HAMILCAR

RAYMOND DE MARIA
PIETER VAN DER KNAAP

RULEBOOK

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

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

ABOUT THIS EDITION

Hamilcar Silver Edition is the first version of the game to be released separately from Hannibal. The latter is now available as a standalone game. Compared to the previous Golden Geek Edition, this Silver Edition:

- *Has an updated rulebook and player aid to address all known outstanding questions and errata.*
- *Changes the following Land Battle rules: (i) the criteria for upgrading Battle Dice by Army Size is now if a Force has more CUs (before it was from 4CU to 5CU); (ii) an Army beaten on all 3 dice Level criteria does not roll a Battle Die (new); (iii) an Elephant Charge now allows you to choose one rolled Battle Die of either side to be rerolled (before it was just the opponent's die).*
- *Changes the Naval Interception rules so that if it wins the Naval Battle, the Interception Fleet can disembark the Army/General at any port on the Interception route that does not have an enemy General or CUs.*
- *Adds the Price of Failure expansion General and Strategy Cards as an optional rule.*
- *Replaces the plastic miniatures with cardboard standees and corresponding counters for the Generals (use whichever you prefer).*
- *Adds a new Fleet counter/standee for each side to help track Naval Movement and Interception.*
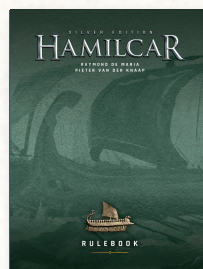

Note: *These rules use a numbering system for quick referencing. Throughout the rules, you will often see numbers in parentheses (e.g. 3.8, or Section 13). Such indicated rules or sections can be easily looked up for quick clarification.*

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GAME COMPONENTS
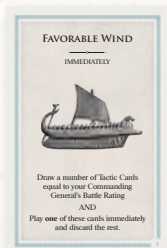
1 Rulebook   2 Player Aids
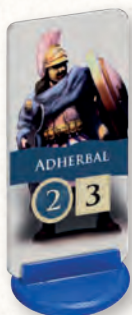
1 Mapboard

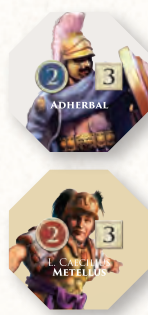59 Strategy cards

20 Naval Tactic cards

25 General cards
(16 Roman & 9 Carthaginian)

25 General standees
(16 Roman & 9 Carthaginian)

25 General counters
(16 Roman & 9 Carthaginian)

20 Warship counters
(10 Roman & 10 Carthaginian)

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

8 Walled City markers

62 Combat Unit counters
(35 Roman & 27 Carthaginian)

4 Carthaginian Elephant counters

15 Supply Train counters

5 Tribe markers

65 Political Control markers
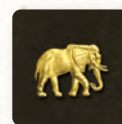
1 Game Turn marker

1 Naval Supremacy marker

2 Siege Train markers

8 Siege/Subjugation markers

2 Fleet counters & 2 standees (1 Roman & 1 Carthaginian)

1 Citadel marker
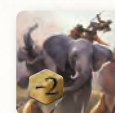
1 Forgotten Tactics marker

1 Corvus marker

1 Dictator marker

1 Proconsul marker

1 Classic Die

1 Naval Die
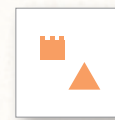
2 Siege Dice (white & red)
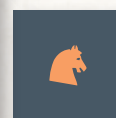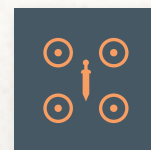
4 Battle Dice
(2 large & 2 small)

NOTE:
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.

CORE CONCEPTS

2.1 Board and Political Control

A. Space / Port – A space is an identifiable area on the mapboard (usually circles; squares for Walled Cities). Spaces are connected by roads (for Land Movement) or sea lanes (for Naval Movement) to other spaces. Spaces are considered adjacent for Land Movement if directly connected by a road, and for Naval Movement if directly connected by a sea lane. If a space is connected by a sea lane, it is a port. A port with a trident symbol is a Major Port.
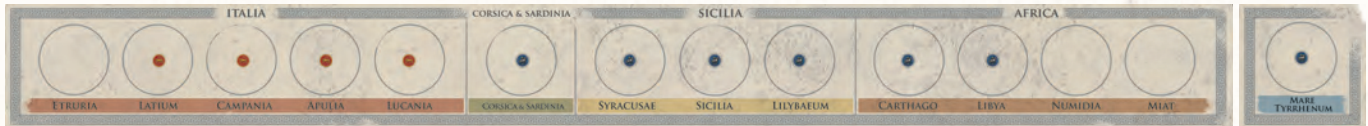

B. Political Control – You control a space if it contains one of your Political Control (PC) markers. Carthaginian markers are blue, and Roman markers are red. Walled Cities count as PCs when determining control of a space. A space that you control is friendly-controlled; a space your opponent controls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

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

The circled number shows the number of friendly Combat Units (CUs) and separately the number of Supply Trains (STs) that can be inside (e.g. Syracusae (2) can hold up to 2CUs and up to 2STs at the same time). There is no limit on the number of Generals. The City may also have a White Die pictured, which indicates that a Sieging Army always uses the White Die during a Siege (Section 14).

A Walled City has two areas within its space: inside (only friendly Generals and CUs/STs permitted) and outside (Generals and CUs/STs from both sides permitted). Any Units and Generals who are inside are placed beneath the City marker (standees 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, or cause a Land Battle to occur. Friendly 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 using Operation Points; they must be Sieged (Section 14). Walled Cities help prevent losses from Political Isolation (5.4).

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

E. Province – A Province is a group of spaces within boundary lines. There are 12 provinces. All are Politically Significant except *Samnium* (*Italia*). You gain control of a Province if you control more than half of its spaces. You track who controls the Politically Significant Provinces (which also includes Mare Tyrrhenem, Lilybaeum and a Warlike Miat) on the Provincial Display (see image at the top of this page).

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

F. Region – There are 4 Regions. Each Region has a different shading on the map to help identify it. Each Region contains one or more Provinces:

- *Africa* → *Numidia*, *Libya*, *Carthago* (3 Provinces).
- *Italia* → *Etruria*, *Samnium*, *Latium*, *Campania*, *Apulia*, *Lucania* (6 Provinces).
- *Sicilia* → *Sicilia*, *Syracusae* (2 Provinces).
- *Corsica & Sardinia* → *Corsica & Sardinia* (1 Province).

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

- Carthage may place PCs on the Miat as a normal Operation and remove PCs from the Miat if necessary.
- The Miat may provide extra Generals or CUs as reinforcements and may count as a Politically Significant Province. See Miat (15.3) for more information.
- The Miat is considered part of the map for the purposes of losing PCs following battles and the Victory Check phase. The first PC lost must come from the Miat, if possible.

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

- Naval Movement (7.3) between two ports connected by Mare Tyrrhenum costs 2 Movement Points.
- Naval Interception is not possible via Mare Tyrrhenum.
- You gain control of Mare Tyrrhenum if you control more than half of the ports connected to Mare Tyrrhenum.

I. Naval Supremacy – The player whose color is currently shown by the Naval Supremacy marker (blue for Carthage, red for Rome) has Naval Supremacy, representing control of the Mediterranean Sea and its sea lanes. Naval Supremacy can change in multiple ways, including though Events and Naval Battles.

- The player with Naval Supremacy may try to avoid Interception during Naval Movement (7.3), goes first during each Naval Battle Round (Section 9), and may give up Naval Supremacy to Evade during a Naval Battle (9.2.C).
- When conducting a Siege (Section 14) against a Walled City, the player with Naval Supremacy rolls the (more

effective) Red Siege Die instead of the White Siege Die. (Exception: When Sieging a Large Walled City, only ever roll the White Siege Die.)
- A Large Walled City may not be Sieged unless the Sieging player has Naval Supremacy.
- Naval Supremacy reverts to Carthage at the end of a Game Turn (5.3.C), unless Rome has Excellent Seamanship (see the Supremacy reminder on the Seamanship track).

J. Stormy Sea Lanes – The thunderbolts (Storm symbols) indicate stormy sea lanes. The number of Storm symbols indicates how dangerous the sea lane is. Stormy sea lanes are only relevant when the *Cruel Sea* Strategy Card (#11) is played. For each Storm symbol on the last sea lane used for movement the Roman Fleet must roll on the Attrition Table in the Storm column. See the card note (17.1; #11) for more information.

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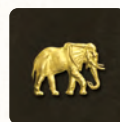
G. Game Turn – The game is played in turns. Every turn represents several years of the First Punic War. The Game Turn marker indicates the current turn on the Turn Track on the board.

2.2 Generals

| Strategy Rating |
| Battle Rating |
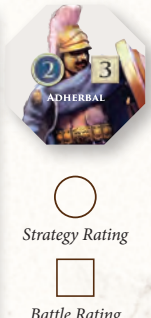
A. General – Each standee or counter (hereafter just called "counter") represents a single General. Each General also has a card which displays his Ratings and Special Abilities. The first number (in a circle) is the General's Strategy Rating, and the second number (in a square) is the General's Battle Rating.

- An activated General can command up to 10 Units.
- Generals may have Traits, which are printed on their card and grant additional abilities (2.2.D).
- An unguarded General (no CUs) may never voluntarily move into a space with enemy Units.
- A General may become "displaced", e.g. following Combat. If so:
  - If Carthaginian, he is returned to the pool.
  - If Roman, he is eliminated.

- When a General is eliminated, remove him and his card from the game. (Exception: Roman General *A. Atilius Calatinus* can return to play if eliminated, but only if the *Dictator* Strategy Card (#57) is played.)

