

SHORT PLAYER AID

SEQUENCE OF PLAY (5)

1. Reinforcements (5.1)

Reinforcements may not be placed in Besieged Walled Cities.

A. Carthaginian

- 1 CU in *Carthago* or with any General in *Africa*.
- If *Carthago Nova* is friendly controlled, place 1 CU in either *Carthago Nova* or with a Carthaginian General in *Iberia*.
- If *Baetica* is friendly controlled, place 1 CU in either *Carthago Nova* or with a Carthaginian General in *Iberia*.
- 1 CU in any space that contains either a Carthaginian General or in *Carthago* or *Carthago Nova*.
- If there are any displaced Carthaginian Generals in the pool (2.2.B), return them all to the game after placing all Carthaginian reinforcements. They may be placed in any space containing one or more Carthaginian CUs.

B. Roman

- The Roman player receives 5 CUs per turn.
- The CUs may be placed in *Roma* or with any Roman General(s).
- At least 3 of 5 Roman CUs must be placed in *Italia*, and if the Roman player does not have at least one Force of 5+ CUs, they must be placed if possible to create one.
- (optional) Return the current Proconsul to the available Generals pool. Elect one of the Consuls (if any) to be Proconsul. Place the Proconsul marker on his General's card.
- Return all Consuls to the available Generals pool (not the Proconsul). Randomly draw two new Generals from the pool and elect them as Consuls.
- Place the newly elected Consuls in any space(s) containing at least 5 Roman CUs. If not possible, then *Roma*.
- P. Cornelius *Scipio Africanus* with 5 CUs arrives as additional reinforcements on Turn 6 (211-210 BC).
- They may not be split up. *Scipio*'s Army may be placed in any space in *Italia* or any port in *Iberia* that contains a friendly PC and no enemy CUs. If there are no such spaces on Turn 6, *Scipio Africanus* and his Army never enter the game.

2. Strategy Card Phase (5.2)

Carthage determines who will play first. Rome may preempt by playing a Campaign Strategy Card.

- **Strategy Cards** – use Operation Points (OP) or play Event, or discard face up.
(Counter Events with the swords  icon do not count as your normal play.)
-  symbol – allows Naval Movement.
- **Using OP** – Activate a General, Place PCs, or Raise Troops (OP 3 card only).
-  symbol – allows Raise Troops.

If there are not enough cards to deal a full hand, reshuffle the remaining cards and discards to create a new deck.

3. Winter Attrition Phase (5.3)

- Each Force in a space containing an enemy PC (including a Walled City) or a non-friendly Tribe suffers Attrition.
- Generals are *not* affected.

4. Political Isolation Phase (5.4)

- Remove all non-Walled, non-Tribe PCs which are isolated (*Rome removes first*).
- The traced path may not cross a Mountain Pass and may not pass through a space with an enemy PC or non-friendly Tribe. It may trace through a space containing enemy CUs only if the space contains a friendly PC. It may trace through neutral (empty) spaces.

5. Victory Check Phase (5.5)

- Each player counts the number of Political Significant Provinces they control.
- Whichever player has the lower count must remove a number of their non-Walled City, non-Tribe PCs equal to the difference. If a player does not have enough, they lose the game.
- On the last turn the player who controls the most Politically Significant Provinces wins. If it is a tie Carthage wins.

IMMEDIATE VICTORY (4.1)

A player wins immediately by fulfilling any of the following Victory Conditions:

- If a player must remove more PCs than they have on the map, their opponent wins.
- Rome wins if they control *Carthago*.
- Carthage wins if they control *Roma*.
- Carthage wins if they control all Provinces in *Italia*, except *Latium*, during the Victory Check Phase.

MOVEMENT (7)

1. Land Movement (7.2)

- Generals may move with or without CUs. Only 1 General moves with each Strategy Card unless a Campaign Card is played.
- You can move General up to 4 Movement Points (MPs). You can pick up and drop off CUs along the way (10 CU limit).
- Each space the Army moves into may trigger *Reactions* (move into Walled Cities, Avoid Battle, Intercept).
- If the Army moves into a space containing enemy CUs that do not Avoid Battle or move inside a Walled City, the Army must end its move and fight a Land Battle. A General without CUs may not enter a space with an enemy CU.
- If you move into a space with only 1 enemy CU without a General and your Army has at least 5 CUs, you may Overrun.

- Once the move is complete, if the space contains an enemy-controlled Walled City or non-friendly Tribe the Army may Siege/Subjugate.

