MARK SIMONITCH'S

HANNIBAL

& HAMILCAR

HANNIBAL RULEBOOK

Hannibal is a two-player game based on the Second Punic War (218-202 BC) in which one player (Rome) represents the Roman Republic (red) and the other (Carthage) takes the role of the Carthaginian Empire (blue). By maneuvering armies, 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 Carthaginian siege of Saguntum, which triggered Rome's declaration of war. Hannibal and his large army is ready to march, while Roman forces are divided between two consular armies in Italy and Sicily. Will Hannibal be able to quickly reach the relative safety of Cisalpine Gaul, where the local tribes are in revolt against Rome? Or will the Romans be able to subdue the revolt and block the access to the heart of the Italian Peninsula?

> **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). Referenced rules or sections can be easily looked up for quick clarification.

1

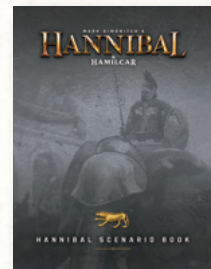# GAME COMPONENTS

The following game components are used in *Hannibal* (depending on scenario):

1 Hannibal Rulebook

1 Hannibal Scenario Book

1 Hannibal Player Aids

Hannibal Reference Map & 2007 edition tables

1 Mapboard (Hannibal side)
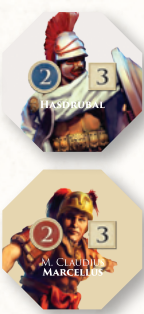
91 Strategy cards*

48 Land Battle cards

20 General cards**
(14 Roman & 6 Carthaginian)

20 plastic General figures
(14 Roman & 6 Carthaginian)

20 General counters
(14 Roman & 6 Carthaginian)

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

10 Walled City markers

11 Tribe markers

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

4 Carthaginian Elephant counters
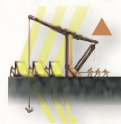
112 Political Control markers

1 Dictator marker

1 Proconsul marker

1 Citadel marker

1 Archimedes Engines marker

5 Siege Train markers

8 Siege markers
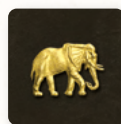
1 Game Turn marker

1 Classic die
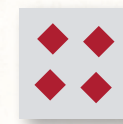
1 Naval die
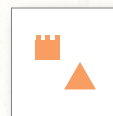
2 Siege dice
(white & red)
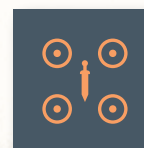
2 Retreat dice
(large & small)
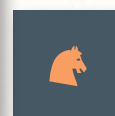
NOTE:

(*) - Use all Strategy Cards with a 🐘 symbol (core cards) and Latin numerals (optional cards). Add Expansion Strategy Cards (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 with a 🏰 symbol.

CORE CONCEPTS

2.1 Board and Political Control
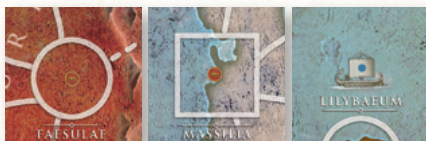
A. Space / Port - A space is an identifiable area on the mapboard (usually circles; squares for Walled Cities). Spaces are connected by roads to other spaces. A space with a ship icon is a port.

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. PCs are 2-sided: blue for Carthaginian control, red for Roman control.

C. Walled City - Walled Cities are square markers that represent main cities. Most are generic, except for one land-locked tile (for *Capua*) and the three Large Walled Cities of *Roma*, *Carthago* and *Syracusae*. A marker's blue side shows Carthaginian control, and the red side shows Roman control.

- The number indicates the City's capacity, which is the number of friendly Combat Units (CUs) 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. It may also have a 🏰 symbol, which is also used during a Siege (Section 12).
- 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 besieged (Section 12). 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 either neutral or friendly to Carthage. Tribes friendly to Carthage count as friendly PCs for the Carthaginian player. 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 12).

E. Province - A Province is a group of spaces within boundary lines. There are 22 provinces in the game (23 if you use the Mauretania Optional Rule; 14.5). All are considered Politically Significant except: *Gallia Transalpina*, *Massilia*, *Liguria*, *Baleares* and *Mauretania*. You gain control of a Province if you control more than half of its spaces. You can track control of the 18 Politically Significant Provinces on the Provincial Display.

> *Note: Corsica & Sardinia are considered to be one Province.*

F. Region - There are 5 Regions. Each Region contains one or more Provinces:
- *Africa* → *Numidia Maior*, *Numidia Minor*, *Libya*, *Carthago* (4 Provinces).
- *Iberia* → *Baetica*, *Celtiberia*, *Orospeda*, *Idubeda*. (4 Provinces).

- *Italia* → *Gallia Cisalpina, Etruria, Samnium, Latium, Campania, Apulia, Lucania* (7 Provinces).
- *Sicilia* → *Sicilia, Syracusae* (2 Provinces).
- *Corsica & Sardinia* → *Corsica & Sardinia* (only 1 Province).

All other provinces are politically insignificant and do not belong to any Region.

G. Game Turn - The game is played in turns. Every turn represents several years of The Second 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 (CUs).
- When a General is displaced, he is removed from the board and returned to the pool.
- When a General is eliminated, remove him and his card from the game.

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; but also refer to Scenarios). Eliminated Generals 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 optional *Dictator* Strategy Card (#80). 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.B; exception: *Scipio Africanus*: refer to Scenarios). Rome has at most two Consuls at a time. Consuls are not Proconsuls.
- **C3. Proconsul** (with Proconsul marker on his card) - During the Reinforcement Phase, the Roman player may elect one of their previous turn's Consuls as Proconsul (5.1.B). Doing so eliminates the previous Proconsul. (Exception: many scenarios include General *Scipio Africanus*, who is also a second Proconsul and cannot be replaced; see 13.4 for more information.)

D. Subordination
- **D1. Commanding and Subordinate Generals** - When multiple friendly Generals are in the same Army (2.3.C2), 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. 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 is moving, Subordinate Generals may move with the Army. Subordinate Generals may not use their Special Abilities.
  - A General may move his Army 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 (11.2).

- **D2. Ranks**
  - Carthaginian General *Hannibal* outranks all other Carthaginian Generals. All other Carthaginian Generals are equal in rank.
  - The Dictator outranks all other Roman Generals.
  - Roman Consuls are equal in rank to each other and always outrank Proconsuls.
  - Roman Proconsuls are equal in rank to each other.

2.3 Military Units

Carthaginian CU   *Roman CU*

A. 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 "make change" 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.*

- Generals and all game markers are not Units (CUs).
- There is no limit to the number of CUs that may be in a space.

B. 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. The number of Elephants CUs in play at a time is limited to the physical counters provided, i.e. 4. Other rules that apply to CUs also apply to Elephant CUs.