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

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

- **C1. Dictator** (with Dictator marker on his card) – The only way to elect a Dictator is for the Roman Player to play the *Dictator* Strategy Card (#57). There may be only one Dictator during the game (see 5.2.C4).
- **C2. Consul** (without any markers) – Roman Generals enter play as Consuls during the Reinforcement Phase (5.1.C). Rome has at most two Consuls at a time. Consuls are not Proconsuls.
- **C3. Proconsul** (with Proconsul marker on his card) – During the Reinforcements Phase, the Roman player may optionally elect one of their previous Consuls as Proconsul (5.1.C). Doing so eliminates the previous Proconsul.
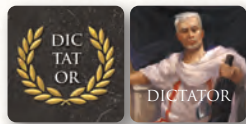
D. Traits – Some Generals have one or more special traits printed on their card. The effects of these Traits are as follows:

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

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

- **D2. Aristocrat** (Roman Generals only) – An Aristocrat Consul outranks a non-Aristocrat Consul. He is immune to Command Change (13.2) unless the other Consul is an Aristocrat, too. When an Aristocrat General is displaced, the Roman player must immediately remove a number of Roman PCs from the map equal to the General's Battle Rating. This only occurs when the General is displaced, not if he is removed for other reasons (e.g. Reinforcements).

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

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

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

E. Subordination

- **E1. Commanding and Subordinate Generals** – When multiple friendly Generals are in the same Army/Fleet (2.3.E; 2.3.G), only one is the Commanding General. All other Generals in the space are subordinates and are placed on the Commanding General's card.
  - The General with the highest rank (2.2.E2) is automatically a Commanding General for an Army/Fleet. In case of a tie for highest rank, the owning player may choose which of the highest ranked Generals is in command.
  - When an Army/Fleet is moving, Subordinate Generals may move with the Army/Fleet. Subordinate Generals may not use their Special Abilities.
  - A General may move his Army/Fleet through a space with a higher ranking General, but if he stops there, the higher ranking General immediately becomes the Commanding General.
  - If both Consuls are in an Army when a Land Battle begins, the Die roll may change the General in command (13.2).

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

2.3 Units

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

B. Combat Units (CUs) – Combat Units are circular counters, each representing the printed number of Roman or

Carthaginian CU   Roman CU

Carthaginian land units. These counters have various denominations and players may at any time exchange CU counters for different ones with the same total number.

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

C. Carthaginian Elephant Units (Elephant CUs) – There are circular counters with a printed elephant and '1' meaning one unit. Elephant counters are not exchangeable with other CU counters. Elephant CUs count as CUs for all purposes.

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

- **D1. Using STs**: Each ST may be used for one of the following (remove after use):
  - Activations: If a player plays a Strategy Card for Operations, but the card does not have enough Operations Points (OPs) to activate a General, the player may remove STs in that General's space to make up the difference (5.2.C2).
  - Determined Defense: When a Besieging Army places a Siege point on an Walled City, that city's controller may immediately remove 1 ST and 1 CU from inside the city to cancel one Siege Point (14.3).
  - Attrition: You may remove an ST from a Force's (2.3E) space during the Winter Attrition Phase. If you do, then that Force does not roll for Attrition (5.3).
  - War Chest: If you spent more OPs than your opponent during a Game Turn, you may remove your STs to reduce the difference (5.6).

- **D2. Walled Cities and STs**
  - Walled Cities can hold a number of STs inside equal to their capacity. These STs do not count against the number of CUs allowed (2.1.C).

- **D3. Capturing STs**
  - An Army may capture and use STs from the opposing Force.
  - STs inside Walled Cities are captured after a successful Siege (14.4).
  - When a Force retreats from a Land Battle (13.5), they must leave all STs behind. The victorious Army captures them.

- STs are also captured if an enemy Army moves onto them while they are unguarded (i.e. no CUs).

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

E. Forces and Armies

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

- **E2. Army** – An Army is a Force with at least one General. An Army has always only one Commanding General (2.2.E1) (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.

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

F. Warships – Warships are Units represented by ship counters. They have a 'Ready' side (sails up with symbol showing) and a 'Spent' side (sails furled and a red or blue bar at the bottom of the counter).
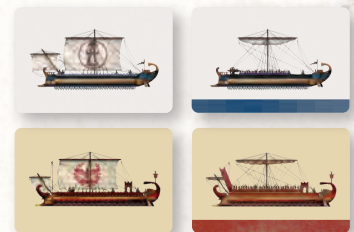

Each player may have a maximum of 10 Warships in play.
- Warships are kept in the At Port box unless they are being used for Naval Movement or Naval Interception, in which case they are moved to the At Sea box (see image on the next page).
- Ready Warships can be used for Naval Movement or Naval Interception. Spent Warships must be refitted to become Ready again.

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

G. Fleet
A Fleet is a group of at least 1 General and up to 10 Units, of which up to 5 may be Warships. All of these are moved into their owner's At Sea box during Naval Movement (7.3B) or Naval Interception (8.3), and moved out when the Movement or Interception are resolved.

- Each player may only have one Fleet at a time.
- A Fleet has a Commanding General and may have Subordinate Generals.
- Fleet counters may be used to show the movement of Fleets.
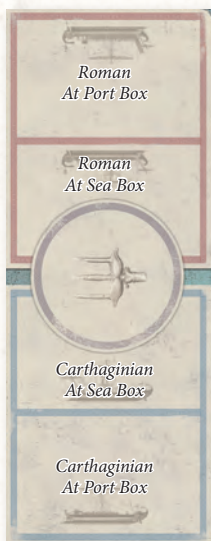
2.4 Cards and Dice

A. Strategy Cards – Strategy Cards are played during the Strategy Phase (5.2) to drive the action.

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

the card as an Event: blue for Carthage and red for Rome. Some cards have both colors, meaning both players can play those Events.

- A ship symbol next to the number indicates how many Warships can be built with this card (Shipbuilding; 5.2.C2). An infantry symbol in the upper right means the card can be used to Raise Troops (5.2.C2).
- A card number in a square means the card has further explanation in these rules (17.1).
- Some Strategy Cards are purple bordered and have an image of crossed swords ⚔ in the middle. Such cards are Counter Events (5.2.C1). These Events may be played at any time their conditions are met (indicated by the text).
- Some Strategy Cards have an image of a broken olive branch 🕊 in the middle. These Events can break a Truce. (See card #49; and Section 17 for more information.)

B. Naval Tactic Cards (TCs) – Tactic Cards are played when fighting a Naval Battle (Section 9). Each has a name, Tactic text, and step indicator(s) showing in which Naval Battle step the TC's effect is applied.

C. Dice – There are eight dice which are used in the game. When the rules simply refer to 'the Die', this means the Classic Die numbered 1 to 6 (e.g. Roll the Die for Attrition).

| Battle Die (large)x2 | Battle Die (small)x2 | Red Siege Die | White Siege Die | Classic Die | Naval Die |

3

GAME SETUP

3.1 Components

- Place the Game Turn Marker on the first space of the Game Turn Track (264-262 BC).
- Place the Naval Supremacy marker in its designated spot, Carthaginian side up (blue).
- Place 11 square Walled City markers in the marked spaces (6 Roman and 5 Carthaginian).
- Place 5 oval Tribe markers in the marked spaces (3 in Africa and 2 in Italia).
- Place 42 circular PCs in the marked spaces (19 Roman and 23 Carthaginian, including the indicated spaces on the Carthaginian Miat, the Roman Seamanship chart and the Provincial Display.
- Place the Carthaginian and Roman Fleet markers by their respective player areas.

- Place the Forgotten Tactics marker 🐘 on the map as a reminder that Elephant charges are at a disadvantage until **Xanthippus** is hired.
- Set aside the *Dictator* Strategy Card (#57). Remove the *Price of Failure* (#58) and *Bad Omen* (#59) Strategy Cards, unless playing with the Price of Failure optional rule (see 16.6). Then shuffle the rest of the Strategy Cards to form the Strategy Card Deck.
- Shuffle the Tactical Deck (consisting of 20 Naval Tactic Cards).
- Place the Carthaginian and Roman General cards and counters in two pools by their respective player areas (only include the Roman General *P. Claudius* **Pulcher** if using the Price of Failure optional rule (see 16.6)).
- Set aside *Cn. Cornelius* **Scipio Asina** (3/2). He only enters the Roman Pool when *A. Claudius* **Caudex** is eliminated.

3.2 Roman Setup

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

⑦ Place 1 CU in *Neapolis*.
⑧ Place the *Dictator* Strategy Card (#57) face up by the Roman side of the board, with the Dictator marker nearby. Leave the War Chest box empty.

3.3 Carthaginian Setup

① Place 2 Ready Carthaginian Warships and 1 Spent Carthaginian Warship in the Carthaginian At Port box.
② Place 2 CUs, 1 Elephant CU, 1 ST and **Hanno** (3/2) in *Carthago*.
③ Place 2 CUs and **H. Gisco** (1/1) in *Thermae*.
④ Place 1 CU and 1 ST in *Agrigentum*.
⑤ Place 1 CU and 1 ST in *Lilybaeum*.
⑥ Place 1 CU in *Lipara*.
⑦ Place 1 CU in *Carales*.
⑧ Place the **Hamilcar Barca** General card in the Mercenary Pool box, then place the **Xanthippus** General card on top of it. Leave the War Chest box empty.
⑨ Place the counters of the Carthaginian Generals listed on the Game Turn Track in their indicated boxes.

3.4 Starting the game

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

VICTORY CONDITIONS

4.1 Immediate Victory Conditions

A player wins immediately by fulfilling any of the following Victory Conditions:
- If Rome or Carthage must remove more PCs than they have on the map for any reason (e.g. Event, Political Consequences or during the Victory Check Phase), their opponent wins.
- Rome wins if they control *Carthago*.
- Carthage wins if they control *Roma*.

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

4.2 End of the Game Victory Conditions

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

5

GAMEPLAY

Each Turn of *Hamilcar* consists of the following 6 Phases:
1) **Reinforcement Phase**
2) **Strategy Phase**
3) **Winter Attrition Phase**
4) **Political Isolation Phase**
5) **Victory Check Phase**
6) **War Chest Phase**

After each Turn except Game Turn 7, move the Game Turn marker to the next box and begin a new Turn.

