MARK SIMONITCH'S

HANNIBAL

& HAMILCAR

HAMILCAR RULEBOOK

Hamilcar is a two-player game based on the First Punic War (264-241 BC) which casts one player (Rome) in the role of the Roman Republic (red) and the other (Carthage) in the role of the Carthaginian Empire (blue). Through maneuvering of armies and fleets, gaining influence by placing and flipping political control markers and well-timed play of critical strategic events, players will fight for victory and glory.

The game begins after the initial Roman landing in Messana, which drove the Carthaginians and Syracusans away. This is represented by the Roman garrison in the city and a reinforcing army ready to cross the Strait of Messana. Carthage has military presence in Lilybaeum, Agrigentum and Thermae and an ally in Syracusae.
What would be your winning strategy?

NOTE: *These rules use a numbering system for quick referencing. Throughout the rules, you will often see numbers in parentheses (e.g. 3.8, or Section 13). Such indicated rules or sections can be easily looked up for quick clarification.*

NOTE: *Hamilcar and Hannibal game rules are very similar. See Hannibal&Hamilcar Playbook (available on-line) for a detailed comparision of similarities and differences.*

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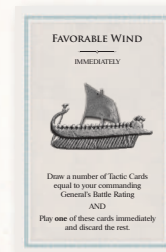# GAME COMPONENTS

1 Hamilcar
Rulebook

1 Hamilcar
Player Aids

1 Mapboard (Hamilcar side)

57 Strategy
cards*

20 Naval Tactic
cards

24 General cards**
(15 Roman
& 9 Carthaginian)

22 plastic General figures
(13 Roman
& 9 Carthaginian)

22 General counters
(14 Roman
& 8 Carthaginian)

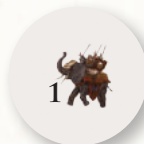20 Warship counters
(10 Roman
& 10 Carthaginian)

3 Large Walled
City / Major Port
markers ****
(Roma, Carthago
& Syracusae)

8 Walled City
markers

62 Combat Unit
counters ***
(35 Roman & 27
Carthaginian)
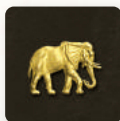

4 Carthaginian
Elephant
counters

15 Supply Train
counters

5 Tribe
markers

112 Political
Control markers

1 Game Turn
marker

1 Naval Supremacy
marker

1 Corvus
marker
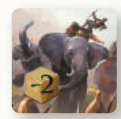
1 Forgotten Tactics
marker

1 Dictator marker

1 Proconsul marker

1 Citadel marker
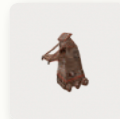
5 Siege
Train markers

8 Siege
markers

1 Classic
die

1 Naval
die
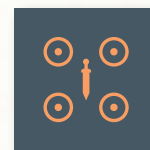
2 Battle dice
(large & small)
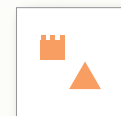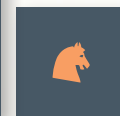
2 Siege dice
(white & red)

NOTE:

(*) - Use all Strategy Cards with a 🛡 symbol. Add Price of Failure and Bad Omen Strategy Cards from the Expansion (if available).

(**) - Use all the Generals and General cards with a 🛡 symbol at the bottom left of their card.

(***) - Roman and Carthaginian Combat Unit counters (62 items) have various denominations and players may 'make change' at any time as needed. The non-Elephant Combat Unit counters provided in the game are not a limit, and players may improvise additional units if needed.

(****) - Use the Roma and Syracusae markers without a 🏰 symbol.

CORE CONCEPTS
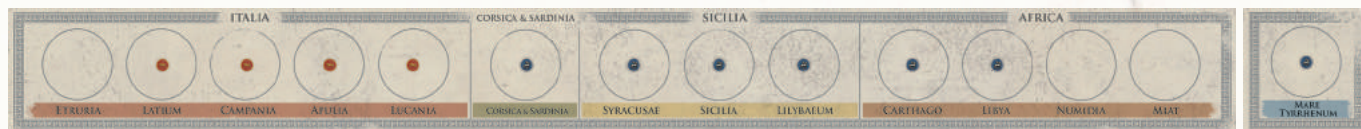
2.1 Board and Political Control
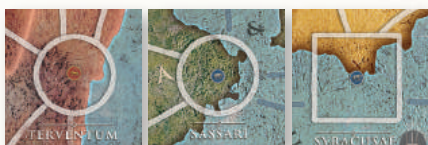
A. Space / Port - A space is an identifiable area on the mapboard (usually circles; squares for Walled Cities). Spaces are connected by roads (for Land Movement) or sea lanes (for Naval Movement) to other spaces. If a space has at least one sea lane it is a port, too. A port with a trident icon is a Major Port.

B. Political Control - You control a space if it contains your Political Control marker (PC). Walled Cities count as PCs when determining control of a space. Generals (2.2) and Units (2.3) do not determine control of a space. A space that you control is friendly-controlled; a space your opponent controls is enemy-controlled; and a space which neither player controls is neutral. Carthaginian markers are blue, and Roman markers are red.

C. Walled City - Walled Cities are square markers that represent main cities. Most are generic, except for one landlocked tile (for *Capua*) and the three Large Walled Cities (Major Ports) of *Roma*, *Carthago* and *Syracusae*. Carthaginian markers are blue, and Roman markers are red.

- The number indicates the City's capacity, which is the number of friendly Combat Units (CUs) and in addition Supply Trains (ST) that can be inside it (see below). The City may also have a White Die pictured, which indicates that a Sieging Army always uses the White Die during a Siege (Section 14).
- A Walled City has two areas within its space: inside and outside. Any Units and Generals who are inside

are placed beneath the City marker (miniatures can be placed beside it), and any Units and Generals who are outside are placed on top of the City marker. Units inside the City do not stop enemy movement. Units may move freely between being inside or outside the City during their own movement (Section 7) or when an enemy Army enters the space (Section 8).

- Walled Cities count as PCs and thus establish Political Control in the space for their owner. Cities cannot be flipped like a PC as a normal Operation; they must be Sieged (Section 14). Walled Cities help prevent losses from Political Isolation (5.4).

D. Tribe - Tribes are oval markers that are placed on specific spaces during setup. Tribes are neutral. Neither player may place a PC in a space with a Tribe. Tribes must be Subjugated to remove. The Tribe marker has a Red Die pictured, which indicates that a Subjugating Army always uses the Red Die during Subjugation (Section 14).

E. Province - A Province is a group of spaces within boundary lines. There are 12 provinces. All are Politically Significant except *Samnium* (*Italia*). You gain control of a Province if you control more than half of its spaces. You can track control of these 11 Politically Significant Provinces (as well as Mare Tyrrhenum, Miat and Lilybaeum) on the Provincial Display.

> *Note: Corsica & Sardinia are considered to be one Province. Lipari and Lilybaem are parts of the Province of Sicilia.*

F. Region - There are 4 Regions. Each Region contains one or more Provinces:
- *Africa* → Numidia, Libya, Carthago (3 Provinces).
- *Italia* → Etruria, Samnium, Latium, Campania, Apulia, Lucania (6 Provinces).
- *Sicilia* → Sicilia, Syracusae (2 Provinces).

- *Corsica & Sardinia* → *Corsica & Sardinia* (only 1 Province).

G. Miat - The Carthaginian player controls the Miat section of the board, representing the *Council of Hundred and Four*.

- Carthage may place PCs on the Miat as a normal Operation and remove PCs from the Miat if necessary.
- The Miat may provide extra Generals or CUs as reinforcements and may count as a Politically Significant Province. See Miat (15.3) for more information.

H. Mare Tyrrhenum - Mare Tyrhenum sea lanes are open sea routes, directly connecting faraway ports. Its sea lanes are more dangerous than ordinary coastal sea lanes.

- Naval Movement (7.3) between two ports connected by Mare Tyrrhenum costs 2 Movement Points and involves 3 Storms.
- Naval Interception is *not* possible via Mare Tyrrhenum.
- You gain control of Mare Tyrrhenum if you control more than half of the ports connected to Mare Tyrrhenum. Control of Mare Tyrrhenum counts as a Politically Significant Province.

> *Note: This replaces the Naval Supremacy rule from the 1st edition. Naval Supremacy no longer counts as a Political Significance Province.*

I. Naval Supremacy - At every moment, either Carthage or Rome has Naval Supremacy, representing control of the Mediterranean Sea and its sea lanes. Flip the large round Naval Supremacy marker to show which player has it (blue for Carthage and red for Rome). Naval Supremacy can change many times and in many ways, including Events and Naval Battles.

- The player with Naval Supremacy may try to avoid Interception during Naval Movement (7.3), goes first during each Naval Battle round (Section 9), and may give up Naval Supremacy to Evade during a Naval Battle (9.2.C).

- When conducting a Siege (Section 14) against a Walled City, the player with Naval Supremacy rolls the (more effective) Red Siege Die instead of the White Siege Die. (Exception: When Sieging a Large Walled City, the White Siege Die is always rolled.)
- A Large Walled City may not be Sieged unless the Sieging player has Naval Supremacy.
- Naval Supremacy reverts to Carthage at the end of a game turn (5.3.C), unless Rome has Excellent Seamanship (see the Supremacy reminder on the Seamanship track).

J. Stormy Sea Lanes - The thunderbolts (Storm symbols) indicate stormy sea lanes. The number of Storm symbols indicates how dangerous the sea lane is. Stormy sea lanes are only relevant to the Roman player when the *Cruel Sea* Strategy Card (#101) is played. See the card note (17.1; #101) for more information.

> *Note: It is advisable for the Roman player to read this card text prior to the game to avoid nasty surprises.*
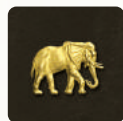
G. Game Turn - The game is played in turns. Every turn represents several years of The First Punic War. The Game Turn marker indicates the current turn on the Turn Track on the board.

2.2 Generals

Strategy Rating

Battle Rating

A. General - Each miniature represents a single General. Each General also has a card which displays his Ratings and Special Abilities. The first number (in a circle) is the General's Strategy Rating, and the second number (in a square) is the General's Battle Rating.

> *Note: You may use the General counters if you prefer.*

- An activated General can command up to 10 Units.
- Generals may have Traits, which are printed on their card and grant additional abilities (2.2.D).

- When a General is displaced, he is removed from the board:
  - If Carthaginian, he is returned to the pool.
  - If Roman, he is eliminated.
- When a General is eliminated, remove him and his card from the game. (Exception: Roman General A. Atilius *Calatinus* can return to play if eliminated, but only if the *Dictator* Strategy Card is played.)

B. Pool of Generals - Each player has their own pool of Generals. A player's pool refers to their Generals not currently in play on the map, but ready to be introduced during the Reinforcement Phase (5.1). Eliminated Generals and Generals on the Turn Track are not in the pool.

C. Roman Officials - Every Roman General in play on the map holds one of the following three Roman offices:

- **C1. Dictator** (with Dictator marker on his card) - The only way to elect a Roman General as Dictator is for the Roman Player to play the *Dictator* Strategy Card (#136). There may be only one Dictator at a time and only once during the game.
- **C2. Consul** (without any markers) - Roman Generals enter play as Consuls during the Reinforcement Phase (5.1.C). Rome has at most two Consuls at a time. Consuls are not Proconsuls.
- **C3. Proconsul** (with Proconsul marker on his card) - During the Reinforcements Phase, the Roman player may elect one of their previous Consuls as Proconsul (5.1.C). Doing so eliminates the previous Proconsul.
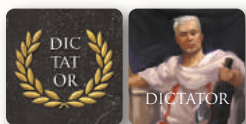
D. Traits - Some Generals have one or more special traits printed on their card. The effects of these Traits are as follows:

- **D1. Admiral** (Roman and Carthaginian Generals) - An Admiral is more effective in Naval Battles and may allow his Army to Back up or Retreat by sea from a Land Battle, even if he is a subordinate. When a Roman Admiral is elected as Consul, Rome may immediately introduce a Naval Reform (5.1.C).

Historical Note: It required a very rare set of skills to be able to command naval operations, especially if there was no maritime tradition in the nation.

- **D2. Aristocrat** (Roman Generals only) - An Aristocrat Consul outranks a non-Aristocrat Consul. He is immune to Command Change (13.2) unless the other Consul is an Aristocrat, too. When an Aristocrat General is displaced, the Roman player must immediately remove a number of Roman PCs from the map equal to the General's Battle Rating. This only occurs when

the General is displaced, not if he is removed for other reasons (e.g. Reinforcements).

Historical Note: The office of Consul was an important step on the social ladder of Ancient Rome, often given to those who were connected rather than gifted.

- **D3. Africanus** (Roman Generals only) - An Africanus General may land in Africa without restrictions. Non-Africanus Generals may only go to Africa when allowed by the Seamanship Track or an Event.

