculate their Political Points (23.1). If one player has less Political Points than the other player, that player will lose a number of PCs (23.2).

5.7. End of Turn

After completing the Victory Check, begin another game turn. Play continues until one side wins a Sudden Death Victory (24.) or all turns have been played.

6

Reinforcements

6.1. Carthaginian Reinforcements

Refer to the scenario information to determine Carthaginian reinforcements.

6.1.1. Displaced Carthaginian Generals

If there are any displaced (10.10) Carthaginian Generals, return them all to the game after placing all Carthaginian reinforcements. They may be placed in any space containing one or more Carthaginian CUs that are not currently under Siege.

6.2. Roman Reinforcements

Refer to the scenario information to determine Roman reinforcements.

6.3. Restrictions on Placement

Reinforcements may not be placed inside a besieged Walled City (see 20.3 for the definition of "besieged"). In the event that an enemy Force occupies an unbesieged friendly Walled City space, reinforcements may still be placed inside the Walled City provided the total CUs in the Walled City do not exceed the maximum amount of CUs allowed within it (10.7). An enemy General without CUs does not restrict the placement of reinforcements and becomes displaced (10.10) if reinforcements are placed in that space. If Roma is besieged and all Roman Generals are inside Roma, then the Roman player does not receive any reinforcements. Carthaginian reinforcements are designated by specific areas. If Rome controls the area, those reinforcements are not placed.

6.4. Electing Consuls and Proconsuls

Rome was a republic ruled by the Senate. Wishing to avoid the pitfalls of kings and dictators, the Senate was very careful not to give too much power to military leaders. As such, during a war they would elect two Consuls each year to lead the Army or Armies. At the end of each year, two new Consuls would be elected, but in some cases a Consul would be allowed to remain with his Army if the situation required it (or if he was doing well), in which case the Senate made him a Proconsul.

PROCEDURE:

During the Reinforcement Phase of each turn (except the first), the Roman player must follow the procedures below for his Generals:

6.4.1. Designate one of the Roman Generals currently on the map as a Proconsul. (This is optional but recommended. The Roman player is not required to designate a Proconsul, but it allows him to have an extra General in play if he does.)

6.4.2. Remove the other Roman General miniatures from the map and remove their General cards.

6.4.3. Randomly draw two Roman General cards to determine Consuls for the turn (those removed in step 2 are eligible to be drawn again).

6.4.4. Place two new Roman Generals (Consuls) on the map.

6.5. Consul Placement

Consuls may be placed together or in separate stacks, but must be placed in a space containing at least five Roman CUs (if there is only one such space, then both Consuls must be placed together). A Consul may be placed with a Proconsul, in which case the Proconsul becomes a subordinate (9.2). Roman Consuls may be placed inside a besieged Roma (Roman CUs may not) if there is no other legal space for them to be placed.

6.6. The Proconsul

A Proconsul remains on the map with his current Army. You are only allowed one Proconsul in play at a time. Each Reinforcement Phase, you may elect to keep your Proconsul or dismiss him in favor of designating one of your departing Consuls as a Proconsul instead. Indicate which General is your Proconsul by placing the Proconsul marker on his card.

Proconsul Marker

6.7. Scipio Africanus

Scipio Africanus arrives as a reinforcement in the Hannibal scenario on Turn 6 (211-210 B.C.) as a second Proconsul. He brings five CUs (these are in addition to the five CUs the Roman player normally receives) with him. Scipio and his 5 CUs must be placed as a group; they may not be split up. The Roman player can place Scipio's Army in any space in **Italia** that contains a friendly PC and no enemy CUs, or in any port space in **Iberia** that contains a friendly PC and no enemy CUs. Scipio's Army arrives after the normal five CUs have been placed and before the two new Consuls have been elected. He may not be placed inside a Walled City. If there are no such spaces on the map on Turn 6, Scipio Africanus and his Army never enter the game.

Once on the map, Scipio acts as a permanent Proconsul for the Roman player, allowing him to have two Proconsuls in play.

7

THE STRATEGY PHASE

7.1. Receiving Strategy Cards

Each player is dealt a number of cards from the Strategy Deck during each turn as listed on the Turn track or in the scenario rules.

7.2. Two Options for Each Card

Each card played allows the player to use either the Operation Points (OPs) on the card (8.2) or enact the Event on the card to occur (8.3). If you wish to do neither, you may discard the card for no effect.

7.3. Who Goes First

Each scenario details which player goes first.

7.3.1. Preempting Who Goes First

In order to determine who goes first, the deciding player needs to ask the opponent if he is going to preempt.

7.3.2. How to Preempt

In order to preempt the player must immediately play a Major or Minor Campaign Card (either as an Event or OP Card). The deciding player will then go second for the rest of the Turn,

If there is no Preempt, the deciding player declares who goes first.

EXAMPLE:

Carthaginian player (a deciding player) asks the Roman player if he is willing to Preempt. The Roman player has a Major Campaing card in hand but decides not to Preempt. Carthaginian player then decides that the Roman player will go first. The Roman player may now play any card as his first card play, including the Major Campaign card.

The deciding player first asks the opposing player if he is going to preempt by playing a Campaign Card. If not, then the deciding player declares who will play first.

7.4. Ending the Strategy Phase

The players alternate playing Strategy Cards until all cards in each player's hand have been played. At this point, the Strategy Phase ends. It is possible that one player may use all of his Strategy Cards while his opponent still has several left in his hand. In this case, the player who still has Strategy Cards plays them one at a time until he has played all of them.

8

Strategy Cards

OPS Value = 1

8.1. Description

Each Strategy Card has two primary elements: a number between 1 and 3 in the upper left corner (called the Operation Points or OPs) and an Event. The type of circle around the number shows who may use the Event (8.3). The OPs number is used to activate Generals or place PCs. The Event is only available if the OP is not used.

A ship symbol in the upper left corner (on 3-OP Strategy Cards) indicates the card can be used for Naval Movement (11.).

OPS Value = 3

Minor (5CU) Naval Move allowed (one ship)

OPS Value = 3

Major (10CU) Naval Move allowed (two ships)

An Infantry unit in the upper right corner indicates that 1 CU can be mobilized. R means that there is a detailed description of the card in section 25 of the rulebook.

An elephant/ship icon in the bottom left corner indicates whether the card is used solely in Hannibal or Hamilcar scenarios.

8.2. Using the Operation Points (OPs)

The OPs on the card allows you to do one of the following:

a) MOVE A GENERAL: (with or without CUs) whose Strategy Rating is less than or equal to the OPs number (10.).

EXAMPLE:

A 1-OP Strategy Card can only move a General with a Strategy Rating of 1.
A 2-OP Strategy Card can move a General with a Strategy Rating of 1 or 2.
A 3-OP Strategy Card can move any General.

b) PLACE PCs: Place a quantity of PCs on the map equal to the OPs number. One PC can be placed in each space that does not contain a Tribe or Walled City or an enemy CU. You can also convert a PC marker in a space containing an enemy PC marker (by flipping it over) if you have a CU in that space (19.2).

EXAMPLE:

If you play a 3-OP Strategy Card you could place three of your PCs, flip three enemy PCs, or a combination of both.

Carthage wants to control the province of Idubeda. This requires control of at least 4 spaces within this province. Bilbilis is already controlled, so Carthage just needs 3 more spaces.

By playing a 3 OP card, the Carthaginian player may flip both Roman PCs in Dertosa and Tarraco and then place the remaining PC in either Numantia or Osca (a total of 3 PCs can be placed).

c) RAISE TROOPS: This is only allowed with a 3-OP Strategy Card. Playing a 3-OP Strategy Card in this way allows the player to place one CU with any one General who is located in a friendly controlled space in a friendly controlled Province. You may not raise troops in a besieged Walled City (20.4).

Counter Event Card

8.3. Events

The OPs on each Strategy Card are color-coded to show who can enact the Event to happen. Events playable only by the Romans have a red background; Carthaginian Events have a blue background. Events that can be played by either player have a half-red, half-blue background. Regardless of the colors depicted, either player can use the OPs of any card.

8.4. Counter Events

Counter Events can be played in the middle of a card play or Battle. Counter Event Cards are marked with a crossed-swords icon and purple frames.

Playing a Counter Event does not count as your normal play; you must still play a Strategy Card (if you have one) for your next normal play. Playing a Counter Event reduces your remaining number of normal plays.

Note that some Events may be used as a Counter Event or as your card play during your turn (e.g. #7 *Hostile Tribes*) if the conditions on the card are met.

8.5. "Remove if Played" Cards

When an Event happens that states "REMOVE IF PLAYED" the card must be removed from the game after it is played as an Event. Return such cards to the box so that they are not reshuffled with the regular deck.

A "REMOVE IF PLAYED" card is not removed if used only for the OPs.

8.6. Discarding

You may discard a Strategy Card rather than play it. In this case, no action occurs, and it now becomes your opponent's turn to play a Strategy Card. Discards must be played face-up for your opponent to see and are then placed into the discard pile. The discard pile may be examined by any player at any time.

8.7. Reshuffling

If there are not enough Strategy Cards in the Strategy Deck to deal a full hand to each player for the upcoming turn, reshuffle the entire Strategy Deck and the discard pile (excluding cards that have been permanently removed from play) before any cards are dealt.

8.7.1 The deck is also reshuffled when the *Truce* card (event #64) is played or discarded (it does not matter if the Event is used or not). In this case, the deck is reshuffled at the end of the turn.

9

Stacking And Subordination

9.1. **Stacking CUs**

There is no limit to the number of CUs that can be stacked in a space.

9.2. **Stacking Generals**

There can be more than one General in a space, but only one can be the commanding General. All other Generals in the same space are considered subordinates. Keep the commanding General on the map, and place the subordinates on the commanding General's card.

EXAMPLE:

Mago and Gisgo are subordinates to Hannibal at the start of the Hannibal scenario.

