MARK SIMONITCH'S
HANNIBAL

PLAYBOOK

Historical background

⬦

Carthage and Rome were both emerging superpowers of the Mediterranean.
Rome built its power upon the infantry and conscription system. No matter how many defeats
the Romans suffered, they were always able to overcome the enemy by recruiting new troops.
Carthage's wealth came from trade and the strength of its navy.
Both superpowers had been allies fighting against their common enemy − the mighty Pyrrhus,
King of Epirus. But it took them only 12 years to become enemies.
The casus belli was the Carthaginian attempt to gain control over Sicily.
Rome considered this a major threat towards its control over the entire Italian peninsula.

The First Punic War lasted 23 years. In 264 BC, the Romans laid siege to Syracuse and forced this small kingdom to break its alliance with Carthage and become yet another ally of Rome. The Carthaginians thought that they could overcome the Romans just as they did Pyrrhus − by fortifying important cities and keeping their naval superiority. Rome had no navy, thus it was supposed to lose the war in the long term anyway.

However, in 262 BC the Romans successfully besieged the fortress of Agrigentum. The relieving force led by Hanno was defeated, a clear proof or Roman dominance in land combat!

Carthage lost its naval superiority in 260 BC. Despite the early victory in the naval battle near the Lipari Islands, the Roman *corvus* turned out to be a key to destruction of the Carthaginian fleet near Mylae. Sardinia and Corsica were now open for the Romans to invade.

So was Africa, where in 256 BC Marcus Atilius Regulus landed with an expeditionary army. Carthage asked for peace, but the terms dictated by Rome were so harsh that instead Greek mercenaries led by Xanthippus were hired. In 255 BC, he helped reorganise the entire Carthaginian army and won the Battle of Tunis, crushing the Roman army and taking Regulus as prisoner.

Carthage, now safe, employed Hamilcar Barca to regain her positions in Sicily. However, with further naval battles lost, Carthage asked Rome for terms, and as a result lost all Sicily to victorious Rome.

The Carthaginians rebuilt their strength in Spain. Having no naval superiority, Hamilcar Barca made a desert march through all Numidia and Mauretania. Operating from New Carthage, he managed to gain new territories for Carthage. But when Hamilcar's son, Hannibal, laid siege to Saguntum, the Romans objected, making it another casus belli. In 218 BC Hannibal raised an army and crossed the Alps, defeating Publius Scipio at the Ticinus River. Right after, Hannibal invaded Italy, achieving his most significant victory in the Battle of Cannae in 216 BC annihilating an entire Roman army in the process. However, Hannibal refrained from besieging Rome itself and instead decided to cut off the Romans from their allies, who − just as Capua and Tarentum − began to switch sides. The Roman Republic was in real danger, and appointed the dictator Fabius Maximus, known as 'The Shield of Rome.'

Hannibal defeated the Roman generals in Italy one by one, but he wasn't able to be everywhere. In Spain, the Scipio family continually harassed Hasdrubal, Hannibal's brother. In Sicily, Marcellus ('The Sword of Rome') managed to capture Syracuse defended with the help of famous Archimedes. In 210 BC the tides of war began to change. A sudden strike allowed Scipio to capture New Carthage and finally forced Hasdrubal to leave Spain. He embarked on a yet another bold march to Italy. In 207 BC Rome was endangered again − by Hasdrubal from the north and Hannibal from the south. This time however, the Roman consuls combined their forces against Hasdrubal, defeating him near the Metaurus River. Hasdrubal was killed and so were the Carthaginian hopes for winning the war. Hannibal was undefeated in field, however he lost the cities of Capua and Tarentum.

The last stage of the war took place in Africa. Scipio Africanus raised an army of survivors from Cannae, who had no better chance to regain their honor than to defeat the enemy in its homeland. At Zama, Hannibal lost a battle for the very first time in his life. But this costed Carthage the war. Rome was victorious again!

Dear Player

If you find the Rulebook a bit daunting and prefer to learn through doing you can do so with this Playbook. It explains how to play, and supports this with tailor-made tutorials. The first three tutorials are solitaire, all others require two players. Once you have completed those you can try the three Campaign scenarios set out in the Alternative Scenarios and Optional Rules book. After that, you will be familiar with all the important rules and theatres of operations and be ready to re-fight the epic struggle of the Second Punic War.

GAME OBJECTIVE

This game allows you to assume the roles of the leaders of the most epic conflict in the ancient world. Its outcome has shaped our very civilization itself. The game offers an abundance of possibilities − both political and military − to tip the scales in your favor.

The Provinces crucial to achieve victory have been emphasized − their borders are marked with colors. Regions such as Africa, Iberia, and Italia have been emphasized in particular. Provinces of less importance (that don't influence victory) have a neutral color.

Depending on the scenario, the game setup includes circular Political Control markers (hereinafter PCs), square Walled Cities, and oval Tribe markers (gray ones are neutral, blue ones favor Carthage). Overall, the color blue stands for Carthage and red for Rome.

EXAMPLE: Gallia Cisalpina is controlled by Carthage. Etruria, Latium and Samnium are controlled by Rome. Liguria is neutral.

The winner is usually declared after a full game (the number of Turns depends on the scenario). The players check to see which one of them has gained control over the majority of Provinces surrounding the Mediterranean Sea.

Having said that, the players have alternative ways of ending the game earlier. For example, a successful Siege of the enemy's capital results in a immediate player's victory.

Carthage also wins if, at the end of the Victory Check Phase, it controls all Provinces in Italia (excluding Latium − which would mean a conquest of the Eternal City).

Example of a total control of Carthage over all Italian Provinces.

Both political and military means are to be used during the game.
The political dominance manifests itself in the number of Provinces controlled at the end of each turn.

Example of the Political Control track with the dominance of one side.

To reflect the loss of political influence, the player who controls less Provinces must remove PCs equal to the difference between the number of Provinces he controls and that of his opponent.

Example of a removal of 3 Carthaginian PCs. The choice is made by the player who loses the markers.