Historical Note: It is important to realize that crossing the Strait of Messana was the first Roman overseas operation. Only a handful of leaders had the even wilder idea of venturing to Africa.

E. Subordination

- **E1. Commanding and Subordinate Generals** - When multiple friendly Generals are in the same Army/Fleet (2.3.E; 2.3.G), only one is the Commanding General. All other Generals in the space are subordinates and are stored on the Commanding General's card.
  - General with the highest rank (2.2.D2) is automatically a Commanding General for an Army/Fleet. In case of a tie for highest rank, the owning player may choose which of the highest ranked Generals is in command.
  - When an Army/Fleet is moving, Subordinate Generals may move with the Army/Fleet. Subordinate Generals may not use their Special Abilities.
  - A General may move his Army/Fleet through a space with a higher ranking General, but if he stops there, the higher ranking General immediately becomes the Commanding General.
  - If both Consuls are in an Army when a Land Battle begins, a Die roll may change the General in command (13.2).

- **E2. Ranks**
  - Carthaginian General *Hamilcar Barca* outranks all other Carthaginian Generals. Otherwise, Carthaginian Generals are equal in rank.
  - The Dictator outranks all other Roman Generals.
  - Roman Consuls are equal in rank to each other (Exception: Aristocrats outrank non-Aristocrats).
  - Roman Consuls always outrank the Proconsul.

2.3 Military Units

A. Units - Combat Units (including Elephants Units), Warships, and Supply Trains are Military Units:
- Generals and all game markers are not Units.
- There is no limit to the number of Units that may be in a space.

Carthaginian CU   Roman CU

B. Combat Units (CUs) - Combat Units are circular counters, each representing the printed number of Roman or Carthaginian land units. These counters have various denominations and players may 'be changed' at any time as needed.

Note: The illustrations on the Combat Units represent contemporary fighting forces of two sides and the values are not assigned to a specific type of unit or its size, to allow for more variety on the game map.

C. Carthaginian Elephant Units (Elephant CUs) - There are circular counters with a printed elephant and '1' meaning one unit. Elephant counters are not exchangeable with other CU counters. Any rule that applies to CU also applies to Elephant CU.

D. Supply Trains (STs) - Supply Trains are Units represented by hexagonal counters. They represent supplies used during the war. STs are not CUs, but STs can move with a General like CUs can.

- **D1. Using STs**: Each ST may be used for one of the following (remove after use):
  - If a player plays a Strategy Card for Operations, but the card does not have enough OPs to activate a General, the player may remove STs in that General's space to make up the difference (5.2.C2).
  - (Determined Defense) When a Besieging Army places a Siege point on an Walled City, that city's controller may immediately remove 1 ST and 1 CU from inside the city to cancel one Siege Point if conditions are met (14.3).
  - You may remove a ST from a Force's space during the Winter Attrition Phase. If you do, then that Force does not roll Attrition (5.3).
  - (War Chest) If you spent more OPs than your opponent during a game turn, you may remove your STs to reduce the difference (5.6).

- **D2. Walled Cities and STs**
  - Walled Cities can hold a number of STs inside equal to its capacity. These STs do not count against the number of CUs allowed (2.1.C).
  - STs inside Walled City are captured after a successful Siege (14.4).

- **D3. Capturing STs**
  - When a Force retreats from a Land Battle (13.5), they must leave all STs behind. The victorious Army captures them.
  - STs are also captured if an enemy Army moves onto them while they are unguarded (i.e. no CUs).

- **D4. Destroying STs**
  - STs may be voluntarily destroyed (removed from the map) by an activated, moving General in the ST's space for 1 Movement Point.

E. Forces and Armies

- **E1. Force** - A Force is a stack of friendly Units (CUs and STs) in a single space. The composition of a Force is public knowledge and may be inspected at any time by either player. A Force without a General may not Move, Intercept or Avoid Battle.

- **E2. Army** - An Army is a Force with at least 1 Unit and one General. An Army has always only one Commanding General (2.2.E1) (but might also have Subordinate Generals). Unguarded Army (no CUs) may never voluntarily Move or Intercept into a space with enemy Units.

Hint: If keeping all the Units in an Army becomes arduous, players may agree to instead keep them on the commanding General's card.

- **E3. Consular Army** - An Army commanded by a Roman Consul is a Consular Army.
  - The Roman player may never take voluntary action that would leave a Consul with fewer than 3 CUs (e.g. Consuls may not leave CUs behind while moving if it would drop their Army below 3 CUs, and if both Consuls are in the same Army, they may not split up unless both would be left with at least 3 CUs).
  - There is no penalty if a Consular Army falls below 3 CUs due to Attrition, Battle or Retreat.
  - An Army led by a Dictator or a Proconsul is not a Consular Army.
  - If a Proconsul leads his Army through a space with a Consul that has fewer than 3 CUs, the Proconsul must either stop moving or drop off enough CUs so the Consul has 3. (A Dictator does not have to.)

F. Warships (WS) - Warships are Units represented by ship counters. They have a 'Ready' side (sails up with symbol showing) and a 'Spent' side (sails furled and a red or blue bar at the bottom of the counter). Each player may have a maximum of 10 Warships in play.
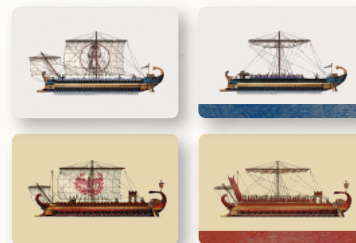

- Warships are kept in the At Port box unless they are being used for Naval Movement or Naval Interception, in which case they are moved to the At Sea box (see image at next page).
- Ready Warships can be used for Naval Movement or Naval Interception. Spent Warships must be refitted to be-

come Ready again. Players can use OPs during their Strategy Phase turn (5.2.C2) or during the War Chest phase (5.6) to refit Warships (i.e. flip to their Ready side).

G. Fleet - A Fleet is a collective group of Units (up to 10) and Generals (any number) created during Naval Movement or Naval Interception. There may be only one Roman and one Carthaginian Fleet at a time. All of a Fleet's Units are placed in their own At Sea box.

- When a Fleet is created, up to 5 Ready Warships may be added from their own At Port box, but the combined total of Warships + CUs + STs may not exceed 10.
- Every Fleet has a Commanding General (like an Army) (and might also have Subordinate Generals).

Roman At Port Box

Roman At Sea Box

Carthaginian At Sea Box

*Carthaginian At Port Box*
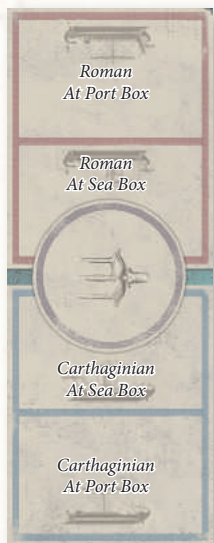
2.4 Cards and Dice

A. Strategy Cards - Strategy Cards are played during the Strategy Phase (5.2) to drive the action.
- Strategy Cards have two primary elements: a numerical value in the upper left corner and Event text.
- The upper left value, called Operation Points (OPs), is 1, 2 or 3, and the color indicates which player can play the

card as an Event: blue for Carthage and red for Rome. Some cards have both colors, meaning both players can play those Events.
- A ship icon next to the number indicates how many Warships can be built with this card (Shipbuilding; 5.2.C2). An infantry symbol in the upper right means the card can be used to Raise Troops (5.2.C2).
- A card number in a square means the card has further explanation in these rules (17.1).
- Some Strategy Cards are purple bordered and have an image of crossed swords ⚔ in the middle. Such cards are Counter Events (5.2.C1). These Events may be played at any time their conditions are met (indicated by the text).
- Some Strategy Cards have an image of a broken olive branch 🌿 in the middle. These Events can break a Truce. (See card #139; and in Section 17 for more information.)
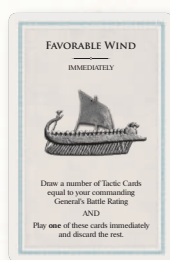
B. Naval Tactic Cards (TCs) - Tactic Cards are played when fighting a Naval Battle (Section 9). Each has a name, Tactic text, and step name(s) showing in which Naval Battle step the TC's effect is applied.

C. Dice - Three are six different dice which are used in the game for various purposes as prescribed by the rules. When the rules simply refer to 'the Die', this means the Classic Die numbered 1 to 6 (e.g. Roll the Die for Attrition).

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

<div align="center">

3

GAME SETUP

</div>

3.1 Components

- Use the Hamilcar side of the board (see setup picture on the right).
- Place the Game Turn Marker on the first space of the Game Turn Track (264-262 BC).
- Place the Naval Supremacy marker in its designated spot, Carthaginian side up (blue).

- Place 11 square Walled City markers in the marked spaces (6 Roman and 5 Carthaginian). Use the *Roma* and *Syracusae* markers without the 🏰 symbol.
- Place 5 oval neutral Tribe markers in the marked spaces (3 in Africa and 2 in Italia).
- Place 43 circular PCs in the marked spaces (19 Roman and 24 Carthaginian). Including the indicated spaces

on the Carthaginian Miat, the Roman Seamanship chart and the Provincial Display.

- Place the Forgotten Tactics marker 🐘 on the map as a reminder that Elephant charges are at a disadvantage until *Xanthippus* is hired.
- Shuffle the Strategy Card Deck.
- Form the Strategy Card Deck from all Strategy Cards with a ⛵ symbol. Add *Price of Failure* (#P1) and *Bad Omen* (#P2) from the Expansion (if available).
- Shuffle the Tactical Deck (consisting of 20 Naval Tactic Cards).
- Use all the Generals and General cards with a ⛵ symbol at the bottom left of their card.
- Set aside *Cn. Cornelius Scipio Asina* (3/2). He is not yet in the Roman Pool.

3.2 Roman Setup

① Place 1 Ready Roman Warship in the Roman At Port box.
② Place 2 CUs, 1 ST and Consul *A. Claudius Caudex* (3/3) in *Messana*.
③ Place 4 CUs, 1 ST and Consul *M. Valerius Maximus* (2/2) in *Regium*.
④ Place 3 CUs and Proconsul *Q. Fulvius Flaccus* (2/1) in *Roma*.
⑤ Place 1 CU in *Tarentum*.
⑥ Place 1 CU in *Capua*.

⑦ Place 1 CU in *Neapolis*.
⑧ Place the *Dictator* Strategy Card (#136) face down on the map in the Roman Strategy Card box.

3.3 Carthaginian Setup

① Place 2 Ready Carthaginian Warships and 1 Spent Carthaginian Warship in the Carthaginian At Port box.
② Place 2 CUs, 1 Elephant CU, 1 ST and *Hanno* (3/2) in *Carthago*.
③ Place 2 CUs and *H. Gisco* (1/1) in *Thermae*.
④ Place 1 CU and 1 ST in *Agrigentum*.
⑤ Place 1 CU and 1 ST in *Lilybaeum*.
⑥ Place 1 CU in *Lipara*.
⑦ Place 1 CU in *Carales*.
⑧ Place *Xanthippus* (3/3) with 1 Elephant CU and *Hamilcar Barca* (1/3) with 1 CU in the Mercenary Pool box.
⑨ Place the remaining Carthaginian Generals on the Game Turn Track in their indicated boxes.

3.4 Starting the game

After setup is complete, begin the game with the Strategy Phase (5.2). The Reinforcements Phase is skipped during Game Turn 1.

VICTORY CONDITIONS

4.1 Immediate Victory Conditions

A player wins immediately by fulfilling any of the following Victory Conditions:

- If Rome or Carthage must remove more PCs than they have on the map, for any reason (e.g. Event, Political Consequences or during the Victory Check Phase), they must Sue for Peace, and their opponent wins.
- Rome wins if they control *Carthago*.

- Carthage wins if they control *Roma*.
- Carthage wins if Rome controls less than three Provinces in *Italia* during the Victory Check Phase (5.5).

4.2 End of the Game Victory Conditions

If neither player scores an immediate Victory before the end of Game Turn 7 (243-241 BC), the game ends, and the winner is whoever controls more Politically Significant Provinces (6.2); Carthage wins ties.

5

GAMEPLAY

Each Turn of *Hamilcar* consists of the following 6 Phases:

1) **Reinforcement Phase**
2) **Strategy Phase**
3) **Winter Attrition Phase**
4) **Political Isolation Phase**
5) **Victory Check Phase**
6) **War Chest Phase**

After each turn, if End Game (Section 6) has not been reached, move the Game Turn marker to the next box and begin a new turn.

5.1 Reinforcement Phase
(skip during the first Game Turn)

A. Return all Warships
- Return all Warships from the Game Turn Track, so they can be rebuilt during the Reinforcement Phase.

B. Carthage Reinforcements
- Place 1 Ready Warship in the At Port box.
- Place 1 CU with any Carthaginian General or in a friendly controlled Walled City not under Siege.