When a commanding General moves, the subordinate Generals freely move with him. A subordinate on a commander's card does not affect the commander in any way. While a General is acting as a subordinate, his Special Abilities (24.) may not be used.

9.3. **Rank**

Hannibal and Hamilcar Barca outrank all other Carthaginian Generals.

Consuls outrank Proconsuls.

If two or more Generals of the same rank exist in an Army, the controlling player may change who is the commander before he activates the Army. However, if one General "outranks" another, then the ranking General must be the commander.

If two Consuls are in the same space, a Change of Command Die Roll may be required to determine who is in command (18.2). See Combining Armies (10.8) for more details on how rank affects Armies with multiple commanders.

10

Movement

10.1. **Who May Move**

Generals may move with or without CUs. CUs cannot move unless accompanied by a General. A General can be moved when a Strategy Card is played with OPs equal to or greater than his Strategy Rating. A General and the CUs stacked with him are collectively called an "Army". Only one Army can be moved by play of a Strategy Card, unless a Campaign Card is played (10.11).

10.2. **Movement Procedure**

You can move a General up to four spaces (six spaces with a Force March card or Nero Special Ability). A General can move with up to 10 CUs. As you move a General, you can pick up and drop off CUs and Generals of equal or lesser rank along the way, as long as there are never more than ten CUs moving with the General at any time. You may move a General into any space that is adjacent (i.e., connected by a line) to the space that the General occupies. The sequence below must be followed when moving an Army:

10.2.1 Select the General you wish to activate. If there are two or more Generals with an Army, you may designate which is the commanding General (under the restrictions of 9.3). Then select up to ten CUs and any number of subordinates to accompany the commanding General.

10.2.2 Play a Strategy Card that can move the commanding General (8.2).

10.2.3 Move the Army. As the Army enters each space, it may trigger a Reaction Phase (10.3) for the non-active player, which is conducted before proceeding to step 4.

10.2.4. If the non-active player was successful with an Interception (12.), the active Army has the option to back up one space and end its move (12.5).

10.2.5. If there is only one enemy CU in a space and the active army consists of at least 5 CUs, the active Army may conduct an Overrun at this time (10.5).

10.2.6. Repeat steps 3 - 5 until the activated Army has completed its move.

10.2.7. The Army may now conduct one of the following: either a Siege or Subjugation attempt (20.) or a Land Battle (14.). However, an Army may never conduct a Land Battle and then a Siege or Subjugation on the play of a single Strategy Card.

10.3. Reaction Phase

Each space an Army enters may trigger a possible reaction by the non-active player. This is called the Reaction Phase and follows this sequence:

10.3.1. If the space contains a Walled City, the non-active player declares his CUs inside or outside the city and moves them above or below the Walled City marker as appropriate. (10.7)

10.3.2. The non-active player declares all his Land Interception (12.) and Avoid Land Battle (13.) attempts. All must be declared before any are carried out, and the non-active player is required to attempt all those he designates.

10.3.3. If an Avoid Land Battle is declared, the non-active player must roll for its success and, if successful, move the Army out of the space.

10.3.4. If any Interceptions are declared, the non-active player must conduct them now (in any order he wishes). An Army Intercepting into a space may not enter a Walled City, since non-active CUs can only enter Walled Cities during Step 1 above.

10.4. Enemy Occupied Spaces

10.4.1. When you move an Army into a space containing one or more enemy CUs, and those enemy CUs do not, cannot, or fail to Avoid Land Battle (13.), your Army must stop, end its movement, and Battle the enemy Force (Exception: 10.5).

10.4.2. A General without an Army may not move into a space containing an enemy CU or stop in a space containing an enemy General without an Army (he may pass through such a space).

10.5. Overruns

If your Army has at least five CUs and it enters a space containing a single enemy CU without a General, the enemy CU is automatically eliminated with no loss to you. This is not considered a Land Battle, so you do not deal out Battle Cards (14.). Your Army can continue its movement with no loss to its normal movement points. There is no restriction on the number of times your Army may do this in a single turn; it is only limited by the General's movement points. But this only happens when at least five CUs enter a space with only one enemy CU. Two or more CUs cannot be overrun.

10.6. Mountain Passes and Straits

Movement across Mountain Passes (Alps and non-Alps types) and across Straits costs two (instead of one) from your General's movement points.

10.6.1. MOUNTAIN PASS ATTRITION: Each time an Army crosses a Mountain Pass, it must roll for Attrition (21.1) immediately after crossing the Pass.

10.6.1.1. If the Mountain Pass was a non-Alps Pass, modify your die roll by -2.

10.6.1.2. If the Mountain Pass was an Alps Pass, your die roll is not modified.

10.6.2. STRAITS: Land Movement across the Strait of Messana is allowed only if the moving player controls the city from which the movement is originating.

Note:
In previous editions the control of both Messana and Regium was required to move across this strait.

Both players can use Naval Movement between these Ports. Movement across the Strait of Sardinia is allowed, regardless of control.

10.6.3. OTHER EFFECTS: Interception (12.), Avoid Land Battle (13.), Withdrawals (16.) and Retreats (15.) are prohibited across Mountain Passes (both types) and Straits.

10.7. Walled Cities and Movement

Players should consider a Walled City as a space within a space. Generals and CUs can be inside or outside of the city. The number of CUs that can fit inside a city is limited; Roma and Carthago can hold five CUs while all other Walled Cities can hold two CUs. CUs and Generals may be split: Some may be declared inside, some outside. To indicate which CUs are inside a Walled City, place them beneath the Walled City marker. Those on top of the marker are considered outside the city. Generals inside a city can be placed to the side of the Walled City marker. CUs that remain outside of the city stop enemy movement; CUs inside the city do not. You may move your CUs and Generals from inside a Walled City to outside of a Walled City (and vice versa) in the following situations:

ACTIVE PLAYER: Through normal movement (the play of a Strategy Card) during your player turn. Movement into a city is usually the last act of a moving Army (10.2).

NON-ACTIVE PLAYER: If an enemy Army enters a non-besieged Walled City space and the non-active player has CUs or Generals there, he may declare the CUs and/or Generals "inside" or "outside." His decision may change each time an enemy Army enters the space.

10.8. Combining Armies

An activated General may pick up another General of equal or lesser rank (with or without CUs) and keep moving. The General being picked up must

become a subordinate for that move. A General that outranks the activated General may not be picked up. If a General ends its move in a space containing another General and the new General outranks the activated General, then the activated General becomes a subordinate. If a General ends its move in a space containing another General of equal rank, then the activated General becomes the commanding General and the other General becomes a subordinate. A General that ends his turn as the commanding General in an Army remains so until a future activation changes the command.

10.9. **Dividing Armies**

An Army may drop off subordinate Generals (with or without CUs) at any time. A subordinate in the commanding General's card may be activated and moved off with as many CUs from the commanding General's Army as the controlling player wishes (Exception: 18.1). Place the subordinate onto the map and use the space occupied by the commander as his starting space. The subordinate becomes the commanding General of this new Army and may bring along other subordinates that do not outrank him. A subordinate that detaches and moves off counts as moving one General (i.e., activating a subordinate does not allow the commanding General to move).

EXAMPLE:

In the Hannibal scenario, Hannibal, with Gisgo and Mago as subordinates, started in Saguntum and moved through Dertosa, Tarraco, Emporiae to Narbo. The Carthaginian player dropped off Gisgo and Mago (with CUs) in Dertosa and Tarraco. These subordinates could have also have been dropped off without CUs.

10.10. **Displaced Generals**

A General becomes displaced if an enemy Army enters the General's space and the General is not accompanied by friendly CUs. A General also becomes displaced if all CUs accompanying the General are eliminated due to Retreat Die roll casualties, Retreat losses, or the Naval Movement Table. A General is not displaced if all CUs under his command are removed due to the Attrition Table, the *Storms at Sea* (Event #60), or the Land Battle Casualties die roll.

A displaced general is removed from the map and does not return to play until the next Reinforcement Phase (5.)

EXCEPTIONS:

In the Hannibal scenarios, if Scipio Africanus is displaced, he is eliminated and returned to the box.

If Hannibal is displaced, he is eliminated and the Carthaginian player must remove five non-Walled City, non-Tribe Carthaginian PCs from any spaces on the map. This is in addition to any PCs losses resulting from the Land Battle that led to Hannibal's death.

10.11. **Campaign Event Limitations**

a) When a Campaign Event is played, more than one Army can be activated.

b) Each commanding General must complete all movement and Land Battles before another General can be activated.

c) A CU or subordinate moved by one General during a Campaign can be moved by another General during the same Campaign as long as no CU or General moves more than four spaces (Exception: Nero 10.12).

d) Once an Army participates in a Land Battle, Siege/Subjugation, backs up one space to avoid being Intercepted (12.5), or fails its Pursuit die roll (13.4), all CUs and Generals in the Army are considered to have spent all their movement capability and may not be moved by another General during that Campaign.

e) A Campaign Event cannot activate a single General multiple times.

f) SIEGES AND SUBJUGATION: A Campaign Event cannot be used to conduct more than one siege or subjugation against the same Walled City or Tribe, but it can be used to Battle the defenders from the space and then used again to conduct a siege or subjugation against the space, as long as a different General performed each action.

11

Naval Movement

11.1. **Procedure**

A General (with or without CUs) may move from a Port space to any other Port space using Naval Movement. CUs without a General may not use Naval Movement. Naval Movement is possible when a 3-OP Strategy Card or a Campaign Event is played. (Cards enabling Naval Movement have a ship icon in the upper left corner.)

A Naval Movement expends three movement points.

EXAMPLE:

You can move one space to a Port and then use Naval Movement; or you can start at a Port, use Naval Movement, and then move one space inland.

