

SHORT PLAYER AID

Terms

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

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

Africanus – may always naval-move to *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 – may grant additional Units and Generals to Carthage

War Chest – the last phase of the Game Turn.

Cruel Sea – a very important Strategy Card for Rome (#11).

1. Reinforcement Phase (5.1) 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 non-Besieged Walled City.
- Gain additional CUs as indicated by the Miat (place in *Carthago* or convert to Ready Warships).
- Remove all Generals to the pool (~~except~~: *Hamilcar Barca*).
- Place the General from the Game Turn Track, 1 random General and additional random Generals allowed by the Miat with CUs or in controlled non-Besieged 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 game any General that is not Proconsul.
- Draw and place 2 new Consuls in any non-Besieged space(s) containing at least 3 Roman CUs. If not possible, *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 (5.2)

The player with Naval Supremacy decides who will play first, unless preempted by play of a Campaign Card.

Each player plays one Strategy Card for its Event or OPs. If

OPs, they can be spent to:

- Activate a General

- Place PCs and STs
- Raise Troops  or Shipbuilding  
- Refit Warships (Spent → Ready)

Instead of playing a Strategy Card, Carthage may Hire a Mercenary (max twice per game), and Rome may Designate Dictator (max once).

- Hire Mercenary** – Pay cost in PCs to hire *Xanthippus*, then *Hamilcar Barca*.

- Designate Dictator** – Only if Carthage has an advantage of three or more PCs on the Provincial Display.

3. Winter Attrition Phase (5.3)

Force Attrition:

- Each Force in a space with an enemy PC (including an enemy Walled City) or a Tribe rolls for Attrition.

- Rolling for Attrition may be avoided if a player removes an 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 does not have the minimum number of Warships.
- Flip Naval Supremacy to Carthage unless Roman Seamanship is Excellent.

4. Political Isolation Phase (5.4)

Carthage first, then Rome. A PC is isolated if it cannot trace a path, via roads and sea lanes, to a friendly CU, or a friendly Walled City (even if Besieged). 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 (5.5)

- Each player counts the number of Political Significant Provinces they control, including **Lilybaeum**, **Mare Tyrrhenum** and a **Warlike Miat** (*Carthage* only) or a **Peaceful Miat** (*Rome* only).
- Whichever player has the lower amount must remove a number of their non-Walled City PCs equal to the difference (*if Carthage must remove PCs, the 1st one must come from the Miat*).
- If a player does not have enough PCs to do this, they lose the game.
- Alternatively, if at this point Rome controls less than 3 Provinces in *Italia* (including *Samnum*), Carthage wins the game.
- On the last turn the player with the most Politically Significant Provinces wins. **If there is a tie, Carthage wins.**

6. War Chest Phase (5.6)

- Players compare the total value of the OPs from all cards played (even for Events) 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 to:
 - Place PCs
 - Refit Warships (Spent → Ready)
 - Place STs
- All unspent OPs are lost.

NAVAL MATTERS

NAVAL MOVEMENT (7.3)

- 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 Naval Movement** 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 disembarkation.

Naval Movement and Walled Cities - Naval Movement is prohibited into and out of Besieged Walled Cities.

NAVAL INTERCEPT (8)

- 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* sea lanes is not possible.
- The naval-moving player can try to avoid Naval Interception if they have Naval Supremacy (Naval Die roll).
- The Intercepting 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** from ports along the route (up to 10 Units in total).
- 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 disembark.

NAVAL BATTLE (9)

Draw Tactic Cards

- Play Strategy Cards relating to the Naval Battle.
- +x TCs, where x=BR of any one chosen Admiral present.
- +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 three steps, a new round begins.
- **Maneuver:**
 - Optionally play a TC, then discard it.
- **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 Naval Battle Round is resolved in the first Naval column or the column matching Admiral's BR.
 - Each hit is an enemy Warship sunk (or another Unit eliminated, if no Warships remain).
 - Taking Tactical Card / Naval Supremacy:
 - Both → a result in the specific row (TC or Supremacy symbols).
 - Taking Prizes:
 - Rome → a result in the Corvus (6) row if *Corvi* is mounted.
 - Both → if as a result of TC effect.
- **Evade:**
 - A player may escape the Naval Battle, ending it, in 2 ways:
 - If the player has Naval Supremacy they surrender it to the opponent (flip the Naval Supremacy marker to the opponent's side).
 - By playing the *Flee!* TC or the *Evasion* Strategy Card.

