

CLASSIC EDITION

HANNIBAL

MARK SIMONITCH



RULEBOOK

***Hannibal** is a two-player game based on the Second Punic War (218-201 BC) in which one player (Rome) represents the Roman Republic (red) and the other (Carthage) takes the role of the Carthaginian Empire (blue). By maneuvering armies, gaining influence by placing and flipping political control markers, and well-timed play of critical strategic events, players will fight for victory and glory.*

The game begins after the Carthaginian siege of Saguntum, which triggered Rome's declaration of war. Hannibal and his large army is ready to march, while Roman forces are divided between two consular armies in Italy and Sicily. Will Hannibal be able to quickly reach the relative safety of Cisalpine Gaul, where the local tribes are in revolt against Rome? Or will the Romans be able to subdue the revolt and block the access to the heart of the Italian Peninsula?

ABOUT THIS EDITION

***Hannibal Classic Edition** is the first PHALANX version of the game to be released separately from Hamilcar. The latter is now available as a standalone game.*

Compared to the previous Golden Geek Edition, the Classic Edition:

- *Revives the classic Second Punic War scenario as the core of the game.*
- *Has an updated rulebook that reflect this, and addresses all known outstanding questions and errata.*
- *Limits the Roman Generals pool to nine standard and five optional Generals.*
- *Adds a Playbook with a series of learn-to-play tutorials.*
- *Replaces the plastic miniatures with cardboard standees.*
- *Adds the Sun of Macedon expansion General and Strategy Cards as a new optional rule.*

This rulebook explains how to play the Second Punic War scenario, which is the scenario published with the original Hannibal: Rome vs Carthage released by Avalon Hill in 1996. 12 additional scenarios, and a host of optional rules, are provided in the Alternative Scenarios and Optional Rules book, for those players who want some variety away from the core game.

CREDITS

Original Hannibal game design: Mark Simonitch

PHALANX Hannibal game design and development:

Raymond de Maria

Creative Director: Jaro Andruszkiewicz

Design and development consultancy: Valdemar Gumienny

Project management: Piotr Górny

Artwork: Piotr Słaby, Rafał Szymański, Paweł Kaczmarczyk,

Bartłomiej Jędrzejewski, Robert Kruszewski

Graphic design: Piotr Słaby, Krzysztof Klemiński,

Bartłomiej Jędrzejewski, Srdjan Jovanovski

Rules editing and project management (Classic Edition):

James Buckley, Srdjan Jovanovski

DTP: Krzysztof Klemiński, Katarzyna Jasińska

Crowdfunding: Adrian Turzański

Rules translation and editing: Valdemar Gumienny,

Wojciech Sieroń, Jeremy Harrison, Piotr Górny, Russ

Williams, José Garrido, Maximilien Da Cunha,

Flavio Mortarino, Rodolphe Duhil, Piotr Zawada,

Lance Moody, Michał Sieroń, Mitchell Land, Brian Mola,

Kevin Duke, Andy Latto, Victor Olivié, Justin Vorhis

Scenarios and Tutorials: Pieter van der Knapp,

Valdemar Gumienny, Wojciech Sieroń

Player Aid: Peter Gifford, Wojciech Sieroń, James Buckley

Scenarios and cards inspired by work of: Charles Féaux

de la Croix, Roberto Ullfig, Charles Bahl, Andy Daglish,

John Rodriguez

Historical flavour thanks to: Dariusz Góralski,

Jarosław Sobczak, Jonathan Nikitas, Piotr Górny,

Mikołaj Lenczewski, Grzegorz Bakera, Tomasz Sordyl,

Justin Vorhis

TTS testing module: Mariusz Rosik

Photography: Ewa Zawisza

Proof reading: Srdjan Jovanovski, Rijnny van Putten

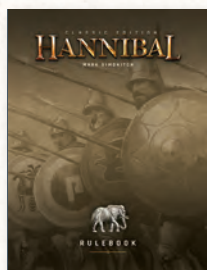
TABLE OF CONTENTS

1. Game Components	3	8. Reactions	15
2. Core Concepts	5	9. Avoid Battle	15
2.1 Board and Political Control	5	10. Interception	16
2.2 Generals	6	11. Land Battle	18
2.3 Military Units	7	12. Siege and Subjugation	22
2.4 Cards and Dice	7	13. Other Rules	24
3. Game Setup	8	14. Strategy and General Card Notes	25
4. Victory Conditions	9		
5. Gameplay	10		
5.1 Reinforcement Phase	10		
5.2 Strategy Phase	10		
5.3 Winter Attrition Phase	11		
5.4 Political Isolation Phase	12		
5.5 Victory Check Phase	12		
6. End Game	12		
7. Movement	13		
7.1 Activation Basics	13		
7.2 Land Movement	13		
7.3 Naval Movement	14		