- Gain an additional number of CUs as indicated by the Miat (15.3). For each of these CUs, place it in *Carthago* or convert it to a Ready Warship in the At Port Box.
- Remove all Carthaginian Generals (Except: **Hamilcar Barca**) from the board and place them in the Pool.
- Place the General named in the current turn's box of the Game Turn Track in any space with Carthaginian CUs or in any friendly controlled Walled City not under Siege.
- Randomly draw:
  - 1 General plus
  - Additional Generals as allowed by the Miat.
- Place each drawn General in any space with Carthaginian CUs or a friendly controlled Walled City not under Siege.
- Carthage may refit (flip to their Ready side) a number of Warships equal to the sum of the Battle Ratings of all its Generals who are Admirals and were placed in *Carthago*.

C. Rome Reinforcements
- Place in Roma CUs equal to the number of Roman-controlled Provinces in *Italia*.

> **Note:** *Samnium (Italia) provides a CU when Roman-controlled, even though it is not Politically Significant.*

- (optional) Eliminate the Proconsul from play. Elect one of the Consuls (if any) to be Proconsul. Place the Proconsul marker on his General's card.
- Eliminate all Consuls (not the newly elected Proconsul). Randomly draw two new Generals from the Pool and elect them as Consuls.
- Place the newly elected Consuls in any space(s) containing at least 3 Roman CU or in *Roma*.
- Introduce <u>Naval Reforms</u> by newly elected Consuls who are Admirals and have been placed in *Roma*. Per Consul choose one of the following:
  - Convert CUs in *Roma* into Ready Warships with 1:1 ratio, up to the Consul's Battle Rating.
  - Improve Seamanship by one level (maximum 1 per game turn).
  - Mount or dismount Corvi.

> *Note: When General A. **Claudius** Caudex is eliminated for any reason, immediately add General Cn.Cornelius **Scipio Asina** to the Roman Pool.*

D. Reinforcement Restrictions
- Reinforcements may not be placed in Walled Cities under Siege (14.5). They may be placed in a Walled City if an enemy Force occupies the space but is not Sieging.
- A General without CUs does not restrict reinforcements and becomes displaced (2.2.A) if an enemy CU is placed in his space.

5.2 Strategy Phase

A. Deal Cards
Deal cards from the Strategy Deck to each player equal to the number indicated on the Turn Track. If there are not enough cards to deal each player a full hand, then first shuffle the cards together with the discards to form a new Strategy Deck before dealing any cards.

B. Determine Who Goes First
The player with Naval Supremacy decides who will play first. The opponent may preempt (play first) by playing a *Major Campaign* or *Minor Campaign* Strategy Card (using OPs or an Event).

After the first player is established, players take turns playing one Strategy Card at a time and resolving their action. A player with no cards in hand must pass. Once both players have passed, the Strategy Phase is over.

C. Playing Strategy Cards
On a player's turn, they must play <u>one</u> Strategy Card and perform only one of the following actions:
- Activate the Event text on the card (only if the Event is playable by that faction).
- Perform an Operation using the Operation Points (OPs) on the card.

- Discard the card for no effect.
- The Carthaginian Player may, if they have the required number of PCs in the Miat, hire a mercenary. This action (exceptionally) replaces the play of a Strategy Card for that player's turn.
- After Game Turn 1, if the necessary conditions are met, the Roman player may play the *Dictator* Strategy Card (#136) available on the game board and elect General *A. Atilius **Calatinus*** as Dictator. This action does not require them to an additional Strategy Card for that player's turn.

> *Note: Each player may keep their own pile of played Strategy Card during a turn. This will be helpful in the War Chest Phase (5.6) to calculate the total OP amount of Strategy Cards played during the whole Turn.*

C1. Activate the Event
When you play a Strategy Card for its Event, read the text aloud and resolve it. Events may only be played if the player's color appears in the upper left corner: red for Rome, blue for Carthage. If the card is half-red and half-blue, both players may play the Event.

Counter Events - ⚔ These have purple borders and crossed swords in the middle. They may be played at any time their condition is met (even interrupting your opponent's turn). After playing one, resolve the text, discard the card, then continue from where the game was before the card was played.

> *Note: Playing a Counter Event reduces the number of activations you have for the rest of the Strategy Phase.*

Some Strategy Cards have an image of a broken olive branch 🕊 in the middle. Playing these cards as Events you break a Truce if in play. (See card #139; and in Section 17 for more information.)

C2. Use Operation Points (OP)
Choose **one** of the following Operations to perform:
1) <u>Activate a General</u> whose Strategy Rating is equal to or less than the OPs of your Strategy Card. An activated General can move with up to 10 Units, of which at most 5 can be Warships (Section 7).

EXAMPLES:
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.

If you want to activate a General with a higher Strategy Rating, you may remove STs in that General's space to make up the difference (2.3.D1).

You play a 2-OP Strategy Card but wish to activate a General with a Strategy Rating of 3. You remove 1 ST in that General's space and may now activate that General.

2) <u>Place Political Control markers</u> (PCs) on the map up to the OPs of your Strategy Card. You may place them in any spaces which do not contain Tribes, Walled Cities, enemy CUs, or enemy PCs.

   If you have at least 1 CU in a space with an enemy PC (not a Walled City or Tribe), you may use your OP to convert it (flip it over to your side).

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.

> **Note:** *You may play PCs in any empty space you like (you do not need a friendly PC adjacent), but be aware that this may make the PC vulnerable during the Political Isolation Phase (5.4).*

EXAMPLE:

Carthage wants to control the Province of Sardinia & Corsica. This requires control of at least 3 spaces within this province of 5 spaces. Carales [A] is already controlled, so Carthage just needs 2 more spaces.
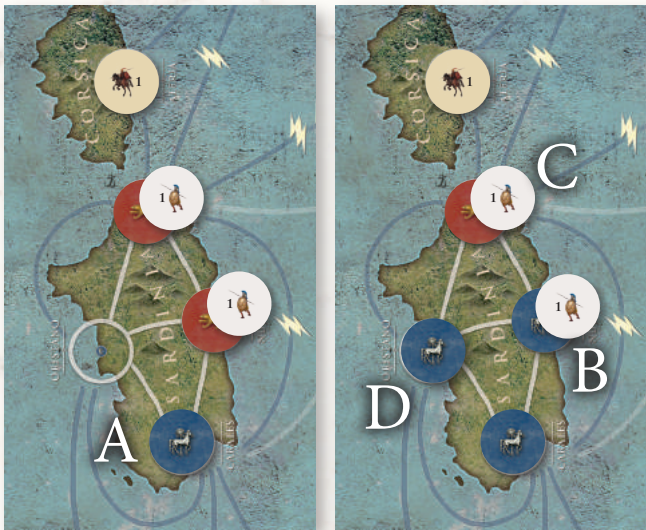
By playing a 2-OP Strategy Card, the Carthaginian player may flip both Roman PCs in Nuoro [B] and Sassari [C] or place a Carthaginian PC in Oristano [D] and flip one of these two Roman PCs.

3) <u>Raise Troops</u> (3-OP card only) 🧍. If you played a 3-OP Strategy Card, you may place 1 CU from the supply with one of your Generals who is in a friendly controlled space in a friendly controlled Province. You may not place this CU into a Walled City that is under Siege.

4) <u>Shipbuilding</u> (3-OP card only) 🚢 🚢. If you played a 3-OP Strategy Card, you may place a number of Ready Warships equal to the number of ships pictured in the upper left (1 or 2) in your At Port box.

5) <u>You may decide to split your OPs</u> from a played Strategy Card among the following options. Spend 1 OP to:
   - Place a PC in Miat (Carthaginian player only, 15.3), or
   - Refit one Warship (flip a Spent Warship to the Ready side in the At Port box), or
   - Place a ST with a friendly Army or in a friendly Walled City that is not under Siege, or
   - Place or flip one PC (see the Operation "Place Political Control markers" above).

C3. Hire a Mercenary (Carthaginian Player Only)

Two Carthaginian Generals *Xanthippus* (3/3) and *Hamilcar Barca* (1/3) begin the game on their designated box on the game board (3.3). On their turn, instead of playing a Strategy Card, the Carthaginian player can hire the top Mercenary (*Xanthippus* first, then *Hamilcar Barca*). To hire a Mercenary, pay the cost for the current Game Turn (displayed on the Game Turn Track) by removing a number of PCs from the Miat equal to the number of swords for that turn ⚔.

1) *Xanthippus* - After hiring *Xanthippus*, place him and 1 Elephant CU in any friendly, unbesieged port in *Africa*. Additionally, remove the Forgotten Tactics marker from the game. Elephant Charges no longer have a -2 modifier (13.3.D). At the end of the Turn of hiring, *Xanthippus* is eliminated. If *Xanthippus* is displaced, eliminate him.

2) **Hamilcar Barca** - After **Xanthippus** is hired, *Hamilcar Barca* becomes available. After hiring him, place him in any friendly, unbesieged port with 1 CU. *Hamilcar Barca* automatically comes into play as a Carthaginian reinforcement during Game Turn 7, if he hasn't been hired yet, even if Xanthippus has not been hired. If *Hamilcar Barca* is displaced, he goes into the pool like other Carthaginian Generals.

C4. Designate Dictator (Roman Player Only)

After Game Turn 1, Rome may elect a Dictator if Carthage has an advantage of <u>three or more</u> PCs on the Provincial Display compared to Rome. Play the *Dictator* Strategy Card (#136) available on the game board and put *A. Atilius **Calatinus** (3/3)* in play as the Dictator even if he was eliminated. Place the Dictator marker on his card. The OPs' value of the card applies for War Chest.

At the end of the game turn of the Dictator election:
   - eliminate *A. Atilius **Calatinus*** if he have been a Consul before
   - return to the pool otherwise.

C5. Discard Strategy Card

You may choose to discard the card for no effect. Your turn is over.

5.3 Winter Attrition Phase

A. Force Attrition

- Each Force in a space containing an enemy PC or a Tribe suffers Attrition (15.2). Roll on the Attrition Table for each Force, cross-referencing its size (column) to the Die roll (row), and lose the indicated number of CUs. Generals cannot be lost from Attrition and are not displaced if they lose their last CU in this manner. A Force may remove one of its STs to avoid rolling for Attrition.
- If the row on the Attrition Table indicates a 🐘 when the Carthaginian player rolls for one of their Forces, the first CU lost from that Force must be an Elephant CU (if it has any).

> **Note:** *Walled Cities and Tribes count as PCs, so a Sieging/Subjugating Force will suffer Attrition.*

B. Unguarded STs Attrition

- Remove any STs not stacked with friendly CUs or in Walled Cities.

C. Roman Seamanship

- Reduce Roman Seamanship by 1 if Rome has fewer Ready Warships on the At Port box than its current Seamanship Level (1-4).
- Turn the Naval Supremacy marker to the Carthage side unless Roman Seamanship is Excellent.

D. Enable the Dictator (Turn 1 only)

- Flip the *Dictator* Strategy Card (#136) face up during the Winter Attrition Phase of Game Turn 1. While it is face up, Rome can play it as an Event instead of playing a card from their hand, if its conditions are met.

5.4 Political Isolation Phase

- Players remove any non-Walled City PCs from the map that are isolated.
- A PC is isolated if it cannot trace a path, via roads and sea lanes, to a friendly CU or friendly Walled City (whether or not under Siege).
- The traced path may not pass through open sea lanes of Mare Tyrrhenum or a space with an enemy PC or neutral Tribe. It may trace through a space containing enemy CUs only if the space contains a friendly PC. It may trace through neutral (empty) spaces.
- First the Carthaginian player identifies and removes isolated Carthaginian PCs, then the Roman player identifies and removes isolated Roman PCs.

