

SHORT PLAYER AID

Terms

BR – Battle Rating
CU – Combat Unit
MP – Movement Point
OP – Operational Point
PC – Political Control
PP – Political Point
SC – Strategy Card
ST – Supply Train
TC – Tactic Card

Aristocrat – if displaced, remove PCs equal to his BR.

Africanus – may always land in *Africa*.

Admiral – may Back up or Retreat by sea lanes and use his BR in a Naval Battle.

Warships – naval Units (limit of Warships is 10 per player).

Fleet – General(s) and Unit(s) moving by sea lanes.

Miat – represents the *Council of Hundred and Four*.

War Chest – the specific *Hamilcar's* phase of the game.

Cruel Sea – a very important SC for Rome (#101).

1. Reinforcement Phase - Skip on Turn 1

1.1 Return Warships

- Return all Warships from the Game Turn Track.

1.2 Carthaginian

- Place 1 Ready Warship in the At Port box and 1 CU with any General or in a controlled unbesieged Walled City.
- Gain additional CUs as indicated by the Miat (place to *Carthago* or convert to Ready Warships).
- Remove all Generals to the pool (*except: Hamilcar Barca*).
- Place the General from the Game Turn Track and additional Generals allowed by the Miat with CUs or in controlled unbesieged Walled Cities.
- Refit Warships equal to the sum of all Admiral's BRs placed in *Carthago*.




1.2 Roman

- Place in *Roma* CUs equal to the number of controlled Provinces in *Italia*.
- (optional) Designate a Proconsul.
- Remove from the game all other Generals.
- Draw and place 2 new Consuls in any space(s) containing at least 3 CUs or in *Roma*.
- Introduce **Naval Reforms** by Admirals placed in *Roma* (choose one of the following):
 - Convert CUs in *Roma* into Ready Warships up to Admiral's BR
 - Improve **Seamanship**
 - Mount or dismount **Corvi**.

2. Strategy Card Phase

The player with Naval Supremacy decides who will play first, unless preempted.

- SC may be used for its Event or OPs.
- OPs can be spent for:

- Activate a General
- PCs placement (in *Miat* or per Event requirements, too)
- Raise Troops  or **Shipbuilding**  
- Refit Warships (Spent → Ready)
- STs placement.
- One time actions:**
 - Carthaginian - Hire a Mercenary (*Xanthippus* or *Hamilcar Barca*) on their turns.
 - Roman - Designate Dictator if Carthage has an advantage of three or more PCs on the Provincial Display.

3. Winter Attrition Phase

Force Attrition:

- Force in a space with an enemy PC or a Tribe suffer Attritions.
- Attrition may be avoided if a player removes a ST from an affected space.

Unguarded STs Attrition:

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

Roman Seamanship Changes:

- Reduce Seamanship by 1 if Rome has not the minimum number of Warships.
- Flip Naval Supremacy to Carthage unless Roman Seamanship is Excellent.

Attrition in Storm Column (Cruel Sea) - remove 1 Warship, 1 CU and 1 ST for each Hit.

4. Political Isolation Phase

Carthage first, then Rome. A PC is isolated if it cannot trace a path, via roads and sea lanes, to a friendly CU or friendly Walled City. The traced path may not pass through *Mare Tyrrhenum* or a space with an enemy PC or Tribe. It may trace through an empty space or a space containing enemy CUs if it contains a friendly PC.

5. Victory Check Phase

- You can get **PPs for each controlled Politically Significant Province** and one PP for each of the following: **Lilybaeum**, **Mare Tyrrhenum** and a **Warlike Miat** (*if Carthage must remove PCs, the first one must come from the Miat*).
- Whichever player has the lower amount must remove a number of their non-Walled City PCs equal to the difference.
- On the last turn the player with the most PPs wins. **If there is a tie, Carthage wins.**

6. War Chest Phase

- Players compare the total value of the OPs from all cards played or discarded that turn.
- The player who played the most OPs may now remove their own STs to reduce the difference.
- The remaining OPs difference may be spent by the opponent in the following ways:

- PCs placement (in *Miat* or per Event requirements, too)
- Refit Warships (Spent → Ready)
- STs placement
- All unspent remaining OPs are lost.

NAVAL MATTERS

NAVAL MOVEMENT

- A Naval Movement **costs 1 MP per sea lane** (*exception: 2 MPs for Mare Tyrrhenum*). Land and Naval Movement can be combined but **only one embarkation and one debarkation** is allowed during the same General's activation.
- 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, but the combined total of Warships, CUs and STs in the **Fleet may not exceed 10**.
- Enemy Generals/Units in **ports along the route do not stop** the Naval Movement.
- Current Seamanship Level (1-4) limits the amount of MPs for Rome, Carthage may always use up to 4 MPs.
- Enemy Controlled Ports** - Control of a Port is not necessary for embarkation or debarkation.
- Naval Movement and Walled Cities** - Naval Movement is prohibited into and out of besieged Walled Cities.

NAVAL INTERCEPT

- Naval Movement **may be intercepted** if the moving Fleet 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.
- Naval Interception through *Mare Tyrrhenum's* open sea lanes is not possible.
- The naval-moving player can try to avoid Naval Interception if they have Naval Supremacy (Naval Die roll)
- Interception Fleet (**1-5 Ready Warships**) moves from one of their controlled Major Ports to the interception port via sea lanes and **may add Generals, CUs and STs** to in ports along the route (up to 10 Units).
- The Intercepting Fleet **must have a commanding General present** upon arrival at the interception port.
- Only one Naval Interception attempt is allowed for a moving Fleet.
- A Naval Battle is fought before any transported Units and Generals may debark, for a potential Land Reaction.