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

1

GAME COMPONENTS



1 Rulebook



1 Alternative Scenarios and Optional Rules Book



1 Playbook



2 Player Aids



1 Mapboard



Hannibal Province Display
& 2007 edition tables



94 Strategy
cards



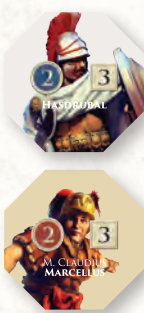
48 Battle
cards



21* General cards
(14 Roman
& 7 Carthaginian)



21* General standees
(14 Roman
& 7 Carthaginian)



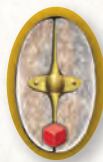
21* General counters
(14 Roman
& 7 Carthaginian)



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



10 Walled City
markers



11 Tribe
markers



62 Combat
Unit counters
(35 Roman & 27
Carthaginian)



4 Carthaginian
Elephant
counters



112 Political
Control
markers



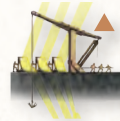
1 Dictator
marker**



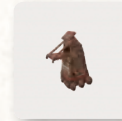
1 Proconsul
marker



1 Citadel
marker**



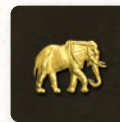
1 Archimedes
Engines marker**



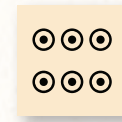
4 Siege
Train markers



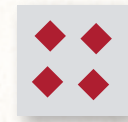
8 Siege/Subjugation
markers



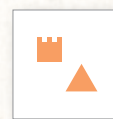
1 Game Turn
marker



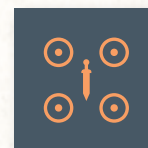
1 Classic
Die



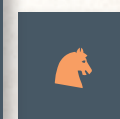
1 Naval
Die



2 Siege Dice
(white & red)



2 Retreat Dice
(large & small)

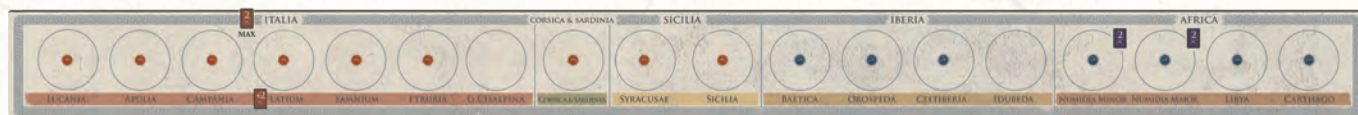


NOTE: Roman and Carthaginian Combat Unit counters (62 items) have various denominations and players may "make change" at any time as needed. The non-Elephant Combat Unit counters provided in the game are not a limit, and players may improvise additional units if needed. The Elephant Combat Unit counters are deliberately limited to 4 counters.

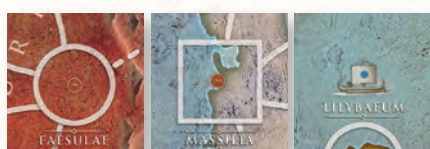
* The standee/counter and General cards for Bomilcar, Philippos, Gracchus, Livius, Flaccus, Valerius and Crassus are only used if playing with the relevant optional rules.

** These markers are used with optional cards #70 Archimedes, #77 Citadel and #80 Dictator only.

CORE CONCEPTS



2.1 Board and Political Control



A. Space / Port – A space is an identifiable area on the map-board (usually circles; squares for Walled Cities). Spaces are connected by roads to other spaces. Spaces are adjacent if they are directly connected by a road. A space with a ship symbol is a 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 of *Roma*, *Carthago*

and *Syracusae*. A marker's blue side shows Carthaginian control, and the red side shows Roman control.

The circled number shows the City's capacity, which is the number of friendly Combat Units (CUs) that can be inside it (see below). The City may also have a White Die pictured, which indicates that a Sieging Army always uses the White Die during a Siege. It may also have a  symbol, which is also used during a Siege (Section 12).