EXAMPLE:

- *The Carthaginian PC [A] is isolated because all its paths (via roads or sea lanes, excluding Mare Tyrrhenum) are blocked (by the Roman Walled Cities Regium and Messana, and Roman PC in Panormus).*
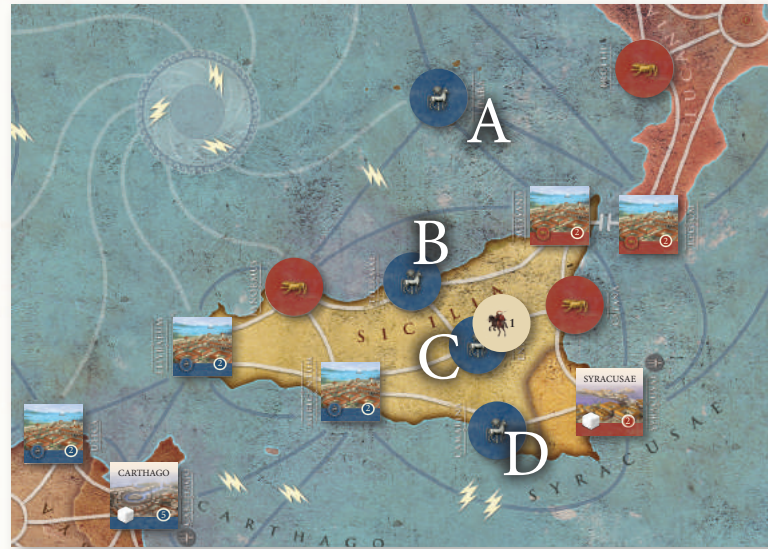
- *The Carthaginian PC [B] is not isolated because it can trace a path to the Carthaginian Walled City Agrigentum (via Enna). The Roman CU in Enna does not block the path because of the Carthaginian PC in Enna.*
- *The Carthaginian PCs [C] and [D] are not isolated because they have a direct path to the Carthaginian Walled City Agrigentum.*

5.5 Victory Check Phase

- Each player counts how many Politically Significant Provinces they control (i.e. all Provinces except *Samnium*). Control of *Lilybaeum*, Mare Tyrrhenum and a Warlike Miat (Carthaginian player only, 15.3) are also counted. Whichever player has the lower amount must remove a number of their non-Walled City PCs equal to the difference.
- If a player must lose PCs in this fashion and does not have enough, they must Sue for Peace and lose the game (4.1).

5.6 War Chest Phase

- Add up the total OPs of all the Strategy Cards each player played (whether for Events or not) this Turn and calculate the difference.
- The player who played the most OPs may now remove their own STs to reduce the difference.
- Next, the player who played the lower adjusted amount may spend the remaining difference; each point of difference can do one of these actions:
  - Warship Refit: Refit one Warship (flip a Spent Warship in the At Port box to its Ready side).
  - Supply: Place 1 ST with a friendly General or in a friendly unbesieged Walled City.
  - Political Concessions: Place 1 PC or flip 1 PC (if occupied by friendly CU).
- Unspent points are lost.
- Remove from the game all Strategy Cards played as Events that say "REMOVE FROM PLAY" after use. Discard all other played cards.

6
GAME END

The game ends if either player achieves an Immediate Victory, or at the end of Game Turn 7 (243-241 BC).

6.1 Immediate Victory
If a player achieves one of the conditions described in 4.1, the game ends immediately.

6.2 Final Turn
After Turn 7 of the game has been played, if neither player has won an Immediate Victory, players count the number of Politically Significant Provinces they control. The following three also count as Politically Significant Provinces:

- Control of Lilybaeum
- Control of Mare Tyrrhenum
- Warlike Miat (Carthaginian player only, 15.3).

The player with the higher number wins the game. In case of a tie, the Carthaginian player wins.

7
MOVEMENT

7.1 Movement Basics

- An activated General (5.2.C2) gains 4 Movement Points (MPs) unless otherwise specified.
- There are two types of movement: Land and Naval. An activated General may combine Land and Naval movements in the same activation, if they have enough MPs to do so. But only one embarkation and one debarkation is allowed during the same General's activation.

> *Note: An activated General may spend 0 or more MPs to land-move, then spend 0 or more MPs to naval-move, then spend 0 or more MPs to land-move. I.e. all of a General's naval-moves must be done without intervening land-moves.*

- CUs and STs may not move on their own without a General, but a moving General may pick up and drop off friendly CUs, STs and Generals of equal or lesser rank throughout the course of his move as long as the General's Army/Fleet never has more than 10 Units.
- The Roman player may never take voluntary action that would leave a Consul with fewer than 3 CUs. (i.e. Con-suls may not leave CUs behind while moving if it would drop their Army/Fleet below 3 CUs, and if both Consuls are in the same Army/Fleet, they may not split up unless both would be left with 3 CUs.; exception: the Dictator actions, 17.1 #136)
- If more than one General is activated during the play of a Strategy Card (through an Event):
  - No single General can be activated multiple times.
  - No single General nor Units may move more than 4 spaces, and a General or a Unit that is involved in military actions (a Naval or Land Battle, Siege or Subjugations, Back up after Land Interception and failed to Pursuit) cannot move again during the resolution of that Strategy Card unless otherwise specified.
  - Only one Siege or Subjugation against the same Walled City or Tribe is possible during the resolution of that Strategy Card.

7.2 Land Movement

A. Moving a General/Army
- A General can land-move from space to space following the road connections.
- Land-moving 1 space along a road connection costs 1 Movement Point. The General may move until he ei-

ther chooses to stop or is forced to stop. An unguarded General (no CUs) may not enter a space with enemy Units, and may not end his move (but may pass through) a space with an enemy unguarded General (no CUs).

- A General/Army may only land-move across the Strait of Messana ⚓ (connecting *Messana* and *Regium*) if their player controls the Walled City they are moving from. This land-move costs 2 Movement Points.
- Each time a General enters a space during his land-move, he triggers *Land Reactions* for his opponents (Section 10). If, after the *Land Reactions*, the General hasn't been forced to stop, he may continue to move (if he still has movement points).

B. Stopping Movement

- An Army must stop land-moving if it moves into a space with enemy CUs, unless an Overrun occurs (7.2.E). (Reminder: an unguarded General may not voluntarily enter a space with enemy Units.)
- A General (and his Army) must also stop land-moving if he fails a Pursuit roll (11.3).

C. Displacing Enemy Generals

- If an Army land-moves into a space with an enemy unguarded General (no CUs), that General may attempt to Avoid Land Battle (Section 11). If they fail to, or don't attempt to, they are displaced, any STs captured and the Army may continue moving (if it has remaining Movement Points).

D. Walled Cities

- An Army, or CUs/STs picked up or dropped off by an Army may land-move into or out of a non-besieged, friendly Walled City during its General's activation.
- A Walled City may not contain more Units than its capacity (e.g. a Walled City with a capacity of 2 could hold up 2 CUs, up 2 STs and any number of Generals).

E. Overrun

- If an Army has at least 5 CUs and enters a space with a single enemy CU that has no General (but may have enemy STs), it may automatically remove that CU from the board (and capture STs, if any). This does not count as a Land Battle, and that Army may continue moving (if it has remaining Movement Points).

Note: This is resolved after the Land Reactions, so an Intercepting Army may prevent Overrun (Section 12).

7.3 Naval Movement

A. Moving a General/Fleet

- A General (with or without Units) may naval-move from a starting (embarking) port space along sea lanes to a destination (debarking) port space. Enemy Generals and Units in ports along the route <u>do not stop</u> the Naval Movement.
- Naval Movement costs 1 Movement Point per sea lane.
- Crossing Mare Tyrrhenum (i.e. naval-moving from one port to another one) costs 2 Movement Points.
- The Strait of Messana ⚓ (connecting Walled Cities *Messana* and *Regium*) is a sea lane, too. This naval-move costs 1 Movement Point.
- Current Roman Seamanship Level (1-4) limits the amount of Movement Points that the Roman player may use in a single Naval Movement. Rome may spend 1 Movement Point on Naval movement, per Ship as shown for it's active Seamanship Level.

- Carthage may always use up to 4 Movement Points for a single Naval Movement.

B. Starting and Destination Ports

- Control of a port is not necessary to embark (start a Naval Movement) or debark (end a Naval Movement).
- Naval Movement is prohibited into and out of besieged Walled Cities. An Army may embark or debark outside the Walled City, even if it is besieged.
- After arriving at a destination port, *Land Reactions* are triggered (Section 10).

C. Naval Movement Steps

- A Fleet is created then a General starts a Naval Movement.
- Place the moving Units into the At Sea box.
- Up to 5 Ready Warships may be added to the At Sea box from the At Port box, but the combined total of Warships, CUs and STs in the Fleet may not exceed 10.

Note: It is not required to include Warships to a Fleet. They simply help in case of Naval Interceptions and Naval Battles.

- Move a Fleet commanding General from a starting port to a destination port via sea lanes. May add Generals, CUs and STs from ports along the route.
- Before the Fleet debarks the General/Army at its destination port, it may be Naval Intercepted by the other player (Section 8).
- If the Fleet arrives at its destination port without a Naval Battle occurring, place the General/Army on the destination space and return the Warships back to the At Port box and keep their Ready status.
- If a Naval Battle occurs, resolve it immediately (Section 9).

NAVAL INTERCEPTION

8.1. Fleet/General Interception

- Before arriving at its destination port, a Fleet (General/Army using Naval Movement) may be Naval Intercepted. This occurs after the Fleet is placed in the At Sea box (7.3.C) but before disembarking the General/Army at its destination port.
- A Naval Interception may only be declared against a Fleet/General that is naval-moving, but it doesn't have to be in the first port entered by the moving Fleet.
- Naval Movement may be intercepted by the opponent if the moving Fleet/General enters a Port that can be reached from one of the opponent's Major Ports (*Roma*, *Carthago*, *Syracusae*)*,* taking into account the opponent's Naval Movement limit (4 for Carthage, number of ships according to current Seamanship level for Rome).
- Only one Naval Interception attempt is allowed for a moving Fleet/General.
- Naval Interception through Mare Tyrrhenum's open sea lanes is not possible.
- If the opponent does not declare a Naval Interception when one is possible (i.e. a moving Fleet/General is in a range of Naval Interception, at least one Ready Warship is on their At Port box and a General is available), the moving player takes Naval Supremacy.

8.2. Avoiding Naval Interceptions

- The naval-moving player can try to avoid Naval Interception if they have Naval Supremacy.

- To do so, roll the Naval Die. If the sum of friendly symbols (◆ for Rome, ● for Carthage) on both the die and on current Roman Seamanship level is higher than the sum of non-friendly symbols, the Naval Interception is avoided.

8.3. Intercepting Fleet

- If Naval Interception of a lone naval-moving General (no Units) is not avoided, then he is displaced.
- If Naval Interception of a naval-moving Fleet (a General with Units) is not avoided, the intercepting player:

- Forms an Interception Fleet from 1 to 5 Ready Warships that are in the At Port box and moves them to the At Sea box.
- Moves the Interception Fleet from one of their controlled Major Ports to the interception port via sea lanes.
- May add Generals, CUs and STs to the Interception Fleet at the starting Major Port from in ports along the route as long as the maximum Fleet size of 10 Units, with at most 5 Warships, is not exceeded (exception: Units and Generals from besieged Walled Cities cannot be added). All Fleet Units are moved into the At Sea box.
- Then a Naval Battle is fought, and casualties are applied immediately before any transported Units and Generals may debark, for potential *Land Reactions* (Section 10).

8.4. Commanding General of Intercepting Fleet

- The Intercepting Fleet must have a commanding General present upon arrival at the interception port. He may be added to the Intercepting Fleet at the starting Major Port or in any port along the Naval Interception route.
- If no friendly Generals can be added to the Intercepting Fleet, a Naval Interception is impossible.
- The first General added to the Intercepting Fleet is the Commanding General. (Exception: if a General of higher rank is added later, the higher ranked General becomes the Fleet Commanding General).

8.5. Interception of Unguarded Fleet

- A Naval Battle is fought by Warships, so if the active player's unguarded Fleet (no Warships) is successfully Intercepted, then the following quick resolution of the Naval Battle is implemented:
- No Tactic Cards are used at all.
- The Intercepting player makes only one Naval Battle Roll (9.2 B1), taking into account Admirals, if any (every hit is one lost Unit).
- The Intercepting player is the Winner of the Naval Battle and takes Naval Supremacy.
- No Political Consequences (i.e. no PCs removed).

NAVAL BATTLE

- When a Fleet makes a Naval Movement (7.3) and is Intercepted by an enemy Fleet before arriving at its destination (Section 8), a Naval Battle occurs. The battle involves both Fleets, i.e. Units from both At Sea boxes.
- The player holding Naval Supremacy goes first each Naval Battle round.

9.1 Draw Tactic Cards

- Shuffle all the Tactic Cards (TCs).
- The player holding Naval Supremacy may play Strategy Cards related to a Naval Battle.
- The other player may play Strategy Cards related to a Naval Battle.
- Each player may draw:
  - +x TCs, where x = the Battle Rating of any one chosen Admiral in the Fleet.
  - +1 TC if there's a friendly PC in the battle port.

9.2 Naval Battle Rounds

- The Player with Naval Supremacy does the following 3 steps, then the other player does them:
  a. Maneuver (optional): Play a Tactic Card.
  b. Engage (mandatory): Make a Battle Roll.
  c. Evade (optional): Attempt to escape from the Naval Battle.
- After both players have done the 3 steps, a new round begins.
- If Naval Supremacy changes hands, the player who goes first in a round also changes.

A. Maneuver
- If a play has TC, a player may play one Tactic Card, then discard it.
- Every Tactical Card clearly shows when the card's effect is applied:
  - Battle: The effect lasts for the whole Naval Battle.
  - Immediately: The effect is applied when the card is played.
  - Engage: The effect is applied during your own Engage Step in this battle round.
  - Enemy: The effect is applied during the next Opponent's Engage Step (regardless whether it is this battle round or the next one).