Naval Movement Card

11.2. Enemy Controlled Ports

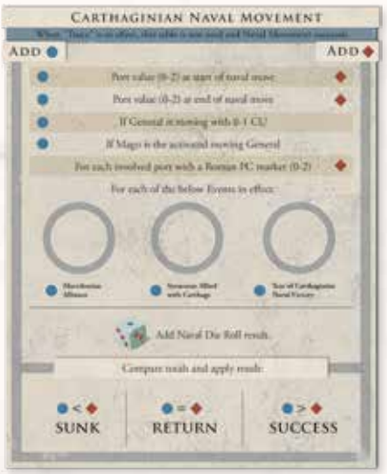
Control of a Port is not necessary for embarkation or debarkation. Naval Movement is allowed into and out of any Port space, including a Port that contains an enemy PC or CUs. (An Army's movement must nonetheless stop if it enters a space with enemy CUs (10.4).)

11.3. Naval Movement and Walled Cities

Naval Movement directly into a Walled City (as opposed to simply landing outside the city) is allowed if the Walled City is friendly controlled and not currently besieged (see 20.3 for the definition of "besieged"). Naval Movement is prohibited into and out of besieged Walled Cities. Note that this does not prevent Naval Movement into and out of a space containing a besieged Walled City (in this case, the troops are embarking or debarking outside the city walls).

11.4. Naval Movement Limit

A Major or Minor Campaign Event allows an Army with up to ten CUs to use Naval Movement (only one of the two or three Armies that may move with a Campaign Event can use Naval Movement). A 3-OP Strategy Card allows one Army with up to five CUs to use Naval Movement.



11.5. Roman Naval Supremacy

In the Hannibal scenarios the Roman player enjoys naval supremacy, so any Carthaginian Sea Movement runs the risk of being sunk. Each time a Carthaginian General or Army moves by sea, the Roman player rolls the Naval Movement Die on the Naval Movement Table.

EXAMPLE:

Macedonian Alliance is in effect, Syracusae is allied with Carthage, and this is a Year of Carthaginian Naval Victory. Mago and 1 CU move from Roman controlled Utica to Roman controlled Aleria.

Add all the blue dots first:
- ● *for Port value at the start of the move (Utica)*
- ● *for a General moving with 1 CU*
- ● *for Mago moving*
- ●●● *for each Event in effect (1 dot each)*

A total of 6 dots.

Now the diamonds:
- ◆ *for Port value at the end of the move (Aleria)*
- ◆ *diamond for Roman control of Aleria*
- ◆ *diamond for Roman control of Utica*

A total of 3 diamonds.

Now roll the Naval Die and add the die roll to your dots or diamonds.
NOTE: The Naval Die has the following values:

If *is rolled then, you arrived at 6 dots and 7 diamonds, so the result is:* ●<◆ SUNK

If *is rolled, then you arrived at 6 dots and 6 diamonds, so the result is:* ●=◆ RETURN

If any of: *is rolled, you've got more dots than diamonds, and the result is:* ●>◆ SUCCESS

11.6. Naval Movement Table Results

Sunk: The CUs are eliminated and the General is displaced. CUs lost at sea do not count towards Political Consequences (14.13).

Return: The moving Army must return to the Port of embarkation and his remaining movement points are lost.

Success: No effect; the Naval Movement is successful.

12

Land Interception

12.1. In General

Land Interception is a special kind of movement that allows a non-active Army to advance one space during an opposing General's move and interrupt the movement of the enemy Army. Interception forces the moving Army to fight a Land Battle (14.) or back up one space (12.5). If the non-active Army contains more than 10 CUs, only a maximum of 10 CUs are allowed to attempt Land Interception.

12.2. When Can a Land Interception Occur?

Any Army controlled by the non-active player may attempt an Interception whenever an enemy Army or General enters a space (via land or Naval Movement) adjacent to the Army and the space does not contain any non-moving enemy CUs. An Army may attempt Interception each time the above condition occurs (e.g., if an enemy Army tried to move around your Army you could attempt to Intercept in each adjacent space which did not already contain an enemy CU).

EXAMPLE:

Scipio Africanus moves to attack Gisgo. When Scipio enters Space A, both Hannibal and Gisgo can attempt to Intercept. When Scipio moves into Gisgo's space, Gisgo cannot Intercept, but Hannibal and Mago can.

12.3. Land Interception Restrictions

You may not Intercept into a space that contains one or more non-moving enemy CUs.

You may not Intercept across any Mountain Pass (neither Alp or non-Alp) or Strait.

Interceptions may only occur against the active player's movement. You cannot Intercept an attempt to Avoid Land Battle (13.1), Withdrawal (16.), or Retreat (15.), nor may you Intercept an Interception.

12.4. Land Interception Attempt Die Roll

To Intercept, declare which General and how many CUs are attempting, then roll the die. Modify the die roll by +1 if the space your Army is Intercepting into contains an enemy PC and no friendly CUs. If the modified die roll is less than or equal to your commanding General's Battle Rating, the Interception attempt is successful and you must move the General and all CUs you declared that are participating, into the space. In a Land Battle caused by a successful Interception, the Intercepting player receives one extra Battle Card to simulate the effects of surprise. One is the maximum benefit, even if two or more Armies Intercept successfully.

The original active player is still the attacker and will still play the first Battle Card in the Land Battle, not the Intercepting non-active player.

12.5. Backing Up One Space

An Army which is Intercepted is never required to Battle; it may instead back up to the space it most recently occupied and end its movement. If an Army has to back up across a Pass, it must roll for Attrition again. If an Army has to back up from a Naval Movement, then it returns to its Port of embarkation. If it were a Naval Movement by a player without Naval Supremacy (11.5), that player would have to roll again on his Naval Movement Modifiers Table. If the result is a "Return" then that player may not back up and must land in the Port space, be Intercepted, and Battle. If an Army backs up into an enemy Walled City or Tribe space, it may still conduct a Siege or Subjugation on that space.

12.6. Multiple Land Interceptions

You may conduct more than one Interception attempt into the same space if you have more than one Army adjacent to the space your opponent is about to enter. In this case, you must declare all Interception attempts before any are resolved, and your opponent may wait until all are resolved before he decides to Battle or back up. If more than one Interception succeeds,

then the successful Armies are combined in the space under the command of one General and the moving player must now decide to Battle with his moving Army or back up one space (12.5). The Intercepting commander with the highest rank is the commander of the combined Army; if there are two or more Generals with the highest rank, then the Intercepting player may choose which of these General is the commander.

12.7. Subordinates and Land Interceptions

You may dispatch a portion of your Army (under a subordinate or the commander) for an Interception. You must declare which General and how many CUs will make the attempt. No matter how many subordinates an Army has, only one Interception can start from each space (i.e., you may not make two or more Interception attempts from the same space in hopes that at least one will make it). If a subordinate Intercepts, he becomes the commander of the Intercepting Force and the commanding General must be left behind with at least 1 CU (but Consuls may not be left with fewer than 5 CUs (18.1)).

12.8. Land Interceptions and Walled Cities

An Army inside a Walled City may Intercept an Army in an adjacent space if there are no enemy CUs outside the Walled City. Conversely, if you Intercept an Army that enters a Walled City space by land movement, a Land Battle occurs, unless all CUs retreat into the Walled City. An Army backing up one space may never leave behind CUs outside the Walled City. Although Walled Cities are considered a space within a space, an Army inside a Walled City may not Intercept an enemy Army that enters the Walled City space. Armies inside a Walled City may not Intercept an enemy Army that just left the Walled City space.

12.9. Land Interceptions and Overruns

Overruns occur after Interceptions, so an Intercepting Army may prevent an Overrun.

12.10. Failed Land Interceptions and Avoid Land Battle

If an Army fails an Interception attempt, it is prohibited from attempting an Avoid Land Battle (13.) against that same Army during the current card play. The Army that failed the Interception may still attempt other Interceptions without restrictions, and may even attempt to Avoid Land Battle against other Armies if the card in play is a Campaign Event.

13

Avoiding Land Battles And Pursuit

13.1. Avoid Land Battle

This option is available to the non-active player only. If an enemy Army enters a space containing one of your Armies, or one or more of your Generals without CUs, you may attempt to Avoid Land Battle. To determine if the attempt succeeds, roll the die. If the die roll is less than or equal to your commanding General's Battle Rating, the Avoid Land Battle succeeds. A successful Avoid Land Battle allows you to move your Army or Generals out of the space and into any adjacent space (see restrictions below). If the die roll was greater than the commanding General's Battle Rating, then the Army remains in the space and a Land Battle is resolved, with the Army that failed to Avoid Battle receiving one less Battle Card (representing the loss of morale by the failed Avoidance). Generals without CUs who fail to Avoid Land Battle are displaced (10.10).

13.2. Restrictions on Avoid Land Battle

No more than 10 CUs may Avoid Land Battle. An Army that contains more than 10 CUs must leave behind all CUs in excess of ten. CUs and Generals that failed an Interception attempt may not attempt to Avoid Land Battle against the same Army in the current round (12.10). An Army or General Avoiding Land Battle follows these restrictions:

a. may leave CUs and/or Generals behind (as long as 18.1 is not violated),
b. may not cross a Mountain Pass (either type) or Strait,
c. may not enter a space containing an enemy CU or PC,
d. may not enter the space from which the enemy Army is advancing,
e. may not enter a non-friendly Tribe space.

13.3. Subordinates and Avoid Land Battle

You may Avoid Land Battle with a subordinate. In this case, the commanding General must be left behind with at least one CU (or 5 CUs if leaving behind a Consul (18.1)). Only one Avoid Land Battle attempt is allowed per Reaction Phase, so Generals may not split up and Avoid Land Battle into different spaces, nor may you Avoid Land Battle with one General after failing with another.