A Walled City has two areas within its space: inside (only friendly Generals and CUs permitted) and outside (Generals

and CUs 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. Units may move freely between being inside or outside the City during their own movement (Section 7) or when an enemy Army enters the space (Section 8).

Walled Cities count as PCs and thus establish Political Control in the space for their owner. Cities cannot be flipped like a PC as a normal Operation; they must be Besieged (Section 12). Walled Cities help prevent losses from Political Isolation (5.4).



D. Tribe – Tribes are oval markers that are placed on specific spaces during set-up. Tribes are either neutral or friendly to Carthage. Tribes friendly to Carthage (blue-shaded tribes) count as friendly PCs for the Carthaginian player. Neither player may place a PC in a space with a Tribe. Tribes must be Subjugated to be removed. The Tribe marker has a Red Die pictured, which indicates that a Subjugating Army always uses the Red Die during Subjugation (Section 12).



E. Province – A Province is a group of spaces within boundary lines. There are 22 Provinces in the game (ignore the spaces in *Mauretania*, they only apply if using the *Mauretania* optional rule in the *Alternative Scenarios and Optional Rules* book). All are considered Politically Significant except: *Gallia Transalpina*, *Massilia*, *Liguria* and *Baleares*. You gain control of a Province if you control more than half of its spaces. You track control of the 18 Politically Significant Provinces on the Provincial Display (image of display shown at the top of this page).

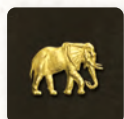
Note: *Corsica & Sardinia* are considered to be one Province.

F. Region – There are 5 Politically Significant Regions, each Region has a different shading on the map to help identify it. Each Region contains one or more Provinces:

- **Africa** → *Numidia Maior, Numidia Minor, Libya, Carthago* (4 Provinces).
- **Iberia** → *Baetica, Celtiberia, Orospea, Idubeda*. (4 Provinces).
- **Italia** → *Gallia Cisalpina, Etruria, Samnium, Latium, Campania, Apulia, Lucania* (7 Provinces).
- **Sicilia** → *Sicilia, Syracusae* (2 Provinces).
- **Corsica & Sardinia** → *Corsica & Sardinia* (only 1 Province).



All other Provinces are not Politically Significant and do not belong to any Region.



G. Game Turn – The game is played in turns. Every turn represents several years of the Second Punic War. The Game Turn marker indicates the current turn on the Turn track on the board.

2.2 Generals



A. General – Each standee or 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. If the card has an 'O' next to its number, it is only used if playing with the optional rules.

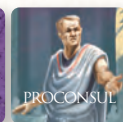
Note: You may use the General standees or counters as you prefer to represent the Generals in the game.

- An activated General can command up to 10 Combat Units (CUs).
- An unguarded General (no CUs) may never voluntarily move into a space with enemy CUs.
- When a General is displaced, he is removed from the board and returned to the pool.
- When a General is eliminated, remove him and his card from the game.

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

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

- **C1. Consul** – Roman Generals enter play as Consuls during the Reinforcement Phase (5.1.B; exception: *Scipio Africanus*). Rome has at most two Consuls at a time. Consuls are not Proconsuls.
- **C2. Proconsul** (with Proconsul marker on his card) – During the Reinforcement Phase, the Roman player may elect one of their previous turn's Consuls as Proconsul (5.1.B). Doing so displaces the current Proconsul. (Exception: *Scipio Africanus*).



D. Subordination

- **D1. Commanding and Subordinate Generals** – When multiple friendly Generals are in the same Army (2.3.C2), only one is the Commanding General. All other Generals in the space are subordinates and are placed on the Commanding General's card.
 - The General with the highest rank (2.2.D2) is automatically a Commanding General for an Army. In case of a tie for highest rank, the owning player may choose which of the highest ranked Generals is in command.
 - When an Army is moving, Subordinate Generals may move with the Army. Subordinate Generals may not use their Special Abilities.
 - A General may move his Army through a space with a higher ranking General, but if he stops there, the higher ranking General immediately becomes the Commanding General.
 - If both Consuls are in an Army when a Land Battle begins, a Die roll may change the General in command (11.2).
- **D2. Ranks**
 - Carthaginian General *Hannibal* outranks all other Carthaginian Generals. All other Carthaginian Generals are equal in rank.
 - Roman Consuls are equal in rank to each other and always outrank Proconsuls.
 - Roman Proconsuls are equal in rank to each other.