C. Forces and Armies

- **C1. Force** - A Force is a stack of friendly CUs 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, Avoid Battle, obtain Battle Cards for Allies, Disengage or Counterattack in Battle.
- **C2. Army** - An Army is a Force with at least 1 CU and one General. An Army always has exactly one Commanding General (2.2.D1) (but might also have Subordinate Generals).

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

- **C3. Consular Army** - An Army commanded by a Roman Consul is a Consular Army.
  - The Roman player may never take a voluntary action that would leave a Consul with fewer than 5 CUs (e.g. Consuls may not leave CUs behind while moving if it would drop their Army below 5 CUs, and if both Con-

suls are in the same Army, they may not split up unless both would be left with at least 5 CUs).
  - There is no penalty if a Consular Army falls below 5 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 Consular Army that has fewer than 5 CUs, the Proconsul must either stop moving or drop off enough CUs so the Consul has 5. (A Dictator does not have to.)

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 number 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: both players can play those Events.
- A ship icon next to the number indicates that the card can be used for Naval Movement (7.3). 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 (Section 15).
- 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 #64; and Section 15 for more information.)

- Some Strategy Cards have an image of a helmet 🪖 in the middle. These are Reinforcement Events (see card #68).

B. Battle Cards (BCs) - Battle Cards are used when fighting a Land Battle (Section 11). Each has a name and a retreat penalty (except Reserve). The Double Envelopment and Reserve BCs also list additional effects. The distribution of the BCs is:
- 12 Frontal Assault
- 9 Flank Left
- 9 Flank Right
- 8 Probe
- 6 Double Envelopment
- 4 Reserve.

C. Dice - Six different dice are used in the game for various purposes. When the rules simply refer to "the Die", this means the Classic Die numbered 1 to 6 (e.g. Roll the Die for Attrition).

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

3

GAME SETUP

- To set up a game of *Hannibal*, players must first select a Scenario from the Hannibal Scenario Book. There are 13 scenarios.
- The first scenario "Second Punic War 218-201 BC" is the main *Hannibal* Scenario used since the first game edition.
- Place the board on the table with the Hannibal side face up. Follow the Setup instructions in the Scenario.

Once everything is ready, begin play with the Strategy Phase (5.2). *(The Reinforcement phase is skipped on the first turn.)*
- Sometimes a rule printed in a Scenario may contradict a rule printed within this book. In that case, the rule in the Scenario takes precedence for the course of the game.

4

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 they control all Provinces in *Italia*, except *Latium*, during the Victory Check Phase (5.5).

4.2 Scenario and End of the Game Victory Conditions

Refer to the Scenario for any other victory conditions and Section 6 for further details regarding the end of the game.

GAMEPLAY

Each Turn of *Hannibal* consists of the following 5 Phases:
1) **Reinforcement Phase**
2) **Strategy Phase**
3) **Winter Attrition Phase**
4) **Political Isolation Phase**
5) **Victory Check 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. Carthage Reinforcements
- The Carthaginian player places CUs from the supply as indicated by the Scenario.
- The Carthaginian player may place any displaced Generals from the pool in any space(s) containing one or more Carthaginian CUs that are not under siege.

B. Rome Reinforcements
- The Roman player places CUs from the supply as indicated by the Scenario.
- (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 5 Roman CU or in *Roma*.

C. Reinforcement Restrictions
- Reinforcements may not be placed in Walled Cities under Siege (12.5). They may be placed in a Walled City if an enemy Force occupies the space but is not Sieging. (Exception: Consuls may be placed in *Roma* when it is under Siege, but only if there are no other legal spaces.)
- A General without CUs does not restrict reinforcements and becomes displaced (2.2.A) if an enemy CU is placed in his space.

> **Note:** *If the Carthaginian player is sieging Roma and all Roman Generals are in Roma, the Roman player receives no reinforcements.*

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 Carthaginian player decides who will play first. The Roman player 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.

Remove from the game all Strategy Cards played as Events that say "REMOVE FROM PLAY" after use. Discard all other played cards.

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 ##64; and Section 15 for more information.)

Some Strategy Cards have an image of a helmet 🪖 in the middle. These are Reinforcement Events which cannot be activated by the Roman player as an Event when the optional *Manpower Shortage* Strategy Card (#68) has been played.

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 CUs.

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.

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:
If you play a 3-OP Strategy Card you could place three of your PCs, flip three enemy PCs, or a combination of both. Carthage wants to control the province of Idubeda. This requires control

of at least 4 spaces within this province. Bilbilis [A] is already controlled, so Carthage just needs 3 more spaces.

By playing a 3 OP card, the Carthaginian player flips both Roman PCs in Dertosa [B] and Tarraco [C] and then from the options available places his last remaining PC in Osca [D].

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.

C3. Discard Strategy Card
You may choose to discard the card for no effect. Your turn is over.

5.3 Winter Attrition Phase

- Each Force in a space containing an enemy PC or a non-friendly Tribe suffers Attrition (13.2). 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.
- 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 non-friendly Tribes count as PCs, so a Sieging/Subjugating Force will suffer Attrition.*

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 to a friendly: CU, Tribe, controlled port or Walled City (whether or not under Siege).
- The traced path may not cross a Mountain Pass and may not pass through 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 Roman player identifies and removes isolated Roman PCs, then the Carthaginian player identifies and removes isolated Carthaginian PCs.

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

5.5 Victory Check Phase

- Each player counts how many Politically Significant Provinces they control, i.e. all Provinces except *Galia Transalpina*, *Massilia*, *Liguria*, *Baleares* (and *Mauretania* if using the Mauretania Optional Rule; 14.5). Whichever player has the lower count 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).

6

GAME END

The game ends when one of the following three situations arises:

- Either player achieves Immediate Victory.
- Turn 9 (204-202 BC) is over (this is the last turn of the game).
- Either player achieves a Victory condition in the chosen Scenario.

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 9 of the game has been played, if neither player has won an Immediate Victory, refer to the Scenario to determine who wins.

6.3 Scenario Victory Conditions

Some Scenarios will give additional Immediate Victory conditions for one or both sides.

MOVEMENT

7.1 Movement Basics

- An activated General (5.2.C2) gains <u>4</u> 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 Movement Points to do so.
- CUs may not move on their own without a General, but a moving General may pick up and drop off friendly CUs and Generals of equal or lesser rank throughout the course of his move as long as the General's Army never has more than 10 CUs.
- The Roman player may never take voluntary action that would leave a Consul with fewer than 5 CUs. (i.e. Consuls may not leave CUs behind while moving if it would drop their Army below 5 CUs, and if both Consuls are in the same Army, the commanding Consul cannot leave behind the subordinate Consul unless each Consul would still have at least 5 CUs.; <u>Exception:</u> the Dictator actions, 15.1 #80)
- 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 CUs may move more than 4 MPs, and a General or a Unit that is involved in military actions (a Battle, Siege or Subjugations, Back up after 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 move from space to space following the road connections.
- Moving 1 space along a road connection costs 1 Movement Point. The General may move until he either chooses to stop or is forced to stop. An unguarded General (no CUs) may not enter a space with enemy CUs, and may not end his move (but may pass through) a space with an enemy unguarded General (no CUs).
- Each time a General enters a space by a land move, he triggers *Reactions* for his opponents (Section 8). If, after

the Reactions, the General hasn't been forced to stop, he may continue to move (if he still has Movement Points).