13.4. **Pursuit**

After a successful Avoid Land Battle, the active player may attempt to continue moving (either to pursue or to move off in a different direction). To determine if the attempt is successful, roll the die. If the die roll is less than or equal to your General's Battle Rating, your Army can continue movement. If your General has already moved the four-space limit (or six spaces if moving with a Force March card), or the die roll is greater than his Land Battle Rating, then your Army must stop in its current space. If your Army pursues the Army that Avoided Battle, then your opponent can try to Avoid Land Battle again, and you may attempt to pursue again. This can continue until your opponent fails his Avoid Land Battle die roll or your General has moved his limit.

13.5. **Walled Cities and Avoid Land Battle**

An Army located on a Walled City space but currently outside the city has two options. The controlling player may declare the Army inside the city when the enemy Army appears or he may declare the Army outside the city and attempt an Avoid Land Battle. The first case would not slow the movement of the enemy Army, but the second case might (if the Avoid Land Battle succeeds and the pursuit does not). If the Avoid Land Battle is successful, the Army located on the Walled City space may then freely enter the Walled City if it is empty of enemy forces. The active player would need to make a successful pursuit roll to keep moving.

13.6. **Sieges/Subjugation and Pursuit**

An Army that fails its pursuit die roll but ends its move on a Walled City or Tribe space may still conduct a siege or subjugation against the space (20.).

14

Land Battles

Land Battles are initiated when a player moves an Army into a space containing enemy CUs and those enemy CUs do not, cannot or fail to Avoid Land Battle.
A Land Battle forces the moving Army to stop and end its movement.

Battle Card

14.1. **Battle Cards (BC)**

Land Battles are resolved using Battle Cards. Throughout the rest of these rules, the term "Battle Card" will be abbreviated as "BC" and pluralized as "BCs."

Battle Card Distribution

- 12 Frontal Assault
- 9 Flank Left
- 9 Flank Right
- 8 Probe
- 6 Double Envelopment
- 4 Reserve

Players are dealt a number of BCs as described below:

- BCs equal to the commanding General's Battle Rating (if a General is present)
- one (1) BC for each CU present in the Land Battle
- one (1) BC if the Land Battle was caused by a successful Interception (12.4)
- one (1) less BC for the non-active Army if it unsuccessfully attempted to Avoid Land Battle (13.1)
- a variable number of BCs for Allies (14.2), if a General is present (14.3)
- one (1) BC if the Land Battle space contains a friendly Tribe (20.8)
- the Roman player receives 2 BCs for any Land Battle in Latium (14.4)

20 CARD LIMIT: Regardless of other factors, a player's maximum BC hand size (before consideration of any possible reduction for an Elephant charge) is 20 cards. Any additional BCs beyond 20 are not drawn.

After every Land Battle ends, all BCs are shuffled back together into a single deck, from which subsequent Land Battles will be drawn.

14.2. Allies

14.2.1. Players receive additional BCs for having Allies. A player gains Allies by having Political Control of Provinces (determined at the moment of the Land Battle).

14.2.2. Each Province is worth one BC, except Numidia Maior and Numidia Minor, which are worth two each. Allies have limited availability.

14.2.3. AVAILABLE ALLIES

14.2.3.1. Allies in Africa, Iberia, and Italia are available in any Province within their region. Note that Africa, Iberia and Italia are color coded on the map.

14.2.3.2. Allies on Sicily are available in both provinces on the island (Sicilia and Syracusae).

14.2.3.3. Allies in the independent provinces (Baleares, Corsica/Sardinia, Gallia Transalpina, Massilia, Liguria and, if in play, Mauretania) are not available outside of their own provinces.

EXAMPLE 1:

Carthage controls three Provinces in Iberia while Rome controls one. No matter where the Land Battle takes place in Iberia, the Carthaginian Player will receive three BCs for Allies while the Roman Player will receive one.

EXAMPLE 2:

The Land Battle is in Africa. Carthage controls Carthago and Libya, while Rome controls Numidia Maior. In this case, both players would receive two BCs for Allies.

EXAMPLE 3:

The Land Battle is in Sicilia, which is outside of Italia. Whoever controls Sicilia would receive one BC for Allies and whoever controls Syracusae would receive one BC. No other Allies are possible.

EXAMPLE 4:

The Land Battle is in Corsica/Sardinia. Whoever controls Corsica/Sardinia would receive one BC. No other Allies are possible.

14.3. Restrictions on Allies

14.3.1. **GENERALS:** You may only receive bonus cards for Allies if you have a General in the Land Battle. If multiple Land Battles occur in the same Province or country during the play of a Campaign Event, all Land Battles receive the bonus for Allies, as long as they have Generals present.

14.3.2. **ITALIAN ALLIES:** The Roman player may never receive more than two BCs for Allies in Italia.

EXAMPLE:

In the Hannibal scenario, the Carthaginian player controls Gallia Cisalpina and Lucania. The Roman player controls Campania, Samnium, and Etruria. Neither side controls Apulia. Both sides would receive two extra BCs for Allies.

14.4. Militia

Rome receives two extra BCs for any Land Battle that occurs in Latium (this is in addition to any BCs for Italian Allies). This militia is available even if there is no General present in Roma.

14.5. Sequence of Land Battle Resolution

The active player begins as the attacker and the non-active player as the defender. Each Land Battle is conducted separately, so the identity of the attacker and defender can change from Land Battle to Land Battle (and indeed, from round to round during a Land Battle). Prepare for Land Battle using this sequence:

14.5.1. Change of Command Die Roll (18.2).

14.5.2. Attacker plays Land Battle-related Strategy Cards.

14.5.3. Defender plays Land Battle-related Strategy Cards.

14.5.4. Elephant charge declaration (17.) and charge die roll, unless *Elephant Fright* (Event #42) is immediately played before the die roll (Hamilcar: Deduct 2 from the die roll if *Forgotten Tactics* is in effect).

14.5.5. Deal BCs, display cards revealed by *Spy in Enemy Camp* (Event #20), and begin Land Battle.

Some Strategy Cards are played during Land Battle. Reference the Strategy Card for exact details on when it should be played.

14.6. Battle Round

A Land Battle is fought in Battle Rounds. In each Battle Round, first the attacker plays a BC and then the defender must play a BC that matches the attacker's BC (14.7). If the defender is unable or unwilling to match the attacker's BC, he loses the Land Battle. If the defender's BC matches the attacker's BC, another Battle Round must be played. The players continue playing out Battle Rounds until one wins.

14.7. Matching the Attacker's Battle Card

The defender matches the attacker's BC by playing one of exactly the same type. Thus a Frontal Attack card is matched by another Frontal Attack card, a Probe card is matched by a Probe card, etc.

LAND BATTLE TIP: If you are the attacker, usually the best card to play is the type that is predominant in your hand. With only 48 cards in the Battle Card Deck, if you have many of one type, your opponent is likely to have only a few. Examine the number and type of cards in the Battle Card Deck (14.1).

14.8. Counterattacks

14.8.1. After each Battle Round, the defender may attempt to counterattack if his Force has a General. If successful, he becomes the attacker in the next Battle Round, and the former attacker becomes the defender.

To attempt a counterattack, the defender rolls the die.

If the die roll is less than or equal to his commanding General's Battle Rating, he has seized the initiative and becomes the attacker.

If the die roll is greater than his General's Battle Rating, he fails and remains the defender in the next Battle Round.

14.8.2. DOUBLE ENVELOPMENT EXCEPTION: If the attacker plays a Double Envelopment and the defender matches it, then the defender can automatically (though it is not mandatory) gain the initiative and become the attacker.

The Double Envelopment tactic was a difficult and dangerous tactic to attempt.

Note that this is the only way for a Force without a General to become the attacker.

14.9. Reserve Cards

There are four Reserve cards in the Battle Card Deck. These cards are wild cards that may be used as any of the other five types of cards (Frontal Assault, Flank Left, Flank Right, Probe, or Double Envelopment). Reserve cards can be used by the attacker or by the defender (to match a card). When the attacker plays a Reserve card, he must state which type of card it is representing and it takes on all characteristics of that card (e.g., a Reserve card used as a Double Envelopment will result in an automatic loss of initiative if matched).

14.10. How to Win a Land Battle

14.10.1. The attacker wins if the defender cannot or will not match the BC.

14.10.2. The defender wins if the attacker has no BCs remaining at the beginning of a Battle Round (even if the defender also has no BCs remaining). This is one reason the defender might wish not to roll for counterattacks!

14.11. Land Battle Casualties

14.11.1. After the winner has been determined, the winning player rolls on the Attrition Table to determine the number of CUs that must be removed by both sides for Land Battle Casualties.

14.11.2. The number of cards played by the player who played the most BCs determines the column to use on the table for both players. The last round in a Land Battle in which the defender could not match the attacker is counted as a full round.

14.11.3. Players cross-reference the column with the die roll to determine the number of CUs eliminated from both sides.

Note: Because the number of rounds played affects the number of casualties, in some situations a defender may choose not to match the attacker's card, and thus lose early. This is a legitimate tactic.

EXAMPLE:

The Land Battle lasted four rounds and a 5 is rolled for Land Battle Casualties. The result is both players lose 1 CU.

14.11.4. CALCULATING ROUNDS: Failed Withdrawal attempts (16.) do not count as a round. It is recommended that players keep the BCs they play in separate piles so that the number of rounds may be easily determined.