2.3 Military Units



Carthaginian CU



Roman CU

A. Combat Units (CUs) – Combat Units are circular counters, each representing the printed number of Roman or Carthaginian land units. These counters have various denominations and players may “make change” at any time as needed.

Note: The illustrations on the Combat Units represent contemporary fighting forces of 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.

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



B. Carthaginian Elephant Units (Elephant CUs) – There are circular counters with a printed elephant and “1”, meaning one unit. Elephant counters are not exchangeable with other CU counters. The number of Elephants

CUs in play at a time is limited to the physical counters provided. The 2 Elephant CUs that do not begin the game on the map are only added to the game by the play of *African Reinforcements* (Strategy Card #12). Other rules that apply to CUs also apply to Elephant CUs.

C. Forces and Armies

- **C1. Force** – A Force is a stack of one player’s CUs in a single space. The composition of a Force is public knowledge and may be inspected at any time by either player. A Force without a General may not Move, Intercept, Avoid Battle, obtain Battle Cards for Allies, Disengage or Counterattack in Battle.
- **C2. Army** – An Army is a Force with at least one General. An Army always has exactly one Commanding General (2.2.D1) (but might also have Subordinate Generals).

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

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

Consuls are in the same Army, they may not split up unless both would be left with at least 5 CUs).

- There is no penalty if a Consular Army falls below 5 CUs due to Attrition, Battle or Retreat.
- If a Proconsul leads his Army through a space with a Consular Army that has fewer than 5 CUs, the Proconsul must either stop moving or drop off enough CUs so the Consular Army has 5.

2.4 Cards and Dice



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

- There are 94 Strategy Cards included in the game. Do not use cards #65–#93 unless playing with the Optional Rules (see the Alternative Scenarios and Optional Rules booklet).
- Strategy Cards have two primary elements: a number in the upper left corner and Event text.
- The upper left value, called Operation Points (OPs), is 1, 2 or 3, and the color indicates which player can play the card as an Event: blue for Carthage and red for Rome. Some cards have both colors: both players can play those Events.
- A ship symbol next to the number indicates that the card can be used for Naval Movement (7.3). An infantry symbol in the upper right means the card can be used to Raise Troops (5.2.C2).
- A card number in a square means the card has further explanation in these rules (Section 15).
- Some Strategy Cards are purple bordered and have an image of crossed swords in the middle. Such cards are Counter Events (5.2.C1). These Events may be played at any time their conditions are met (indicated by the text).
- Some Strategy Cards have an image of a broken olive branch in the middle. These Events can break a Truce. (See card #64 in Section 15 for more information.)

- Some Strategy Cards have an image of a helmet in the middle. These are Reinforcement Events.

B. Battle Cards (BCs) – Battle Cards are used when fighting a Land Battle (Section 11). Each has a name and a Retreat penalty (except Reserve). The Double Envelopment and Reserve BCs also list additional effects. The distribution of the BCs is:

- 12 Frontal Assault
- 9 Flank Left
- 9 Flank Right
- 8 Probe
- 6 Double Envelopment
- 4 Reserve



Note: This distribution information is repeated on the bottom of the card (e.g. the Probe card says 1/8 to show it is one of eight such cards).

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



Retreat Die (small)

Red Siege Die

White Siege Die

Classic Die

Naval Die

Retreat Die (large)

3

GAME SETUP

SECOND PUNIC WAR 218 – 201 BC



This section explains the set up of the **Second Punic War** (218-201 BC) scenario, the principle scenario of the game. Set up instructions for the alternative scenarios are provided in the Alternative Scenarios and Optional Rules book. A larger version of the setup image overleaf is provided on the back page of this book.

3.1 General Setup

- Take the Strategy Cards (#1 - #64). Set aside card #9B. It will replace card #9A during play (see Section 14 for more details). Shuffle the remaining deck of 64 Strategy cards, including card #9A, and separately shuffle the deck of 48 Battle cards. Set both decks within easy reach of both players.
- Place the Game Turn marker in the first box of the Turn track (218 BC). Place the PC markers within easy reach of both players.