B. Mountain Passes and Straits

- Crossing a Mountain Pass or Strait costs 2 Movement Points.
- A General/Army may only move across the Messana-Regium Strait if their player controls the city they are moving from.
- Each time an Army crosses a Mountain Pass, it must roll for Attrition (after crossing). Roll the Die and cross-reference the result (row) with the number of CUs in your Army (column) and lose the number of CUs indicated on the Attrition Table. The Army may then continue moving (if it has remaining Movement Points).

> *Note: If crossing a non-Alps pass, modify the Die roll by -2 (this is indicated on the Attrition Table).*

C. Stopping Movement

- An Army must stop moving if it moves into a space with enemy CUs, unless an Overrun occurs (7.2.F). (<u>Reminder:</u> an unguarded General may not voluntarily enter a space with enemy CUs.)
- A General (and his Army) must also stop moving if he fails a Pursuit roll (9.3).

D. Displacing Enemy Generals

- If an Army moves into a space with an enemy unguarded General(s) (without CUs), that General(s) may attempt to Avoid Battle (Section 9). If they fail to, or don't attempt to, they are displaced, and the Army may continue moving (if it has remaining Movement Points).

E. Walled Cities

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

F. Overrun

- If an Army has at least 5 CUs and enters a space with a single enemy CU that has no General, it may auto-

matically remove that CU from the board. This does not count as a Battle, and that Army may continue moving (if it has remaining Movement Points).

> *Note: This is resolved after the Reactions, so an Intercepting Army may prevent Overrun (Section 10).*

7.3 Naval Movement

A. Moving a General/Army

- Generals can move from one port space to any other port space. Naval Movement costs 3 Movement Points and can only be attempted if the Strategy Card played has a ship icon in the upper left corner. An icon with a single ship allows an Army with up to 5 CUs to use Naval Movement, and an icon with two ships allows the Army to have up to 10 CUs.

- Control of a port is not necessary to embark or debark, but a General must stop moving if he is in a space with any enemy CUs after the Reactions (Section 8), unless he Overruns (7.2.F).
- When the Roman Player makes a Naval Move, it is automatically successful. When the Carthaginian Player makes a Naval Move, they must use the Carthaginian Naval Movement Table to determine the outcome.
- After an Army moves to their debarking port space, Reactions are triggered (Section 8).

B. Carthaginian Naval Movement Outcome

- Determine the number of Blue Dots and Red Diamonds that are relevant to the move, then roll the Naval Die and add those symbols as well.
- For the three Event-related spots (pictured below), place a PC in them as a marker only when instructed to by an Event card or Scenario setup. While the PC remains, each provides an additional Blue Dot.
- Results:
  - Sunk: The CUs are removed and the General is displaced (2.2.A).

- Return: The General and CUs remain in the embarking port and lose all remaining Movement Points.
- Success: The attempt is successful. Move the General and CUs to the debarking port.

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

Add all the blue dots first:
● *for Port value at the start of the move (Utica)*
● *for a General moving with 1 CU*
● *for Mago moving*
●●● *for each Event in effect (1 dot each)*
A total of 6 dots.

Next - the diamonds:
◆ *for Port value at the end of the move (Aleria)*
◆ *diamond for Roman control of Aleria*
◆ *diamond for Roman control of Utica*
A total of 3 diamonds.

Now roll the Naval Die and add the die roll to your dots or diamonds.

NOTE: The Naval Die has the following values:

If [dice] *is rolled then, you arrived at 6 dots and 7 diamonds, so the result is:* **SUNK**
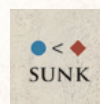
If [dice] *is rolled, then you arrived at 6 dots and 6 diamonds, so the result is:* **RETURN**
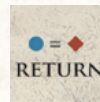
If any of: [dice] *is rolled, you've got more dots than diamonds, and the result is:* **SUCCESS**

8

REACTIONS

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

1. <u>Mandatory:</u> If the active Army has entered a non-besieged, enemy Walled City space, your opponent must declare which of their own Units (CUs) 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 <u>every</u> time an enemy Army enters the space, if the Walled City is not under Siege.

2. <u>Optional:</u> Your opponent may attempt to Avoid Battle (Section 9) with their Army in that space.

3. <u>Optional:</u> Your opponent may attempt to Intercept your Army (Section 10) from an adjacent space.

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

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

9

AVOID BATTLE

9.1 Avoid Battle Attempts

- During the *Reactions*, a non-active Army (lone Generals, too) may attempt to Avoid 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 CUs behind) as long as Generals left behind have at least 1 CU (at least 5 CUs for Roman Consuls; see 2.3.C3).
- 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.
- To Avoid Battle:
  - Declare which General (with accompanying CUs 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; 9.2).
- Failure means you must remain in the space and a Battle will occur.

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

9.2 Avoid Battle Restrictions

- Only a maximum of 10 CUs may attempt to Avoid with the General. Any excess must be left behind. CUs without a General may not attempt to Avoid Battle.
- If a Roman Consul is Avoiding Land Battle, they must bring at least 5 CUs with them (2.3.C3).
- Generals and CUs who have just failed an Interception against the active moving Army previously may not attempt to Avoid Battle.

- An Army/General successfully Avoiding Battle may not:
- Cross a Mountain Pass or Strait,
- Enter a space containing an enemy CU or PC,
- Move to the space that the active moving Army just came from,
- Enter an enemy or neutral Tribe space.

9.3 Pursuit

- Normally, moving into a space with enemy CUs forces an active Army to stop moving (unless an Overrun occurs; 7.2.F). However, if all enemy Generals and CUs successfully Avoid 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.F), 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 for as long as it has Movement Points.
- 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 Reactions (Section 8) like any move.

10

INTERCEPTION

10.1 Interception Attempts

- During the *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 some Generals and CUs behind) as long as Generals left behind have at least 1 CU (at least 5 CUs for Roman Consuls; see 2.3.C3).
- 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 Battle, if desired) before resolving any of them (Section 9).
- For each declared Interception:
- Declare which General (with accompanying CUs 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 CUs.

- 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.