B. Engage
B1. Scoring hits
- Make a Battle Roll.
- Modify the Die Roll for Rome by:
  - +1 if Corvi are mounted
  - -1 if Poor or Fair Seamanship.

I	II	III	IIII	V

- The first round of combat is resolved in the first Naval column of the Naval Battle Table (a part of the Attrition Table marked I to V at the bottom). Each subsequent round is resolved in the next column.
- The Commanding Generals who are Admirals check the first result in the column corresponding with their Battle Rating (e.g. a commanding Admiral with Battle Rating 2 starts rolling in the column II, then III, then IV).
- Each hit is an enemy Warship sunk (move it out of an enemy At Sea box and place near the Naval Supremacy marker).
- If there are no enemy Warships available in the opponent's At Sea box, any remaining hits are implemented by removing from the Sea Box 1 Unit per hit.

B2. Taking Tactical Card / Naval Supremacy
- A player immediately draws a TC if the modified Battle Roll result falls in the row (1) marked with the TC symbol.
- A player immediately takes Naval Supremacy if the modified Battle Roll result falls in the row (7) marked with the Supremacy symbol.

B3. Taking Prizes
- Any player may claim enemy Warships as Prizes by playing certain TCs. The number of Warships specified on the Tactical Card are set aside as a Prize.
- The Roman player may claim enemy Warships as Prizes if Corvi are mounted and the modified Battle Roll result falls in the row (6) marked with Corvus. One hit Warship is set aside as a Prize.
- When an enemy Warship is taken as a Prize, remove it from the enemy At Sea box and place it on to your one. Only the Winner of the Naval Battle will finally claim Prizes.

C. Evade
- A player can escape from the Naval Battle (Evade) in two ways:
  - A player with Naval Supremacy may surrender it to the opponent during this step (flip the Naval Supremacy marker to the opponent's side).
  - A player may play the *Flee!* Tactical Card anytime.

> **Note:** *The Pursuit Tactic Card may be played in response to a successful Evade attempt in order to cancel it. This is in addition to any card played during the Maneuver step.*

9.3 Naval Battle Resolution

A. End of the Battle
A Naval Battle ends immediately when any of the following situations occurs:
- If a Fleet has no Ready Warships at any time. The other side, which still has Ready Warships, wins.
- If one player Evades (9.2.C), the other player wins.
- If both players have concluded 3 Battle Rounds. The side with the most Ready Warships remaining wins. In case of a tie, the player with Naval Supremacy wins.

> *Note: A Naval Battle can end before the second player has a turn during a Battle Round.*

B. Battle Resolution
B1. The Winner must:
- Claim Prizes
  - You may claim all Prizes in your At Sea box and half of the Prizes from your opponent's At Sea box. (Unclaimed Prizes are sunk Warships).
  - When claiming an enemy Warship in this manner, replace it with one of your own Warships. (If this would take you over the maximum of 10 Warships in play, destroy excess Prizes.)
  - All claimed Prize ships go to the At Port box of the Winner and become Spent.
- Choose one option:
  - Stop further Naval Movement and debark the Army/General at the battle port space (the Warships remain Ready in the At Sea box), or
  - Continue naval-moving up to the remaining Naval Movement limit and debark the Army/General at another port space (the Warships become Spent in the At Sea box). No additional Naval Interception is allowed against this Fleet.
- Return all Warships to the At Port Box.

B2. The Loser must:
- Return all Warships, if any, into the At Port box. All these Warships are Spent.
- Retire the remaining Army, if any, to the last friendly port entered on the route to the Naval Battle (if not, to the embarking port).
- Displace Generals if all Units in the losing Fleet are sunk/destroyed.

B3. Naval Losses and Naval Supremacy
- All sunk Warships are placed on the Game Turn Track in the next Turn box.
- The winner of the Naval Battle gains Naval Supremacy.
- Remove a number of PCs equal to half the number (rounded down) of all Units lost in the battle.

9.4 Political Consequences

- The loser of the Naval Battle must remove a number of his non-Wallet City PCs from the board equal to half (rounded down) the total number off all Units lost in the Naval Battle. These PCs may come from anywhere on the board.
- If the loser is unable to remove enough PCs to satisfy the Political Consequences, they must Sue for Peace, losing the game (4.1).

NAVAL INTERCEPTION AND BATTLE EXAMPLE:

STEP 0 (Starting Situation)
Rome has Naval Supremacy. Roman Seamanship is at Level 2, so their Naval Movement allowance is 2 sea lanes. Rome has decided to conquer Lipari Islands.

STEP 1 (Naval Movement)
Flaccus (1/3) is activated, creates a Fleet (1 Warship and 3 CUs), and moves using sea lanes from Roma to Lipari. En route, he brings 1 CU from Neapolis. Roman Fleet Units are placed into the Roman At Sea box.

STEP 2 (Naval Interception Declaration)
Since Lipari is in range (2 sea lanes) of a Carthaginian Major Port (e.g.) Syracusae, Carthage declares an interception.

Naval
Die roll

STEP 3 (Naval Interception Attempt)
Rome has Naval Supremacy, so tries to prevent the interception. The Naval Die is rolled. The Die roll has 1 ◆ and the Seamanship Table shows 2 ●, so the final result is 1 ● and the interception is not avoided.

STEP 4 (Naval Interception Move)
Carthage forms a Fleet (1 Warship and 1 Elephant CU) and moves it to Lipari. En route, the Fleet brings Carthalo (2/2) - the required General - and 2 CUs from Messena. 1 Carthaginian CU from Lipari has not been incorporated by the intercepting Fleet.

STEP 5 (Naval Battle - Draw TCs)
Carthalo (2/2) is an Admiral, so Carthage draws 2 TCs. Also Liparii has a Carthaginian PC, so they receive another TC. In total Carthage receives 3 Tactic Cards.
Flaccus (1/3) is not an Admiral, so no TCs for Rome.
Because Rome holds Naval Supremacy, Rome goes first in the battle.

Classic
Die roll

STEP 6 (Naval Battle - Round 1 - Rome)
Maneuver:
- *Rome holds no TCs, so plays none.*

Engage:
- *Rome has no Admiral, so the die is rolled in column I, in the first round. Each subsequent round die roll is thrown one column higher (II → III).*
- *Rome has Corvus in use, so +1 to the die roll.*
- *Rome has Fair Seamanship, so Rome has -1 to the die roll.*
- *The final modified die roll is 6, representing 1 hit, so 1 Carthaginian Warship is taken as a Prize.*

Evade:
- *Rome may give up Naval Supremacy to Evade, but decides to hold it and continue the battle.*

ATTRITION TABLE

	1	2	3	4	5-6	7-9	10+
≤1	-	-	-	-	-	1	1
2	-	-	-	-	1	1	1
3	-	-	-	1	1	1	2
4	-	-	1	1	1	2	2
5	-	1	1	1	2	2	3
6	1	1	1	2	2	3	3
7+	1	1	2	2	3	3	4

I   II   **III   IIII   V**

GREAT LEADERSHIP

BATTLE

Add **1** to your commanding
General's Battle Rating
for the duration of the Naval Battle.

*Classic
Die roll*

STEP 7 (Naval Battle - Round 1 - Carthage)

Maneuver:

- *Carthage plays the Great Leadership Tactic Card and increases the Battle Rating of Carthalo to 3.*

Engage:

- *Carthage has an Admiral with a Battle Rating of 3, so the die roll is made in column III, in the first round. Each subsequent round die roll is thrown one column higher (IIII → V).*
- *The final die roll is 2, representing 1 hit, so 1 Roman Warship is sunk.*

The Naval Battle has ended.

STEP 8 (Naval Battle - Battle Resolution)

The winner is Carthage. They decide to debark the Army at Lipari, therefore 1 Warship can be returned as Ready to the At Port box. No Prizes have been claimed in this battle because only half (round down) of the opponent's Prizes can be claimed.

The Roman Army must retreat to the last friendly port entered en route, i.e. Neapolis. Since Rome lost only 1 Warship, there is no PC removed. Carthage gains Naval Supremacy.

All unclaimed Prizes and sunk Warships are placed on the Turn Track for the next turn.

LAND REACTIONS

After your General land-moves into a space, or debarks at a port space after Naval Movement, your opponent takes the following reactions in this order:

1. Mandatory: If the active Army has entered a non-besieged, enemy Walled City space, your opponent must declare which of their own Units and Generals (if any are there) are inside the city and which are outside. Units and Generals which were outside may now be moved inside, and vice-versa, as long as capacity is respected (2.1.C). A player may do this every time an enemy Army enters the space, if the Walled City is not under Siege.

2. Optional: Your opponent may attempt to Avoid Land Battle (Section 11) with their Army in that space.

3. Optional: Your opponent may attempt to Land Intercept your Army (Section 12) from an adjacent space.

All Avoid Land Battle and Land Interception attempts must be declared at once, before executing any of them.

If after *Land Reactions* a Land Battle is initiated in the space with unbesieged Walled City then the city's controller may move in/out any Units/Generals to/from the city just before the Battle has started.

EXAMPLE:
- *The Roman Army (6 CUs) activated under **Regulus** [A] are moving from Catana to Enna. It may trigger several Carthaginian reactions:*
  - ***Hamilco** [B] may attempt to Avoid Land Battle into Agrigentum*
  - ***Hamilcar** Barca [D] my attempt to Intercept at Enna.*
  - ***Adherbal** [C] may attempt to Intercept at Enna, too.*
- *All these reactions have to be declared before any die rolls.*

AVOID LAND BATTLE

11.1 Avoid Land Battle Attempts

- During the *Land Reactions*, a non-active Army (lone Generals, too) may attempt to Avoid Land Battle (escaping to one adjacent space) when the active player moves his Army into their space. However, even if they manage to Avoid, the active player may still be able to Pursue them.
- You may split your Army (part of the Army escaping to one adjacent space, while leaving some other Generals and Units behind) as long as Generals left behind have at least 1 CU (at least 3 CUs for Roman Consuls; see 2.3.E3).
- Either way, only <u>one</u> General in the Army may roll to Avoid. If the commanding General does it, he may take along all subordinate Generals as usual, but if a subordinate General does it, the commanding General must be left behind. The subordinate General who successfully rolls may take along any other Generals of equal or lesser Rank.
- An Army may Avoid by sea if it contains an Admiral and it moves by a sea lane (but not through Mare Tyrrhenum) to a friendly port free of enemy CUs. No Naval Interception is allowed in this case.
- To Avoid Land Battle:
  - Declare which General (with accompanying Units and other Generals) will attempt to Avoid.
  - Roll the Die.
  - If your result is less than or equal to the Avoiding General's Battle Rating, the attempt is successful: move the declared General(s) and Units into one adjacent space (see restrictions below; 11.2).
  - Failure means you must remain in the space and a Land Battle will occur.

> **Note:** *A General without CUs who fails to Avoid Land Battle is displaced.*

11.2 Avoid Land Battle Restrictions

- Only a maximum of 10 Units may attempt to Avoid with the General. Any excess must be left behind. Units without a General may not attempt to Avoid Land Battle.
- If a Roman Consul is Avoiding Land Battle, they must bring at least 3 CUs with them (2.3.E3).

- Generals and Units who have just failed an Interception against the active moving Army previously may not attempt to Avoid Land Battle.
- An Army/General successfully Avoiding Land Battle may not:
  - Cross the Strait of Messana (unless an Admiral is in the Army, in which case the Army may retreat by Sea),
  - Enter a space containing an enemy Unit or PC,
  - Move to the space that the active moving Army just came from,
  - Enter a Tribe space.

11.3 Pursuit

- Normally, moving into a space with enemy CUs forces an active Army to stop moving (unless an Overrun occurs; 7.2.E). However, if all enemy Generals and Units successfully Avoid Land Battle and leave the space, the active Army may attempt to Pursue.
- The active Army may not Pursue if there are any enemy CUs left in the space (unless it is 1 CU and you Overrun; 7.2.E), or if an enemy Army successfully Intercepts the moving Army in this space. The Army must have Movement Points remaining to Pursue.
- If your Army wants to Pursue:
  - Roll the Die.
  - If the result is less than or equal to your active General's Battle Rating, the active Army may continue moving.
  - The active Army may move into the space into which the Avoiding Army/General escaped, or into another space.