3.2 Roman Setup

- Place the PC markers, Roman-side up, in the circular spaces with the Roman symbols (including on the Provincial Display), and place Walled City markers in the appropriate square spaces.
- Take the General Cards of *P. Cornelius Scipio* and *T. Sempronius Longus* and place them by the Roman player area. Set aside for now the card of *P. Cornelius Scipio Africanus*. Place the Proconsul marker nearby.
- Shuffle the cards of the other six Roman Generals (#4-9) face-down and place them in a deck nearby. **Note:** We recommend adding the five optional Roman Generals (#10-14), following the Anniversary & Golden Geek Edition standard setup.
- On the map, place (use the General's standee or counter as preferred):

- 1 8 CUs and **Scipio** in *Roma*.

- 2 8 CUs and **Longus** in *Agrigentum (Sicilia)*.

- Place 5 CUs and **Scipio Africanus** on Turn 6 (211-210 BC) of the Turn track.
- Place the standees/counters of the other six Roman Generals nearby, they will enter play later in the game as reinforcements (5.1.B).

3.3 Carthaginian Setup

- Place the PC markers, Carthage-side up, in the circular spaces with the Carthaginian symbols (including on the Provincial Display), and place Walled City markers in the appropriate square spaces.
- Take the General Cards of **Hannibal**, **Mago**, **H. Gisco**, **Hanno** and **Hasdrubal** and place them by the Carthaginian player area. Place the cards of **Mago** and **H. Gisco** next to or under the card of **Hannibal**. Place the standees/counters of **Mago** and **H. Gisco** on the card of **Hannibal**.
- On the map, place (use the General's standee or counter as preferred):

- 1 10 CUs (2 of which are Elephant CUs) and **Hannibal** in *Saguntum*.

- 2 4 CUs and **Hanno** in *Carthago*.

- 3 2 CUs and **Hasdrubal** in *Carthago Nova*.

3.4 Tribe Setup

- Place the 8 oval Tribe markers in the spaces that match their color:
 - 5 neutral Tribes in *Gallia Transalpina* and *Liguria*.
 - 2 Carthaginian-friendly Tribes in *Gallia Cisalpina*.
 - 1 Carthaginian-friendly Tribe in *Lucania*.

4

VICTORY CONDITIONS

4.1 Immediate Victory Conditions

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

- If Rome or Carthage must remove more PCs than they have on the map, for any reason (e.g. Event, Political Consequences, Hannibal eliminated, or during the Victory Check Phase), their opponent wins.
- Rome wins if they control *Carthago*.
- Carthage wins if they control *Roma*.

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

4.2 End of the Game Victory Conditions

After Turn 9 (204-202 BC) has been played, if no player has won an immediate victory, the player who controls the most Politically Significant Provinces wins. If there is a tie, the Carthaginian player wins.

GAMEPLAY

Each Turn of **Hannibal** consists of the following 5 Phases:

- 1) Reinforcement Phase
- 2) Strategy Phase
- 3) Winter Attrition Phase
- 4) Political Isolation Phase
- 5) Victory Check Phase

After each Victory Check Phase, if the End Game (Section 6) has not been reached, move the Game Turn marker to the next box and begin a new Turn.

5.1 Reinforcement Phase

(skip during the first Game Turn)

A. Carthage Reinforcements

- Place 1 CU in Carthago or with any Carthaginian 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**.
- Place 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 map after placing all Carthaginian reinforcements. They may be placed in any space containing 1 or more Carthaginian CUs that are not currently Besieged.

B. Rome Reinforcements

- The Roman player receives 5 CUs per turn.
- The CUs may be placed in *Roma* and/or with any Roman General(s).
- At least 3 of the 5 Roman CUs must be placed in **Italia**.
- If the Roman player does not have at least one Force of 5+ CUs, reinforcement CUs must be placed if possible to create such a Force.
- (optional) Return the current Proconsul to the available Generals pool. Elect 1 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 2 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 no such space exists, they must be placed in *Roma*.

- In **Turn 6**, before drawing the new Generals, P. Cornelius *Scipio Africanus* with 5 CUs arrives.
- *Scipio Africanus'* Army may be placed in any space in **Italia** or any port in **Iberia** that contains a friendly PC and no enemy CUs. The 5 CUs may not be split up as part of this placement. If there are no such spaces on Turn 6, *Scipio Africanus* and his Army never enter the game (see Section 13.4 for more information).