10.2 Interception Restrictions

- Only a maximum of 10 CUs may attempt to Intercept with a General. Any excess must be left behind. CUs without a General may not attempt to Intercept.
- If a Roman Consul is Intercepting, he must bring at least 5 CUs (2.3.C3).
- Interceptions only occur against the active player's General's movement. You may not Intercept an Army/General that Intercepts, Avoids Battle, Backs up one space, Withdraws or Retreats (there are no *Reactions* after these occurrences).
- When the active player's Army is successfully Intercepted during the same *Reactions* in which another army Avoided Battle, that active-player Army may not Pursue (9.3).
- An Intercepting Army may not:
- Cross a Mountain Pass or Strait,
- Intercept from nor enter to a space containing an enemy non-moving CU.

10.3 Backing Up One Space

- After your Army/General becomes successfully Intercepted, you may Back up one space to avoid the impending Battle and end the Army/General movement.

- You may not Back up if a 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 Battle when you escape like this.
- If you must Back up over a Mountain Pass, roll for Attrition again (7.2.B).
- If the current space was reached by Naval Movement, the Army/General, with all CUs, must Back up to the port it originally embarked from. Roman Armies make this move automatically, but Carthaginian Armies must roll for Naval Movement (7.3.B). In this case, a "Return" result means that the Army will remain in the current space and will be forced to Battle.
- If an Army backs up into a Tribe space or an enemy Walled City, it may still conduct Siege and Subjugation (Section 12).

10.4 Interception of Unguarded General

- If the active player's unguarded General(s) (without CUs) is successfully Intercepted, then the General(s) are displaced. Like a moving Army entering a space with unguarded General(s) (7.2.C), this is not a Battle.

EXAMPLE
[A] Scipio Africanus is activated. If Scipio enters Space [B], both [C] Hannibal and [D] Gisgo can attempt to Intercept.
If Space [B] contained a Roman CU before Scipio moves there, no Interceptions would be allowed.
If Scipio moves into [D] Gisgo's space, Gisgo can attempt to Avoid Battle, while [C] Hannibal and [E] Mago can attempt to Intercept.
If [D] Gisgo successfully Avoids Battle, he can move to [E] Mago's space, [C] Hannibal's space or space [B] (he cannot move to [A] Scipio's previous space). Then, if Scipio has not been Intercepted, he may attempt to Pursue.
If Scipio has been Intercepted, he may Back up back to his previous space or stay and fight the Land Battle.
If Gisgo does not Avoid Battle (either by choice or by failing the roll), there will be a Land Battle there. If Scipio is also Intercepted, he may not Back up because a Land Battle was occurring in the space before the Interception was rolled.

11

LAND BATTLE

If an Army moves (or debarks after Naval Movement) into a space with enemy CUs (not triggering Overruns; 7.2.F) and the enemy CUs fail to Avoid a 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 Attacker and the non-active player is the Defender.

11.1 Preparing For Battle

When a Land Battle is initiated, perform the following steps:
1. The Carthaginian player possibly makes a Change in Command Roll (11.2).
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. The Carthaginian player may resolve an Elephant Charge.
5. Deal Battle Cards.

After these steps have been taken, players resolve Battle Rounds until the Battle is over.

11.2 Change in Command Roll

- If a Roman Army with both Consuls not commanded by the Dictator enters battle as:
  - The Attacker → the Carthaginian player may make a Change in Command Roll during this step.
  - The Defender → the Carthaginian player must make a Change in Command Roll.
- This roll affects which Consul will command the Roman Army.
- 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).

11.3 Elephant Charge

- If the Carthaginian player has any Elephant CUs in this combat, they may attempt an Elephant Charge.
- To make an Elephant Charge, roll the Die. If the result is higher than the Battle Rating of the commanding Roman General, the Roman Battle Card hand size will be reduced by the number of Elephant CUs present.

- If the result is less than or equal to the commanding Roman General's Battle Rating, then nothing happens. If there is no Roman General, the Charge succeeds on any result except 1.
- If the result is a 1 (or less), the Elephants rampage! The Carthaginian Battle Card hand is reduced by 1 (no matter how many Elephants are present).

> **Note:** *This lower risk to hand size is due to the fact that the Carthaginians were more familiar with Elephants, and it was easier for them to deal with unruly ones.*

11.4 Deal Battle Cards

A. Battle Cards hand size

Each player is dealt Battle Cards (BCs), no more than 20, as described below:
- Both players:
  - +1 BC for each CU in the Land Battle
  - +x BCs, where x = the commanding General's Battle Rating (if any)
  - +1 BC to the Intercepting Army if the Interception caused a Land Battle that would not have occurred otherwise (see example below)
  - -1 BC to an Army which failed to Avoid Battle (Section 9; also see example below)
  - +various other BCs due to Allies (11.4.B)
- The Roman player:
  - -y BCs if a successful Elephant Charge occurred (y = number of Elephant CUs; 11.3)
  - +2 BCs if the Land Battle is occurring in *Latium* (even if there is no General in *Roma*)
  - for Land Battles in **Italia** the maximum due to Allies is 2 BCs, and do not count *Latium* as Allies (11.4.B)
- The Carthaginian player:
  - -1 BC if an Elephant Rampage occurred during an attempted Elephant Charge (11.3)
  - +1 BC if the Land Battle is occurring in a friendly Tribe's space.

EXAMPLE:
[A] Scipio Africanus is activated. Scipio moves into [B] Gisgo's space. Assume Gisgo does not Avoid Battle and [C] Hannibal and [D] Mago successfully Intercepts. Scipio chooses not to Back up, so a Land Battle occurs. The Carthaginian player

will not receive this extra BC because Scipio moved to Gisgo, so a Land Battle would have occurred even if there was no Interception. If Gisgo had attempted to Avoid Battle and failed, then the Carthaginian Player would receive one less BC.

B. Allies
- Players receive Battle Cards as "Allies" when they have a General in the Land Battle and control Provinces in certain Regions. The reward is usually 1 card per controlled Province. The location of the Land Battle determines where Allies can arrive from.
- In *Africa*, *Iberia*, *Italia* and *Sicilia*, each player receives 1 BC for each Province they control in the Region where the Land Battle is occurring. Exceptions:
  - *Numidia Maior* and *Numidia Minor* each give 2 BCs instead of one.
  - Rome is <u>limited</u> to a maximum of two Ally cards for battles occurring in *Italia* and does not count *Latium* as Allies. Allies are different from Rome's +2 BCs for a Battle in *Latium*.
- For a Battle in *Baleares*, *Gallia Transalpina*, *Massilia*, *Liguria*, *Mauretania* (if in play) and *Corsica & Sardinia* (which counts as only 1 Province), the province's controller gets +1 BC.

EXAMPLE 1:
*Carthage controls three Provinces in **Iberia** while Rome controls one. No matter where the Land Battle takes place in **Iberia**, the Carthaginian Player receives three BCs for Allies while the Roman Player receives one.*

EXAMPLE 2:
*The Land Battle is in **Africa**. Carthage controls Carthago and Libya, while Rome controls Numidia Maior. In this case, each player receives two BCs for Allies.*

EXAMPLE 3:
*The Land Battle is in Syracusae, which is part of the **Sicilia** Region. Whoever controls Sicilia receives one BC, and whoever controls Syracusae receives one BC.*

EXAMPLE 4:
The Land Battle is in Corsica & Sardinia. Whoever controls Corsica & Sardinia receives one BC.