An adept use of military power results in winning the Land Battles and conquering enemy Walled Cities. The political consequences of Land Battles (they are described in detail further below) are definitely unpleasant for the losing side. The losing player must remove from the board not only Combat Units lost in the fighting and sometimes the defeated Generals, but also the appropriate number of PCs.

Of course, there could be a situation in which a player forced to remove PC would become out of markers! This would mean his immediate defeat.

In summary, a player may win:
- At the end of the game if:
  - a player controls more Politically Important Provinces than their opponent; in the case of a tie Carthage wins (unless playing an Alternative Scenario with a different rule).

- During the game if:
  - a player conquers their opponent's capital;
  - the Carthaginian player gains control over all Provinces of Italy (excluding Roman *Latium*);
  - a player is not able to remove sufficient number of PCs, meaning victory for their opponent.

Turn Sequence

A full turn is played in a series of phases.
Playing Strategy Cards is crucial to the game; their number increases as the game progresses.
The Carthaginian player decides who goes first (though the Roman player may play a Campaign Card to ensure they go first).
In each turn players must use (play or discard) all of their Strategy Cards.

1. Reinforcement Phase
- Players may recruit new Combat Units (hereinafter CUs).
- Carthage may return previously displaced Generals to the game.
- Rome may appoint a Proconsul and randomly draws new Consuls.

2. Strategy Phase
- Players are dealt a number of Strategy Cards depending on the current turn. If there are not enough Strategy Cards in the Strategy Deck, reshuffle the entire Strategy Deck along with the discard pile (excluding cards that have been permanently removed from play) **before** any cards are dealt.
- Players play Strategy Cards alternatively, deciding whether they use the Event or the Operation Points. Some cards played as Events must be permanently removed from play.
- This phase ends when both players exhaust their Strategy Card hands.
- A card may be discarded without using its Event.

3. Winter Attrition Phase
Players check for casualties of their CUs that occupy spaces with enemy PCs or non-friendly Tribes.

4. Isolation Phase
- Players remove any of their PCs that became isolated.
- Rome removes first, unless otherwise instructed.

5. Victory Check Phase

● The player who controls less Provinces must remove PCs equal to the difference between the number of Provinces they control and that of their opponent. A Political Display at the top of the board is used to determine the number of Provinces controlled by each side.

● If a player does not have sufficient remaining PCs to do this they lose. Otherwise move the Turn marker to the next space and play the next turn, unless that turn ended with an Immediate Victory.

STRATEGY CARDS – OPERATION POINTS AND OTHER CARD SYMBOLS

Strategy Cards are the essence of the game. Each of them may be used in two ways.

The card number (regardless of its color) is the Operation Points. The cards with a value of '1' are the weakest, while '3's are the strongest. Instead of using the card for its Operation Points, a player may activate a card Event (the background color of the value is of relevance here).

Iconography on the cards is used to make the card abilities easier to recognize.

In the case of activating a General, you need to check his **Strategy Rating**. If it is equal to or less than the card value, then the activation is possible. Therefore, a General with a **Strategy Rating** of 1 is easier to activate than one with a **Strategy Rating** of 3.

The ship symbol informs you that a limit of 5 CUs can be transported via one Naval Movement, whereas a double ship symbol indicates the maximum number of a transported units in an Army is 10 CUs.

Crossed swords indicate a card that may be used during a Land Battle and as a Counter Event.

Cards that break the Truce are marked with a broken olive branch (#64 Strategy Card).

Event cards connected to particular Provinces include auxiliary maps that allow players to become familiar with the game more easily during their first plays (i.e. #1 Strategy Card).

HOW TO ACHIEVE VICTORY?

Dear player

Since you're now familiar with the goals of the game, you need to learn how to accomplish them. Political Control is a way of subordinating spaces (circular markers) and Walled Cities (square markers). The spaces on the board contain small icons allowing for easier positioning of PCs for the main scenario Second Punic War. The starting positions of PCs for other scenarios are depicted in the Alternative Scenarios and Optional Rules booklet.
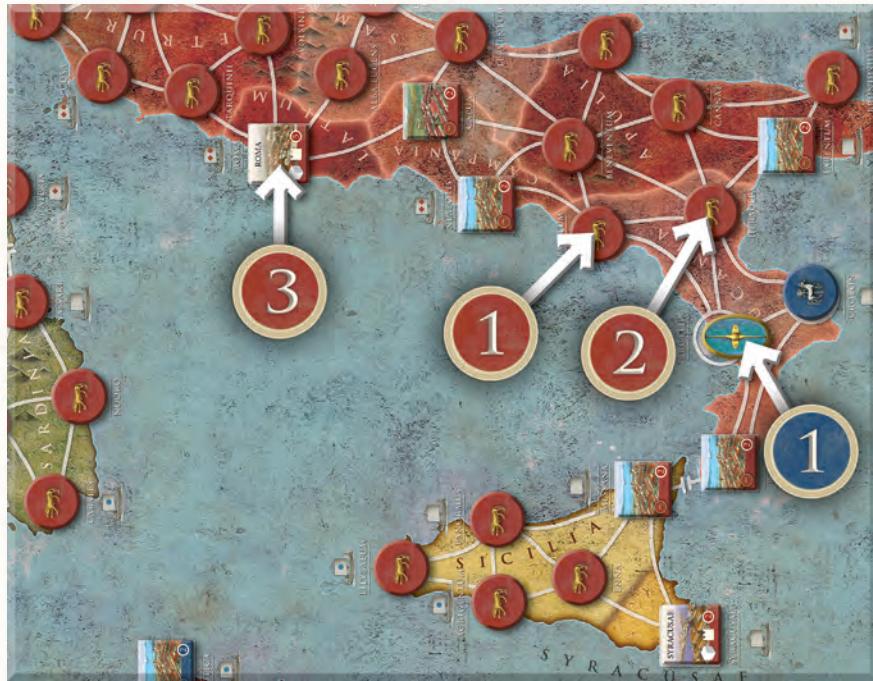
The scenario setup instructions will explain where to place PCs, Walled Cities, CUs, Generals, and Tribes.