5.1 Reinforcement Phase
(skip during the first Game Turn)

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

B. Carthage Reinforcements
- Place 1 Ready Warship in the At Port box.
- Place 1 CU with any Carthaginian General or in a non-Besieged friendly-controlled Walled City.
- Gain an additional number of CUs as indicated by the Miat (15.3). For each of these CUs, place it in *Carthago* or convert it to a Ready Warship in the At Port Box.
- Remove all Carthaginian Generals (Except: **Hamilcar Barca**) from the board and place them back in the pool.

- Place the General named in the current turn's box on the Game Turn Track in any space with Carthaginian CUs or in any non-Besieged friendly-controlled Walled City.
- Randomly draw from the pool of Carthaginian General cards:
  - 1 General **plus**
  - Additional Generals as allowed by the Miat.
- Place the counter of each drawn General in any space with Carthaginian CUs or a non-Besieged friendly-controlled Walled City.
- Carthage may refit (flip to their Ready side) a number of Warships equal to the sum of the Battle Ratings of all its Generals who are Admirals and were placed in *Carthago*.

C. Rome Reinforcements
- Place in *Roma* CUs equal to the number of friendly-controlled Provinces in *Italia* (unless *Roma* is Besieged, see 5.1D).

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

- *(optional)* Eliminate the Proconsul from play. Elect 1 of the Consuls (if any) to be Proconsul. Place the Proconsul marker on his General's card.

- Eliminate all Consuls (not the Proconsul). Randomly draw from the pool of Roman General cards two new Generals: they are elected as Consuls.
- Place the newly elected Consuls in any non-Besieged space(s) containing at least 3 Roman CUs. If no such space exists, they must be placed in *Roma*.
- Introduce <u>Naval Reforms:</u> For each newly elected Consuls who is an Admiral and **has been placed in *Roma***:
  - Convert CUs in *Roma* into Ready Warships placed in the At Port box at a 1:1 ratio, up to the Consul's Battle Rating.
  - Improve Seamanship by one level (maximum 1 per Game Turn).
  - Mount or dismount Corvi.

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

D. Reinforcement Restrictions
- Reinforcements may not be placed in Besieged Walled Cities (14.5) (this also applies to Troops raised via a 3-OP card or an Event). They may be placed in a Walled City if an enemy Force occupies the space but the Walled City is not Besieged.
- An enemy General without CUs does not restrict reinforcements and becomes displaced (2.2.A) if a friendly CU is placed in his space.

5.2 Strategy Phase

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

B. Determine Who Goes First
The player with Naval Supremacy decides who will play first. Before they make their decision, their opponent can decide to play first by playing a *Major Campaign* or *Minor* Campaign Strategy Card (using the card for its OPs or Event) as their first play. 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 player).
- Perform an Operation using the Operation Points (OPs) on the card.

- Discard the card for no effect.
- The Carthaginian Player may, if they have the required number of PCs in the Miat, hire a Mercenary. This action (exceptionally) replaces the play of a Strategy Card for that player's turn (see 5.2.C3).
- After Game Turn 1, if the necessary conditions are met, the Roman player may play the *Dictator* Strategy Card (#57) and elect General *A. Atilius **Calatinus*** as Dictator. This action (exceptionally) replaces the play of a Strategy Card for that player's turn (see 5.2.C4).

> *Note: Each player should place a played Strategy Card, including one discarded for no effect, into their respective War Chest box. This is used in the War Chest Phase (5.6) to calculate the total OP amount of Strategy Cards played during the whole Turn.*

C1. Activate the Event
When you play a Strategy Card for its Event, read the text aloud and resolve it. Events may only be played by the player whose color appears in the upper left-hand corner of the card: 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 card play turns you have for the rest of the Strategy Phase.*

Some Strategy Cards have an image of a broken olive branch 🕊 in the middle. If such cards are played as Events by either player they break a Truce if in play. (See card #49 in Section 17 for more information.)

C2. Use Operation Points (OP)
Choose **one** of the following Operations to perform:
1) <u>Activate a General</u> whose Strategy Rating is equal to or less than the OP value of your Strategy Card. An activated General can move with up to 10 Units, of which at most 5 can be Warships (Section 7). Alternatively, if at least 3 of your CUs are present, he can begin or continue a Siege or Subjugation attempt of an Enemy Walled City or Tribe. If you want to activate a General with a higher Strategy Rating, you may remove STs in that General's space to make up the difference (2.3.D1).

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

2) <u>Place Political Control markers</u> (PCs) on the map up to the OP value of your Strategy Card. You may place them in any spaces that 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 convert that PC (flip it over to your side) instead of placing a new PC of your own.

EXAMPLE:
If you play a 3-OP Strategy Card, you could place 3 of your PCs, flip 3 enemy PCs where you have at least 1 CU, or a combination of both.

> *Note: You do not need a PC adjacent to any PCs you place. However, be aware that this may make the PC vulnerability in the Political Isolation Phase (5.4).*

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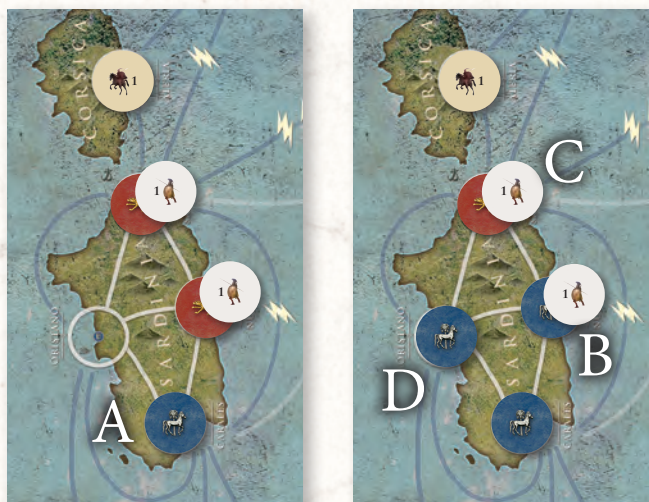
By playing a 2-OP Strategy Card, the Carthaginian player may flip both Roman PCs in Nuoro [B] and Sassari [C] or place a Carthaginian PC in Oristano [D] and flip one of these two Roman PCs.

3) <u>Raise Troops</u> 👤. 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 Province you control. You may not place this CU into a Besieged Walled City.

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

5) <u>You may decide to split your OPs</u> from a played Strategy Card among the following options. Spend 1 OP to:
- Place a PC in the Miat (Carthaginian player only, 15.3), or

- Refit one Warship (flip a Spent Warship to the Ready side in the At Port box), or
- Place an ST with an Army or in a friendly-controlled, non-Besieged Walled City, or
- Place or flip one PC (see the Operation "Place Political Control markers" above).

C3. Hire a Mercenary (Carthaginian Player Only)
Two Carthaginian Generals *Xanthippus* (3/3) and *Hamilcar Barca* (1/3) begin the game in their designated box on the game board (3.3). On their turn, instead of playing a Strategy Card, the Carthaginian player can hire the top Mercenary (*Xanthippus* first, then *Hamilcar Barca*). To hire a Mercenary, remove from the Miat the number of PCs displayed on the sword 🗡 in the Game Turn Track box for the current Game Turn (e.g. in Turn 4 remove 3 PCs from the Miat).
1) *Xanthippus* – After hiring *Xanthippus*, place him and 1 Elephant CU in any friendly, non-Besieged port in *Africa*. Additionally, remove the Forgotten Tactics marker from the game. Elephant Charges no longer have a -2 modifier (13.3.D). At the end of the Turn of hiring, *Xanthippus* is eliminated. If *Xanthippus* is displaced, eliminate him.
2) **Hamilcar Barca** – After **Xanthippus** is hired, *Hamilcar Barca* becomes available. After hiring him, place him in any friendly, non-Besieged port with 1 CU. *Hamilcar Barca* automatically comes into play as a Carthaginian with 1 CU during Game Turn 7, if he hasn't been hired yet, even if Xanthippus has not been hired. If *Hamilcar Barca* is displaced, he goes into the pool like other Carthaginian Generals.

C4. Designate Dictator (Roman Player Only)
After Game Turn 1, Rome may elect a Dictator if Carthage has an advantage of <u>three or more</u> PCs on the Provincial Display compared to Rome, and *A. Atilius Calatinus* is not in play on the map. To do so, the Roman player plays the *Dictator* Strategy Card (#57) (placed by their player area at set up) instead of a Strategy Card. They then take *A. Atilius Calatinus'* General card – even if he has been eliminated – and place the Dictator marker and 3 CUs on it. Place his counter in *Roma*. He is now the Dictator. The Dictator:
- Is not a Consul, and his Army does not have the same minimum size restrictions as a Consular Army (2.3E3) (though he is still limited to commanding 10 Units).
- Can pick up CUs from Consular Armies, even if that drops them below 3CUs.
- Outranks all Consuls and will always command an Army in a Land Battle (no Change of Command die rolls).

Once played, place the *Dictator* Card in the Roman War Chest box: the 3-OPs value of the card counts towards the War Chest.
At the end of the War Chest phase, the card is removed from play and *A. Atilius Calatinus* is eliminated if he has been a Consul before, or otherwise returned to the pool.

C5. Discard Strategy Card

You may choose to discard the card for no effect (this still counts as playing the card for the purposes of calculating the War Chest (5.6)).

5.3 Winter Attrition Phase

A. Force Attrition

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

> **Note:** *Walled Cities count as PCs, so a Sieging Force must roll for Attrition.*

B. Unguarded STs Attrition

Remove all STs not in a Force with friendly CUs or in Walled Cities.

C. Roman Seamanship

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

5.4 Political Isolation Phase

Starting with the Carthaginian player, both players remove all of their isolated PCs from the map.

- A PC is isolated if it cannot trace a path, via roads or sea lanes, to a friendly CU or a friendly Walled City (even if Besieged).
- This traced path:
  - may trace through neutral (empty) spaces.
  - may not trace through spaces containing enemy CUs, unless they also contain a friendly PC.
  - may not pass through Mare Tyrrhenum or spaces with enemy PCs or Tribes.