C. Reinforcement Restrictions

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

Note: If *Roma* is Besieged, and all Roman Generals are in *Roma*, the Roman player receives no CU reinforcements.

5.2 Strategy Phase

A. Deal Cards

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

B. Determine Who Goes First

The Carthaginian player decides who will play first. Before they make their decision, the Roman player 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 one 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 side).

- Perform an Operation using the Operation Points (OPs) on the card.
- Discard the card for no effect.

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

C1. Activate the Event

When you play a Strategy Card for its Event, read the text aloud and resolve it. Events may only be played if the player's color appears in the upper left corner: red for Rome, blue for Carthage. If the card is half-red and half-blue, both players may play the Event.

Counter Events – ✕ These have purple borders and crossed swords in the middle. They may be played at any time their condition is met (even interrupting your opponent's turn). After playing one, resolve the text, discard the card, then continue from where the game was before the card was played.

Note: Playing a Counter Event reduces the number of 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 #64 in Section 15 for more information.)

Some Strategy Cards have an image of a helmet 🛡️ in the middle. These are Reinforcement Events.

C2. Use Operation Points (OP)

Choose **one** of the following Operations to perform:

- 1) **Activate a General** 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 CUs. 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 in his space.

EXAMPLES:

A 1-OP Strategy Card can only move a General with a Strategy Rating of 1.

A 2-OP Strategy Card can move a General with a Strategy Rating of 1 or 2.

A 3-OP Strategy Card can move any General.

- 2) **Place PC markers** 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 in spaces where you have at least 1 CU present, 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 Idubeda. This requires control of at least 4 spaces within this province. Bilbilis [A] is already controlled, so Carthage just needs 3 more spaces.



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



- 3) **Raise Troops** 🛡️. 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.


C3. Discard Strategy Card

You may choose to discard the card for no effect. Your turn is over.

5.3 Winter Attrition Phase

Each Force in a space containing an enemy PC or a non-friendly Tribe suffers Attrition (13.2). Roll on the Attrition

Table for each Force, cross-referencing its size (column) to the Die roll (row), and lose the indicated number of CUs. Generals cannot be lost from Attrition and are not displaced if they lose their last CU in this manner.

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.

5.4 Political Isolation Phase

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

- A PC is isolated if it cannot trace a path to a friendly CU, port, friendly Tribe or Walled City (even if Besieged/Subjugated).
- 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 a Mountain Pass or spaces with enemy PCs or non-friendly Tribes.

EXAMPLE:

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



5.5 Victory Check Phase

- Each player counts how many Politically Significant Provinces they control, i.e. all Provinces except *Galia Transalpina*, *Massilia*, *Liguria* and *Baleares*. Whichever player has the lower count must remove a number of their non-Walled City PCs equal to the difference (may not include Tribes).
- If a player must lose PCs in this fashion and does not have enough, they lose the game (4.1).
- If no player has won, advance the Game Turn marker to the next turn.

6

GAME END

The game ends if a player achieves an **Immediate Victory**, or if not at the end of **Turn 9** (204-202 BC) (see 4. Victory Conditions).

MOVEMENT

7.1 Activation Basics

- An activated General (5.2.C2) gains 4 Movement Points (MPs) unless otherwise specified.
- There are two types of movement: Land and Naval. An activated General may combine Land and Naval movements in the same activation, if they have enough MPs to do so.
- A General may move on his own. CUs may not move on their own without a General, but a moving General may pick up and drop off friendly CUs and Generals of equal or lesser rank throughout the course of his move, as long as the General's Army never has more than 10 CUs.
- The Roman player may never take voluntary action that would leave a Consul with fewer than 5 CUs. (i.e. Consuls may not leave CUs behind while moving if it would drop their Army below 5 CUs, and if both Consuls are in the same Army, the Commanding Consul cannot leave behind the Subordinate Consul unless each Consul would still have at least 5 CUs).
- If more than one General is activated during the play of a Strategy Card (through an Event):
 - No single General can be activated multiple times.
 - No single General nor CUs may move more than 4 MPs worth of movement, and a General or a Unit that is involved in military actions (a Battle, Siege or Subjugations, Back up after Interception and failed to Pursue) cannot move again during the resolution of that Strategy Card, unless otherwise specified.
 - Only one Siege or Subjugation against the same Walled City or Tribe is possible during the resolution of that Strategy Card, 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/Subjugations before another General begins his movement.