We begin with possible ways of placing your own PCs on the board. Next, you will learn how to remove PCs from your opponent. Finally, you will learn about Sieges, Subjugations, and Land Battles.

How to Place and Remove PCs from the Board?
- Playing a Strategy Card (and using its value to place PCs on the board) enables you to:
    - place your own PCs on the board in empty spaces that do not contain enemy CUs;
    - convert PCs to your side, provided there is a friendly CU in this space.

EXAMPLE:

NATIVE GUIDE

If you use this card for its OP to move an Army over a Mountain Pass, deduct **3** from your Mountain Pass Attrition die roll.
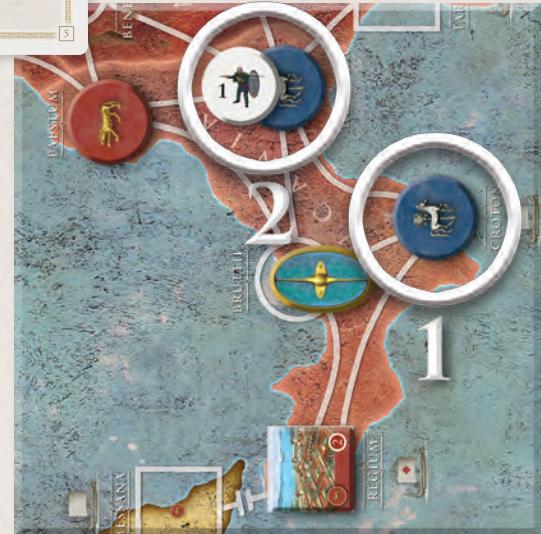
2 OPs card is used for (1) placing the PC and (2) flipping enemy PC exchanging it to your own.

- Playing a Strategy Card and activating its Event may enable you to place your own PCs on the board, or remove those of your opponent.
- A successful Siege of a Walled City or Subjugation of a non-friendly Tribe is another way to change the political balance. This issue is described in detail later in the playbook.
- At the end of the Political Isolation Phase the players must remove their PC present in the spaces which aren't connected by a path to a space containing at least one friendly CU, your own Walled City (it doesn't matter whether Besieged or not), a friendly Tribe, or your own port. Such a path cannot go through spaces containing Mountain Passes, neutral Tribes, or the opponent's PCs.

EXAMPLE:

Strategy Card The Beautiful Sophonisba Seduces a Numidian King *allows the Carthaginian player to flip 3 Roman PCs.*

- After a Land Battle, the losing side may be forced to remove a certain number of PCs. This is described in detail later in the playbook.

EXAMPLE:

Strategy Cards #2: Sicilia Revolts *results in removing 3 Roman PCs.*

EXAMPLE: The Carthaginian PCs with a cross through them cannot trace through the Roman PC or Mountain Passes, and so are removed due to Isolation.

Setting Up the Game

1 Select a **scenario**.
The classic and recommended scenario is the **Second Punic War**, as set out in the rulebook. Alternative scenarios are provided in the Alternative Scenarios and Optional Rules booklet, and Tutorial scenarios in this Playbook.

2 Place the **board** in the middle of the playing area.

3 Prepare the **Strategy Card** deck. Select the Strategy Cards as indicated by the chosen Scenario. Shuffle the cards and make the draw pile, face down.

4 Prepare the **Battle Card deck**. Use all Battle Cards. Shuffle the cards and make the draw pile, face down.

5 Prepare **Generals** cards. Set up the **Roman Generals** cards on the Roman side of the board, face up.

6 Do the same for **Carthaginian Generals** cards.

7 Place the **Turn/Truce** marker on the board (Turn or Truce side up).

8 Place the **Political Control** markers,

9 **Tribe** markers

10 and **Walled Cities** markers on the board - as shown on the scenario map.

11 Also place PC markers on the Provincial Display. Double check for accuracy, as political control and ownership of Walled Cities is very important.

12 Place all other markers and dice near the playing area.

13 Place the **Combat Units**

14 and **Generalss standees** or **counters** (whichever you prefer to use) according to the scenario.

15 Place Subordinate **Generals** on their Commanding General's cards.

TUTORIAL

1

ACQUIRING POLITICAL CONTROL

Introduction

This is a puzzle for one player, who plays as Rome. Objective: Learn how to use Strategy Cards to gain Political Control.

Changes to standard rules

- Set up the board as per the image left (Iberia only). No Generals or CUs are used in this scenario.
- Scenario lasts only one Turn.
- Rome receives only 3 Cards:
  - #4 *Celtiberia Revolts*;
  - #67 *Baetica Revolts**;
  - #71 *Gades Sides With Rome**.

(*from Optional Cards deck)

Victory Conditions

- Rome wins if it controls more Provinces in **Iberia**.
- Otherwise Carthage wins.

Hints

- Sometimes Events are much more powerful than Operation Points.

MILITARY FORCES

There are Generals and CUs in the game. If one space contains a General (1 or more) and CUs, they make up an Army. All CUs in a space (with or without a General) are called a Force. Roman Armies are called Consular Armies if they are led by a Consul (they must usually consist of at least 5 CUs). Carthage also possesses a special kind of CUs: Elephants. There are only 4 Elephant markers available. In most cases Elephants are treated as regular CUs.

Siege Trains can only be introduced by Carthage (by an Event, #30 Strategy Card: *Carthaginian Siege Train*).

Overall, there is no limit to the number of Generals and CUs in a space. You need to take note of Walled City CU limits only while forming a garrison (moving CUs into a Walled City).

Each player may check the CUs that make up an opponent's Force or an Army at any time. Each player may also make change with counters of higher or lower value.

How to Gain CUs?

- Each scenario includes a setup of Generals and CUs.
- In the Reinforcement Phase, the players receive a specified number of CUs.
- By playing a Strategy Card of value '3', a player may Raise Troops, which allows that player to place 1 CU in a space that fulfills the following criteria:

  – it is in Province controlled by this player;
  – it contains their PC;
  – it contains their General.