EXAMPLE:

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

(via Enna). The Roman CU in Enna does not block the path because of the Carthaginian PC in Enna.
- *The Carthaginian PCs [C] and [D] are not isolated because they have a direct path to the Carthaginian Walled City Agrigentum.*

5.5 Victory Check Phase

Each player counts how many Politically Significant Provinces they control (i.e. all Provinces except *Samnium*). Control of *Lilybaeum*, Mare Tyrrhenum and a Warlike or Peaceful Miat (15.3) are also counted. Whichever player has the lower amount must remove from the map 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 lose the game (4.1).
- Alternatively, if at this point Rome controls less than three Provinces in **Italia** (including *Samnium*), Carthage wins the game.

5.6 War Chest Phase

- Add up the total OPs of all the Strategy Cards each player played (whether for Events or not) this Turn and calculate the difference.
- The player who played the most OPs may now remove their own STs on a one-to-one basis to reduce the difference.
- Next, the player who has the lower adjusted amount may spend the remaining difference; each point of difference can do one of these actions:
  - Warship Refit: Refit one Warship (flip a Spent Warship in the At Port box to its Ready side).
  - Supply: Place 1 ST with a friendly General or in a friendly-controlled, non-Besieged Walled City.
  - Political Concessions: Place or convert 1 PC (as allowed by 5.2.C2.2).
- Unspent OPs are lost.
- Remove from the game all Strategy Cards played as Events that say "REMOVE FROM PLAY" after use. Discard all other played cards.

6

GAME END

The game ends if either player achieves an Immediate Victory, or at the end of Game Turn 7 (243-241 BC).
After finishing the War Chest Phase, if no player has won, advance the Game Turn marker to the next turn.

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 finishing the War Chest Phase, if no player has won, players check the Provincial Display to see who controls the most Political Significant Provinces (including Lilybaeum, Mare Tyrrhenum, and a Warlike or Peaceful Miat (15.3)).

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

7

MOVEMENT

7.1 Activation Basics

- An activated General (5.2.C1) gains 4 Movement Points (MPs) unless otherwise specified.
- There are two types of movement: Land (by roads) and Naval (by sea lanes). An activated General may combine Land and Naval movements in the same activation, if they have enough MPs to do so. But only one Naval Movement is allowed during the same General's activation.

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

- A General may move on his own. CUs and STs may not move on their own without a General, but a General using a land-move may pick up and drop off friendly CUs, STs and Generals of equal or lesser rank throughout the course of his move as long as the General's Army never has more than 10 Units.
- The Roman player may never take voluntary action that would leave a Consul with fewer than 3 CUs. (i.e. Consuls

may not leave CUs behind while moving if it would drop their Army below 3 CUs, and if both Consuls are in the same Army, they may not split up unless both would be left with at least 3 CUs).

- Carthaginian CUs and STs may not leave **Africa** if there is a Neutral or Peaceful Miat (15.3).
- 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 or Unit may move more than 4 MPs worth of movement, and a General or a Unit that is involved in military actions (a Naval or Land Battle, Siege or Subjugations, Back up after Land Interception and failed to Pursue) cannot move again during the resolution of that Strategy Card, unless otherwise specified.
  - Only one Siege or Subjugation attempt against the same Walled City or Tribe is possible during the resolution of that Strategy Card, though the card could be used twice in the same space by different Generals (e.g. to Battle with one activated General, and then subsequently begin a Siege there with another).
  - Each activated General must complete his movement and any related Battles or Sieges before another General begins his movement.

7.2 Land Movement

A. Moving a General/Army
- A General/Army can land-move from space to space following the road connections.
- Land-moving 1 space along a road connection costs 1 MP. The General may move up to the 4MPs allowed until he either chooses to stop or is forced to stop.
- An unguarded General (no CUs) may not enter a space with enemy Units, and may not end his move in (but may pass through) a space with an enemy unguarded General.
- A General/Army may only land-move across the Strait of Messana ⚓ (connecting *Messana* and *Regium*) if their player controls the Walled City they are moving from. This land-move costs 2 MPs.
- Each time a General enters a space during his land-move, he triggers *Land Reactions* for his opponents (Section 10). If, after the *Land Reactions*, the General hasn't been forced to stop, he may continue to move (if he still has MPs).

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

C. Displacing Enemy Generals
- If an Army land-moves into a space with an enemy unguarded General (no CUs), that General may attempt to Avoid Land Battle (Section 11). If he fails to, or doesn't attempt to, he is displaced, any STs captured, and the Army may continue moving (if it has remaining MPs).

D. Walled Cities
- An activating General and Units in the space with him may freely move into and out of a non-Besieged friendly Walled City at no MP cost during that activation.
- A Walled City may not contain more Units than its capacity (e.g. a Walled City with a capacity of 2 could hold up to 2 CUs, up to 2 STs and any number of Generals).

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

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

7.3 Naval Movement

A. Moving a Fleet
- A General (with or without Units) may form a Fleet (7.3.C) to naval-move from a starting (embarking) port space along sea lanes to a destination (disembarking) port space. Enemy control of ports or Enemy Generals and Units in ports along the route <u>do not stop</u> the Naval Movement.
- Naval Movement costs 1 MP per sea lane.
- Crossing Mare Tyrrhenum (i.e. naval-moving from one port to another one) costs 2 MPs.
- The Strait of Messana ⚓ (connecting Walled Cities *Messana* and *Regium*) is a sea lane, too. This naval-move costs 1 MP.
- Current Roman Seamanship Level (1-4) limits the amount of MPs that the Roman player may use in a single Naval Movement.

  Rome may spend 1 MP on Naval movement per Ship as shown by its active Seamanship Level.
- Carthage may always use up to 4 MPs for a single Naval Movement.

B. Starting and Destination Ports
- Control of a port is not necessary to embark (start a Naval Movement) or disembark (end a Naval Movement).
- A General in a Besieged Walled City may not conduct Naval Movement.
- After arriving at a destination port, *Land Reactions* are triggered (Section 10).

C. Naval Movement Steps
- A Fleet is created when a General starts a Naval Movement. To create a Fleet:
  - Place the Moving General and any Units with him that you wish to move in the At Sea box.
  - Then optionally move up to 5 Ready Warships from the At Port Box to the At Sea Box. The General and Units now in the At Sea Box are the Fleet.
  - The combined total of Warships, CUs and STs in the Fleet may not exceed 10.

> *Note: It is not necessary for a General to add Units, including Warships, to the Fleet. They may naval-move alone. Warships are optionally added to help in the case of Naval Interceptions and Naval Battles.*

- Using the relevant Roman or Carthaginian Fleet marker, move the Fleet from the starting port to the destination port via sea lanes. The moving player may add Generals, CUs and STs from ports along the route, respecting the 10 Unit limit. *(Note: using the Fleet marker is optional; its sole purpose is to chart the route of the Fleet to help*

the opponent determine if and when to declare a Naval Interception.)

- Before the Fleet disembarks the General and any Units at its destination port, it may be Naval Intercepted by the opponent (Section 8).

- If no Naval Interception occurs, remove the Fleet marker, and place the General and any CUs and STs in the At Sea box on the destination port space. Return the Warships back to the At Port box and keep their Ready status.
- If a Naval Interception occurs, resolve it immediately.

NAVAL INTERCEPTION

8.1 Fleet Interception

- A Naval Interception may be declared by the opponent if they have at least one Ready Warship in their Port Box, and the Fleet enters a qualifying interception port.
- A qualifying interception port is any port the Fleet enters, including the destination port, that meets the following criteria:
  - It can be reached from one of the opponent's Major Ports *(Roma, Carthago, Syracuse)*, taking into account their Naval Movement limit (4 for Carthage, for Rome the number of ship symbols reflecting the current Seamanship level); <u>and</u>
  - The opponent has the ability to add a Commanding General by the time of arrival in the interception port (see 8.4).
- Only one Naval Interception attempt is allowed against a moving Fleet.
- Naval Interception through Mare Tyrrhenum's sea lanes is not possible.
- If the opponent has Naval Supremacy and does not declare a Naval Interception when one is possible (i.e. a moving Fleet enters a qualifying interception port and a Ready Warship is in their At Port box), the moving player takes Naval Supremacy. This occurs immediately after the Fleet enters a qualifying interception port and no Interception is declared.

8.2 Avoiding Naval Interceptions

- The naval-moving player can try to avoid Naval Interception if they have Naval Supremacy.
- To do so, roll the Naval Die. Check the resulting symbols on both the rolled die and the current Roman Seamanship level. Each Roman symbol ◆ cancels a Carthage symbol ● and vice versa. If at least one symbol of the naval-moving player remains, the Interception is avoided.

8.3 Intercepting Fleet

- If the Interception is not avoided and the moving Fleet comprises just a General (no Units), that General is immediately displaced and no other steps occur.
- If the Interception is not avoided and the moving Fleet contains Units, it is necessary to resolve a Naval Battle. In this case, the Intercepting player:
  - Forms an **Interception Fleet** by moving 1 to 5 Ready Warships that are in the At Port box to the At Sea box.
  - Takes their Fleet counter and moves it from one of their controlled Major Ports to the interception port via sea lanes.
    (Note: using the Fleet counter for Interception is optional; its sole purpose is to help visualise the route of the Intercepting Fleet.)
  - May add Generals, CUs and STs to the Intercepting Fleet at the starting Major Port and from ports along the route, including the interception port (Units and Generals from Besieged Walled Cities cannot be added). These are added to the Ready Warships in the At Sea box. A maximum of 10 Units is allowed in the Intercepting Fleet, of which no more than 5 may be Warships.
    (Note: This is an exception to the basic principle that Units can only be moved with a General. A General must be present by the time the Interception Fleet reaches the intercept port, but is not required at start.)
- Then a Naval Battle is fought at the interception port, and casualties are applied immediately before any transported Units and Generals may disembark.