7.2 Land Movement

A. Moving a General/Army

- A General/Army can move from space to space following the road connections.
- Moving 1 space along a road connection costs 1 MP. The General may move until he either chooses to stop or is forced to stop. An unguarded General (no CUs) may not enter a space with enemy CUs, and may not end his

move (but may pass through) a space with an enemy unguarded General.

- Each time a General enters a space by a Land move, he triggers *Reactions* for his opponents (Section 8). If, after any *Reactions*, the General hasn't been forced to stop, he may continue to move (if he still has MPs).

B. Mountain Passes and Straits

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

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

C. Stopping Movement

- An Army must stop moving if it moves into a space with enemy CUs (including if it moves from inside a friendly Walled City to an area outside it containing enemy CUs), unless an Overrun occurs (7.2.F), or those CUs are inside a Walled City. (Reminder: an unguarded General may not voluntarily enter a space with enemy CUs.)
- A General (and his Army) must also stop moving if he fails a Pursuit roll (9.3).

D. Displacing Enemy Generals

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

E. 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 CUs than its capacity (e.g. a Walled City with a capacity of 2 could hold up 2 CUs and any number of Generals).

F. Overrun

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

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

7.3 Naval Movement

A. Moving a General/Army

- Generals can move from one port space to any other port space. Naval Movement costs 3 MPs and can only be attempted if the Strategy Card played has a ship symbol in the upper left corner. A symbol with a single ship allows **one** Army with up to 5 CUs to use Naval Movement, and a symbol with two ships allows **one** Army with up to 10 CUs to use Naval Movement (note only one activated General/Army may Naval move with a Campaign Card).



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

B. Carthaginian Naval Movement Outcome

- Determine the number of Blue Dots and Red Diamonds that are relevant to the move, then roll the Naval Die and add those symbols as well.
- For the three Event-related spots (pictured right), place a blue PC in them as a marker only when



instructed to by an Event card (exception: Syracuseae can become Allied to Carthage by an Event card or by a successful Carthaginian Siege). While the PC remains, each provides an additional Blue Dot.

- Results:
 - Sunk: The CUs are removed and the General is displaced (2.2.A).
 - Return: The General and CUs remain in the embarking port and lose all remaining MPs.
 - Success: The attempt is successful. Move the General and CUs to the debarking port.

EXAMPLE:

Macedonian Alliance is in effect, Syracuseae is allied with Carthage, and there was a Carthaginian Naval Victory. Mago and 1 CU move from Utica to Aleria (both controlled by Rome).

Add all the blue dots first:

- for port value at the start of the move (Utica)
- for a General moving with 1 CU
- for Mago moving
- for each Event in effect (1 dot each)

A total of 6 dots.

Next – the diamonds:


- ◆ for port value at the end of the move (Aleria)
- ◆ for Roman control of Aleria
- ◆ for Roman control of Utica

A total of 3 diamonds.


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

NOTE: The Naval Die has the following values:


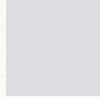



If  is rolled then, you arrived at 6 dots and 7 diamonds, so the result is:



If  is rolled, then you arrived at 6 dots and 6 diamonds, so the result is:



If any of:    is rolled, you've got more dots than diamonds, and the result is:



8

REACTIONS

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

1. 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 CUs and Generals (if any are there) are inside the city and which are outside. Units and Generals which were outside may now be moved inside, and vice-versa, as 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 Battle (Section 9) 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. Interception (*Optional*): Your opponent may attempt to Intercept your Army (Section 10) from an adjacent space.

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

9

AVOID BATTLE

9.1 Avoid Battle Attempts

- During the *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 CUs 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 5 CUs with them (see 2.3.C3).
- Either way, only one General in the Army may roll to Avoid. If the Commanding General does it, he may take along all Subordinate Generals as usual, but if a Subordinate General does it, the Commanding General must be left behind. The Subordinate General who successfully rolls may take along any other Generals of equal or lesser Rank.
- To Avoid Battle:

- Declare which General (with accompanying CUs and other Generals) will attempt to Avoid.
- Roll the Die.
- If your result is less than or equal to the Avoiding General's Battle Rating, the attempt is successful: move the declared General(s) and CUs into one adjacent space, or inside the City (see restrictions below; 9.2).
- Failure means you must remain in the space and a Battle will occur, and you will suffer a -1 Battle Card penalty (see 11.4).