  It is not possible to Raise Troops in a Besieged Walled City.
- Certain Strategy Cards (i.e. #10-16, #22, #43-48) allow a player to place CUs on the board under certain conditions.

Strategy Cards – Activating a General (Movement, Siege, Subjugation)

Another way of using a Strategy Card is to activate a General. In order to activate a General, the card value must be equal to or higher than his **Strategy Rating**.

An Introduction to Movement (Armies and Generals)

Dear player, the rules describing maneuvers take up to 1/3 of the overall rules. You may feel overwhelmed. It's worth remembering that in most cases your Army may move up to 4 spaces (each Army has 4 Movement Points (MPs), and entering most spaces costs 1 MP). Sometimes less – for example, if you encounter enemies and decide to battle them.

The opponent may try to avoid a Land Battle, but it's not easy to do so (it depends on a General's traits) and it's risky (as he may lose a Battle Card). On the other hand, you may expect an Interception, which is a surprise attack from adjacent enemy Armies. In this case you may end your Army Movement or fight a Land Battle.

By analyzing the situation on the map you'll quickly learn when to apply the additional rules (whether to avoid a Land Battle or Intercept), and when to execute a planned maneuver in a quick and bold move.

It's also worth remembering that you may fight a Land Battle using your garrison located in a Besieged Walled City.

Naval Movement

Naval Movement is conducted between ports as a result of a played Strategy Card with a ship symbol (3-OP Strategy Card or a Campaign card) and corresponds to a 3-MP Move (of the 4 MPs allowed). This means that an Army may move to a port (1 MP) on land and then take a ship to another port (3 MPs) or take a ship to another port (3 MPs) and then move from that port (1 MP) on land. The maximum number of CUs that can be transported as an Army is 5 (10 if using a *Minor* or *Major Campaign* card).

Naval Movement may be conducted between any ports. It may be possible to take a ship and land into the port space outside the Besieged Walled City. To successfully conduct a Naval Movement, the Carthaginian player must pass a risky test using the Naval Die and a table of modifiers printed on the board. Roman Naval Movements, on the other hand, do not involve risks and are conducted automatically.

Movement – General Rules

An Army or a General without an Army may spend up to 4 MPs. After each step the opponent's Reactions are checked.

Forced March Strategy Cards and some of the Generals' skills may increase this movement allowance to a maximum of 6 MPs. Playing a Strategy Card can activate an Army (CUs with a General) or a General without an Army, as long as the General's Strategy Rating is equal to or less than the card's value. There is no limit to the number of CUs present in 1 space (except for special situations in regard to Walled Cities).

During an Army Movement CUs may be separated or picked on the way, however a marching Army cannot exceed 10 CUs at any time.

There is no limit to the number of Generals present in 1 space, but one of them must be declared the Commanding General of the Army. The remaining Generals become his Subordinates.

Carthaginian Generals hierarchy: Hannibal outranks all other Carthaginian commanders.

Roman Generals hierarchy: Consuls outrank Proconsuls.

If there is more than one General of the same rank, then the player in command of them chooses the Commanding General before a General and his Army is activated.

A General may move by himself or with an Army and, if need be, his subordinates. In order to activate an Army a player needs to play a proper Strategy Card. Remember that Campaign Cards activate 2 or 3 different Generals.

If an Army enters a space occupied by the opponent forces that choose not to Avoid Battle or cannot Avoid Battle (or they have failed to Avoid Battle successfully), then the Army must end its movement and a Land Battle is fought. As an exception to this rule, 1 CU is automatically eliminated by an Army with 5 CUs or more (it is called 'Overrun').

A General without an Army cannot enter enemy-occupied spaces and he cannot end his movement on a space with an enemy General without Army, but he can move through such spaces.

Movement Procedure with Possible Reactions

a) The active player chooses the General he wishes to activate. If there is more than one commander in the space, a new Commanding General can be chosen. Next, the player decides how many CUs will march along with the activated Commanding General (maximum of 10) and whether his subordinates will march with him.

b) Play a Strategy Card with a proper Operation Points value (equal to or higher than the General's Strategy Rating).

c) Move a Commanding General/Army by 1 space.

d) The inactive player may react to a move:

- If there is an enemy Walled City including enemy CUs in this space.
- The inactive player announces **every** attempt to Avoid Battle or Intercept a marching Army.
- The Avoid Battle Attempt is resolved first.
   When there is more than one General in a space, the Subordinate may also make an attempt to Avoid Battle.
   A success is a die roll with the result **equal to or less than the Battle Rating of the General** who tries to Avoid Battle. If successful, the Commanding General/Army moves into an adjacent space.
- An active player may make an attempt to continue to march or Pursue the retreating Army/Commanding General.

A success is a die roll with the result **equal to or less than the Battle Rating of the General** who marches and Pursues.
If successful, the Commanding General/Army continues to march or Pursue.
In the case of a Pursuit the inactive player may make further attempts to avoid Land Battle.

- If a non-active Army occupies a space adjacent to the one being entered by the marching Army, the non-active Army may make an attempt to Intercept it. The marching Army may be forced to fight a Land Battle as a result or to Back up by 1 space.
   Multiple Interceptions may be attempted into the same space by different Armies.
   A success is a die roll with the result **equal to or less than the Battle Rating of the General** who tries to Intercept, modified by +1 if an Interception is being attempted in the space that contains enemy PCs and he doesn't have any friendly CUs there.

e) If the inactive player succeeds at Interception, then the marching Army may:

- Back up 1 space and end its movement or
- End its movement and fight a Land Battle. In this case the intercepting side receives 1 additional Battle Card (this bonus is limited to 1 Battle Card even if multiple Interceptions were successful).

f) If there is only one enemy CU in a given space, the marching Army may automatically eliminate it in an Overrun. The marching Army must contain at least 5 CUs to be able to perform an Overrun.