11.5 Battle Rounds

- The active player begins as the Attacker, and the non-active player begins as the Defender.
- Each round, the current Attacker decides to either Attack or Disengage. This continues until one player either loses the Land Battle or successfully Disengages.

11.6 Attack

A. Playing and matching BCs
- The Attacker plays one of their Battle Cards face up in front of them.
- The Defender must now play a BC which matches the Attacker's. A matching BC is one with the same title or a Reserve card. This card is played face up in front of them.
- Do not discard BCs after play. Each player will keep a stack of their played BCs.
- (optional) After matching the Attacker's BC, the Defender may attempt to Counterattack if their Force has a General. To do so, roll the Die. If the result is less than or equal to their commanding General's Battle Rating, then the Defender seizes the initiative and becomes the Attacker. The previous Attacker is now the Defender.
- If the Defender is unable or unwilling to match the Attacker's Battle Card, then the Defender loses the Land Battle. If the Attacker has no Battle Cards at the start of a Battle Round, then the Attacker loses the Land Battle. See Land Battle Resolution (11.8).

B. Using Double Envelopment BC
If the Attacker plays Double Envelopment and the Defender successfully matches it, the Defender may seize the initiative without rolling to Counterattack. This is optional. This is the only way that a Force without a General can seize the initiative during a Land Battle.

C. Using Reserve BC
The Attacker is allowed to play Reserve as their card. When they do, they declare one of the other types of BC. Reserve now counts as that BC instead (it can be matched by either the declared card or another Reserve card). If the Attacker plays a Reserve card and declares it as a Double Envelopment, and the Defender matches it, the Defender may seize the initiative as described above.

LAND BATTLE EXAMPLE:
The Carthaginian General Hannibal (Battle Rating 4) is the Attacker and the Roman General C. Claudius Nero (Battle Rating 2) is the Defender.

Round 1: Hannibal Attacks with the Flank Left BC. Nero matches by playing his own Flank Left. Nero rolls to Counterattack and gets a 3. Failure.
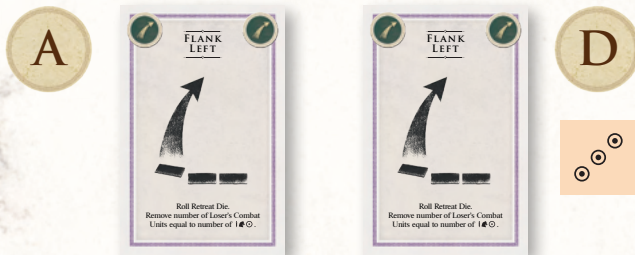
Round 2: Hannibal Attacks with Double Envelopment. Nero does not have one of his own, but he has a Reserve card, fortunately. Nero matches Double Envelopment with Reserve. As part of the effect of Double Envelopment, Nero may choose to take the initiative, which he does. Nero becomes the Attacker and Hannibal is now the Defender.

Round 3: Nero plays Probe. Hannibal matches with his own Probe card. Hannibal rolls to Counterattack and gets a 4. Hannibal seizes initiative, becoming the Attacker again.

Round 4: Hannibal plays Reserve, declaring it to be Double Envelopment. Nero does not have any of his own, nor does he have any Reserve card. Nero cannot match, so the Roman player loses the Battle.

11.7 Disengage and Withdraw

A. Disengage Attempt
- Instead of playing a Battle Card, the current Attacker can attempt to end the Land Battle and move away. This is only possible if they have any BC in hand.
- To Disengage, roll the Die. If the result is equal to or less than your commanding General's Battle Rating, it succeeds.
- (optional) If the Attacker succeed on the roll, the current Defender may immediately attempt to cancel it. To do so, the Defender rolls the Die, and if the result is equal to or less than their commanding General's Battle Rating, the Disengage is cancelled.
- If the Attacker fails their roll or if the Defender cancels the Disengage, then the Defender may decide to immediately become the Attacker (this is optional). Either way, the Battle continues.
- If the Attacker successfully Disengages, they must Withdraw their entire Army (may not split) to an adjacent space. (Exception: CUs and Generals that sortied from a besieged Walled City may Withdraw back into it; 12.5.B)
- Land Battle Casualties are resolved (11.9), but no Retreat occurs (no Retreat Die roll; 11.10).
- There are no Political Consequences (11.11) if a player Disengages and Withdraw from a Land Battle.

EXAMPLE:
C. Clausius Nero (Battle Rating 2) is the current Attacker, but only has one card left (Frontal Attack). Not feeling good about his chances, the Roman player decides to disengage. Nero rolls a 2, which is enough to Disengage. The commanding Carthaginian General, Hannibal (Battle Rating 4) rolls to cancel the Disengagement and gets a 5. Nero is successful and Disengages from Battle.

B. Withdraw Restrictions

Armies may not Withdraw:
- across a Mountain Pass or Strait,
- by Naval Movement,
- into a space that has an enemy PC or CU,
- into a space with an non-friendly Tribe,
- into a space from which an enemy Army came (if applicable),

If the active General Withdraws, he must move to the space he advanced from (even if it contains an enemy PC).

11.8 Land Battle Resolution

- The Defender loses if they do not match the Attacker's Battle Card.
- The Attacker loses if they have no Battle Cards at the start of a Battle Round (even if the Defender also has none.)

> **Note:** *This is one reason why a Defender might choose to not Counterattack.*

- If the Attacker Withdraws from the Battle, then the Attacker loses, and Casualties are resolved, but there is no Retreat and no Political Consequences.

11.9 Land Battle Casualties

- Both Armies suffer Land Battle Casualties.
- The winner rolls on the Attrition Table, cross-referencing their Die result (row) against the number of Battle Cards (column) played by whoever played the most (if the Defender lost, then the Attacker's unmatched card is considered for this count). Each side loses CUs from their participating Forces equal to the Table result.

> **Note:** *If the row on the Attrition Table indicates an elephant, then the first CU lost from the Carthaginian Force must be an Elephant (if it has any).*

EXAMPLE:
The current Attacker played 4 BCs, but the Defender only matched 3 of them, failing all Counterattacks. The winner (Attacker) rolls a 5 on the Die. They look at the chart and find that both sides must lose a single CU for Casualties.

- If all CUs in the losing Army are lost due to Casualties, the losing General is displaced. If all CUs in the winning Army are lost due to Casualties, the winning General is not displaced.
- After Casualties are suffered, the loser must also Retreat (11.10) and suffer Political Consequences (11.11).