8.4 Commanding General of Intercepting Fleet

- The Intercepting Fleet <u>must have a Commanding General present</u> upon arrival at the interception port. He may be added to the Intercepting Fleet at the starting Major Port or in any port along the Naval Interception route.

- If no friendly Generals can be added to the Intercepting Fleet, a Naval Interception is impossible.
- The first General added to the Intercepting Fleet is the Commanding General. (Exception: if a General of higher rank is added later, the higher ranked General becomes the Fleet Commanding General).

8.5 Interception of Unguarded Fleet

- A Naval Battle is fought by Warships, so if the unguarded Fleet (no Warships) is successfully Intercepted, then the following quick resolution of the Naval Battle is implemented:
  - No Tactic Cards are used at all.
  - The Intercepting player makes only one Naval Battle Roll (9.2 B1), taking into account the Admiral's Battle Rating, if any (every hit is one lost Unit).
  - The Intercepting player is the Winner (9.3B) of the Naval Battle and takes Naval Supremacy.
  - No Political Consequences (i.e. no PCs removed).

9

NAVAL BATTLE

- When a Fleet with Warships is Intercepted, a Naval Battle occurs. The Battle involves both Fleets, i.e. Units from both At Sea boxes.
- Place the Naval Supremacy marker next to its holding space and place the participating Warships from both sides in that space.
- The player holding Naval Supremacy goes first each Naval Battle Round.

9.1 Draw Tactic Cards

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

9.2 Naval Battle Rounds

- A Naval Battle Round comprises 3 steps, 2 of which are optional. The player with Naval Supremacy resolves the steps, then the other player does, then a new round begins:
  a. Maneuver (optional): Play a TC.
  b. Engage (mandatory): Make a Battle Roll.
  c. Evade (optional): Attempt to escape from the Naval Battle.
- If Naval Supremacy changes hands, the player who goes first in the round also changes.

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

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

I	II	III	IIII	V
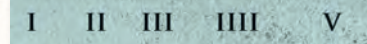
- The first Naval Battle Round is resolved in the first Naval column of the Naval Battle Table (a part of the Attrition Table marked I to V at the bottom). Each subsequent round is resolved in the next column.
- The Commanding Generals who are Admirals check the first result in the column corresponding with their Battle Rating (e.g. a Commanding Admiral with Battle Rating 2 starts rolling in column II, then III, then IV).
- Each hit is an enemy Warship sunk (unless it is taken as a Prize (see below)). A sunk Warship is placed on the Game Turn track in the next turn box.
- If there are no more Warships in the enemy Fleet, one Unit is removed from the At Sea box for each hit remaining, until no enemy Units are left in the At Sea box.

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

B3. Taking Prizes
- Prizes represent the potential capture of enemy Warships. They have been taken by your sailors as part of the Battle, and if you win the overall Naval Battle they will become your Warships.
- Any player may take enemy Warships as Prizes by playing certain TCs. The number of Warships specified on the TC are taken as a Prize.
- The Roman player may also claim enemy Warships as Prizes if Corvi are mounted and the modified Battle Roll result falls in the row (6) marked with Corvus. One hit Warship is taken as a Prize.
- When an enemy Warship is taken as a Prize, remove it from the Naval Supremacy space and place it in your At Sea box. At the end of Naval Battle you will determine if you can claim it, replacing it with one of your own Warships from the supply.

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

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

9.3 Naval Battle Resolution

A. End of the Battle
A Naval Battle ends immediately when any of the following situations occurs:
- If a Fleet has no Ready Warships remaining, in which case the other side wins.
- If one side Evades (9.2.C), in which case the other side wins.
- After the third Naval Battle Round is concluded. In this case, the side with the most Ready Warships remaining wins. In case of a tie, the player with Naval Supremacy wins.

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

B. Battle Resolution
B1. The winner must:
- Claim Prizes
  - You must claim all Prizes in your At Sea box and half (rounded down) of the Prizes from your opponent's At Sea box. *(Note: Unclaimed Prizes are considered sunk.)*
  - When claiming an enemy Warship in this manner, replace it with one of your own Warships. (If this would take you over the maximum of 10 Warships in play, discard excess Prizes.)
  - All claimed Prizes go to the At Port box of the Winner and become Spent.
- If **moving player**, choose one option:
  - Stop further Naval Movement and disembark the Army/General at the interception port space (the remaining Warships remain Ready), or
  - Continue naval-moving up to the remaining Naval Movement limit and disembark the Army/General at another port space (flip the Warships to their Spent side, reflecting the extra effort of additional movement after the Battle). No additional Naval Interception is allowed against this Fleet.
- If **Intercepting player**, disembark the Army/General at any port space free of enemy Generals or CUs on the route to the interception port, including the interception port itself or the embarkation port (the remaining Warships remain Ready). The active player may not intercept this (Land or Naval).
- Then, if moving or Intercepting player, return all Warships from the Naval Supremacy space to the At Port Box (they remain on their Ready or Spent side).

B2. The loser must:
- Return all remaining Warships, if any, into the At Port box. All these Warships are placed on their Spent side.
- Place the General and any remaining Units in the last friendly-controlled port free of enemy Generals or CUs on the route to the interception port (if there were no such ports on route, to the embarking port). This may not be subject to Land Interception.
- Displace Generals if all Units in the losing Fleet were sunk/removed.

B3. Naval Losses and Naval Supremacy
- All sunk Warships are placed on the Game Turn Track in the next Turn box.
- The winner of the Naval Battle gains Naval Supremacy. (Exception: The loser does not lose Naval Supremacy if they played the *Flee!* TC.)
- Remove the Fleet counters from the board.

9.4 Political Consequences

- The loser of the Naval Battle must remove from the map a number of non-Walled City PCs equal to half (rounded down) the total number off all Units they lost in the

Naval Battle (plus additional PCs if a Roman Aristocrat General was displaced (2.2.D2)).

- If the loser is unable to remove enough PCs to satisfy the Political Consequences, they lose the game (4.1).

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

STEP 1 (Naval Movement)
Flaccus (1/3) is activated, creates a Fleet (1 Warship and 3 CUs), and moves the Fleet counter using sea lanes from Roma to Lipari. En route, he adds 1 CU to the Fleet from Neapolis.

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

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

Naval Die roll

STEP 4 (Naval Interception)
Carthage forms a Fleet (2 Warships and 1 Elephant CU) and moves their Interception Fleet counter from Syracusae to Lipari. En route, the Fleet adds Carthalo (2/2) – the required General – and 1 CU from Messana. The Carthaginian 1 CU in Lipari is not incorporated by the Intercepting Fleet.

STEP 5 (Naval Battle – Draw TCs)
As a Battle is occurring, the Naval Supremacy marker is moved and the Warships from both Fleets are placed in its space.
Carthalo (2/2) is an Admiral, so Carthage draws 2 TCs. Also Lipari has a Carthaginian PC, so they receive another TC. In total Carthage receives 3 Tactic Cards.
Flaccus (1/3) is not an Admiral, so no TCs for Rome. Because Rome holds Naval Supremacy, Rome goes first in the Battle.
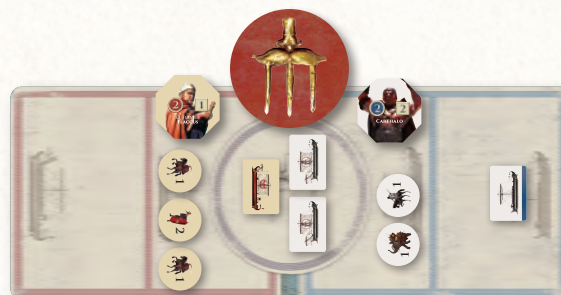
STEP 6 (Naval Battle – Round 1 – Rome)

Maneuver:
- Rome holds no TCs, so plays none.

Engage:
- Rome has no Admiral, so the die is rolled in column I, in the first round. Each subsequent round's die roll is rolled one column higher (II → III).
- Rome has Corvi mounted, so adds +1 to the die roll, and Rome may claim one hit Carthaginian Warship as a Prize if the modified roll falls in row 6.
- Rome has Fair Seamanship, so Rome has -1 to the die roll.
- Rome rolls a 6, so the final modified die roll is 6, representing 1 hit. A Carthaginian Warship is taken as a Prize. It is placed in the Roman At Sea box.

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

Classic Die roll
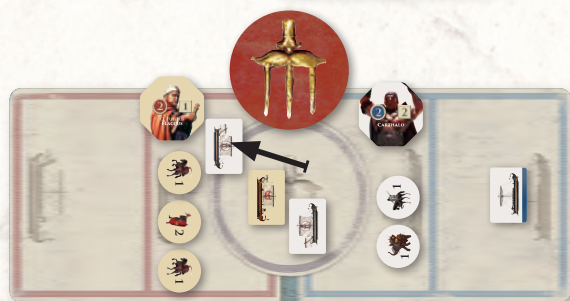
STEP 7 (Naval Battle – Round 1 – Carthage)

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

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

The Naval Battle has ended, since there are no remaining Ready Warships in the Roman Fleet.

Classic Die roll
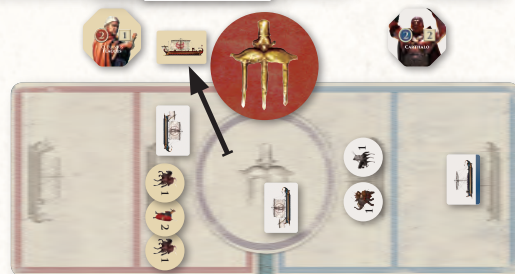
STEP 8 (Naval Battle – Battle Resolution)

The winner is Carthage. They choose to disembark the Army at Lipari. Their remaining Warship is returned as Ready to the At Port box. No Prizes have been claimed in this Battle because only half (rounded down) of the opponent's Prizes can be claimed. The Roman Army must retreat to the last friendly port entered en route, i.e. Neapolis. Since Rome lost only 1 Warship, no PC is removed. Carthage gains Naval Supremacy. All unclaimed Prizes and sunk Warships are placed on the Turn Track for the next turn.