(Hint: Because the Interception is checked first, you might leave a single CU as a bait, and then include it in your Army in order to gain another Battle Card, provided that the Interception is successful).

g) Repeat steps c, d, and f until the Army finishes its movement.

h) The Army may now fight a Land Battle or attempt a Siege/Subjugation. The Army cannot fight a Land Battle or attempt a Siege/Subjugation as **a result of the same Movement**.

What Causes CUs to be Removed from the Board?

Land Battles above all, but not only.

- After the Land Battle ends, **both sides** must check for **Land Battle Casualties**. Sometimes the outcome forces the Carthaginian player to remove Elephants (if they participated in the battle).
- **Only the losing player** must check for **Retreat Losses**. If Carthage loses any CUs in this way, the Elephants must be removed first (if they participated in the Land Battle).

Instead of tables and modifiers seen in other games, this game uses a dedicated die and an interpretation key placed on the Battle Cards.

- **Only the losing** player checks for **Retreat Losses**.

During Retreat Move, the losing player may also lose **1 additional CU** for each space with an enemy PC or non-friendly Tribe, and the loss of a number of additional CUs equal to the number of enemy CUs in the space crossed by the Retreating Force. The player suffers **the complete annihilation of the**

Retreating CUs if there is no way of Retreating. Note that it is not possible to Retreat through Mountain Passes or Straits, to use Naval Movement, or to use more than 4 MPs when Retreating.
- **Winter Attritions** losses. All CUs and Armies in spaces containing an enemy PC (including Besieged Walled Cities) or non-friendly Tribes must roll for Winter Attrition losses.

- The player must roll for Attrition when **an Army crosses Mountain Passes** (both Alps and non-Alps types. Note that Alps passes are more difficult to cross safely).
- Events played by the opponent.

Carthaginian Naval Movement may involve the risk of losing CUs. A failed Naval Movement may result in the loss of the whole Army (including a General).

TUTORIAL

2

HOW CAN YOU MANEUVER WITH SUCCESS?

Celtiberia has been totally captured by Romans and has a line of supply to the Roman Walled City of Massilia. Carthaginian troops are in Saguntum (Hannibal and Mago with a strong Army). In Celtiberia there is only one weak Roman garrison in Budua.

Introduction
This is a puzzle for one player, who plays as Carthage.
Objective: Use 3 Strategy Cards to maneuver on the map successfully.

Rome Setup
① 1 Roman CU in Budua.

Carthage Setup
① 10 CUs (two of which are CUs with Elephants) and **Hannibal** in Saguntum. Place **Mago** on Hannibal's Card.

Changes to standard rules
- The scenario lasts only one Turn.
- Carthage receives only 3 Cards:
  - #40 *Minor Campaign*;
  - #45 *Allied Auxiliaries*;
  - #48 *Allied Auxiliaries*.

- Carthaginians cannot enter the Idubeda Province.

Victory Conditions
Carthage wins if:
- Carthage controls Celtiberia and Carthaginian Armies are in Saguntum and Cartala by the end of the scenario.
Otherwise Rome wins.

Hints
- You can Overrun enemies.
- You can use OP to convert a PC marker if your CU is on it.
- Remember that isolated PC markers must be removed at the end of the turn.

3

HOW CAN YOU USE NAVAL MOVEMENT WITH SUCCESS AND CROSS A MOUNTAIN PASS?

Mago will try to sail to Nicaea from Carthago Nova with a full compliment of 10 CUs and then quickly attack Italy. The timing is good – it is a year of Carthaginian Naval Victory and Syracusae is now allied with Carthage.

Introduction

This is a puzzle for one player, who plays as Carthage.
Objective: Use 3 Strategy Cards to maneuver on the map successfully.

Carthage Setup

1 10 CUs (two of which are CUs with Elephants) and **Mago** in Carthago Nova. Place **Bomilcar** on Mago's card.

Tribe Setup

- Place the 7 Tribe Markers in the spaces that match their color.

Active Cards

- *Carthaginian Naval Victory* (#29) is in effect.
- *Syracuse Allies With Carthage* (#26) is in effect.

Changes to Standard Rules

- The scenario lasts only one Turn.
- Carthage receives only 3 Cards:
  #34 *Major Campaign*;
  #45 *Allied Auxiliaries;*
  #48 *Allied Auxiliaries*.

Victory Conditions

Carthage wins if:
- Carthage controls Gallia Cisalpina <u>and</u>
- A Carthaginian Army is in Nicaea by the end of the scenario.

Otherwise Rome wins.

Hints

- You can use OP to convert a PC Marker if your CU is on it.
- Remember the Mountain Pass Attrition Roll.

Land Battles

Introduction

The mechanics of Battle Cards being used during Land Battles reflect the possible actions of generals on an ancient battlefield. The better the General, the stronger the Army, the more Allies present – the more cards in the Battle Card Deck, the better your chances of success are. There are of course nuances such as bonuses obtained for Interceptions or penalties for failed attempts to Avoid Battle...

There are several types of Battle Cards, each representing a military maneuver. Having a lot of the same cards can be compared to a well-formed army ready for a decisive strike. If you have many cards of the same type (e.g. *Frontal Assault*) in your hand, you may expect that your opponent has been dealt a smaller amount of them. That in turn means you have a bigger chance to succeed if you play them repeatedly, depleting your opponent's ability to respond.

Of course, victory isn't guaranteed. Your opponent may counterattack, and usually does so. If their General is particularly skilled, he may claim the initiative and try his luck with his own maneuvers. Note that the longer the Land Battle lasts, the larger the number of casualties will be suffered by both sides. However, the outcome will have political repercussions only for the defeated player! Sometimes a prudent General needs to make a tough decision to to retreat from a Land Battle that is waged in unfavorable conditions.

Land Battle Resolution

Land Battles are resolved by the Battle Cards (BC). After the Land Battle ends, all Battle Cards return to the Battle Card deck. It must be reshuffled immediately.

The Battle Card deck consists of 48 cards:
- **12 Frontal Assault**
- **9 Flank Left**
- **9 Flank Right**
- **8 Probe**
- **6 Double Envelopment**
- **4 Reserve**

The Attacker plays one of their Battle Cards, and the Defender must – if they want to continue the Land Battle – play a matching card (the same or a Reserve Card).