> **Note:** *The longer a Land Battle lasts, the more likely it is that casualties will be higher. This is why the Defender may sometimes choose to not match the Attacker's BC and thus lose early. It is a legitimate tactic.*

11.10 Retreat

A. Retreat Losses

- The winner rolls the Retreat Die (small Retreat Die if the losing Force began the Land Battle with 4 or less CUs, large Retreat Die if they began with 5 or more CUs).
- Cross-reference the result to the last Battle Card played. The losing Force loses additional CUs as indicated. If the Attacker won with a Reserve card, refer to any copy of the declared BC type to find the Retreat information.

> **Note:** *When the Carthaginian Player takes Retreat Casualties, if they have any Elephant CUs present, then the first CU they lose must be an Elephant, but they may choose normal CUs after that.*

EXAMPLE 1:
The Carthaginian player wins a Land Battle with 5 CUs, 2 of them Elephants. Rolling on the Attrition Table, it is determined that each side must lose 2 CUs as casualties. The Die roll was 6 which has a 🐘 in its row on the table, so the Carthaginian player must select an Elephant CU as the first loss, but then chooses a regular CU to satisfy the second. If they had lost the Land Battle and taken at least 1 Retreat Casualty, they would then lose the second Elephant. But only the losing Army suffers Retreat losses, in this case the Roman Army.

EXAMPLE 2:
Hannibal wins a Battle with a Reserve Card, which was declared to be a Double Envelopment. Both Armies suffer Attrition losses, then the Roman Army suffers Retreat losses: the Roman Army began combat with 7 CUs, so the large Retreat Die was rolled. Cross-referencing the symbols to the card, it is determined that 5 Roman CUs must be lost in Retreat. Ouch.

B. Retreat Move

- The losing player must then move their Force to a space that is both friendly controlled and has no enemy CUs, or to a space that contains more friendly CUs than the retreating Force.
- A Force can move up to 4 spaces during Retreat, but must go to a nearest legal space. (Exception: 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 CUs than the retreating Force is absorbed (in-

cluding any friendly Generals) into the Retreating Force if it enters that friendly Force's space (they become a part of the Retreating Force).

C. Retreat Restrictions
- A Force cannot Retreat across a Mountain Pass or Strait.
- 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.

D. Retreat Penalties
- A Retreating Force loses 1 CU for each space it enters that contains an enemy PC or a non-friendly Tribe.
- A Retreating Force may pass through a space that contains enemy CUs, but if it does, then the Retreating Force loses 1 CU for each enemy CU in that space.
- Enemy Generals without CUs do not affect a Retreating Force. If a Retreating Force enters a space with an enemy General who has no CUs, 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.

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 (12.5.B).
- In either case, CUs 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.

11.11 Political Consequences

- The loser of the Land Battle must remove a number of his non-Walled City, non-Tribe PCs from the board equal to half (rounded down) of the total number of CUs they lost in the Land Battle (this includes Land Battle Casualties, Retreat Casualties and CUs lost during Retreat). They may take these PCs 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).

12

SIEGE AND SUBJUGATION

12.1 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 multiturn 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 Land Battle during this activation.

Note: Even if an Army is Intercepted and chooses to back up one space (10.3), it may still begin a Siege or Subjugation if it did not participate in a Land Battle this turn.

- The goal is to accumulate:
  - 3 Siege Points against Walled Cities.
  - 3 Subjugation Points against Tribes.
- If the Sieging player ever has no CUs remaining in the space, the Siege/Subjugation is cancelled, and all accumulated Siege/Subjugation Points are removed, even if the last needed Point was placed as part of resolving the same roll.

12.2 Siege and Subjugation Attacks

- Every individual Siege/Subjugation attempt (attack) is resolved using:
  - a Siege Die indicated on the counter which is being besieged/subjugated;
  - if there is no Die indicated, then the Roman player uses the Red Siege Die and the Carthaginian player uses the White Siege Die.
- 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. 🔺

12.3 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,
  - 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.

12.4 Priority Effects

There are two priority effects listed on the Siege/Subjugation Table. If triggered, enact these effects and ignore all other symbols.

1) You are Sieging a Walled City and roll a 🏰 symbol. The Castle is a priority effect, so you check the Siege Table:
   - If the Walled City has the symbol, the rolled Castle Icon forces you to lose 1 CU. As a Priority Effect, it cancels the Triangle icon.
   - If the Walled City does not have the symbol, the rolled Castle Icon does nothing, so the Triangle icon triggers, adding a Siege Point.

2) You are Sieging a Walled City and roll a ✗ symbol. The Crossed-Swords icon is only available to Marcellus, so any other General applies the Circle icon: Lose 1 CU. If Marcellus were being used in a Siege where he was already rolling the Red die (as his special ability indicates), the Crossed-Swords would be a Priority Effect, cancelling the Circle icon: Marcellus would place 2 Siege Points and lose nothing.

Note: Priority effects are rare; they can only occur when Sieging a Walled City with the castle icon or when the Roman General Marcellus is Sieging.

12.5 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.C) 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
- An activated besieged Army in a Walled City may initiate a Land Battle against the enemy Sieging Force (this is called a Sortie). If a Sortie occurs, resolve the Land Battle as usual.
- 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 CUs 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 CUs.
  - 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 CUs and Generals may move back inside the Besieged Walled City.

OTHER RULES

13.1 Half

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

13.2 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.
- 🛡️ When attacked by Hostile Tribes (Strategy Card #7 and #8), the Army's size does not matter: use the 5-6 Column.

13.3 Hannibal

> *Note: Hannibal was the leader of the Carthaginian forces, who served as the glue which held together soldiers from many different regions.*

- If *Hannibal* is displaced, he is instead eliminated (2.2.A).
- When *Hannibal* is eliminated, the Carthaginian player must immediately remove five of their non-Walled City, non-Tribe PCs from any spaces on the map.

13.4 Scipio Africanus

- P. Cornelius *Scipio Africanus* with 5 CUs arrives as additional reinforcements on Turn 6 (211-210 BC).
- They may not be split up. *Scipio's* Army may be placed in any space in *Italia* or any port in *Iberia* that contains a friendly PC and no enemy CUs. If there are no such spaces on Turn 6, *Scipio Africanus* and his Army never enters the game.
- Once on the map, *Scipio Africanus* acts as a permanent second Proconsul.

14

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.

14.1 Additional Strategy Cards
(Hannibal Scenarios)

- If you want to enrich the game experience, add cards #65 - #74 to the Strategy Card deck.
- If you want even more flavor, also add cards #75 - #90 to the Strategy Card deck.
- Check the Optional Cards Distribution chart in the Scenario book for recommendations.
- Players can also agree that any of the above extra cards (i.e. with Roman numerals) will be removed from play after being played as an Event.

14.2 Messenger Intercepted Variant

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

14.3 Elephant Fright Variant

- This Strategy Card (#55) has two different texts: core (above) and optional (below). Use the second one for this variant. This is how the card was supposed to be in the never-published Hannibal II.