2. Naval Movement (7.3)

- With the play of a Strategy Card with a  a General may move from any Port to any other Port (even one containing an enemy PC or CUs), costing 3 MPs.
- When the Carthaginian Player makes a Naval Move, they must roll the Naval Die and use the Carthaginian Naval Movement Table to determine the outcome.

3. Mountain Passes and Straits (7.2B)

- Crossing a Mountain Pass or Strait costs 2 MPs. Roll the Die for Attrition after crossing a Mountain Pass (-2 to roll if it is a non-Alps Pass).
- A General/Army may only move across the Messana-Regium Strait if their player controls the city they are moving from.
- Interceptions, Avoid Battle, Withdrawals, and Retreats are prohibited across Passes and Straits. Backing up is possible across a Mountain Pass, but Attrition must be rolled again.

REACTIONS (8)

- If the active Army has entered a non-Besieged, enemy Walled City space, the non-active player declares which of their own CUs and Generals are inside the city and which are outside.
- The non-active player declares all of their Avoid Battle* and Interceptions* attempts.
- **Avoid Battle***: Move the Army from the space if successful (for a Walled City, this will allow an Army to move inside the City).
- **Interceptions***: Conduct them in any order.

AVOIDING BATTLES (9)

- If the attempt succeeds* you may move your Army (observing the 10 CU limit) into one adjacent space. Otherwise, a Battle will occur, and you will suffer a -1 Battle Card penalty.
- A General without CUs who fails to Avoid Battle is displaced.

INTERCEPTION (10)

Interceptions occur before **Overruns**. You may not Intercept an Army/General that Intercepts, Avoids Battle, Backs up one space, Withdraws or Retreats.

- If the Interception is successful* your Intercepting Army moves into the space. Unless the Intercepted Army/General Backs up (10.3), a Land Battle occurs. The Intercepting player is considered the Defender, and gains +1 Battle Card.

- Multiple Interceptions may be declared; all must be resolved before the enemy decides to Battle or Back up (if Intercepted). If more than one Interception succeeds, all Intercepting Armies are combined under one Commanding General.
- Only one Interception attempt may originate from each space.

LAND BATTLES (11)

A Land Battle occurs when an Army moves into a space with enemy CUs that fail or choose not to Avoid Battle*.

1. Preparing for Battle (11.1)

1. The Carthaginian player possibly makes a Change in Command Roll (11.2).
2. The Attacker may play applicable Counter Event cards.
3. The Defender may play applicable Counter Event cards.
4. The Carthaginian player may resolve an Elephant Charge.
5. Deal Battle Cards.

2. Change of Command (11.2)

If a Roman Army with both Consuls enters Battle as:

- the Attacker – the Carthaginian player may make a Change in Command Roll during this step.
- the Defender – the Carthaginian player must make a Change in Command Roll.

On a roll of 1-3 nothing happens, on a roll of 4-6 the Commanding and Subordinate Consuls immediately switch roles.

3. Elephant Charge (11.3)

If the Carthaginian player has any Elephant CUs in this combat, they may attempt an Elephant Charge and roll the Die:

- If the result is higher than the Battle Rating of the Commanding Roman General, the Roman Battle Card hand size is reduced by the number of Elephant CUs present.
- If the result is a 1 (or less), the Carthaginian Battle Card hand size is reduced by one.
- Otherwise there is no effect.

4. Deal Battle Cards (11.4)

Each player draws Battle Cards (BCs):

- equal to the Commanding General's Battle Rating (if any),
- +1 BC for each CU in the Battle,
- +1 BC to the Intercepting Army,
- -1 BC to an Army which failed to Avoid Battle,
- + various BCs due to Allies,
- +2 BCs for the Roman player if the Battle is in *Latium*,
- +1 BC for the Carthaginian player if the Battle is in a friendly Tribe's space.

The **maximum hand size is 20 BCs**, then apply the effects of the Elephant Charge, if any.

5. Allies (11.4B)

Players receive Battle Cards as "Allies" when they have a General in the Land Battle and control Provinces in certain Regions.

- Rome is limited to a maximum of two Ally cards for Battles occurring in *Italia* and does not count *Latium* as Allies. However Rome receives +2 BCs if the Battle occurs in *Latium*.

6. Battle Rounds (11.5, 11.6)

- Each round, the current Attacker decides to either Attack or Disengage.
- The Defender must play a BC which matches the Attacker's. A matching BC is one with the same title or a *Reserve* card.
- After matching the Attacker's BC, the Defender **may** attempt to Counterattack if their Force has a General by rolling the Die*. If successful, he becomes the Attacker.
- If the Attacker plays *Double Envelopment* and the Defender successfully matches it, the Defender **may** seize the initiative without rolling to Counterattack.
- When played, the *Reserve* card is declared and counted as one of the other types of BC.
- Rounds are played until:
 - the Attacker successfully Disengages, and Withdraws, **OR**
 - the Defender is unable or unwilling to match the Attacker's BC, thereby losing the Battle, **OR**
 - the Attacker has no BCs at the start of a Battle Round, thereby losing the Battle.