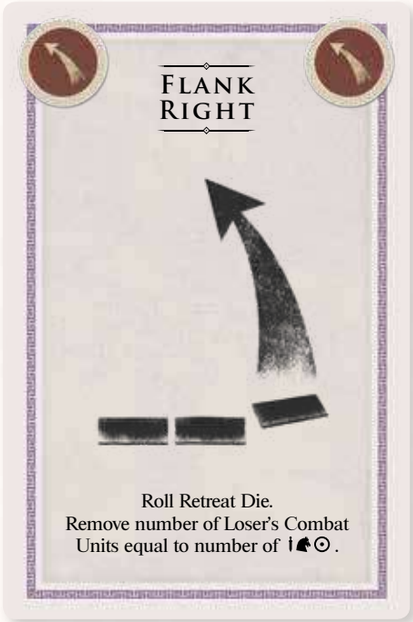
14.12. Retreat Losses after a Battle

In addition to Land Battle Casualties, the loser of the Land Battle will lose a number of CUs as determined by the Retreat Die. After each Land Battle, the winner, regardless of the amount of CUs lost due to Attrition, must roll the Retreat Die and consult his last played Battle Card to determine the loser's additional CU losses. The smaller die is used if the loser's Army began the Land Battle with **four or less** CUs. The larger die is used if the loser's Army began the Land Battle with **five or more** CUs. Losses must be taken in CUs (they cannot be absorbed with Allies or militia – these are BCs).

EXAMPLE:

The Battle has lasted four rounds, so first the players roll on the Attrition Table (using the Classic Die) in the fourth column to determine the losses, which are then applied to both Armies. A 3 is rolled, and each player removes 1 CU.

The Loser's Army was 5 CUs strong at its start, so a large Retreat Die is rolled:



The battle has been decided with a play of Flank Right.

It should be quite easy to determine the Loser's losses.

14.12.1. ELEPHANT LOSSES: If there are Elephant CUs in the defeated Army, the first CU removed must always be an Elephant CU. All other losses may come from non-Elephant CUs. Note that a player could lose two Elephant CUs in a Land Battle if he lost the first with a die roll of 6 in Land Battle Casualties and then lost the second due to Retreat Die roll.

14.12.2. ALL CARDS EXHAUSTED: When the attacker loses by running out of cards, the victorious defender consults his last played BC to determine the loser's CU losses.

14.13. Political Consequences

The loser must now remove a number of his own non-Walled City, non-Tribe PCs from the map equal to half the number (round fractions down) of CUs he lost in the Land Battle (this includes Land Battle Casualties, Retreat Die roll losses, and CUs lost during the Retreat). The PCs to remove may come from anywhere on the map he wishes.

EXAMPLE:

If the loser of the Land Battle lost three CUs, then one PC has to be removed. If the loser lost one CU, no PCs have to be removed. These PCs will most likely be chosen in the least critical areas. These areas would probably be receiving little attention and wealth from the controlling country and would be the first to rebel.

14.14. Sue for Peace

If, as a result of a Land Battle, the loser is unable to remove enough PCs to satisfy the Political Consequences of defeat, the player must instantly sue for peace, thereby losing the game (23.3).

15

Retreats

15.1. Retreat Procedure

After Land Battle Casualties and Retreat Die roll losses have been removed, the loser of a Land Battle must Retreat his Force and suffer the Political Consequences of the defeat.

15.1.1. The loser of the Land Battle must Retreat to a space that is both friendly controlled (contains a friendly PC) and clear of enemy CUs, or to a space that contains more friendly CUs than the Retreating Force.

15.1.2. If you have more than one space to which you may Retreat with your Force, you must pick the closest one (if two or more are at equal distance, the Retreating player may choose).

15.1.3. RETREAT PATHS WHICH CAUSE FEWER CU LOSSES: A player may, at his option, choose a Retreat path or destination that is not the closest if it will cause fewer CU losses (see 15.3) than the shortest path and does not violate rule 15.2.

15.1.4. You may not leave behind any CUs or Generals as you Retreat.

15.1.5. After applying any Retreat Penalties (15.3) any friendly CUs encountered along the Retreat path (if they do not outnumber the Retreating CUs) are swept up in the Retreat and become part of the Retreating Force.

15.1.6. The 10 CUs movement limit does not apply during Retreats; any size Force (commanded by a General or not) defeated in a Land Battle must Retreat.

15.1.7. A Force can Retreat up to four spaces.

15.1.8. A Retreat must end on a friendly controlled space that is clear of enemy CUs or a larger friendly Force.

15.2. Restrictions on Retreats

a. The Retreat may not cross a Mountain Pass (either type) or Strait.

b. The Retreat may not use Naval Movement. If the losing Army debarked in the Land Battle space that round, it is eliminated. If the Land Battle space contains a Walled City friendly to the Retreating Army, it is assumed the Army debarked in the city and marched out. The Army may therefore Retreat into the Walled City. Any CUs which cannot fit inside the Walled City are eliminated.

c. If the original attacker Retreats, he must always Retreat first into the space from which he entered the Land Battle.

d. If the original defender Retreats, he is prohibited from entering the space from which the attacker entered the Land Battle during the full length of his Retreat.

e. The Retreating Force may never reenter the Land Battle space during its Retreat.

15.3. Retreat Penalties

15.3.1. A Retreating Force must lose one additional CU for each space it enters that contains an enemy PC or non-friendly Tribe.

15.3.2. A Force Retreating into a space containing enemy CUs will lose an additional CU for each enemy CU in the space.

15.3.3. A Retreating Force may not remain in a space with enemy CUs.

15.3.4. Enemy Generals without CUs have no effect on Retreats and cannot block Retreat paths (they are displaced if an enemy Retreating Force enters the space).

15.3.5. A Force that cannot Retreat, has no place to Retreat, or must Retreat more than four spaces is eliminated.

15.4. Retreats into Walled Cities

A Retreating Force is never allowed to Retreat into a besieged Walled City except the Force (if any) that sorties from the city (20.6). A Retreating Force may Retreat into a friendly controlled non-besieged city if the Land Battle occurred in the Walled City space. If there are more CUs in the Retreating Force than the city can hold, then the Retreating Force may split up into two Forces; one into the city and the other into a legal Retreat space. The commanding General and subordinates may accompany either Force or be split up in any fashion (as long as 18.1 is not violated). This is the only way a Retreating Force may be split up.

16

Withdrawals

16.1. In General

16.1.1. Withdrawals are a way for the current attacker (not necessarily the original attacker) to break off from a Land Battle. To Withdraw, the attacker must forfeit his chance to play a BC and roll less than or equal to his commanding General's Battle Rating (only Armies can attempt to withdraw).

16.1.2. The defender can cancel the Withdrawal by rolling less than or equal to his commanding General's Battle Rating (the defender is not required to roll).

16.1.3. If the attacker's Withdrawal die roll is unsuccessful, or if the defender canceled the Withdrawal, the defender immediately decides whether to take the initiative and become the attacker, or to remain the defender.

16.1.4. There is no limit to the number of times you may attempt to Withdraw in a single Land Battle.

16.2. A Successful Withdrawal

16.2.1. A successful Withdrawal ends the Land Battle and Forces the Withdrawing player to move his entire Army (all CUs) to an adjacent space (Exception: units that sortie from a besieged Walled City may Withdraw back into it).

16.2.2. Land Battle Casualties are resolved normally, but the Retreat Die roll is not used.

16.2.3. There are no Political Consequences (14.13), if a player successfully Withdraws from Land Battle.

16.3. Restrictions on Withdrawals

a. A Withdrawing Army may not split up.

b. An Army may not Withdraw across a Mountain Pass (either type), Strait, or by Naval Movement.

c. You may not Withdraw into a space containing an enemy PC or enemy CU.

d. You may not Withdraw into the space from which the enemy Army entered the Land Battle space. If the original attacker Withdraws, then he must Withdraw to the space from which he advanced (even if it contains enemy PC).

e. You may not Withdraw into a space containing a non-friendly Tribe.

17

Elephants

The Carthaginians used elephants as a shock weapon in Land Battles.
The sight of elephants charging was often enough to make many troops break and run.
Some Roman Generals learned how to defend against elephants
and even turn them against their owners.

17.1. Receiving Elephants

There are four Carthaginian counters (a total of four CUs) that depict Elephants. Depending on the scenario, some begin the game on the map and the others may arrive in Carthago with the play of *African Reinforcements* (Event #12). No more than four Elephant counters may be in play at any one time.

17.2. Properties

CUs with Elephants have all the same properties as regular CUs (they may use Naval Movement) except that they provide a special attack capability to the Carthaginian player (17.3). When removing CUs lost because of Land Battle Casualties (14.11) or Attrition (21.), the Carthaginian player may pick any CUs he wishes, unless dictated to remove an Elephant CU by an 🐘 result on the Attrition Table. When removing CUs due to Retreat, the first CU selected must be an Elephant CU (14.12.1).

17.3. Elephants in Combat

CUs with Elephants give the Carthaginian player an opportunity to subtract BCs from the Roman at the start of a Land Battle. If the Carthaginian player has CUs with Elephants present in a Land Battle, he may declare an Elephant Charge before the Carthaginian player looks at his BCs.

17.3.1. The Elephant Charge is successful if the Carthaginian player makes a die roll greater than the Battle Rating of the Roman General in command of the opposing Army.

17.3.2. If the die roll is less than or equal to the Roman General's Battle Rating, the Elephants have no effect (although the CUs can still be used in the Land Battle).

17.3.3. If there is no Roman General present, the Elephant Charge is unsuccessful on a die roll of 1 (or less).

17.4. Successful Elephant Charges

If the charge is successful, the Roman Battle Card hand is reduced by the number of Elephant CUs involved in the Charge.

17.5. Rampaging Elephants

If a 1 is rolled, then the Carthaginian hand size is immediately reduced by one BC (no matter how many Elephant CUs were involved in the charge). Rampaging Elephants would not be as detrimental to the Carthaginian Army, which was more familiar with Elephants.

18

Consuls And Consular Armies

Historically, the two Roman Consuls had no authority over each other. Each was given command of approximately equal forces and this caused considerable coordination problems when they needed to combine. It was not uncommon for Consuls to share command of the combined Army by allowing one to command one day and the other the next day.