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 Naval 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:
 - Claims Prizes.
 - Gains Naval Supremacy (unless *Flee!* played).
 - Moving player may continue Naval Movement (Warships become Spent) or disembark (Warships remain on their Ready or Spent side). Intercepting Fleet disembarks at any port on route free of enemy Generals or CUs (Warships remain on their Ready or Spent side).
 - The loser:
 - Retires the remaining Army to the last friendly port free of enemy Generals or CUs entered on the route.
 - Removes a number of PCs equal to half the number (rounded down) of all Units lost in the Naval Battle.
 - Remaining Warships become Spent.

ROMANS AT SEA (15.4)

- **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 in the Winter Attrition Phase, then Seamanship level decreases 1 level.
 - Naval Supremacy reverts to Carthage at the end of a turn, unless Rome has Excellent Seamanship.

- **Corvi:**
 - The Roman player's navy can mount *Corvi* making them better at battle, but worse affected by the Cruel Sea Event.
- **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 moving General has the Africanus trait.

LAND MATTERS

LAND MOVEMENT (7.2)

- **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 Messina** if their player controls the Walled City they are moving from (2 MPs).

LAND BATTLE (13)

- The active player is the Attacker and the non-active player is the Defender.
- Land Batte steps:
 - Playing applicable Counter Event Strategy Cards.
 - Change of Command Roll.
 - Determine Dice.
 - Elephant Charge.
 - Land Battle Resolution.
 - Retreat.
 - Political Consequences.
- **Determine Dice:**
 - Begin at level 1.
 - Force size: Force has more CUs → level 2.
 - Determine Allies:
 - Each friendly Walled City in the Region.
 - If more → upgrade by one level.
 - Commanding General: if higher BR → upgrade by one level (or if at maximum, opponent's die is removed).

- **Elephant Charge:**
 - Only if the Carthaginian player has the same or more Elephant CUs than the enemy General's BR.
 - Roll the Die (subtract 2 from the roll if *Forgotten Tactics*):
 - 1 or less – Rome may choose one Battle Die of either side to be rerolled;
 - Higher than enemy General's BR – Carthage may choose one Battle Die of either side to be rerolled.
- **Land Battle Resolution:**
 - Battle Dice Roll:
 - Level 1 → small
 - Level 2 → large
 - Level 3 → both
 - Level 0 → none
 - 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 (14)

Activated General must have at least 3 CUs present to begin of continue Siege/Subjugation.

- **Siege Die roll:**
 - Red Die for all Tribes.
 - Red Die for Walled Cities if player has Naval Supremacy, otherwise White is used.
 - White Die for Large Walled Cities.
 - *Carthago*, *Roma*, and *Syracusae* – player must have Naval Supremacy to Besiege these cities, and must use the White Siege Die.
- **Determined Defence:**
 - If Besieged player removes 1 CU and 1 ST from inside the Walled City, the Sieging Army from does not gain a Siege Point.
- **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 (starting level)	LEVEL 2	LEVEL 3 (maximum level)
A	More CUs in Force than the opponent		IMPROVE OWN DICE LEVEL BY 1 ➡
B	More Allies than the opponent		IMPROVE OWN DICE LEVEL BY 1 ➡
C	← REMOVE OPPONENT'S DIE	Commanding General's Battle Rating higher than the opponent's one	IMPROVE OWN DICE LEVEL BY 1 ➡
D	If the number of Elephant CUs is equal or higher than the Roman Commanding General's Battle Rating, Carthage may roll the Die for an Elephant Charge. If the result is: • 1 or less, Rome may choose one rolled Battle Die of either side to be rerolled, • Higher than the Roman Commanding General's Battle Rating, Carthage may choose one rolled Battle Die of either side to be rerolled.		