LAND REACTIONS

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

1. Inside/Outside Walled City *(Mandatory)*: If the active Army has entered a non-Besieged, enemy-controlled Walled City space, your opponent must declare which of their own Units and Generals (if any are there) are inside the city and which are outside. Units and Generals which were outside may now be moved inside, and vice-versa, as long as the City's capacity limit is respected (2.1.C). If following this all enemy CUs are inside the City, and no Land Interception occurs, the active Army may continue moving.
   This decision is made each time an enemy Army enters the space, if the Walled City is not Besieged.

2. Avoid Battle *(Optional)*: Your opponent may attempt to Avoid Land Battle (Section 11) with any Army or General they have in the space just entered.
   For a Walled City, this only applies for Armies/Generals declared outside the City. In this case, a successful Avoid Battle roll will allow an Army to move inside the City, capacity limits permitting.

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

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

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

AVOID LAND BATTLE

11.1 Avoid Land Battle Attempts

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

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

11.2 Avoid Land Battle Restrictions

- A General may only attempt to Avoid with a maximum of 10 Units. Any excess must be left behind. Units without a General may not attempt to Avoid Land Battle.

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

11.3 Pursuit

- Normally, moving into a space with enemy CUs not inside a Walled City forces an active Army to stop moving (unless an Overrun occurs; 7.2.E). However, if all enemy CUs leave the space through a successful Avoid Battle roll (and no subsequent Land Interception occurs), the moving Army may attempt to Pursue if it has MPs remaining.
- If your Army wants to Pursue:
  - Roll the Die.
  - If the result is less than or equal to your active General's Battle Rating, the active Army may continue moving.
  - The active Army may move into the space into which the Avoiding Army/General escaped, or into another space.
  - If the Army fails the roll it ends it move. However if it's on a Walled City or Tribe space it may still conduct a Siege/Subjugation (14.1).

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

LAND INTERCEPTION

12.1 Land Interception Attempts

- During the *Land Reactions* step, 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.
- As part of this, the Intercepting Army may split (Intercepting only with a part of the Army, while leaving the rest of Generals and Units behind) as long as Generals left behind have at least 1 CU, and any Roman Consuls (either Intercepting or being left behind) have at least 3 CUs with them (see 2.3.E3).
- Either way, only <u>one</u> General in the Army may roll to Intercept. If the Commanding General does it, he may take along all Subordinate Generals as usual, but if a Subordinate General does it, the Commanding General must be left behind. The Subordinate General who successfully rolls may take along any other Generals of equal or lesser Rank.
- You may attempt to Intercept with multiple Armies, as long as these Interceptions originate from different spaces, but you must declare them all (as well as an Avoid Land Battle, if desired) before resolving any of them (Section 10).
- For each declared Interception:
  - Declare which General (with accompanying Units and other Generals) will attempt to Intercept.
  - Roll the Die.
  - Add +1 to the die roll if you are attempting to Intercept into an enemy-controlled space that has no friendly Units.
  - If the result is less than or equal to your Intercepting General's Battle Rating, the Interception is successful: move that declared Army into the activated General's space.
  - If more than one Interception succeeds, all Intercepting Armies are combined. The Intercepting player determines the Commanding General, as per section 2.2E.

12.2 Interception Restrictions

- Only a maximum of 10 Units may attempt to Intercept with a General. Any excess must be left behind. Units without a General may not attempt to Intercept.
- Interceptions only occur against the active General's movement. You may not Land Intercept an Army/General that Land Intercepts, Avoids Land Battle, Backs up or Retreats (there is no *Land Reactions* after these occurrences).
- If the active Army is successfully Intercepted during the same *Land Reactions* in which a non-active army Avoided Land Battle, that active Army may not Pursue (11.3).
- An Intercepting Army may not:
  - Cross the Strait of Messana,
  - Enter a space containing an enemy non-moving Unit,
  - Intercept from inside a Walled City if there are enemy CUs outside that Walled City.

12.3 Backing Up

- After your Army/General has been successfully Land Intercepted, you may Back up one space to avoid the impending Land Battle and end the Army/General's movement.
- Back up your Army/General to the space it just came from and lose all remaining Movement Points. There is no Land Battle when you escape like this.
- If the current space was reached by Naval Movement, the Army/General, with all Units, must Back up to the starting (embarkation) port.
- If an Army Backs up into a Tribe space or an enemy Walled City, it may still conduct Siege and Subjugation (Section 14).

12.4 Interception of Unguarded Army

- If an active-player's unguarded Army (no CUs) is successfully Land Intercepted then their Generals are displaced and STs captured by the opponent.

LAND BATTLE

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

13.1 Preparing For Land Battle

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

13.2 Change of 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 of Command Roll during this step.
  - The Defender → the Carthaginian player must make a Change of Command Roll.
  - This roll affects which Consul will command the Roman Army.

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

- To make a Change of 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 the Commander, and the previously Commanding Consul becomes the Subordinate).

13.3 Determine Dice

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

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.		

A. Force Size
- Each player starts at level 1 (smaller die).
- If one player's force has more CUs (including Elephant CUs) than the opponent, then upgrade that player's dice to level 2 (larger die).

B. Determine Allies
- Each friendly-controlled Walled City in the <u>Region</u> where the Land Battle is fought awards the controlling player one Ally when they have a General in the Land Battle.
- If one player has more Allies than their opponent, then upgrade that player's dice one level.

C. Commanding General
- If one player's Commanding General has a higher Battle Rating than their opponent's, then upgrade that player's dice one level.
- If the level is at the maximum (3) before upgrading, then instead the opponent's die is removed (they do not get to roll).

D. Elephant Charge
- If the Carthaginian player has the same or more Elephant CUs than the Roman Commanding General's Battle Rating, they may announce an Elephant Charge.

- To resolve an Elephant Charge:
  - The Roman player may play the *Elephant Fright* Strategy Card (#1).
  - Roll the Die.
  - Subtract 2 from the Die roll if *Forgotten Tactics* is in play.
  - If the result is:
    – 1 or less, Rome may choose 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.

13.4 Land Battle Resolution

LEVEL **1** (starting level)	LEVEL **2**	LEVEL **3** (maximum level)

- Each player rolls their Battle Dice simultaneously according to their final dice level:
  - If at Level 1 → roll the small Battle Die;
  - If at Level 2 → roll the large Battle Die;
  - If at Level 3 → roll both Battle Dice;
  - If at Level 0 → no roll.
- Apply the dice roll results as follows:
  - Each ♞ and ⚔ inflicts 1 hit to the opponent;
  - Each ⊙ cancels one ⚔ hit by the opponent, and each remaining ⊙ inflicts 1 hit to the opponent.
- Each hit eliminates 1 CU.

- If Carthage announced an Elephant Charge and loses the Battle, the first Carthaginian loss CU has to be an Elephant CU.
- Whichever side suffers more hits loses the Land Battle. In case of a tie, the Attacker loses.
- The winner gains control of all STs in the Land Battle space.
- If all CUs in the losing Army are lost due to hits, the losing Generals are displaced. If all CUs in the winning Army are lost due to hits, the winning General(s) <u>are not</u> displaced.

13.5 Retreat

A. Losing Force Retreat
- The losing player must move their remaining Force to a space that is both friendly-controlled and has no enemy Units, or to a space that contains more friendly Units than the retreating Force. The movement limit of 10 Units does not apply to Retreats.
- A Force can move up to 4 MPs during Retreat, but must go to the nearest legal space. (<u>Exception:</u> If a longer path will cause fewer penalties (13.5.C), the Force may take that longer path.)
- After applying Retreat Penalties (13.5C), a friendly Force which contains an equal or smaller number of Units than the retreating Force is absorbed (including any friendly Generals) into the Retreating Force if it enters that friendly Force's space (they become a part of the Retreating Force).

B. Retreat Restrictions
- A Retreating Force may not end its Retreat in a space containing enemy CUs (but may pass through them, see below).
- A Force cannot Retreat across the Strait of Messana nor using sea lanes unless it has an Admiral General (see below; 13.5.D).
- If the active player's Army Retreats (the original Attacker), its first Retreat space must be the one from which it entered the Land Battle.
- If the non-active player's Force Retreats (the original Defender), it may not enter the space from which the active player's Army came.

C. Retreat Penalties
- A Retreating Force loses 1 CU for each space it enters that contains an enemy PC or a Tribe.
- A Retreating Force may pass through a space that contains enemy 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 MPs, it is eliminated, and all Generals with it are displaced.

D. Retreating By Sea
- If a player's Army contains an Admiral, it may Retreat using <u>one</u> sea lane instead of roads. The destination space cannot contain an enemy PC or Units.
- If an Army Retreats by Sea, it must stop when it reaches the other side of the sea lane (<u>Exception</u>: No Retreat is possible using sea lanes of Mare Tyrrhenum).

E. Retreating Into Walled Cities
- A Force may Retreat into a friendly-controlled, non-Besieged Walled City if the Land Battle occurred in that space.
- A Retreating Force may not enter a Besieged Walled City unless it is conducting a Sortie (14.5.B).
- In either case, Units and Generals may Retreat within the Walled City up to the limit indicated on the Walled City, and the rest of the Force must then Retreat to a legal space within 4 MPs as usual.

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

13.6 Political Consequences

- The loser of the Land Battle must remove a number of their non-Walled City PCs from the board equal to half (rounded down) the total number of all Units they lost in the Land Battle (including captured STs and Units lost during Retreat). These PCs may come from anywhere on the map. In addition, if a Roman Aristocrat General is displaced as a result of the Battle, the Roman player must immediately remove PCs equal to that General's Battle Rating.
- If the loser is unable to remove enough PCs to satisfy the Political Consequences, they lose the game (4.1).

LAND BATTLE EXAMPLE
Hanno (3/2) is activated and moves with all his Units (2 CUs and 1 Elephant CU) from Thermae into Messana to attack Flaccus' Army.