> **Note:** *If the active Army succeeds at its Pursuit roll and moves further, it will trigger other Land Reactions (Section 10) like any move.*

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LAND INTERCEPTION

12.1 Land Interception Attempts

- During the *Land Reactions*, non-active Armies can attempt to move and Intercept the activated General. Any non-active Army that is adjacent to the space that the active General just entered may attempt this.
- You may split your Army (intercepting only with a part of the Army, while leaving the rest of Generals and Units behind) as long as Generals left behind have at least 1 CU (at least 3 CUs for Roman Consuls; see 2.3.E3).
- Either way, only <u>one</u> General in the Army may roll to Intercept. If the commanding General does it, he may take along all subordinate Generals as usual, but if a subordinate General does it, the commanding General must be left behind. The subordinate General who successfully rolls may take along any other Generals of equal or lesser Rank.
- You may attempt to Intercept with multiple Armies, as long as these Interceptions originate from different spaces, but you must declare them all (as well as an Avoid Land Battle, if desired) before resolving any of them (Section 10).
- For each declared Interception:
  - Declare which General (with accompanying Units and other Generals) will attempt to Intercept.
  - Roll the Die.
  - Add +1 to the die roll if you are attempting to Intercept into an enemy-controlled space that has no friendly Units.
  - If the result is less than or equal to your Intercepting General's Battle Rating, the Interception is successful: move that declared Army into the active-player General's space.

12.2 Interception Restrictions

- Only a maximum of 10 Units may attempt to Intercept with a General. Any excess must be left behind. Units without a General may not attempt to Intercept.
- If a Roman Consul is Intercepting, he must bring at least 3 CUs (2.3.E3).
- Interceptions only occur against the active player's General's movement. You may not Land Intercept an Army/General that Land Intercepts, Avoids Land Battle, Backs up one space or Retreats (there is no *Land Reactions* after these occurrences).

- When the active-player Army is successfully Intercepted during the same *Land Reactions* in which another army Avoided Land Battle, that active-player Army may not Pursue (11.3).
- An Intercepting Army may not:
  - Cross the Strait of Messana,
  - Intercept from nor enter to a space containing an enemy non-moving Unit.

12.3 Backing Up One Space

- After your Army/General has been successfully Land Intercepted, you may Back up one space to avoid the impending Land Battle and end the Army/General movement.
- You may not back up if a Land Battle was already going to occur before the Interception.
- Back up your Army/General to the space it just came from and lose all remaining Movement Points. There is no Land Battle when you escape like this.
- If the current space was reached by Naval Movement, the Army/General, with all Units, must Back up to the last port entered before debarking.
- If an Army back up into a Tribe space or an enemy Walled City, it may still conduct Siege and Subjugation (Section 14).

12.4 Interception of Unguarded Army

- If an active-player's unguarded Army (no CUs) is successfully Land Intercepted then their Generals are displaced and STs captured by the opponent. It is analogous to a land-moving Army entering an unguarded General/Army (7.2.C), and not a Land Battle.

13

LAND BATTLE

If an Army land-moves (or debarks after Naval Movement) into a space with enemy CUs (not triggering Overruns; 7.2.E) and the enemy CUs fail to Avoid a Land Battle (or choose not to Avoid), or if the activated General is Intercepted and chooses not to Back up one space, a Land Battle occurs. The active player is the <u>Attacker</u> and the non-active player is the <u>Defender</u>.

13.1 Preparing For Land Battle

When a Land Battle is initiated, perform the following steps:
1. The Carthaginian player possibly makes a Change in Command Roll (13.2).
2. The Attacker may play Land Battle Strategy Cards (i.e. Counter Events related to a Land Battle).
3. The Defender may play Land Battle Strategy Cards.
4. Determine which dice to roll.

13.2 Change in Command Roll

- If a Roman Army with both Consuls not commanded by the Dictator enters battle as:
  - The Attacker → the Carthaginian player <u>may</u> make a Change in Command Roll during this step.
  - The Defender → the Carthaginian player <u>must</u> make a Change in Command Roll.

- This roll affects which Consul will command the Roman Army.

Note: An Aristocrat Consul has a higher rank than a non-Aristocrat Consul, and so no Command Change is possible in this case.

- To make a Change in Command:
  - Roll the Die.
  - On a roll of 1-3, nothing happens.
  - On a roll of 4-6, the commanding and subordinate Consuls immediately switch roles (the subordinate Consul becomes commander, and the previously commanding Consul becomes a subordinate).

13.3 Determine Dice

A Land Battle is resolved using the Battle Dice. Before determining which dice, apply all effects of played Land Battle Strategy Cards. Then determine the size and type of dice for each player and if any reroll will be possible.

STEP	LEVEL 1 (minimum level)	LEVEL 2	LEVEL 3 (maximum level)
A	Force with 4 CUs or less (including Elephant CUs)	Force with 5 CUs or less (including Elephant CUs)	
B		More Allies than the opponent	IMPROVE OWN DICE LEVEL BY 1 →
C	← REDUCE OPPONENT'S DICE LEVEL BY 1	Commanding General's Battle Rating higher than the opponent's one	IMPROVE OWN DICE LEVEL BY 1 →
D	If a number of Elephant CUs is equal or higher than the Roman commanding General's Battle Rating, Carthage may roll a die for an Elephant Charge. If the result is: • 1 or less, Rome may choose to have Carthage reroll one Battle Die, • Higher than the Roman commanding General's Battle Rating, Carthage may choose to have Rome reroll one Battle Die.		

A. An Army Size
- Initially, a player's dice level (I or II) depends on the number of CUs in the player's Force (including Elephant CUs).

B. Allies
- Each friendly Walled City in the Region where the Land Battle is fought awards the controlling player one Ally (no more than 2 is possible) when they have a General in the Land Battle.
- If one player has more Allies than their opponent, then upgrade that player's dice level by 1.

C. Commanding General
- If one player's Commanding General has a higher Battle Rating than their opponent's, then upgrade that player's dice one level.
- If the level is at maximum before upgrading (level III), then instead reduce the opponent's dice level (III → II, II → I, I → no change).

D. Elephant Charge
- If the Carthaginian player has the same or more Elephant CUs than the enemy commanding General's Battle Rating, they may announce an Elephant Charge.
- To resolve an Elephant Charge:
  - The Roman player may play the *Elephant Fright* Strategy Card (#91).
  - Roll the Die.
  - Subtract 2 from the Die roll if *Forgotten Tactics* is in play .
  - If the result is:
    – 1 or less, Rome may choose to have Carthage reroll one Battle Die
    – Higher than the Roman commanding General's Battle Rating, Carthage may choose to have Rome reroll one Battle Die.

13.4 Land Battle Resolution

| LEVEL **1** (minimum level) | | LEVEL **2** | | LEVEL **3** (maximum level) | |
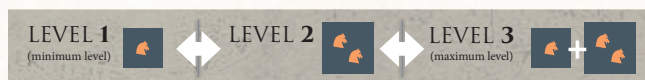
- Roll the Battle Dice for each player according their final dice level:
  - If at Level I → roll the small Battle Die
  - If at Level II → roll the large Battle Die
  - If at Level III → roll both Battle Dice.
- Apply the dice roll results as follows:
  - Each ♞ and ❙ inflicts 1 hit to the opponent
  - Each ⊙ cancels one ❙ hit by the opponent, and each remaining ⊙ inflicts 1 hit to the opponent.
- Each hit eliminates 1 CU.
- If Carthage announces an Elephant Charge and loses the battle, the first Carthaginian loss CU has to be an Elephant CU.

- Whichever side suffers more hits loses the Land Battle. In case of a tie, the Attacker loses.
- The winner gains control of all STs in the Land Battle space.
- If all CUs in the losing Army are lost due to hits, the losing Generals are displaced. If all CUs in the winning Army are lost due to hits, the winning Generals <u>are not</u> displaced.

13.5 Retreat

A. Losing Force Retreat
- The losing player must then move their Force to a space that is both friendly controlled and has no enemy Units, or to a space that contains more friendly Units than the retreating Force.
- A Force can move up to 4 spaces during Retreat, but must go to a nearest legal space. (<u>Exception:</u> If a longer path will cause fewer penalties, the Force may take that longer path. For a given penalty, a shortest path causing that penalty must be taken.)
- A friendly Force which contains an equal or smaller number of Units than the retreating Force is absorbed (including any friendly Generals) into the Retreating Force if it enters that friendly Force's space (they become a part of the Retreating Force).

B. Retreat Restrictions
- A Force cannot Retreat across the Strait of Messana nor using sea lanes unless it has an Admiral General (see below; 13.4.D).
- If the active player's Army Retreats (the original attacker), its first Retreat space must be the one from which it entered the Land Battle.
- If the non-active player's Force Retreats (the original defender), it may not enter the space from which the active player's Army came.

C. Retreat Penalties
- A Retreating Force loses 1 CU for each space it enters that contains an enemy PC or a Tribe.
- A Retreating Force may pass through a space that contains enemy Units, but if it does, then the Retreating Force loses 1 CU for each enemy Unit in that space.
- Enemy Generals without Units do not affect a Retreating Force. If a Retreating Force enters a space with an enemy General who has no Units, that General is displaced.
- If a retreating Force cannot reach a legal Retreat destination within 4 spaces, it is eliminated, and all Generals with it are displaced.

D. Retreating By Sea
- If a player's Army contains an Admiral General they may Retreat using <u>one</u> sea lane instead of roads. The destination space cannot contain an enemy PC or Units.

- If they Retreat by Sea, they must stop when they reach the other side of the sea lane (Exception: No retreat is possible using open sea lanes of Mare Tyrrhenum).

E. Retreating Into Walled Cities

- A Force may Retreat into a friendly non-besieged Walled City if the Land Battle occurred in that space.
- A Retreating Force may not enter a besieged Walled City unless they are conducting a Sortie (14.5.B).
- In either case, Units and Generals may retreat within the Walled City up to the limit indicated on the Walled City, and the rest of the Force must then Retreat to a legal space within 4 spaces as usual.

> **Note:** This is the only time that a Retreating Force may split up.

13.6 Political Consequences

- The loser of the Land Battle must remove a number of his non-Walled City PCs from the board equal to half (rounded down) the total number of all Units they lost in the Land Battle (including captured STs and Units lost during Retreat). These PCs may come from anywhere on the board.
- If the loser is unable to remove enough PCs to satisfy the Political Consequences, they must Sue for Peace, losing the game (4.1).

LAND BATTLE EXAMPLE

Hanno (3/2) is activated and moves with all Units (2 CUs and 1 Elephant CU) from Thermae into Messana to attack Flaccus' Army in Sicilia Province.

Flaccus (2/1) decides to stay and fight a Land Battle with all his Units (5 CUs and 1 ST).

Other possible options for Flaccus:
- *Split the Army and moved chosen Units inside the Walled City (up to capacity limits)*
- *Attempt to avoid Land Battle and move to Catana.*

Hanno is the Attacker, and Flaccus is the Defender in this Land Battle.
Carthage has an Army of 2 CUs and 1 Elephant CU. So they start at dice Level I.
Rome has an Army of 5 CUs. So they start at dice Level II.
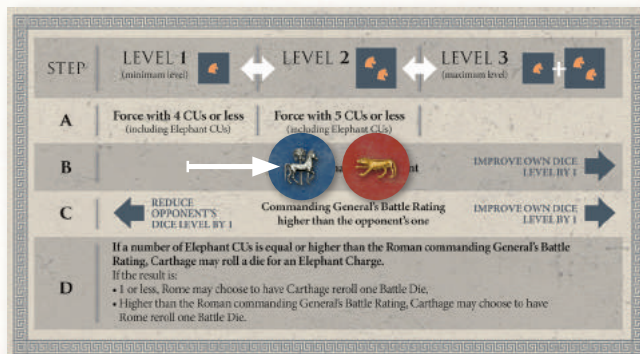
Carthage controls 2 Walled Cities (2 Allies) and Rome controls 1 Walled City (1 Ally) in Sicilia. Control of the Province does not count for Allies.
So Carthage has more Allies than the opponent and upgrades their dice level from Level I to Level II.
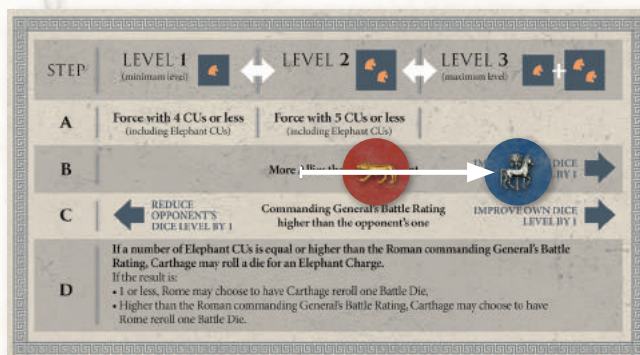
Carthage's commanding General has a Battle Rating of 2.
Rome's commanding General has a Battle Rating of 1.
So Carthage has the better Battle Rating and therefore upgrades their dice level from Level II to Level III.
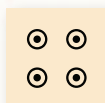*In conclusion, Carthage throws 2 Battle Dice (large & small), and Rome throws one (large).*

Carthage has 1 Elephant CU, which equals the Battle Rating of the Roman commanding General, so an Elephant Charge is allowed.

Hanno announces an Elephant Charge.