18.1. Consular Armies

A Roman Army containing one or both Consuls is called a Consular Army. The Roman player may never take any voluntary action that would leave a Consul or a Consular Army with fewer than five CUs. This means that a Consular Army may not exit a space and leave any CUs behind unless it brings at least five CUs with it. It also means that once both Consuls are together, they may not split up until the Consular Army contains at least 10 CUs. There is no penalty if a Consular Army falls below five CUs due to Attrition, Land Battle, or Retreat (e.g., the Army may still move, attack, conduct sieges, etc.); and if it does, it may not drop off or leave behind CUs until it contains more than five CUs.

18.2. Change of Command Die Roll

18.2.1. If both Consuls are in the same Consular Army, the Roman player may choose either one to move (command) the Army; the other becomes a subordinate.

18.2.2. If this Army containing both Consuls enters Battle as the attacker, the Carthaginian player may make a Change of Command Die Roll to see if the acting commander changes.

18.2.3. If a Carthaginian Army attacks this Army, the Carthaginian player must make a Change of Command Die Roll.

18.2.4. PROCEDURE: Roll a die. If the die roll is 1-3, there is no change; if the die roll is 4-6, the commander and subordinate Consuls exchange positions.

EXAMPLE:

The Consuls Marcellus and Varro are stacked together. The Roman player designates Marcellus as the commander and activates the Army. The Army moves to give Battle. Before BCs are dealt, the Carthaginian player chooses to roll a Change of Command Die Roll and rolls a 5. This results in the Consuls exchanging positions, and so Varro commands the Army for the Land Battle.

18.3. Proconsuls and Consuls

A Consul outranks a Proconsul and whenever the Proconsul ends its move with a Consul he becomes a subordinate. However, an Army led by a Proconsul is allowed to be larger than the Consular Armies and may pass through a Consular Army containing five or more CUs without restrictions. If an Army led by a Proconsul enters a space containing a Consular Army with fewer than five CUs, it must either stop and end its movement or drop off enough CUs so the Consular Army has five CUs. A Proconsul that starts the turn stacked with a Consular Army may be activated and sent off with up to 10 CUs or be left behind with any number of CUs (as long as rule 18.1 is not violated).

19

Political Control

19.1. Political Control

19.1.1. Players gain control of a space and control of a Province through placement of PCs. A player controls a space if he has a PC in it.

19.1.2. A player controls a Province if he controls the majority of the spaces in that Province (controlling more PCs than the opponent in a Province is not by itself sufficient for Political Control).

EXAMPLE: *A player would need to control four spaces in Libya in order to control the Province.*

19.1.3. A space containing a PC remains under the control of the owning player even if an enemy General or CUs are also present.

19.1.4. Political control of a province is marked by placing a PC marker in the corresponding space of the Provincial Display.

19.2. Placing and Converting PC Markers

Strategy Cards can be played to place PCs on the map. The number of PCs that can be placed is equal to the OPs number.

19.2.1. You can place PCs in any space that does not contain a PC or an enemy CU.

19.2.2. You can also "convert" a PC in a space containing an enemy PC (by flipping it over) if you have a CU in that space.

19.3. Characteristics of PC Markers

a. PCs do not stop or slow movement of units.

b. Interception attempts into a space containing an enemy PC and no friendly CUs are more difficult (12.4).

c. You may not Avoid Land Battle into a space containing an enemy PC (13.2)

d. A Retreat must end in a space containing a friendly PC without enemy CUs (15.1), or into a space with more friendly CUs than the retreating force (15.1).

e. An Army that Retreats through an enemy PC must remove an additional CU (15.3).

f. An Army may not Withdraw from a Land Battle into a space that contains an enemy PC (16.3).

g. CUs on enemy PCs at the end of the turn suffer Winter Attrition (21.1).

19.4. Removing Isolated PC Markers

During the Political Isolation Removal Phase, each player (starting with Rome in the Hannibal scenario and Carthage in the Hamilcar scenario) must remove all his non-Walled, non-Tribe PCs that are isolated.

19.4.1. A PC marker is isolated if it cannot trace a path to: a friendly CU, or a friendly controlled Tribe, or a friendly controlled Port, or a friendly controlled Walled City (besieged or not).

19.4.2. The path cannot: cross a Mountain Pass (either type), or enter a space containing an enemy PC marker or a neutral Tribe, unless a friendly CU is also in the space, or a space with enemy CUs, unless a friendly PC is also in the space.

19.4.3. The path may lead through one or more vacant spaces.

EXAMPLE: *Roman PCs A and B are isolated because they cannot trace a path to D across a Mountain Pass or into a space containing an enemy PC or a neutral Tribe. The Roman PC in C is not isolated because it can trace a path to the CU in E. All Carthaginian PCs can trace a path to a friendly controlled Port. The Roman CU has no effect on the Carthaginian PC in E.*

20

Sieges And Subjugation

Walled Cities and Tribes are PCs that are difficult to convert. The only way to convert a Walled City is to conduct a successful Siege against it or to play an Event card that affects it. The only way to convert (remove) a Tribe is to Subjugate it.

Siege Die color required

Number of CUs Allowed Inside the City

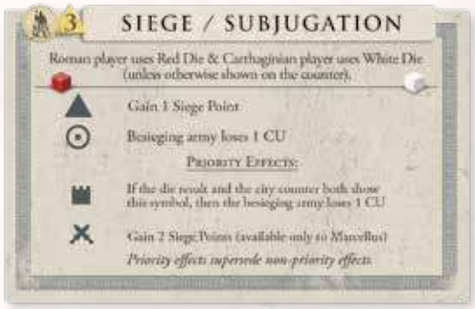
20.1. Siege and Subjugation Procedure

20.1.1. A siege or subjugation is a multi-turn process wherein an Army attempts to accumulate 3 Siege Points against the Walled City or Tribe. Record accumulated siege points with the Siege/Subjugation markers.

Siege Point

20.1.2. Any activated General that ends his move in an enemy Walled City or Tribe space containing at least three friendly CUs (already there or brought along) and has not battled may conduct one siege or subjugation attempt (one die roll) against that space.

20.1.3. A siege point is gained when an activated Army rolls the Siege Die and matches the result shown below.



Note:

The Priority Effects are quite rare. In fact, one can only get them when besieging Rome or Syracusae OR if Marcellus is involved. The two main effects are getting the Siege Point or losing a CU and these are straightforward. The effects are cumulative, so ⊙▲ results in a loss of CU and gain of a Siege Point.

Priority Effects take precedence, so if the besieged city has a ♜ and the result is ♜▲, then it is translated into ⊙.

If Marcellus besieges with a Campaign Card and rolls a Red dice, then the result of ⊙✕ translates into ▲▲.

If the Carthaginians use their Siege Train, any Special Effects are cancelled, so a roll of ♜▲ is treated as ▲.

20.1.4. A non-activated Force on top of a Walled City or Tribe is considered maintaining the siege but may not make a siege or subjugation die roll.

20.1.5. No Walled City or Tribe may be subjected to more than one siege or subjugation attempt per Strategy Card played (e.g., a Major Campaign may not be used to direct three siege attempts against the same city). Exception: Special Ability of Scipio Africanus.

20.2. Subordinates and Sieges/Subjugation

Subordinates may detach with three CUs from a besieging Army and make a siege attempt without activating the commanding General by simply announcing that the subordinate is conducting the siege or subjugation. A subordinate conducting a siege or subjugation is considered temporarily in command and may use his special ability. If this occurs during the play of a Campaign Event, only three CUs (or five CUs for a Consul) plus the activated subordinate are considered to have been moved. The remaining units and Generals in the space are available for further Operations on the Campaign Event.

20.3. Siege Status

A Walled City is not considered Besieged until it is marked with one or more siege points, regardless of the number of siege attempts that have been made against it or the number of enemy CUs in the same space.

20.4. Restrictions on Besieged Forces

A besieged city may not receive reinforcements and a besieged General may not raise troops (8.2). A besieged Army or General may not leave the city via Naval Movement, nor may an Army or General disembark directly into a besieged city (it may land outside the city walls). A besieged Army may sortie and initiate a Land Battle against the besieging Army. If it does, the Land Battle and BC bonuses are resolved normally.

20.5. Lifting a Siege or Ending Subjugation

A siege is lifted or subjugation ended instantly when there are no longer any enemy CUs in the space containing the Walled City or Tribe. If this happens, remove any accumulated siege or subjugation points. Reducing the besieging Army to below three CUs does not lift the siege or end subjugation.

20.6. Relief Armies and Besieged Forces

If you send an Army to attack an enemy Army that is besieging one of your Walled Cities, you may count the CUs inside the Walled City during the Land Battle. When besieged CUs are added to an attack or a besieged Army attacks on its own, it is called a "sortie." Land Battle losses can come from either the relief Army or the CUs that sortie, at the controlling player's option. If there is a General inside the city when a sortie occurs and that General is the same rank as the commanding General of the relief Army, the player may choose which General is considered in command for the Land Battle. Otherwise the commander with the higher rank is considered in command for the Land Battle. If no sortie occurs, the General inside the city is not used in the Land Battle. Only the CUs and Generals that sortie may Retreat back into the Walled City.

20.7. Completing a Siege or Subjugation

When you accumulate three siege points, flip the Walled City marker to your color and remove the siege points. Any enemy CUs inside the Walled City are eliminated, and any Generals inside are displaced.

When you accumulate three siege points against a Tribe, remove the Tribe marker and replace it with a friendly PC. Once a Tribe has been subjugated, it cannot reenter play. If your opponent regains control of the space, he may only place a friendly PC there.

20.8. Tribes Friendly to Carthage

Depending on the scenario, some Tribes begin the game friendly to Carthage. The Carthaginian player may consider these Tribes as friendly PCs in all respects (including Province control, a legal Retreat space, and for isolating Roman PCs). These Tribe markers serve as a space to which other Carthaginian PCs may trace in order to prevent Political Isolation (19.4), and provide the Carthaginian player with an extra BC if a Land Battle (with or without a Carthaginian General) occurs in the Tribe's space.