Flaccus (2/1) decides to stay and fight a Land Battle with all his Units (5 CUs and 1 ST).
Other possible options for Flaccus:
- *Split the Army and move chosen Units inside the Walled City (up to capacity limits) and/or,*
- *Attempt to avoid Land Battle and move to Catana.*

Hanno is the Attacker, and Flaccus is the Defender in this Land Battle. Both Armies begin at dice Level 1. Since the Roman Force has more CUs, it moves to dice level 2.

*Carthage controls 3 Walled Cities (3 Allies) and Rome controls 1 Walled City (1 Ally) in the **Sicilia** Region. Control of the Province does not count for Allies.*
So Carthage has more Allies than Rome and upgrades their dice level from level 1 to level 2.

Carthage's Commanding General has a Battle Rating of 2. Rome's Commanding General has a Battle Rating of 1.
So Carthage has the better Battle Rating and therefore upgrades their dice level from level 2 to level 3.
In conclusion, Carthage will roll a large and small Battle die, and Rome a large Battle die.

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


Carthage loses 2 CUs (no need to lose the Elephant CU).
Rome loses 3 CUs, plus 1 ST captured by Carthage.
The Roman Army retreats into Messana with its remaining 2 CUs.
Since Rome lost 4 Units (3 CUs and 1 ST), it must remove 2 PCs (it takes one from Catana and another from somewhere else). The Carthaginian Army stops in Messana with its 1 remaining Elephant CU and the captured Supply Train.

Classic Die result

Assuming Xanthippus has been hired already, Carthage no longer has a -2 modifier for Forgotten Tactics.
The result is 4, which is higher than the Roman Commanding General's Battle Rating, so Carthage may choose to reroll one Battle Die of either side.

Battle Dice results:
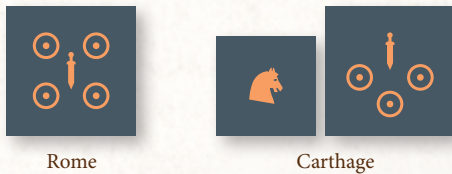
Rome   Carthage

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

Final Battle Dice results:
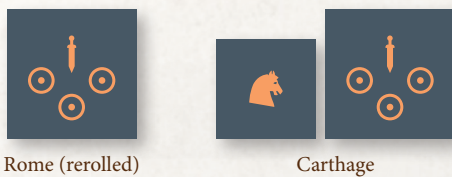
Rome (rerolled)   Carthage

Carthage scores 🐴 & ⚔ against Rome:
• 1 🐴 inflicts 1 hit.
• 1 ⚔ inflicts 1 hit, but it's canceled by the 1st Roman ⊙
Rome scores ⚔ against Carthage:
• 1 ⚔ inflicts 1 hit, but it's canceled by the 1st Carthaginian ⊙
Both players have 2 ⊙ remaining:
• 2 Carthaginian ⊙ inflict 2 hits on Rome.
• 2 Roman ⊙ inflict 2 hits on Carthage.
In conclusion, Carthage inflicts 1 + 2 = 3 hits, and Rome inflicts 2 hits. Carthage inflicts more hits, and so Carthage wins the Land Battle.

SIEGE AND SUBJUGATION

14.1 Siege and Subjugation Process

- Walled Cities count as PCs, but are more difficult to convert (2.1.C). To gain control of the space, a Siege must be completed against its Walled City. This is a multi-turn process to accumulate Siege Points. Similarly, PCs cannot be placed on spaces with Tribes (2.1.D). To gain control of the space, the Tribe must be Subjugated by accumulating Subjugation Points.
- Any activated General in, or 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 or continue a Siege or Subjugation attempt, unless he has participated in a Naval or Land Battle during this activation.
- Subordinate Generals may detach with 3 CUs from a Besieging Army and make a Siege/Subjugation attempt without activating the Commanding General. A Subordinate conducting that attempt is considered temporarily in command and may use his Special Ability. If this occurs during the play of a Campaign Card, only 3 CUs plus the activated Subordinate are considered to have been activated. The remaining CUs and Generals in the space are still available for activation with the Campaign Card.

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

- The goal is to accumulate:
  - 2 Siege Points against Walled Cities 🔺🔺
  - 3 Siege Points against Large Walled Cities (*Syracusae, Roma* and *Carthago*) 🔺🔺🔺
  - 3 Subjugation Points against Tribes 🔺🔺🔺 .
- If the Sieging player ever has no CUs remaining in the space, the Siege/Subjugation is cancelled, and all Siege/Subjugation Points are removed.

14.2 Siege and Subjugation Attempts

- Every individual Siege/Subjugation attempt is resolved using a Siege Die:
  - Red for all Tribes (as shown on markers).
  - Red for Walled Cities if the Sieging player has Naval Supremacy, otherwise White is used.

- White for Large Walled Cities (as shown on markers).
- Large Walled Cities (i.e. *Roma*, *Carthago*, *Syracusae*) may only be Sieged if the Sieging player has Naval Supremacy. If a Sieging player loses Naval Supremacy mid-Siege, they may not make another Siege attempt until they regain it, but Siege Points gathered are not lost as long as a Sieging Force remains in the space.
- To resolve an individual Siege/Subjugation attempt:
  - Roll the relevant Siege Die.
  - Apply the following effects:
    - 🔺 – 1 Siege/Subjugation Point.
    - ⊙ – Sieging Force loses 1 CU.
    - ✕ or 🏰 – no effect.
  - If a Siege/Subjugation Point 🔺 is gained, place the marker on the board next to the Walled City/Tribe.

14.3 Determined Defense

- When a Besieging Army places one or more Siege Points following a Siege Die roll (note: it is possible to place two using the red die) on a Walled City, that city's controller may immediately remove 1 ST **and** 1 CU from inside the city to cancel placing one of these Siege Points.

14.4 Siege and Subjugation Resolution

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

Note: The Tribe marker goes permanently out of play.

14.5 Besieged Walled Cities

A. Besieged Walled City Constraints
- A Walled City is not Besieged until it has at least one Siege Point on it.

- A Besieged Walled City may not receive reinforcements (5.1.D) and a General within may not Raise Troops (5.2.C2).
- A General inside a Besieged Walled City may not leave via Naval Movement, and Armies disembarking in that space may not enter the Besieged Walled City.

B. Sortie
- An activated Besieged Army in a Walled City <u>may</u> initiate a Land Battle against the enemy Sieging Force (this is called a Sortie). If a Sortie occurs, resolve the Land Battle as normal.
- You may also activate and send one of your Armies to initiate a Land Battle against an enemy Force which is Sieging one of your Walled Cities.

- If you do, your Besieged Units and General(s) may join (Sortie). If your General(s) on Sortie have the same rank as the Commanding General in the Army you activated, you may choose which General will command. If you Sortie, then losses may come from either the active Army or the Sortie Units.
- If you choose not to Sortie, then you may not use any Generals inside the Besieged Walled City. If you must Retreat from the Land Battle, only the Sortie Units and General may move back inside the Besieged Walled City.

15

OTHER RULES

15.1 Half

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

15.2 Attrition

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

15.3 Carthaginian Miat

A. Controlling the Miat
- The Carthaginian player controls the Miat section of the board, representing the *Council of Hundred and Four*.
- The Miat is considered part of the map for the purposes of losing PCs following Battles and the Victory Check phase.
- The Carthaginian player may place PCs on the Miat as part of a Strategy Card play (5.2.C2). When they must remove PCs during the Victory Check Phase (5.5) or due

to Political Consequences (9.4; 13.6), the first one must come from the Miat.
- The Reinforcements line on the Miat section shows Carthaginian regular reinforcements (1 CU, 2 Generals and 1 Warship).
- Each Miat space can only have 1 PC in it.
- The Miat provides extra Generals and CUs as reinforcements if both slots adjacent to a symbol are covered with PCs.

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

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

C. Neutral Miat
- If the Miat is not *Warlike*, but contains at least one PC it is said to be *Neutral*.
- Effect of *Neutral* Miat:
  - The Miat does not count as a Politically Significant Province.

○ Carthaginian CUs and STs are prohibited from leaving Africa.

D. Peaceful Miat
- If the Miat contains no PC, it is said to be *Peaceful*.
- Effect of *Peaceful* Miat:
  ○ The Miat counts as a Politically Significant Province for Rome.
  ○ Carthaginian CUs and STs are prohibited from leaving Africa.
  ○ All Truce restrictions apply to Carthage only (see card #49).

15.4 Roman Seamanship

A. Seamanship Changes
- The current Seamanship level is marked by a Roman PC on the Seamanship Track.
- Seamanship can be at one of four levels: Poor, Fair, Good or Excellent. It begins the game at Poor.
- Seamanship can be improved through Naval Reforms (5.1.C) and by Events (i.e. played Strategy Cards relating to Seamanship).
- As Roman seamanship increases it reduces the chance to be intercepted by Carthage and increases the chance to intercept Carthage (● ● ●, ● ●, ● or -).
- The Roman Naval Movement range is directly determined by Seamanship, and shown by the number of Warships (1, 2, 3 or 4 ⛴).
- If Rome has fewer Ready Warships in the At Port box than their current Seamanship Level during the Winter Attrition Phase, then Seamanship level decreases 1 level.
- Naval Supremacy reverts to Carthage during the Winter Attrition Phase, unless Rome has Excellent Seamanship (see the Supremacy reminder on the Seamanship track).

B. Seamanship Levels Summary
- **Level 1 – Poor:**
  ○ May use a maximum of 1 sea lane during movement;
  ○ -1 to all Battle Rolls in a Naval Battle;
  ○ One additional Storm during *Cruel Sea* Event (#11);
  ○ ● ● ● when rolling to avoid Naval Interception;
  ○ Naval Supremacy reverts to Carthage at the end of the Game Turn.
- **Level 2 – Fair:**
  ○ May use a maximum of 2 sea lanes during movement;
  ○ -1 to all Battle Rolls in a Naval Battle;
  ○ ● ● when rolling to avoid Naval Interception;
  ○ Naval Supremacy reverts to Carthage at the end of the Game Turn.