*Carthage loses 2 CUs (no need to lose the Elephant CU). Rome loses 3 CUs, plus 1 ST captured by Carthage. The Roman Army retreats into Messana with its remaining 2 CUs.*

Since Rome lost 4 Units, it must remove 2 PCs (and takes one from Catana and another from somewhere else).

The Carthaginian Army stops in Messana with its 1 remaining Elephant CU and the captured Supply Train.

Classic Die result

Assuming Xantthippus has been hired already, Carthage no longer has a -2 modifier for Forgotten Tactics.

The result is 4, which is higher than the Roman commanding General's Battle Rating, so Carthage may choose to have Rome reroll one Battle Die.

Battle Dice results:
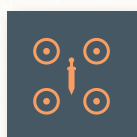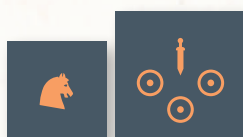
Rome   Carthage

After rolling Battle Dice (Rome has 1 ⚔ and 4 ⊙) Carthage decides to use the option allowed by the successful Elephant Charge.

Rome has to reroll their die (Carthaginian player decision).

Final Battle Dice results:
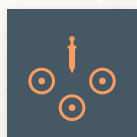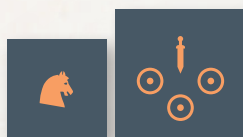
Rome (rerolled)   Carthage

Carthage scores 🐘 & ⚔ hits against Rome:
- *1 🐘 inflicts 1 hit.*
- *1 ⚔ inflicts 1 hit, but it's canceled by the 1st Roman ⊙*

Rome scores 🐘 & ⚔ hits against Carthage:
- *1 ⚔ inflicts 1 hit, but it's canceled by the 1st Carthaginian ⊙*

Remaining (both players) ⊙:
- *2 Carthaginian ⊙ inflict 2 hits on Rome.*
- *2 Roman ⊙ inflict 2 hits on Carthage.*

In conclusion, Carthage inflicts 1 + 2 = 3 hits, and Rome inflicts 2 hits. So Carthage inflicts more hits, and so Carthage wins the Land Battle.

SIEGE AND SUBJUGATION

14.1 Siege and Subjugation Process

- Walled Cities count as PCs, but are more difficult to convert (2.1.C). To gain control of the space, a Siege must be performed against its Walled City. This is a multi-turn process to accumulate Siege Points. Similarly, PCs cannot be placed on spaces with Tribes (2.1.D). To gain control of the space, the Tribe must be Subjugated by accumulating Subjugation Points.
- Any activated General who ends his move in an enemy Walled City or Tribe space with at least 3 friendly CUs (either brought along or already present) may begin a Siege or Subjugation attempt (attack) unless he has participated in a Naval or Land Battle during this activation.

> **Note:** *Even if an Army is Intercepted and chooses to back up one space (13.1), it may still begin a Siege or Subjugation if it did not participate in a Land Battle this turn.*

- The goal is to accumulate:

  - 2 Siege Points against Walled Cities

  - 3 Siege Points against Large Walled Cities / Major Ports (*Syracusae*, *Roma* and *Carthago*)

  - 3 Subjugation Points against Tribes .

- If the Sieging player ever has no CUs remaining in the space, the Siege/Subjugation is cancelled, and all Siege/Subjugation Points are removed, even if the last needed Point was placed as part of resolving the same roll.

14.2 Siege and Subjugation Attacks

- Every individual Siege/Subjugation attempt (attack) is resolved using a Siege Die:
  - Red for all Tribes (as shown on markers).
  - Red for Walled Cities if a player has Naval Supremacy, otherwise White is used.
  - White for Major Walled Cities (as shown on markers).
- Large Walled Cities (i.e. *Roma*, *Carthago*, *Syracusae*) may only be sieged if the player has Naval Supremacy. If a Sieging player loses Naval Supremacy mid-siege, they may not make another Siege attempt until they regain it,

but Siege points gathered are not lost as long as a Sieging Force remains in the space.
- To resolve an individual Siege/Subjugation attempt:
  - Roll the Siege Die.
  - Compare the symbols to the Siege/Subjugation Table and apply the effects.
  - If a Siege Point is gained, place the marker on the board next to the besieged Walled City/Tribe .

14.3 Determined Defense

- When a Besieging Army places a Siege Point on a Walled City, that city's controller may immediately remove 1 ST and 1 CU from inside the city to cancel placing this Siege Point.
- During one activation of the General, despite how many Siege Points are accumulated, only one of them may be canceled this way.

14.4 Siege and Subjugation Resolution

When the necessary number of Siege/Subjugation Points have been accumulated:
- Remove the accumulated Points, and
  - Against a Walled City:
  - Eliminate all CUs inside,
  - Capture all STs inside,
  - Displace any Generals inside,
  - Flip the Walled City to your control.
- Against a Tribe:
  - Remove the Tribe from the board,
  - Place one of your PCs in that space.

> **Note:** *The Tribe marker goes permanently out of play.*

14.5 Besieged Walled Cities

A. Besieged Walled City Constraints
- A Walled City is not Besieged until it has at least one Siege Point on it.
- A Besieged Walled City may not receive reinforcements (5.1.D) and a General within may not Raise Troops (5.2.C2).
- Besieged Generals may not leave via Naval Movement, and Armies debarking in that space may not enter the Besieged Walled City.

B. Sortie

- Activated besieged Army in a Walled City <u>may</u> initiate a Land Battle against the enemy Sieging Force (this is called a Sortie). If a Sortie occurs, resolve the Land Battle as normal.
- You may also activate and send one of your Armies to initiate a Land Battle against an enemy Force which is Sieging one of your Walled Cities.
  - If you do, your Besieged Units and General(s) may join (Sortie). If your General(s) on Sortie have the same rank as the commanding General in the Army you activated, you may choose which General will command. If you Sortie, then losses may come from either the active Army or the Sortie Units.
  - If you choose not to Sortie, then you may not use any Generals inside the Besieged Walled City. If you must retreat from the Land Battle, only the Sortie Units and General may move back inside the Besieged Walled City.

C. Besieging Large Walled Cities

- *Roma*, *Carthago* and *Syracusae* may only be sieged if the player has Naval Supremacy.
- If a Sieging player loses Naval Supremacy mid-siege, they may not make another Siege attempt until they regain Naval Supremacy, but the accumulated Siege points are not lost as long as a Sieging Force remains in the space.

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OTHER RULES

15.1 Half

- Anytime you must calculate "half", <u>round fractions down</u>.

15.2 Attrition

- Attrition occurs during the Winter Attrition Phase (5.3) or when caused by an Event. When a Force suffers Attrition, roll the Die and cross-reference the result (row) with the number of CUs in the Force (column). The Force loses the number of CUs indicated on the Attrition Table.
- Generals are never displaced due to Attrition, even if they lose their last CU.
- If the Carthaginian player rolls for Attrition and the Die result indicates 🐘, the first CU lost must be an Elephant if the Force contains one.

15.3 Carthaginian Miat

A. Controlling the Miat

- The Carthaginian player controls the Miat section of the board, representing the *Council of Hundred and Four*.
- The Carthaginian player may place PCs on the Miat as part of a Strategy Card play (5.2.C2). When they must remove PCs during the Victory Check Phase (5.5) or due to Political Consequences (9.4; 13.6), the first one must come from the Miat.
- The Reinforcements line on the Miat section shows Carthaginian regular reinforcements (1 CU, 2 Generals and 1 Warship).

- The Miat provides extra Generals and CUs as reinforcements if both sides adjacent to an icon are covered with PCs.
- Each Miat space can only have 1 PC in it.

B. Warlike Miat

- If the Miat contains at least 3 PCs (one must be on the center space), the Miat is said to be *Warlike* and counts as a Politically Significant Province for the Carthaginian player.

EXAMPLE:
The Carthaginian player receives: 1 CU, 2 Generals, and 1 Warship per standard reinforcements and 1 CU from Miat. One PC is also placed on the Miat space on the Province Display as the Miat contains three PCs, including the central space.

15.4 Roman Seamanship

A. Seamanship Changes

- The current Seamanship level is marked by a Roman PC on the Seamanship Track.
- Seamanship can be at one of four levels: Poor, Fair, Good or Excellent. It begins the game at Poor.

- Seamanship can be improved through Naval Reforms (5.1.C) and by Events (i.e. played Strategy Cards relating to Seamanship).
- As Roman seamanship increases it reduces the chance to be intercepted by Carthage and increases the chance to intercept Carthage (●●●, ●●, ● or -).
- The Roman movement range is directly determined by Seamanship, and shown by the number of Warships (1, 2, 3 or 4 🚢).
- If Rome has fewer Ready Warships on the At Port box than their current Seamanship Level at the end of a turn, then Seamanship level decreases 1 level.
- Naval Supremacy reverts to Carthage at the end of a turn, unless Rome has excellent Seamanship (see the Supremacy reminder on the Seamanship track).

B. Seamanship Levels Summary
- **Level 1 – Poor:**
  ○ May use a maximum of 1 sea lane during movement;
  ○ -1 to all Battle Rolls in a Naval Battle;
  ○ One additional Storm during *Cruel Sea* Event (#101);
  ○ ●●● when rolling for avoiding Naval Interception;
  ○ Naval Supremacy reverts to Carthage at the end of the Game Turn.
- **Level 2 – Fair:**
  ○ May use a maximum of 2 sea lanes during movement;
  ○ -1 to all Battle Rolls in a Naval Battle;
  ○ ●● when rolling for avoiding Naval Interception;
  ○ Naval Supremacy reverts to Carthage at the end of the Game Turn.
- **Level 3 – Good:**
  ○ May use a maximum of 3 sea lanes during movement;
  ○ Roman Generals may land in *Africa* if *Syracusae* is Roman controlled;
  ○ ● when rolling for avoiding Naval Interception;
  ○ Naval Supremacy reverts to Carthage at the end of the Game Turn.
- **Level 4 – Excellent:**
  ○ May use a maximum of 4 sea lanes during movement;
  ○ Roman Generals may land in *Africa* without restrictions;
  ○ No modifier when rolling for avoiding Naval Interception;
  ○ Naval Supremacy <u>does not</u> revert to Carthage at the end of the Game Turn.

15.5 Roman Corvus/Corvi

- The Roman player's navy can mount Corvi, adding +1 to Naval Battle Rolls and taking more Prizes (making them better at battle, but worse in *Cruel Sea* Event; #101).
- All Roman Warships have Corvi either on or off at the same time, as indicated by the side of the Corvus marker in the box (next to the Seamanship Track).
- The Roman player may mount or dismount Corvi from his Warships either through the *Corvus* Event (Strategy Card #107) or through Naval Reforms (5.1.C). Place/remove the Corvus marker in/from its box next to the Seamanship track to show the current Corvus status, which applies to all Roman warships.

> *Historical Note: Corvus (Latin for a crow, or a raven) was an engine (a mobile bridge) which allowed the Roman legionaries to cross onto Carthaginian ships during battle. It helped the inexperienced Roman navy to win its first victory. However, there were evidently drawbacks to using it, for it was abandoned almost as quickly as it was adopted.*

15.6 Rome in Africa

- The Roman player cannot normally move Generals (and thus Units) into *Africa* via Naval Movement. They may only do so if:
  ○ Seamanship is Excellent, or
  ○ Seamanship is Good, and the Roman player controls *Syracusae*, or
  ○ The moving General has the Africanus Trait (2.2.D1).

OPTIONAL RULES

The following optional rules are provided for players who would like to add some more realism to their games, or would simply like to add some variety.

16.1 Non-Variable Roman Reinforcements (helps Rome)

The Roman player receives a fixed number of **5 CUs** every turn for Reinforcements (instead of counting controlled Italian Provinces).

16.2 Consul Selection (helps Rome)

Allow the Roman player to select either one or both Consuls during Reinforcements, instead of drawing both randomly.

16.3 Prolonged Contract (helps Carthage)

When **Xanthippus** is hired, the player may choose to extend his contract for the next turn, by paying his hiring costs for that turn ▬► before determining reinforcements by Miat for that turn.

16.4 Blockade Runners (helps Carthage)

> *Historical Note: Historically Carthage tried to hold on to Lilybaeum (Sicily), by supplying it over sea. The aim was to hold on until Rome was tired of the war and would sue for peace.*

If Carthage has a Supply Train in a Major Port and 1 Ready Warship. Carthage may attempt to remove Siege Points.

Instead of playing a Strategy Card, remove 1 Supply Train, discard any 1 Strategy Card and assign 1 Ready Warship. Then roll the Red Siege die when holding Naval Supremacy, otherwise throw the White:
- For each ▲ rolled remove 1 Siege Point
- If a ⊙ is rolled eliminate the assigned Warship

16.5 Political Instability (helps neither)

> *Designer Note: This rule creates more instability in both **Africa** and **Italia** Regions and forces both players to invest more in stability in the home region.*

Remove the tribe at *Madauros* space (**Africa**), so the **Africa** and **Italia** Regions each have 2 Tribes.