21

Attrition

21.1. When Attrition Occurs

21.1.1. WINTER ATTRITION: During the Winter Attrition Phase, all CUs (with or without Generals) in spaces containing an enemy PC or a non-friendly Tribe suffer Attrition. DESIGN NOTE: Players conducting sieges against a city should be aware that their CUs are in a space with an enemy PC and will suffer Winter Attrition if still there at the end of the turn.

21.1.2. MOUNTAIN PASS ATTRITION: Any time an Army crosses a Mountain Pass (either type), that Army suffers Attrition. See the Attrition Table for die roll modifiers.

21.1.3. EVENTS: When triggered by an Event Card (e.g., *Hostile Tribe, Mercenaries Desert, Epidemic, Storms at Sea,* and *Pestilence*).

21.2. Procedure

The owning player makes a die roll for each applicable occurrence and consults the Attrition Table. The owning player cross-references the size of his Force in the space with the die roll to determine the number of CUs eliminated. Generals are never affected by Attrition (even if Attrition eliminates the last CU accompanying that General).

21.3. Hostile Tribes

If attacked by *Hostile Tribes* (Events #7, #8), the size of your Army does not matter. Use the column on the Attrition Table marked "Hostile Tribes."

22

Victory Check Phase

22.1. Procedure

During the Victory Check Phase, players count the number of politically significant Provinces they control. All are politically significant except Gallia Transalpina, Massilia, Liguria, Baleares, and Mauretania (optional province). You earn one Political Point for each politically significant Province that you control. There are 18 possible Political Points.

22.2. Year End Political Consequences

After calculating Political Points, the totals are compared. If one side has fewer points than the other, then the player in the minority must remove a number of his own non-Walled, non-Tribe PCs from the map equal to the difference in Political Points.

EXAMPLE:

The Roman player has nine Political Points, and the Carthaginian player has seven, therefore the Carthaginian player must remove two of his PCs from the map.

22.3. Sue for Peace

If a player does not have enough PCs to remove due to Political Consequences, his country sues for peace, immediately losing the game.

22.4. End of Game

During the Victory Check phase of the last turn, the player whose Political Point total is greater wins. In the Event of a tie, the winner depends on the scenario. If there is a tie in the Hannibal scenario, the Carthaginian player wins. If there is a tie in the Hamilcar scenario, the Roman player wins.

23

Sudden Victory

Each player can win a Sudden Death Victory that ends the game immediately.

23.1. The Roman player wins a Sudden Death Victory if he controls Carthago.

23.2.1. The Carthaginian player wins a Sudden Death Victory if he controls Roma.

23.2.2. The Carthaginian player wins a Sudden Death Victory if he controls all Provinces in Italia except Latium during a Victory Check phase (23.).

23.3. Either player wins a Sudden Death Victory if his opponent sues for peace (14.14 or 22.3).

24

Special Abilities

Each General has a special ability, as indicated on his General Card. A General's special ability can only be used when he is a commanding General. Most special abilities are self-explanatory, but the following Generals require further clarifications:

24.1. Hannibal Scenario Generals

Hanno: Hanno may not leave **Africa**, but may sail from one African Port to another. To use his special ability, Hanno must have CUs and must not have engaged in a land battle that turn. Hanno may conduct one or more Overruns and still be able to use his special ability in his final space.

Q. Fabius Maximus: Fabius may not leave **Italia**, but may sail from one Italian Port to another.

If there is not at least one stack of five CUs in **Italia**, Fabius is immediately placed with any friendly CUs in **Italia** (he does not have to placed with the largest stack). If there are no CUs in **Italia**, Fabius is immediately placed in Roma (even if it is besieged).

M. Claudius Marcellus: His ability does not apply to subjugation.

P.C. Scipio Africanus: His ability does not apply to subjugation.

C. Claudius Nero: Nero can move up to six spaces during Campaign Events. Nero can use his special ability with Naval Movement allowing his Army to move three spaces before or after Naval Movement (split in any fashion). Alternatively, Nero can move twice by sea in the same turn, using three movement points for each move.

C. Flaminius: His special ability does not apply to preventing a Withdrawal.

T. Sempronius Longus: His special ability does not apply to preventing a Withdrawal.

A. Paullus: His special ability does not apply to preventing a Withdrawal.

25

Strategy Card Notes

This is a list of explanatory notes on how some of the Strategy Cards can or cannot be used.

5 · Native Guide: Only Generals with Strategy Ratings of 1 or 2 may use this Event. This modifier is cumulative with other modifiers for the mountains. So a move across a non-Alps pass would have a -5 net modifier. If the Army crosses two separate Mountain Passes, the modifier may be used for both.

7-8 · Hostile Tribes: This card may be played against a stationary Force or a Force that enters the appropriate space for any reason (via Movement, Avoid Land Battle, Retreat, or Interception).

9B · Philip V of Macedon makes peace with Rome: Start the game with this card put aside. Add it to the discard deck after the #9A is played as an Event. After card #9B is played as an event, the Carthaginian player loses a Strategy Card (drawn randomly from his hand) and Philip is considered to have declared peace. The modifier is lost and that Event card is removed from the Strategy Deck. Remove the PC from the appropriate space on the Carthaginian Naval Movement Modifiers chart on the board.

20 · Spy in Enemy Camp: The revealed enemy BCs must be displayed face-up and remain open to view throughout the Land Battle. If *Ally Deserts* (card #59) is played in combination with the *Spy in Enemy Camp* Event, the player may select one of the visible BCs or randomly draw one of the unrevealed BCs.

28 · Hannibal Charms Italy: Hannibal can remove the PC from the space he begins, as long as he spends one of his movement points. This benefit may be used in spaces where Hannibal overruns Roman CUs or where the Roman Army Avoids Battle.

30 · Carthaginian Siege Train: The Siege Train has all the characteristics of a Carthaginian CU except it has no effect in a normal Land Battle. The Siege Train may not cross an Alps Mountain Pass or use Naval Movement. If caught alone in a space by enemy CUs or forced to Retreat, it is removed from play. The Carthaginian player may play this Event as many times as he likes, but he may only ever have one Siege Train in a given Army at a time. This unit does not take up space in the Army, so a Carthaginian Army can move with the Siege Train plus ten CUs. If the Event is played when all 4 Siege Trains are already in play, then a Siege Train can be moved to a different Army.

32 · Numidian Allies Desert: If the player had control of both Numidia Maior and Minor, he would lose all four BC bonuses.

41 · Bad Weather: Can be played even if no combat occurs. If played during a Naval Movement, the naval portion of the move is canceled. The embarking Army must return to its Port of embarkation and remain there for the remainder of the round. This card can only be played against Movement, not against Interception, Retreats, Avoid Land Battle, etc. The card must be played before the player conducts any Naval Movement die rolls or Mountain Pass Attrition. If played against an Army crossing a Mountain Pass (either type) or Strait, the target Army may not cross the Mountain Pass (either type) or Strait if it needs to use its 3rd or 4th movement point to do so.

BAD WEATHER AND CAMPAIGN CARDS: If played during an opponent's Campaign Event, it can be used to truncate the move of only one Army and must be declared before another Army moves as part of that Campaign. Also, the Event affects the movement of the General and not the CUs (i.e., if the CUs are moved by two different Generals, they can still be moved a total of four spaces).

44-48 · Allied Auxiliaries: These CUs must be placed with a General in Italia and cannot be placed in Rome if there is no General there.

51-52 · Pestilence and Epidemic: The player playing the card chooses which Army rolls for attrition.

55 · Messenger Intercepted: Check the optional rules for a variant use of this card.

57 · Hanno Counsels Carthage: Carthaginian reinforcements may be placed outside of Africa. Normal reinforcement rules pertain. The card affects movement.

58 · Cato Counsels Rome: Roman reinforcements are allowed to be placed with an existing Army in Africa. Normal reinforcement rules pertain. The card affects movement.

59 · Ally Deserts: This card can be played before any BCs have been played (both players may observe which card is selected), or held in the hand to be played in any round of the Land Battle.

60 · Storms at Sea: If all CUs die, the General returns to the port of embarkation.

63 · Forced March 3

Hannibal scenarios: A player may use the Forced March 3 card to make a Naval Movement in addition to moving that Force three spaces on land. This card can be used to move a General by sea twice, each Naval Movement costing the Army three movement spaces. That General could then pick up and drop off CUs along the way.

Hamilcar scenario: A player may use the Forced March 3 card to move a total of 6 spaces, only 3 of which may be used for Naval Movement (!). Pulcher may still only move up to 4 spaces using Naval Movement, he can use the remainder of the Move on land.

64 · Truce: No Interceptions are allowed during a Truce. No siege attempts are allowed either, but players may keep their Armies outside the city walls to retain their accumulated siege points (maintaining the siege). A Truce has no effect on subjugation of neutral Tribes.

No matter how the Truce card is played (whether for the Truce event or only for OPs) or discarded, the Strategy Card deck is reshuffled at the end of the turn (the reshuffling does not break the Truce).

Naval Movement is not affected by the player holding Naval Supremacy during a Truce; however, Naval Movement can still be affected by *Storms at Sea* (Event #60).

If you have friendly CUs on enemy PCs when a Truce starts, your CUs may remain there. Enemy PCs underneath your CUs may not be converted and CUs on top of enemy PCs at the end of the turn still suffer Attrition.

CARDS WHICH DO NOT BREAK THE TRUCE: Counter Event cards (*Storms at Sea*, *Bad Weather*, etc.) do not end a Truce, nor is a Truce broken when an Event is played that does not occur (e.g. *Allied Auxiliaries* when there are no Generals in Italia to take the CUs). Events that move an Army also do not break the Truce.

Truce in *Hamilcar scenario:* The Truce card is not included in the scenario, however in case players want to experiment and add it to the deck, the remaining Truce-breaking Event cards have been marked accordingly.