Tip for beginners: play the Battle Card type that is predominant in your hand, as your opponent likely has less of them (possibly none!).

The more Battle Cards you have, the better your chances of winning.

The Land Battle consequences are casualties and political repercussions (the loss of influence – meaning the PC).

How to Receive Battle Cards?

Regardless of the following rules, **each player has a Battle Card limit of 20 cards**, before the affect of an Elephant Charge is applied.

Each player **receives** Battle Cards according to the following criteria:
- the number of Battle Cards equal to the **Battle Rating** of their Commanding General;
- the number of Battle Cards equal to the number of CUs fighting in the Land Battle;
- 1 Battle Card if an enemy Army has been successfully Intercepted;
- Carthage receives 1 Battle Card if the Land Battle is being fought in a space containing a Friendly Tribe;
- if a **General is fighting** in the Land Battle, a player may receive additional Battle Cards for Allies:
  - in the case of a battle being fought in Africa, Iberia, or Italia players receive Battle Cards for each Province they control in this Region (except for Roman player, who receives no more than 2 BCs for control of Italian Provinces);
- a player loses 1 Battle Card if they failed to Avoid Battle.

Land Battle Procedure

The player who initiates the battle is the Attacker, but may become the Defender during the Battle.

a) Land Battle Preparation:
  - a. if **both Consuls** are present in the Roman Army, a Change in Command may occur;
  - b. the Attacker may play Strategy Cards that influence the battle;
  - c. the Defender may play Strategy Cards that influence the battle;
  - d. Carthage may use Elephants:
    - before the Carthaginian player receives their Battle Cards, they may try to charge with his Elephants;
    - you need to roll the Die. Depending on the result:
      - **'1' or less** – Rampaging Elephants. The Carthaginian player receives 1 less Battle Card;
      - **More than 1 but not more than the Battle Rating of the Commanding Roman General** – nothing happens;
      - **More than the Battle Rating of a Commanding Roman General** – the charge is successful, the Roman player receives the number of Battle Cards reduced by the number of Elephants taking part in the charge;
  - e. you may deal Battle Cards according to the above criteria, and, if need be, reveal the cards identified by the #20 Strategy Card: *Spy in Enemy Camp*;
  - f. start the actual Battle.

b) Battle Rounds are **repeated until the winner is determined** or one player successfully **Withdraws**.

If the attacker plays a 'Reserve' Battle Card, he may determine its type (1 of 5 available). By playing a 'Reserve' Battle Card, the Defender always needs to match it to the card played by the Attacker.

  a. the Attacker **may** make an attempt to Disengage and Withdraw from the battle if such a move is possible:

    —   to make an attempt to Disengage is to roll the Die. If the result is **equal to or less than the Battle Rating of their General**, this means a successful Withdrawal, **but**

    —   the Defender **may** make an attempt to prevent the Withdrawal and roll the Die. If the result is **equal or less than the Battle Rating of their General**, this means a successful prevention of the Withdrawal;

    —   an unsuccessful Disengagement or a successful prevention means that the Defender **may** take over the initiative and become the Attacker;

    —   regardless of the Defender's decision, after the unsuccessful attempt of the Withdrawal, a new Battle Round is commenced;

    —   if a Withdrawal is successful, both sides need to determine Land Battle Casualties (as they are suffered by both sides), but there are no losses resulting from Retreat;

  b. or plays one of his Battle Cards;

  c. if the **Attacker** doesn't have any more cards to play, they **lose** the battle (and you need to check for casualties);

(Note: This is why the Defender doesn't always want to take over the initiative and become the Attacker)

  d. if the Defender wishes to continue the battle, they must play a matching card (the same or a 'Reserve' Battle Card);

  e. if the **Defender** doesn't play a matching card, then they **lose** the battle (and you need to check for casualties);

  f. if the Attacker played the *Double Envelopment* Battle Card and the Defender played a matching card, then the Defender **may** automatically become the Attacker;

  g. if the Attacker played another Battle Card and the Defender played a matching card, then the Defender **may** try to Counterattack in order to become the Attacker. They roll the Die for this purpose. If the result is:

    —   **equal to or less than the Battle Rating of their General** – the Counterattack succeeds and the Defender becomes the Attacker;

    —   **more than the Battle Rating of their General** – the Counterattack fails and the Defender doesn't change role;

  h. a new Battle Round commences, starting at 'a'.

c) **Both sides** suffer Land Battle Casualties:

  a. you need to determine how many rounds of battle have been played (including the last round, in which the card was played by the Attacker only); *Note:* Failed attempts to Withdraw are not counted as battle rounds.

  b. the winner rolls the Die to determine Battle Casualties of both sides depending on the Battle duration and the result of the die roll;

Note: It is possible not to play a Battle Card on purpose and lose the Battle early to avoid casualties.

  c. the casualties are determined by the Attrition Table.

d) Retreat Losses are suffered by **the losing side** only:

  a. this player rolls the Retreat Die;

  b. the number of losses depend on his number of CUs that were present at the start of the battle and the result of the Die roll;

  c. the last card – which settles the battle outcome – determines the losses of the losing side during Retreat;

If the losing side joined the Battle with 1-4 CUs, you need to use the small Retreat Die:

If the losing side joined the Battle with 5 or more CUs, you need to use the large Retreat Die:

  d. if there are Elephants present among the losing side, 1 Elephant CU must be removed first.

e) The Retreat Move **of the losing player** and possible further losses.

CUs unable to Retreat or those who would have had to use more than 4 MPs are eliminated. In order for the Retreat to be successful, a couple of rules must be followed. The loser must Retreat to a space that is both friendly controlled (contains a friendly PC) and clear of enemy CUs, or to a space that contains more friendly CUs than the Retreating Force. A Force can Retreat using up to 4 MPs. You need to remember that **Retreat Penalties** depend on the following circumstances:

  a. for each crossed space containing an enemy PC or a non-friendly Tribe, the Retreating Force loses 1 additional CU;

  b. a Force Retreating into a space containing hostile CUs loses the number of CUs equal to the number of enemy CUs present in this space.