Directly after the Political Isolation Phase (5.4):
- Rome must remove one Roman PC, for each Tribe in *Italia* that is not being subjugated.
- Carthage must remove one Carthaginian PC for each Tribe in **Africa** that is not being subjugated.
- Removing PCs must come first from the Province or the Region of the Tribes.

STRATEGY AND GENERAL CARD NOTES

17.1 Strategy Card Notes

#91 - Elephant Fright: -2 to the number of Elephant CUs for Elephant Charge. This effect is cumulative with -2 from Forgotten Tactics.

#93 - Siege Engineers: The effect of this Event is active throughout the entire Siege unless the Siege is successful or cancelled (Section 14).

#94 - Hiero Allies with Rome: Remember that when a Walled City is converted, any enemy CUs inside are destroyed and STs are captured.

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

#101 - Cruel Sea: The Storm Column is the 5-6 column on the Attrition Table. For every scored hit eliminate 1 Warship, 1 CU and 1 ST from the transported Army (if present). If all Units are sunk/removed, then accompanying Generals are displaced, too.
At the end of the turn when this card is resolved (either for Event, OPs or discarded), reshuffle it together with cards remaining in the Strategy deck and the Discard pile into a new Strategy deck.

#107 - Corvus: Can be played anytime during your turn or during a Naval Battle.

#109 - Raid on Port & #110 Mare Nostrum: This includes Walled Cities.

#122 - Bad Weather: May be played even if no combat occurs. The targeted General's movement is reduced to 2 Movement Points. This becomes retroactive, and the General must immediately return to the second space he entered during the course of his move (along with his Army/Fleet, if there is one). This may be played during or at the end of movement (Land or Naval), but must be played before any reaction (Avoid or Intercept) is resolved.
This card can only be played against Land and Naval Movement, but not against Land and Naval Interception, Retreats, Avoid Land Battle, etc. *BAD WEATHER AND CAMPAIGN CARDS:* If played during an opponent's *Campaign* Event (or another Event activating more than one General), it can be

used to truncate the move of only one General and must be declared before another General moves as part of that multi-Generals activation. Also, the *Bad Weather* Event affects the movement of the General and not the Units (e.g. if the Units are moved by two different Generals, they can still be moved a total of 4 Movement Points).

#123 - Allied Auxiliaries: These CUs must be placed with a General in *Italia* and cannot be placed in Rome if there is no General there.

#125 Epidemic & #126 Pestilence: The player using the card chooses which Army rolls for Attrition.

#129 - Storms at Sea: If all Units are removed, the General returns to the port of embarkation.

#131 - Forced March: A player may use Forced March to move using 6 Movement Points, possibly including a Naval Movement limited by the player's Naval Movement allowance.

#133 - Triumph: This may not remove Carthaginian PCs.

#134 - Spoils of War: Only non-Walled City enemy PCs, not stacked with enemy Units may be converted.

#135 - Punic Faith: If an Event is cancelled, discard it (do not count its OPs in the War Chest Phase). If Strategy Cards are revealed, the Roman player must reveal them for the remainder of the Turn.

#136 - Dictator: After Turn 1, Rome may designate a Dictator if the Carthaginian player controls at least three more Politically Significant Provinces than Rome (compare PCs on the Provincial Display). Put *A. Atilius Calatinus* (3/3) in play as the Dictator if he is not in play, even if he was removed from the game. Place the Dictator marker on him.
The Dictator outranks all other Roman Generals. 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 3 CUs. He outranks all Consuls and will always command an Army in a Land Battle (no Change of Command Die rolls). The Dictator's Army may move with at most 10 Units, like all Armies. At the end of the turn, remove him from the game. The OP value of 3 counts for Roman's War Chest.

#139 - Truce: No Interceptions (Naval nor Land) are allowed during a Truce. No Siege attempts are allowed either, but players may keep their Forces outside Walled Cities to retain their accumulated Siege Points (maintaining the siege). A Truce has no effect on Subjugations.

If you have friendly CUs on enemy PCs when a Truce starts, your CUs may remain there without breaking Truce, but your CUs may not convert enemy PCs, and CUs on enemy PCs at the end of the turn still suffer Winter Attrition.

A Truce is only broken when a card with the Broken Olive Branch symbol is played as an Event (this includes some Counter Events). If an Event is played but cannot be carried out (e.g. *Allied Auxiliaries* Strategy Card is played, but no Generals are in *Italia*, so no CUs are gained), the Truce does not break.

#140 - Good Omen: You may set one Die result instead of rolling the Die.

#142 - Surprise Raids: The removed PCs must both be adjacent to the same space containing your Unit. Only non-Walled City, non-Tribe enemy PCs without enemy Units may be removed.

#144 - Ambush: Increasing your General's Battle Rating means you might increase your die level for the Land Battle (13.3.C). In Naval Battles, you will draw an additional Tactic Card if you have an Admiral and may increase the column you roll on for hits.

#146 - Flamen Martialis: The 2 PC removal is only required for the first activation of the affected General this turn.

17.2 General Card Notes

A. Carthaginian Generals

Adherbal - He has to be the commanding General of the Intercepting Fleet to use this ability. When this ability is triggered, he may then add the refitted (Ready) Warship to his Fleet if desired. The Intercepting Fleet is still limited to 5 Warships.

Carthalo - He cannot use this ability when activated inside a besieged Walled City. This ability uses his entire activation. He may not then move or Siege/Subjugate. Only non-Walled City, non-Tribe enemy PCs without enemy Units may be flipped.
 - This ability is used instead of his Battle Rating when drawing Tactic Cards, not as additional 2 cards.

Hamilcar - This ability only applies in Naval Battles.

Hamilcar Barca - This ability is only used in Land Battles.

Himilco - This ability uses his entire activation. He may not then initiate a Land Battle (Sortie).

Hasdrubal - This ability is used when the Carthaginian player makes an Elephant Charge in a Land Battle. Effectively Hasdrubal may count +1 Elephant CU for determining if Elephant Charge is successful, and for Elephant Charge only.

B. Roman Generals

C. Aquillius Florus - This ability is only used in Land Battles.
A. Atilius *Calatinus* - This ability is only used in Land Battles. He becomes the Dictator if the Strategy Card is played. See Strategy Card Notes (17.1) for the *Dictator* Strategy Card (#136) for more information.

C. Lutatius Catulus - This ability only applies in Naval Battles.

A. Claudius Caudex - This ability only applies to Land Movement. When *Claudius* is eliminated from the game for any reason, immediately add *Cn. Cornelius Scipio Asina* to the Roman Pool.

C. Duilius - The ability printed on his card is a cost. In order to elect him as Proconsul, the Roman player must pay 1 OP out of his War Chest at the end of the Turn in which he is placed as a Consul. This means that the Roman player must have played fewer OPs than the Carthaginian player. If you pay *Duilius'* cost, place 1 Roman PC on him as a reminder. The next Turn, he may be elected as a Proconsul (this is still optional).

L. Postumius Megellus - Determined Defense is the act of removing 1 CU and 1 ST from inside a Besieged Walled City to prevent the first Siege Point accumulated during one Siege attack (14.3).

L. Caecilius *Metellus* - This ability is used when the Carthaginian player makes an Elephant Charge in a Land Battle. *Metellus* may force the reroll after the initial Die roll result is calculated. The ability can be used only one time during a Land Battle.

C. Atilius Regulus - This ability only applies in Land Battles. He may only continue moving after a Land Battle if he has Movement Points remaining.

C. Cornelius Scipio - After winning any Battle (Naval or Land), he may place 1 Roman PC on any space with no PCs (even if enemy Units or Generals are there).

C. Sulpicius Paterculus - The prize is not converted immediately. He must win the Naval Battle as usual to claim the Prize (9.3.B1).

M. Valerius Maximus - If he ends his movement in a situation which leads to a Land Battle, he must win the battle to use his ability.

L. M. Vulso Longus - He can use this ability only when activated in a non-besieged Major Port / Large Walled City. He may then move or Siege/Subjugate. He may choose Ready or Spent Warships for conversions (e.g. convert 1 Spent Warship and 1 Ready Warship into 2 CUs).

Note from the Designer

The rulebook of Hamilcar has been entirely rewritten to answer the community's request. And based on feedback the rules have changed for the 2nd edition producing almost entirely a new game. In the meantime, Hannibal & Hamilcar received a Golden Geek for the Best Wargame 2018. That's however a separate story.

What has changed and why?

*"The games are never finished,
they only get published"*
Kevin Zucker

It was never my intention to publish Hamilcar, which would require rather major updates only three years after its publication. In fact, it was Pieter's idea to return to the drawing board as he wanted me to "have a look" at what he did as a variant for Hamilcar. It took me quite a while to actually start looking but once I did, well, the Pandora's box got opened and…

1. Mare Tyrrhenum was born as a game concept. I knew there were travels across the sea during the war but I also remembered these were rather risky and the Romans lost an entire fleet on the way to Rome from Panormus. So in the initial design, it was a *no-no* for me - but the idea that the sea could allow a high risk / high yield travel was very tempting. Making it Politically Significant increased the importance of several port spaces, something I found very historical. I wanted it to look like a huge whirlpool, to visualize the potential danger. I am very happy with what Bartłomiej did with it.
2. Naval Supremacy is no longer Politically Significant, which removes a potential of some gamey moves. It also reverts to Carthage at the end of the turn unless Rome has Excellent Seamanship representing the higher Punic sea-going culture and pool of available crews.
3. Roman Seamanship is also more prone to decrease if their fleet lacks in numbers. This creates an interesting cycle: smaller Roman fleet -> decrease in Seamanship -> loss of Supremacy. It also has an impact on the naval movement range for the Romans. The better the crews and ships, the further they can go and vice versa.
4. Limits on Roman shipbuilding were introduced and tied to the ability of their Admirals and Naval Reforms. The mechanism now tells a story: it called for a group of visionaries and a lot of diligence to create a fleet from scratch.
5. Maximum fleet size has been lowered to 5 to combat a psychological desire to move only fleets at the size of 10. Naval losses are now more severe as the lost warships are not available until the next turn, which represents loss of naval capabilities/ traditions and not just ships and crews.
6. Naval movement has been adjusted, and only one leg of naval movement is allowed in every activation.
7. Interception must be now plotted as a counter-move, but it may also allow regrouping forces if the resulting battle is won.
8. The Cruel Sea and Good Omen were significantly changed, and several Strategy and Tactic cards received changes, updates or corrections. 2 new Tactic Cards were added. The Hamilcar deck has been adjusted with the removal of Roman Reinforcement cards, adding Diplomacy, Campaign and Truce cards.
9. Setup has been changed to allow more opening strategies.
10. The Dictator Card is now a Roman home card and not buried in the deck.
11. Victory conditions were adjusted - Rome may now lose the game if they control fewer than 3 provinces in Italy.
12. Clarification was added that Lipari Island is part of Sicily.
13. Naval Battles are now shorter, at most 3 rounds. Land Battles are dice-driven (but if players agree, they may still use the system used in Hannibal).
14. The Siege rules were adjusted, and the number of siege points required to conquer a city reduced to 2, thanks to which Determined Defense and fortress supply gains importance.

What was supposed to be a quick fix took a year, but finally you can play a new Hamilcar. I truly hope this game will stand the test of time. Thank you for trying it out. Please let me know if you like it.

I take this opportunity to express my deepest thanks to Pieter van der Knaap, with whom I redesigned the game. He was most patient, helpful and benevolent during our long gaming sessions.

Jaro
(P)

PROVINCE DISPLAY

◇

Regions

Africa: Carthago, Libya and Numidia; **Sicilia:** Sicilia and Syracusae; **Sardynia & Corsica:** Sardynia & Corsica;
Italia: Etruria, Samnium, Latium, Campania, Apulia and Lucania

Other key locations
Mare Tyrrhenum, Lilybaeum, Miat

LAND BATTLE TABLE

STEP	LEVEL 1 (minimum level)	LEVEL 2	LEVEL 3 (maximum level)
A	Force with 4 CUs or less (including Elephant CUs)	Force with 5 CUs or less (including Elephant CUs)	
B		More Allies than the opponent	IMPROVE OWN DICE LEVEL BY 1 →
C	← REDUCE OPPONENT'S DICE LEVEL BY 1	Commanding General's Battle Rating higher than the opponent's one	IMPROVE OWN DICE LEVEL BY 1 →
D			

D — If a number of Elephant CUs is equal or higher than the Roman commanding General's Battle Rating, Carthage may roll a die for an Elephant Charge.
If the result is:
• 1 or less, Rome may choose to have Carthage reroll one Battle Die,
• Higher than the Roman commanding General's Battle Rating, Carthage may choose to have Rome reroll one Battle Die.