66 & 83 · Imperium cards

Hannibal scenarios: One Army with up to five CUs may use Naval Movement when activated with this card. The card is not a Campaign Card, however, so Nero may not use his special ability.

Hamilcar scenario: Both activated Generals may use Naval Movement as per the Scenario rules.

76 · Triumph: May not be used to remove Carthaginian PCs.

77 · Elephant Fright: Check the optional rules for a variant use of this card.

78 · Spoils of War: Only non-Walled enemy PCs not stacked with enemy CUs may be removed.

79 · Punic Faith: The cancelled event OPs are not counted towards the War Chest.

Dictator marker

80 · Dictator: The Dictator outranks all other Roman Generals. The Dictator may not be kept as the Proconsul. He is removed from the map at the end of the turn. The Dictator is not a Consul and his Army does not have the same minimum size restrictions as a Consular Army. The Dictator can pick up CUs from Consular Armies even if that drops the Consular Army below five CUs. He outranks all Consuls and will always command an Army in a Land Battle (no Change of Command die rolls). The maximum size Army that the Dictator may move is still ten CUs. Indicate the Dictator by placing the Dictator marker on his card.

84 · Good Omen: You may see the die roll before playing the card.

86 · Surprise Raids: The removed PCs must both be adjacent to the same space containing your CU(s). Only non-Walled enemy PCs not stacked with enemy CUs may be removed.

88 · Ambush: Increasing your General's Battle Rating means you are also getting another Battle Card (or Naval Tactic card in Hamilcar scenario).

90 · Flamen Martialis: 2 PC removal is a one time action, only required for the first activation of the affected General.

93 · Siege Engineers: This event is active throughout the entire Siege unless the Siege is not maintained. Place a Siege Train marker as a reminder.

94 · Hiero Allies with Rome: It is of course enough for the Roman Army to be in the Syracusae space, outside the Walls. Any Carthaginian units inside are eliminated.

95 · Socii Navales: You may place two Ready Warships and then use the OPs for a one-space Naval Movement. Use of the OPs is not mandatory.

101 · Cruel Sea: For each Ship sunk due to the Event, remove 1 CU and 1 Supply Train from the transported Army.

103 · Naval Training Program: The OPs can be split freely between Shipbuilding (3 OPs per Warship) and Ship Refit (1 OP to Refit a Spent Warship)

107 · Corvus: Can be played anytime during the Player's Round in the Naval Battle.

109 · Raid on Port and 110 · Mare Nostrum: This includes Walled Cities.

REINFORCEMENT CARDS AND BESIEGED WALLED CITIES: All Events that bring reinforcements onto the map (*Allied Auxiliaries*, etc) are under the same restriction as reinforcements in regards to besieged Walled Cities.

26

Optional Rules

In case you'd like to add some realism to the game or try some optional rules, here is a collection for your consideration. These may also be used to even out differences in play skill, with the more advanced or skilled player playing with a handicap.

26.1. Additional Strategy Cards (Hannibal Scenarios)

If you want to enrich the game experience, add cards no. 65-74 to the Strategy Card deck. If you want even more flavour, also add cards cards no. 75-91 to the Strategy Card deck. Check the Optional Card's Distribution chart in the Scenario book for more details.

It can be agreed between players that the above additional cards (those which don't have an elephant icon in the left bottom corner) are 'Remove After Play' cards and get removed when played for an Event.

26.1.1. Messenger Intercepted: Variant

When you play this card (#55) as an Event and take one of your opponent's cards, your opponent has the option to require you to play another card immediately.

26.1.2. Elephant Fright: Variant

Card #77 may be used to replace card #42. This is how the card was supposed to be in the never published Hannibal II.

26.2. Additional Generals (Hannibal scenarios)

26.2.1. Bomilcar is a Carthaginian General arriving as a reinforcement in Turn 4. Bomilcar arrives without any troops and may be placed anywhere on the map with a Carthaginian CU.

26.2.2. To add more historical flavour, observe the following (thanks to Andy Daglish):

a) Killed in Action: Permanently eliminate from the game any Consuls or Proconsuls if their entire army has been eliminated in battle.

b) Consular Election:

No Consul may be drawn in consecutive Reinforcement phases, except Fabius.

c) The Fates:

- *Gracchus is permanently removed from the consular pool at the start of turn 5.*
- *P. Scipio is permanently removed from the consular pool at the start of turn 6.*
- *Marcellus is permanently removed from the consular pool at the start of turn 7.*
- *Flaccus is permanently removed from the consular pool at the start of turn 8.*
- *Fabius is permanently removed from the consular pool at the start of turn 9.*

26.3. Mauretania (Hannibal scenarios)

Place neutral Tribe markers in the appropriate spaces.

Mauretania is a hostile province.

Mauretania is a separate region.

Mauretania is not a Politically Significant Province.

26.3.1 Pillars of Hercules

Crossing cost of Gades - Abyla strait is only 1 movement point if Gades is friendly.

26.3.2 Port of Siga

Only up to 5 CUs may sea-move in or out.

26.4. Flexible PC Placement and Removal

An Army containing 3 or more CUs may remove an enemy PC marker and place a friendly PC marker during the course of movement. It costs an Army 1 additional movement point to remove an enemy PC marker and 1 additional movement point to place a friendly PC marker. Thus to convert an enemy PC marker into a friendly PC marker costs 2 additional MPs.

26.5. Alternative Reinforcements (Hannibal scenarios)

26.5.1. Carthaginian Reinforcements

The Carthaginian player receives up to 4 CUs per turn—one for each of the four Carthaginian Walled Cities (except Saguntum) that start the game Carthaginian controlled and are still under his control (a Walled City under siege still generates a Reinforcement). The Reinforcement CUs may be placed as follows:

- One must be placed in Carthago or with any General in Africa.
- Two must be placed in Carthago Nova or with any General in Iberia.
- One may be placed with any Carthaginian General.

26.5.2. Roman Reinforcements

The Roman player receives up to 5 CUs per turn—one for each of the five Roman Walled Cities in Italia that start the game Roman controlled and are still under his control (a Walled City under siege still generates a Reinforcement). The Reinforcement CUs may be placed in any Roman controlled, unbesieged, Walled City in Italia, or with any Roman General in Italia. The CUs may all be placed in one space or split up in any fashion. Up to two CUs (maximum) may be placed with any Roman General outside of Italia.

26.6. Alternate Siege Rules (Charles' Variant)

26.6.1. All cities (except Rome, Carthage, Syracuse, Carthago Nova, and Gades) fall once TWO (not three) Siege Points are accumulated by the besieging Force.

26.6.2. Roll the White Siege die if:

- 1 or more unbesieged enemy CUs are located in a space adjacent to the besieged city and/or
- 1 or more enemy CUs are located within the city.

26.6.3. Once a siege is successfully completed, the victorious besieger may choose to either:

- LOOT THE FALLEN CITY: Add 2 CUs to the force which conquered the city.
- SHOW CLEMENCY: The 2 closest enemy PCs not occupied by enemy CUs (distance calculated in movement points) are flipped. If several PCs are equally close, the conqueror of the city may choose which PCs are flipped.

26.7. Vanilla Hannibal

In order to play a 'vanilla' Hannibal as it was published in two earlier editions, please adopt the following:

- Keep Mauretania out of play.
- Remove Bomilcar, Gracchus, Livius, Flaccus, Valerius and Crassus Generals from the game.

27

Sources

27.1. Primary sources

Livy

Polybius

Appian

27.2. Secondary sources

Bagnall, Nigel (1990). The Punic Wars. ISBN 0-312-34214-4.

Goldsworthy, Adrian (2003). The Fall of Carthage: The Punic Wars 265-146BC. ISBN 978-0304366422.

Lazenby, John Francis (1978). Hannibal's War. ISBN 978-0-8061-3004-0.

Lazenby, John Francis (1996). The First Punic War. ISBN 978-0804726740.

Lancel, Serge (1995). Hannibal (in French).

Polybius, Histories, Evelyn S. Shuckburgh (translator); London, New York. Macmillan (1889); Reprint Bloomington (1962).

Palmer, Robert E. A. (1997). Rome and Carthage at Peace. Stuttgart.

Barceló, Pedro A. (1988). Karthago und die iberische Halbinsel vor den Barkiden: Studien zur karthagischen Präsenz im westlichen Mittelmeerraum von der Gründung von Ebusus bis zum Übergang Hamilkars nach Hispanien (in German). Bonn. ISBN 3-7749-2354-X.

Ameling, Walter (1993). Karthago: Studien zu Militär, Staat und Gesellschaft (in German). Munich. ISBN 3-406-37490-5.

Zlattner, Max (1997). Hannibals Geheimdienst im Zweiten Punischen Krieg (in German). Konstanz. ISBN 3-87940-546-8.

Mahaney, W.C, 2008. "Hannibal's Odyssey, Environmental Background to the Alpine Invasion of Italia," Gorgias Press, Piscataway, N.J, 221 pp.

Dodge, Theodore Ayrault (1891). Hannibal. Reprinted by Da Capo Press, Cambridge, Mass. ISBN 0-306-81362-9

Note from the Publisher

PHALANX is a dream come true company by three individuals.
Created in 2009, awarded with Polish Game of the Year Title
and Golden Geek Award Nomination, we are now proud to deliver you a new edition of one of our most beloved games. It is an honour for us.
Thank you for your continuous support!

Jaro, Waldek, and Michal

You can reach us at:

www.facebook.com/games.phalanx

twitter.com/PhalanxGames

www.instagram.com/phalanxgames

boardgamegeek.com/boardgame/227460

Miniatures storage guide.

PHALANX

PHALANX CO. LTD
Craven House,
40-44 Uxbridge Road,
London, W5 2BS
United Kingdom

www.phalanxgames.co.uk