Political Consequences

The losing player must remove their PCs from the board (not counting Walled Cities nor Tribes) in the number equal to half (**rounding down**) of the CUs lost in Battle (**total** from Land Battle Casualties, Retreat Losses and CUs lost during Retreat).

As a result, an early end of the game may occur.

4

HASDRUBAL'S FAITH

◇
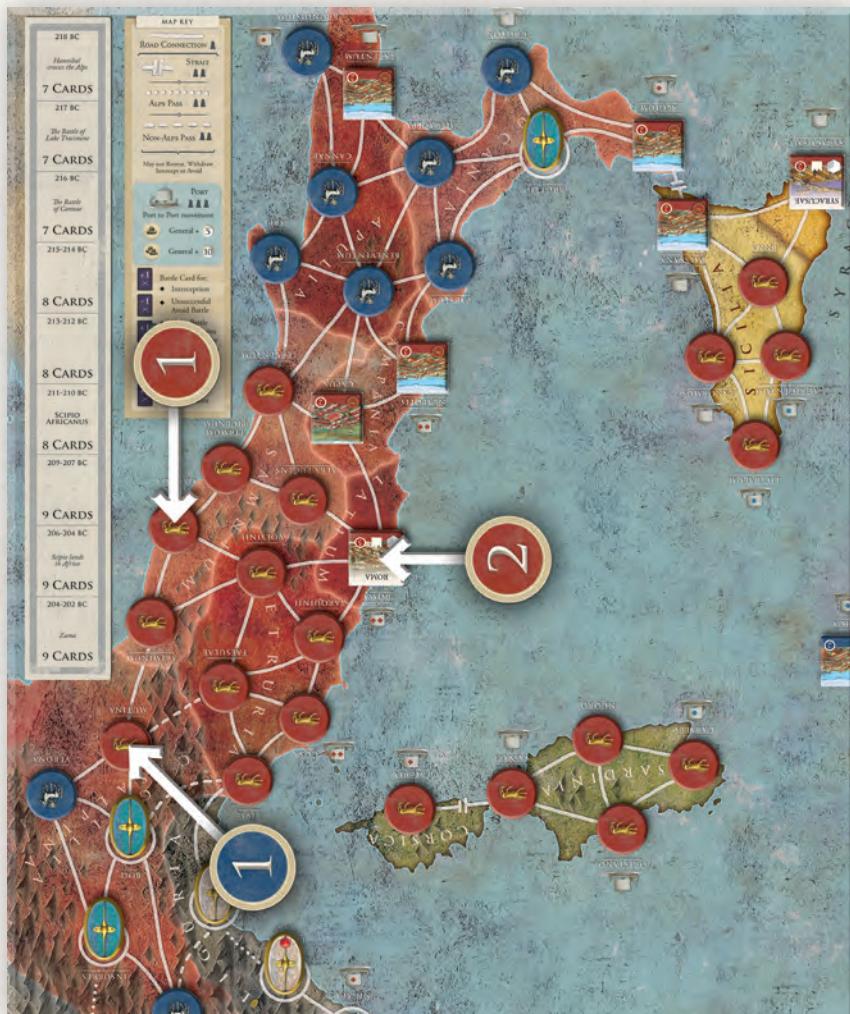
Hasdrubal has just crossed Alps. He marches south quickly to combine armies with his brother Hannibal. Rome will do everything to stop him.

Introduction

This is a puzzle for two players. Objective: to maneuver on the map successfully and try to Avoid or Withdraw from battles.

Rome Setup

1 8 Roman CUs and Consul **Livius** in Sena Gallica.

2 2 Roman CUs and Proconsul **Flaccus** in Roma.

Carthage Setup

1 6 CUs and **Hasdrubal** in Mutina.

Tribe Setup

● Place the 5 Tribe Markers in the spaces that match their color.

Changes to standard rules

● The scenario lasts only one Turn.
● Carthage starts.
● Carthage receives only 3 Cards:
  #56 *Grain Shortage*;
  #68 *Manpower Shortage**;
  #86 *Surprise Raids**;
  (*from Optional Cards deck)
● Rome receives only 3 Cards:
  #41 *Bad Weather*;
  #57 *Hanno Counsels Carthage*;
  #65 *Deception & Surprise*.

Victory Conditions

● Carthage wins if Hasdrubal reaches any space in Lucania.
● Otherwise Rome wins.

Hints

● You can Intercept an enemy Army.

5

HOW CAN YOU SLOW DOWN ENEMY TROOPS AND WIN A BATTLE?

Hannibal is about to march towards Rome. But he has to cross the Alps first. Publius Scipio must slow down the march of this great army at any cost.

Introduction

This is a puzzle for two players. Objective: to maneuver on the map successfully and conduct Battles properly.

Rome Setup

1 8 Roman CUs and Consul **Scipio** in Massilia.

2 2 Roman CUs in Helvii.

3 2 Roman CUs in Nemausus.

Carthage Setup

1 8 CUs (two of which are CUs with Elephants) and **Hannibal** in Saguntum.

Tribe Setup

- Place the 7 Tribe Markers in the hexagonal spaces that match their color.

Changes to standard rules

- The scenario lasts only one Turn.
- Carthage starts.

- Carthage receives only 3 Cards:
    #5 *Native Guide*;
    #61 *Forced March*;
    #79 *Punic Faith**;
  (*from Optional Cards deck)
- Rome receives only 3 Cards:
    #7 *Hostile Tribes*;
    #55 *Messenger Intercepted;*
    #63 *Forced March.*
- You cannot Raise Troops.
- There is no Naval Movement in this scenario.

Victory Conditions

- Carthage wins if Hannibal reaches any space in Gallia Cisalpina and his Army includes at least 1 Elephant CU.
- Otherwise Rome wins.

Hints

- Play Events wisely.
- Remember that there is a possibility of Withdrawing from Battle.

How to lay a Siege
or Subjugate Tribes Successfully?