14.4 Additional General rules

A. Bomilcar
- The Carthaginian General *Bomilcar* arrives as a Reinforcement on Turn 4. *Bomilcar* arrives without any troops and may be placed anywhere on the map with a Carthaginian CU. This Optional Rule may only be used in Scenarios 1, 2 and 3.

B. Historical flavor
To add more historical flavor, add the following rules *(thanks to Andy Daglish)*:
- Killed in Action: Eliminate (instead of Displacing) all Roman Generals (Commanding and Subordinate) whose entire Army is destroyed in battle.
- Consular Election: A Roman General may not be a Consul two Turns in a row. When drawing new Consuls (5.1.B), draw before adding the current Consul cards to

the deck. (Exception: Q. *Fabius Maximus* is shuffled in before the draw as usual).
- The Fates: Certain Roman Generals will be permanently eliminated at the start of certain Turns. Remove them from the board if they are in play, and in any case return their card to the box.
  - *Ti. Sempronius Gracchus* → Turn 5
  - *P. Cornelius Scipio* → Turn 6
  - *M. Claudius Marcellus* → Turn 7
  - *Q. Fulvius Flaccus* → Turn 8
  - *Q. Fabius Maximus* → Turn 9.

14.5 Mauretania

- *Mauretania* does not belong to any Region. *Mauretania* is not a Politically Significant Province (2.1.E).
- Pillars of Hercules: Crossing the strait at *Gades - Abyla* costs only 1 Movement Point if *Gades* is friendly. Otherwise it costs 2 Movement Points.
- Port of Siga: Only a maximum of 5 CUs may make a Naval Movement in or out this port.

14.6 Flexible PC Placement and Removal

- An Army containing 3 or more CUs may remove enemy PC markers and place friendly PC markers during the course of its movement. It costs an Army 1 Movement Point to remove an enemy PC marker and 1 Movement Point to place a friendly PC marker.

EXAMPLE: An Army spends 2 movement points to convert an enemy PC into a friendly PC, then spends 1 movement point to move one space, then spends its last movement point to remove an enemy PC in this second space.

14.7 Alternative Reinforcements

A. Carthaginian Reinforcements
- The Carthaginian player receives 1 CU for control of each of the following Walled Cities: *Carthago*, *Utica*, *Gades* and *Carthago Nova* (which all begin the game under Carthaginian control).
- These Reinforcements may be placed as follows:
  - One may be placed in *Carthago* or with any General in **Africa**.
  - Two may be placed in *Carthago Nova* or with any General in **Iberia**.
  - One may be placed with any Carthaginian General.

B. Roman Reinforcements

- The Roman player receives 1 CU for control of each of the following Walled Cities: *Rhegium*, *Tarentum*, *Neapolis*, *Capua* and *Roma* (which all begin the game under Roman control).
- These Reinforcements may be placed in any Roman controlled Walled City in *Italia* that is not Besieged, or with any Roman General(s) in *Italia*. A maximum of 2 CUs may be placed with any Roman General outside of *Italia*.

14.8 Alternate Siege Rules (Charles' Variant)

- *Roma*, *Carthago*, *Syracuse*, *Carthago Nova* and *Gades* require three Siege Points for a Siege to succeed (12.1). All other Walled Cities only require two.
- Roll the White Siege Die (when Sieging) if either of these cases is true:
  - 1 or more Unbesieged enemy CUs are in a space adjacent to the Besieged City
  - 1 or more enemy CUs are inside the Besieged City.
- Once a siege is successfully completed, in addition to converting the City to their color, the player may also choose one of the following:

- Loot the Fallen City: add 2 CUs to the Force which conquered the city.
- Show Clemency: the 2 closest enemy PCs not occupied by enemy CUs (distance calculated in Movement Points) are immediately converted. If several PCs are equally close, the player who besieged the city chooses.

14.9 Original Hannibal

- To play *Hannibal* as it was published in two earlier editions, do the following:
  - Use only #1 – #64 Strategy Cards.
  - Not use the *Mauretania* part of the map (14.5).
  - Remove the following Generals (and their cards) from the game: *Bomilcar*, *Ti. Sempronius Gracchus*, *M. Livius Salinator*, *Q. Fulvius Flaccus*, *M. Valerius Laevinus* and *P. Licinius Crassus*.
  - Use Scenario 1 from Hannibal Scenario Book.

14.9 Classic Die only

- For players who enjoyed earlier editions using only a Classic Die, tables are provided on the other side of the Hannibal Reference Map & 2007 edition tables handout for use.

STRATEGY AND GENERAL CARD NOTES

15.1 Strategy Card Notes

#5 - Native Guide: Only Generals with Strategy Ratings of 1 or 2 may use this Event. This modifier is cumulative with other modifiers for the Mountains (e.g. a move across a non-Alps Mountain Pass nets a -5 modifier; see 7.2.B). This card's effect lasts for the whole move, and thus may modify multiple Attrition Rolls made for crossing Mountain Passes.

#7 & #8 - Hostile Tribes: This card may be played against a stationary Force or a Force that enters the appropriate space for any reason (Movement, Avoiding Battle, Withdraw, Retreat, Interception, or Back up). Hostile Provinces have a ⊕ symbol before their name on the map (*Liguria*, *Gallia Transalpina* and *Mauretania*).

#9B - Philip V of Macedon makes peace with Rome: Start the game with this card put aside. Add it to the discard pile after card #9A is played as an Event. After card #9B is played as an Event, Philip V is considered to have declared peace:

Discard a random Strategy Card from the Carthaginian player's hand, remove the PC marker from the relevant space on the Carthaginian Naval Movement chart, and remove card #9B from the game.

#20 - Spy in Enemy Camp: Randomly draw half of your opponent's BCs from hand and display them face-up for the duration of the Land Battle. If Ally Deserts (card #59) is played in combination with this, the player may select one of the visible BCs or randomly draw one of the unrevealed BCs.

#28 - Hannibal Charms Italy: *Hannibal* can remove the PC from the space he begins in if he spends one movement point. This benefit may be used in spaces where *Hannibal* Overruns (7.2.F) Roman CUs or where a Roman Army Avoids Battle.

#30 - Carthaginian Siege Train: The Siege Train is a unit that is created by playing this card as an Event. It is not a CU, but may move like a CU. It may not cross an Alps Mountain Pass or move by Naval Movement. If caught alone in a space by enemy

CUs or forced to Retreat, it is immediately removed from play. Each Army may only have a maximum of one Siege Train at a time. This unit does not take up space in the Army, so a Carthaginian Army can move with the Siege Train plus 10 CUs (5.2.C2). If the Event is played when all Siege Trains are already in play, then a Siege Train can be moved to a different Army.

#32 - Numidian Allies Desert: If your opponent had control of both Numidia Maior and Minor, they would lose all four BC bonuses.