NAVAL BATTLE

Draw Tactic Cards

- Playing SCs relating to the Naval Battle
- +x TCs, where x=BR of any one chosen Admiral.
- +1 TC if there's a friendly PC in the battle port.

Naval Battle Rounds

- The player with Naval Supremacy does the following 3 steps, then the other player does them:
 - Maneuver** (optional): Play a Tactic Card.
 - Engage** (mandatory): Make a Battle Roll.
 - Evade** (optional): Attempt to escape from the Naval Battle.

- After both players have done the 3 steps, a new round begins.
- Engage:
 - **Scoring hits:**
 - make a Battle Roll
 - modify the Die Roll for Rome by: +1 if Corvi are mounted, -1 if Poor or Fair Seamanship
 - the first round of combat is resolved in the first Naval column or Admiral's BR
 - each hit is an enemy Warship sunk (or another Unit if not any)
 - **Taking Tactical Card / Naval Supremacy:**
 - Both → a result in the specific row (TC or Supremacy symbols)
 - **Taking Prizes:**
 - Rome → a result in the row with Corvus and *Corvi* is mounted
 - Both → TC text.
- Evade:
 - 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.

Naval Battle Resolution

- **End of the Battle:**
 - If a Fleet has no Ready Warships at any time. The other side wins.
 - If one player Evades, 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.
- **Battle Resolution:**
 - The Winner:
 - claim Prizes
 - gains Naval Supremacy
 - stop further Naval Movement or continue naval-moving up to the remaining Naval Limit
 - The Losser:
 - retire the remaining Army to the last friendly port entered on the route
 - remove a number of PCs equal to half the number (rounded down) of all Units lost in the battle.

ROMANS AT SEA

- **Seamanship:**
 - Seamanship can be improved through Naval Reforms and by Events.
 - The Roman movement range is directly determined by Seamanship.
 - As Roman Seamanship increases it reduces the chance to be intercepted by Carthage and increases the chance to intercept Carthage.
 - If Rome has fewer Ready Warships 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.
- **Corvus/Corvi:**
 - The Roman player's navy can mount *Corvi* making them better at battle, but worse in Cruel Sea Event #101.
 - Mount or dismount *Corvi* either through the Corvus Event (#107) or through Naval Reforms.
- **Africa:**
 - Rome may use Naval Movement to enter **Africa** if one of the following is true:
 - Seamanship is Excellent

- Seamanship is Good and they control *Syracusae*
- The Commanding General of the landing Army is Africanus.

LAND MATTERS

LAND MOVEMENT

- **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.
- The Roman player may never take voluntary action that would leave a Consul with **fewer than 3 CUs**.
- A General/Army may only land-move across **the Strait of Messana** if their player controls the city they are moving from (2 MPs).

LAND BATTLE

- The active player is the Attacker and the non-active player is the Defender.
- Land Battle steps:
 - Change in Command Roll
 - Playing SCs relating to the Land Battle
 - Determine Dice (A-C steps)
 - Elephant Charge (step D)
 - Land Battle Resolution
 - Retreat
 - Political Consequences
- **Determine Dice:**
 - Army Size → Level I (1-4 CUs) or Level II (5 CUs and more)
 - Allies:
 - each friendly Walled City in the Region (up 2)
 - if more → upgrade Level by 1
 - Commanding General: if higher BR → upgrade Level by 1 (or if maximum reduce opponent's Level by 1)

Elephant Charge:

- only if the Carthaginian player has the same or more Elephant CUs than the enemy BR
 - to resolve roll a die → possibility to reroll one Battle Die
- **Land Battle Resolution:**
- Battle Dice Roll:
 - Level I → small
 - Level II → large
 - Level III → both
 - Apply results as follows:
 - 🐘 and 🏹 → 1 hit to the opponent
 - 🎲 → cancels one 🏹 hit by the opponent
 - remaining 🎲 → 1 hit to the opponent.
 - Each hit eliminates 1 CU
 - Whichever side suffers more hits loses the Land Battle. In case of a tie, the Attacker loses.

SIEGE AND SUBJUGATION

- **Walled City capacity** - a number of friendly CUs and in addition STs.
- **Siege die roll:**
 - if you have Naval Supremacy use the Red Siege Die, otherwise use the White Siege Die.
 - *Carthago*, *Roma*, and *Syracusae* - you must have Naval Supremacy to besiege these cities, and you must use the White Siege Die.
- **Subjugate die roll** - you must always use the Red Siege Die.
- **Determined Deefence:**
 - if you remove 1 CU and 1 ST from inside the city, you prevent the besieging army from gaining a Siege Point
 - during one activation of the General only one of them may be canceled this way.
- **The goal is to accumulate:**
 - 3 Siege Points against Large Walled Cities (*Syracusae*, *Roma* and *Carthago*)
 - 2 Siege Points against others Walled Cities
 - 3 Subjugation Points against Tribes.

TABLE FOR LAND BATTLE

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	<p>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.</p> <p>If the result is:</p> <ul style="list-style-type: none"> • 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. 		