Walled Cities and Tribe Markers (all of which are hostile towards Rome and only a few of them sympathize with Carthage) function in the same way as PCs, with some additional properties. One of them is a more complex procedure of changing control by Subjugating a Tribe or converting a Walled City through a successful Siege. Of course it may so happen that you play an Event card in your favor and the situation would be resolved faster and easier. Siege and Subjugation Procedures work similarly.

Note: The Walled City Markers contain 2 symbols: the number of CUs that may form a garrison hidden behind the walls and − in some cases − a ♜ symbol influencing the Carthaginian Siege Die roll.

A Siege or a Subjugation succeeds when an Army accumulates 3 Siege Points (in total, not necessarily in a row) during the attempt of a Siege or Subjugation marked with Siege markers. After 3 Siege Points have been collected you convert a Walled City marker to your side (removing enemy CUs and Siege markers from the board) or to replace an enemy Tribe marker with a PC of your own.

By using a Strategy Card you may make only 1 attempt of Siege/Subjugation of a given space (so the Campaign Card that enables you to activate 2 or 3 Generals in such case enables only 1 of the Generals to attempt to Siege or to Subjugate a given space).

In order to begin or continue a Siege or Subjugate, an Army must consist of at least 3 CUs.

Note: Some Generals possess skills useful during a Siege.

There are two types of Siege Dice used in the game: Red used by Rome, and White used by Carthage. The distribution of side values differs in order to reflect a lack of Carthaginian experience in laying sieges.

Each ▲ stands for 1 Siege Point.

Each ⊙ stands for a removal of 1 CU by the Besieging side.

The effects are cumulative, so ⊙▲ results in a loss of CU and gain of a Siege Point.

If a Walled City has a ♜ symbol and the same symbol was rolled on the Carthaginian die, the besieging side loses 1 CU **instead** of gaining 1 Siege Point.

If the Carthaginians use their Siege Train, any ♜ effects are cancelled, so a roll of ♜▲ is treated as ▲.

The subjugation of Tribes does not have any modifiers, so both Rome and Carthage always need to use the Red Siege Die.

A Siege/Subjugation ends immediately if there are no longer any enemy CUs in the space containing the Walled City or Tribe. All Siege Points must be removed.

A Besieged Walled City is subject to certain restrictions, in particular it cannot receive any Reinforcements or Raise new CUs. A garrisoned Army may not leave a Besieged Walled City via Naval Movement.

A Besieged Walled City still counts as a PC.

6

SIEGE OF SYRACUSAE
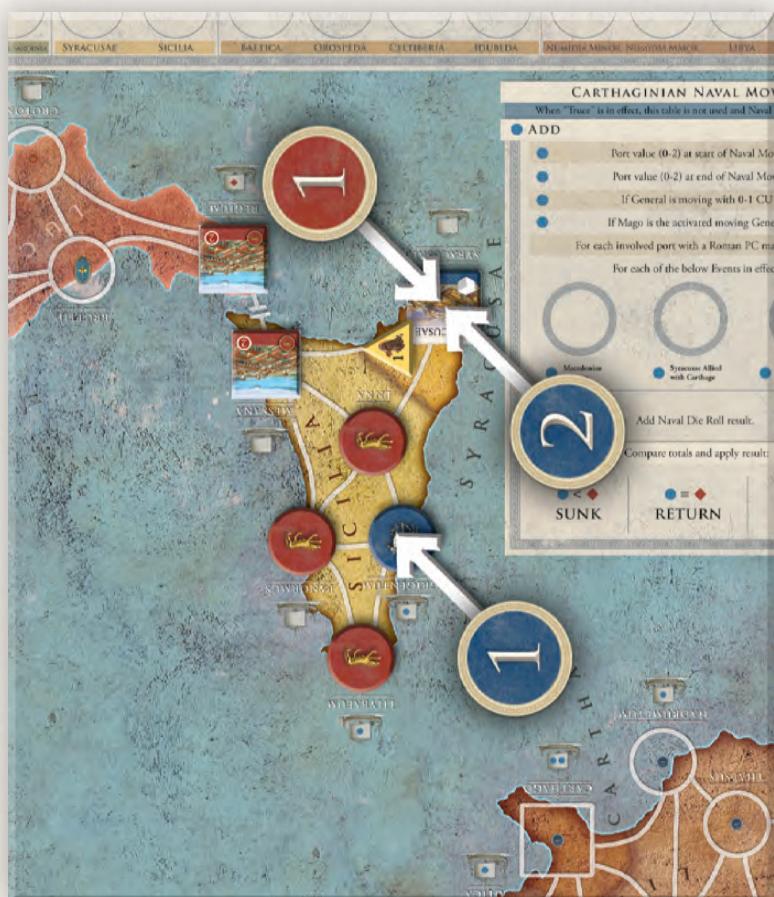
Marcellus is besieging Syracusae, which is about to fall. Carthage finally decides to send an army in order to support its important ally.

Introduction

This is a puzzle for two players. Objective: to perform Sieges and to lift important Walled Cities from Siege.

Changes to standard rules

- The scenario lasts only one Turn.
- Carthage starts unless preempted by Rome playing a Campaign Card.
- Carthage receives only 3 Cards:
    #2 *Sicilia Revolts*;
    #52 *Pestilence*;
    #70 *Archimedes**.
  (*from Optional cards deck)
- Rome receives only 3 Cards:
    #39 *Minor Campaign*;
    #40 *Minor Campaign*;
    #54 *Treachery within City*.
- At the end of scenario you must check for Attrition.

Victory Conditions

- There are only two Provinces. The side that controls more Provinces at the end of scenario wins.
- In case of a draw, the side with more CUs wins.

Rome Setup

(1) 8 Roman CUs and Proconsul **Marcellus** Besieging Syracusae (1 Siege Point marker).

Carthage Setup

(1) 4 CU and **H. Gisgo** in Agrigentum.

(2) 2 CU in Syracusae (under Siege).

Hints

- Play Events wisely.
- Remember about Marcellus' Special Ability.