7. Disengage and Withdraw (11.7)

Instead of playing a Battle Card, the *current* Attacker can attempt to end the Land Battle and move away by rolling the Die*.

- If the Attacker succeeds on the roll, the current Defender **may** immediately attempt to cancel it by rolling the Die*. If the Disengage is unsuccessful, the Defender **may** decide to immediately become the Attacker.
- If the Attacker successfully Disengages, they must Withdraw their entire Army to an adjacent space. Land Battle Casualties are resolved, but no Retreat occurs. There are no Political Consequences.

8. Battle Casualties and Retreat Losses (11.9, 11.10A)

The winner rolls on the Attrition Table, cross-referencing their Die result (row) against the number of BCs played (column) by whoever played the most. Each side loses CUs equal to the Table result.

- The loser rolls the Retreat Die (small if the losing Force began the Battle with 4 or less CUs, otherwise large Retreat Die).
- Cross-reference the result to the last BC played. The losing Force loses additional CUs as indicated.
- If the row on the Table indicates an elephant, the first CU lost from the Carthaginian Force must be an Elephant (if it has any).

9. Retreat Move (11.10B)

- The losing player must Retreat their Force up to 4 MPs to a space that is both friendly controlled and has no enemy CUs, or to a space that contains more friendly CUs than the Retreating Force. The Retreat cannot cross a Mountain Pass or Strait.
- You may choose a Retreat path or destination that is not the closest if it causes fewer CU losses. Friendly CUs along

the Retreat path that do not outnumber the retreating CUs join the Retreat (including any friendly Generals; the 10 CU limit does not apply).

- The Retreat may not use Naval Movement. If the losing Army debarked in the Battle space that round, it is eliminated (unless there is a friendly Walled City in the Battle space).
- The original Attacker's first Retreat space must be the one from which it entered the Land Battle. The original Defender may not enter the space from which the active player's Army came.
- A Retreating Force loses 1 CU for each space it enters that contains an enemy PC or a non-friendly Tribe. When a retreating Force passes through a space that contains enemy CUs it loses an additional CU for each enemy CU there. A Retreating Force may not end its Retreat in a space containing enemy CUs. If a Force cannot legally retreat it is eliminated.
- A Force may Retreat into a friendly non-Besieged Walled City if the Land Battle occurred in that space. Such a Force may also split up.

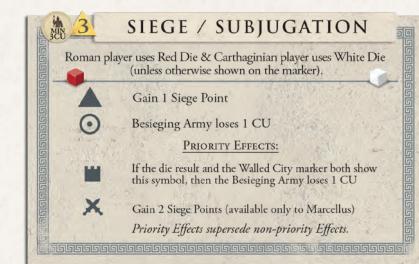
10. Political Consequences (11.11)

- The loser of the Battle must remove a number of their non-Walled City, non-Tribe PCs from the map equal to half (rounded down) of the total number of CUs they lost in the Battle (this includes Battle Casualties, Retreat Casualties and CUs lost during Retreat).
- If the loser is unable to remove enough PCs, they lose the game.

SIEGE / SUBJUGATION (12)

Any activated General in, or who ends his move in, an enemy Walled City or non-Friendly Tribe space with at least 3 friendly CUs may begin or continue a Siege or Subjugation, unless he has participated in a Land Battle during this activation.

- Only one Siege or Subjugation against the same Walled City or Tribe is possible during the resolution of one Strategy Card.
- A Besieged Walled City may not receive reinforcements and a General within may not Raise Troops.
- An activated Besieged Army in a Walled City may initiate a Land Battle against the enemy Sieging Force.
- A Walled City is not Besieged until it has at least 1 Siege Point on it.
- If the Sieging player ever has no CUs remaining in the space, the Siege/Subjugation is cancelled, and all accumulated Siege/Subjugation Points are removed.
- When 3 Siege Points are accumulated against the enemy Walled City, eliminate all CUs inside, displace any Generals inside, and flip the marker to your control.
- When 3 Subjugation Points are accumulated against a Tribe, remove the Tribe from the game, and place one of your PCs in that space.



* Rolling the Die – to succeed you need to roll **less than or equal** to your Commanding General's Battle Rating