#41 - Bad Weather: May be played even if no combat occurs. The targeted General's movement is reduced to 2 Movement Points (even if he has 6 MPs, e.g. by Forced March #63 or by Nero's ability 15.2B). 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, if there is one). (Exception: If the first or second space entered cost 2 Movement Points, he must return to the first space entered.) 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 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-General activation. Also, the *Bad Weather* Event affects the movement of the General and not the CUs (e.g. if the CUs are moved by two different Generals, they can still be moved a total of 4 MPs).

#42 - Elephant Fright: This card can be played when the Roman Player is in combat against Elephant CUs, before the Die is rolled for an Elephant Charge. It cancels the charge and reduces the Carthaginian Player's hand size by 2. See the Optional Rules for a variant use of this card (14.3).

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

#51 Epidemic & #52 Pestilence: The player using the card chooses which Army rolls for Attrition.

#55 - Messenger Intercepted: See the optional rules for a variant use of this card (14.2).

#57 - Hanno Counsels Carthage: Carthaginian reinforcements may be placed outside of Africa using normal rules. If Carthaginian CUs move to *Africa* while this is in effect, they will be unable to leave until the Strategy Deck is reshuffled.

#58 - Cato Counsels Rome: Roman reinforcements may be placed in *Africa* using normal rules. If Roman CUs leave *Africa* while this is in effect, they will be unable to re-enter until the Strategy Deck is reshuffled.

#59 - Ally Deserts: This card can be played at any time during a Land Battle, even before the first BC has been played (or to steal the current Attacker's last BC, forcing them to lose).

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

#63 - Forced March: A player may use Forced March to move using 6 Movement Points, possibly including a Naval Movement. This card can be used to move a General by sea twice, each Naval Movement costing the Army three movement spaces.

#64 - Truce: No Interceptions 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.
At the end of the turn when this card is played (whether for Event, OPs, or discarded), reshuffle it together with cards remaining in the Strategy deck and the Discard pile into a new Strategy deck.

#66 & #83 - Imperium cards: One Army with up to five CUs may use Naval Movement when activated with this card. This is not a Campaign Card, so *Nero* may not use his special ability.

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

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

#79 - Punic Faith: If an Event is cancelled, discard it. If Strategy Cards are revealed, the Roman player must reveal them for the remainder of the Turn.

#80 - Dictator: This Event is playable by the Roman player if the Carthaginian player controls at least three more Politically Significant Provinces (2.1.E) than they do. The Dictator outranks all other Roman Generals. He is removed from the map at the end of the turn and may not be kept as Proconsul (reshuffle his card back into the Roman General deck unless he was eliminated). 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 5 CUs. He outranks all Consuls and will always command an Army in a Land Battle (no Change of Command Die rolls). The maximum size Army that the Dictator may move is still 10 CUs. Indicate the Dictator by placing the Dictator marker on his card.

#84 - Good Omen: You may select one Die result instead of rolling the Die.

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

#88 - Ambush: Increasing your General's Battle Rating means you will get an extra BC (11.4) and it will be easier for you to Disengage and Withdraw or cancel your opponent's Disengage attempts (11.7).

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

15.2 General Card Notes

A. Carthaginian Generals

Hanno - He may not leave *Africa*, but may make a Naval Movement from one African port to another. He can only use his ability to remove a PC if he ends his move with at least 1 friendly CU and does not engage in a Land Battle. Overruns (7.2.F) are not Land Battles.

Mago - His ability is already printed on the Carthaginian Naval Movement chart (be careful not to double count his benefit).

B. Roman Generals

*Q. **Fabius** Maximus* - He may not leave *Italia*, but may make a Naval Movement from one Italian port to another. If there is not a stack of 5 CUs in *Italia* when *Fabius* comes into play, place him on any stack of CUs in *Italia* (this temporarily breaks the Consular Army rule, 2.3.C3). If there are ever no CUs in *Italia*, immediately move *Fabius* to *Roma* (if he is not displaced).

*C. **Flaminius*** - His ability is only for Pursuing after the opponent successfully Avoids Battle (9.1). It does not apply to preventing a Disengage and Withdraw from a Land Battle (11.7).

*T. Sempronius **Longus*** - His ability does not apply to preventing a Disengage and Withdraw from a Land Battle (11.7).

*M. Claudius **Marcellus*** - His ability does not apply to Subjugation of Tribes.

*C. Claudius **Nero*** - He gains 6 Movement Points when activated with a Campaign Strategy Card (#33, #34, #37, #38, #39 and #40). He may perform a mix of Naval and Land movements, provided he pays the proper amount of movement points and all rules are followed.

*L. Aemilius **Paullus*** - His ability does not apply to preventing a Disengage and Withdraw from a Land Battle (11.7).

*P. Cornelius **Scipio** Africanus* - His ability does not apply to Subjugation of Tribes.

On PHALANX

PHALANX is a dream come true company by two individuals.
Hannibal & Hamilcar is our labor of love. It was a great honor to publish the game.
Thank you for your continuous support!

Jaro and *Waldek*

Note from the Designer

Back in 1995 I went to work for Avalon Hill. Soon after arriving I was introduced to their new game called We the People by Mark Herman. I was amazed by it – it was nothing like anything I'd seen before. Easy to play but still full of flavor and challenging to play. I thought this was a good direction for Avalon Hill to take and discussed with Mark Herman the possibility of doing more games like that. He felt the 2nd Punic War would be a good candidate but did not have time to do the design. He allowed me to take it on, and that was the first game I did for Avalon Hill.

Hannibal shares many similarities to We the People – the movement rates, how generals are activated, the placement of control markers, etc. The main differences are sieges, allies, Reserve battle cards, and the inclusion of an event on each Strategy Card.

When I started the design, I did not intend to put an event on every card. In the first couple drafts of the event deck, the number of events started to grow to about half the deck. At that point Don Greenwood suggested why not make every card an event card – it was a great idea, and we went with it.

The "Reserves" card for battles was added so battles would become more tense, and to give the defender a better chance at winning. Without the Reserve card the attacker has a huge advantage since the defender can't attack until he wins the initiative.

The Allies rule came about to give Hannibal a chance to gain strength in Italy.

It worked really nicely and made maneuvering for allies a key element in the game. Originally I allowed the Romans to use every controlled province in Italy for allies, but at the last minute reduced this to a maximum of two (for play balance purposes).

I remember the first map draft I did for Hannibal had a lot of spaces – I wanted to use the whole board. But when I realized I would need more than one sheet of control markers for all those spaces – I decided to drastically reduce the number of spaces. I'm glad I did; it made for a better game. Sometimes production restrictions help you with game design decisions.

I usually spend years researching, designing, and play-testing a game. Hannibal was the easiest game I've ever designed – it all came together pretty quickly. Of course, that is mainly due to the excellent engine Mr. Herman designed that I was able to work off of.

Mark Simonitch
August, 2017