- **Level 3 – Good:**
  ○ May use a maximum of 3 sea lanes during movement;
  ○ Roman Generals may naval-move to *Africa* if *Syracusae* is Roman controlled;
  ○ ● when rolling to avoid Naval Interception;
  ○ Naval Supremacy reverts to Carthage at the end of the Game Turn.
- **Level 4 – Excellent:**
  ○ May use a maximum of 4 sea lanes during movement;
  ○ Roman Generals may naval-move to *Africa* without restrictions;
  ○ No modifier when rolling to avoid Naval Interception;
  ○ Naval Supremacy does not revert to Carthage at the end of the Game Turn.

15.5 Roman Corvus/Corvi

- The Roman player's navy can mount Corvi. This adds +1 to Naval Battle rolls and allows the Roman player to claim Prizes (see 9.2.B3). However, if resolving the *Cruel Sea* Event (card #11) the presence of Corvi causes a roll on the Attrition Table in the Storm column, in addition to rolls caused by other effects listed on the card.
- The Roman player may mount or dismount Corvi from their Warships either through the *Corvus* Event (Strategy Card #17) or through Naval Reforms (5.1.C). Place/remove the Corvus marker in/from its box next to the Seamanship track to show the current Corvus status, which applies to all Roman warships.

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

15.6 Rome in Africa

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

OPTIONAL RULES

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

16.1 Non-Variable Roman Reinforcements (helps Rome)

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

16.2 Consul Selection (helps Rome)

The Roman player may select either one or both Consuls during Reinforcements, instead of drawing both randomly.

16.3 Prolonged Contract (helps Carthage)

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

16.4 Blockade Runners (helps Carthage)

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

If Carthage has a Supply Train in a Major Port and 1 Ready Warship, it may attempt to remove Siege Points from any Besieged Carthage-controlled Walled City.
Instead of playing a Strategy Card, remove 1 Supply Train from a Carthaginian Major Port, discard any 1 Strategy Card

and assign 1 Ready Warship. Then roll the Red Siege die when holding Naval Supremacy, otherwise roll the White:

- For each 🔺 rolled remove 1 Siege Point.
- If a ⦿ is rolled eliminate the assigned Warship.

16.5 Political Instability (helps neither)

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

Remove the Tribe at *Madauros* space (**Africa**), so the **Africa** and **Italia** Regions each have 2 Tribes.
Directly after the Political Isolation Phase (5.4):

- Rome must remove one Roman PC for each Tribe in **Italia** that is not being Subjugated.
- Carthage must remove one Carthaginian PC for each Tribe in **Africa** that is not being Subjugated.
- If possible, the removed PCs must come from the Province or the Region of the Tribes.

16.6 Price of Failure

The Price of Failure was an expansion for Hamilcar released in 2018, now included as an optional rule. It contains two elements: a Roman General *Publius Claudius* **Pulcher** (with a dedicated General card and counter/standee), and two new Strategy Cards: *Price of Failure* (#58) and *Bad Omen* (#59). These are all added at setup (see 3.1).

> **Historical Note:** *Publius Claudius Pulcher was a Roman consul who, after ignoring a bad omen, was responsible for the defeat at the Battle of Drepana (249 BC), in which 93 ships with their crews were lost.*

STRATEGY AND GENERAL CARD NOTES

17.1 Strategy Card Notes

#1 – Elephant Fright: Deduct 2 from the Elephant Charge die roll. This effect is cumulative with the -2 from Forgotten Tactics.

#3 – Siege Engineers: The effect of this Event is active throughout the entire Siege, unless the Siege is successful or cancelled (Section 14). If there are already two Siege Train markers on the board, this card cannot be played as an Event.

#5 – Socii Navales: You may place two Ready Warships and then use the OPs for a Naval Movement. Use of the OPs is not mandatory. In addition, you can combine the Naval Movement with a Land Movement when using this card for the Event.

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

#17 – Corvus: Can be played at any time during your turn or at the beginning of a Naval Battle.

#19 – Raid on Port & #20 Mare Nostrum: The Fleet does not have to end its movement in the port space for the STs / PCs to be removed, however, the card's effect can only be applied once. You can combine the Naval Movement with a Land Movement when using this card for the Event.

#32 – Bad Weather: May be played even if no Reaction, Battle, Siege or Subjugation occurs. The targeted General's movement is reduced to 2 MPs. This becomes retroactive, and the General must immediately return to the last space entered that is 2 MPs from the space where he started this activation (along with his Army/Fleet, if there is one). This may be played during or at the end of movement (Land or Naval), but must be played before any Reaction is resolved. This card can only be played against Land and Naval Movement, but not against Land and Naval Interception, Retreats, Avoid Land Battle, etc.
BAD WEATHER AND CAMPAIGN CARDS: If played during an opponent's *Campaign* Event (or another Event activating

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

#33 – Allied Auxiliaries: These CUs must be placed with a General in *Italia* and cannot be placed in *Roma* if there is no General there.

#35 Epidemic & #36 Pestilence: The player using the card chooses which Army rolls for Attrition.

#39 – Storms at Sea: Roll the Die and cross-reference the result (row) with the number of all Units (Warships, CUs, and STs) in the Fleet (column). The Fleet loses the number of Units indicated on the Attrition Table. The Carthaginian player decides which Units suffer the losses but must prioritize Warships; all Warships must be eliminated before any additional losses are distributed among the CUs or STs. If all Units are eliminated, the General returns to the port of embarkation.

#40 & #41 – Forced March: A player may use Forced March to move 6 MPs, including a Naval Movement otherwise limited by the player's Naval Movement allowance.

#42 – Sicilian Allies Desert: This card cannot be used to remove an Elephant CU.

#43 – Triumph: This may not remove Carthaginian PCs.

#44 – Spoils of War: Only enemy PCs that aren't Walled Cities, without enemy Units present may be converted.

#45 – Punic Faith: If an Event is cancelled, the played Roman Strategy Card is discarded (5.2.C5) (do not count its OPs in the War Chest Phase). If Strategy Cards are revealed, the Roman player must reveal them for the remainder of the turn.

#46 – Citadel: If the Walled City with the *Citadel* marker is captured, the marker is not discarded and benefits the new owner of that Walled City.

#49 – Truce: No Interceptions (Naval nor Land) are allowed during a Truce. No Siege attempts are allowed either, but players may keep their Forces outside Walled Cities to retain

their accumulated Siege Points (maintaining the Siege). A Truce has no effect on Subjugations.

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

A Truce is only broken when a card with the 🔁 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.

#50 – Good Omen: You may set one Die result instead of rolling the Die.

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

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

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

17.2 General Card Notes

A. Carthaginian Generals

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

Carthalo – He cannot use this ability when activated inside a Besieged Walled City. This ability uses his entire activation. He may not then move or Siege/Subjugate. Only non-Walled City, non-Tribe enemy PCs without enemy Units may be flipped.

H. Gisco – This ability is used instead of his Battle Rating when drawing Tactic Cards, not as 2 additional cards.

Hamilcar – This ability only applies in Naval Battles.

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

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

Hasdrubal – This ability is used when the Carthaginian player makes an Elephant Charge in a Land Battle.

B. Roman Generals

*C. **Aquillius** Florus* – This ability is only used in Land Battles.

*A. Atilius **Calatinus*** – This ability is only used in Land Battles. He becomes the Dictator if the *Dictator* Strategy Card (#57) is played. See 5.2.C4 for more information.

*C. Lutatius **Catulus*** – This ability only applies in Naval Battles.

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

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

*L. Postumius **Megellus*** – Determined Defense is the act of removing 1 CU and 1 ST from inside a Besieged Walled City to prevent the placement of one Siege Point during a Siege attempt (14.3).

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

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

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

*C. **Sulpicius** Paterculus* – The Prize is not claimed immediately. He must win the Naval Battle as usual to claim the Prize (9.3.B1).

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

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

Hamilcar Silver Edition − Design notes

It is a proud moment for me to see Hamilcar released as a standalone game, allowing it to step out of the shadow of its older brother Hannibal. I designed Hamilcar for the 20th Anniversary Edition of Hannibal that PHALANX released to much acclaim in 2018. It was originally intended as a scenario for Hannibal, but I saw the opportunity, and even the need, to create a standalone game. The story of the First Punic War is sufficiently different from the more famous Second Punic War to merit a new game, with new mechanics and its own tale to tell.

The first version of Hamilcar, released as part of Hannibal & Hamilcar (20th Anniversary Edition), shared many of the same design principles as Hannibal – so much so that it had the same rulebook – but introduced a new board, and new mechanics for Naval Movement, Interception and Battles. While I was pleased with this game, feedback from the community highlighted some unintended incentives for players to take ahistorical actions, that I wasn't too happy with. The community requested some changes to the rules, and I listened. Working with Pieter van der Knaap, I redesigned the game, which was released as a new edition in the 2022 Hannibal & Hamilcar Golden Geek Edition.

The new version, which is the game that features in this Silver Edition, further differentiates itself from Hannibal by introducing a new Land Battle combat resolution system, as well as further changes to the Naval rules.

So why do we need a new edition of Hamilcar, separate from the Hannibal box? Because I believe this game stands on its own merits and needs to be judged on those. It is a different game to Hannibal, with different rules and requiring different strategies.

It is my dream that one day we'll have standalone games covering all three Punic Wars, and the Interbellum period in between. Perhaps with some kind of legacy or campaign mechanic, connecting them all. But that is for the future. For now it's time to say goodbye to loved ones, strap on your cuirass, and begin what will become an epic, decades long struggle for control of the Mediterranean.

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Raymond de Maria
March, 2024

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PROVINCE DISPLAY

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

Other key locations
Mare Tyrrhenum, Lilybaeum, Miat

Land Battle Table

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.		

Credits