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

9.2 Avoid Battle Restrictions

- Only a maximum of 10 CUs may attempt to Avoid with the General. Any excess must be left behind. CUs without a General may not attempt to Avoid Battle.

- Generals and CUs who have just failed an Interception against the active moving Army may not attempt to Avoid Battle.
- An Army/General successfully Avoiding Battle may not:
 - Cross a Mountain Pass or Strait.
 - Enter a space containing an enemy CU or PC.
 - Move to the space that the active moving Army just came from.
 - Enter a non-friendly Tribe space.

9.3 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.F). However, if all enemy CUs leave the space through a successful Avoid Battle roll (and no subsequent 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 for as long as it has Movement Points.
 - The active Army may move into the space into which the Avoiding Army/General escaped, or into another space.
 - If the Army fails the roll it ends its move. However if it's on a Walled City or Tribe space it may still conduct a Siege/Subjugation (12.1).

Note: If the active Army succeeds at its Pursuit roll and moves further, it will trigger other Reactions (Section 8) like any move.

10

INTERCEPTION

10.1 Interception Attempts

- During the *Reactions*, non-active Armies can attempt to move and Intercept the activated General. Any non-active Army that is adjacent to the space that the active General just entered may attempt this.
- As part of this the intercepting Army may split (intercepting only with a part of the Army, while leaving some Generals and CUs behind) as long as Generals left behind have at least 1 CU, and any Roman Consuls (either Intercepting or being left behind) have at least 5 CUs with them (see 2.3.C3).
- Either way, only one General in the Army may roll to Intercept. If the Commanding General does it, he may take along all Subordinate Generals as usual, but if a Subordinate General does it, the Commanding General must be left behind. The Subordinate General who successfully rolls may take along any other Generals of equal or lesser Rank.
- You may attempt to Intercept with multiple Armies, as long as these Interceptions originate from different spaces, but you must declare them all (as well as an Avoid Battle, if desired) before resolving any of them (Section 9).
- For each declared Interception:
 - Declare which General (with accompanying CUs and other Generals) will attempt to Intercept.

- Roll the Die.
- Add +1 to the die roll if you are attempting to Intercept into an enemy-controlled space that has no friendly CUs.
- If the result is less than or equal to your Intercepting General's Battle Rating, the Interception is successful: move that declared Army into the active-player General's space. If a Battle follows, the Intercepting General is considered the Defender. He gains +1 Battle Card if otherwise a Land Battle wouldn't have occurred.
- If more than one Interception succeeds, all Intercepting Armies are combined. The Intercepting player determines the Commanding General, as per section 2.2D.

10.2 Interception Restrictions

- Only a maximum of 10 CUs may attempt to Intercept with a General. Any excess must be left behind. CUs without a General may not attempt to Intercept.
- Interceptions only occur against the active General's movement. You may not Intercept an Army/General that Intercepts, Avoids Battle, Backs up one space, Withdraws or Retreats (there are no *Reactions* after these occurrences).
- When the active player's Army is successfully Intercepted during the same *Reactions* in which another army Avoided Battle, that active player Army may not Pursue (9.3).

- An Intercepting Army may not:
 - Cross a Mountain Pass or Strait,
 - Enter a space containing an enemy non-moving CU,
 - Intercept from inside a Walled City if there are enemy CUs outside that Walled City.

10.3 Backing Up One Space

- After your Army/General becomes successfully Intercepted, you may Back up one space to avoid the impending Battle and end the Army/General's movement.
- Back up your Army/General to the space it just came from and lose all remaining MPs. There is no Battle when you escape like this.
- If you must Back up over a Mountain Pass, roll for Attrition again (7.2.B).
- If the current space was reached by Naval Movement, the Army/General, with all CUs, must Back up to the port it originally embarked from. Roman Armies make this move automatically, but Carthaginian Armies must roll for Naval Movement (7.3.B). In this case, a "Return" result means that the Army will remain in the current space and will be forced to Battle.
- If an Army Backs up into a Tribe space or an enemy Walled City, it may still conduct Siege and Subjugation (Section 12).

10.4 Interception of Unguarded General

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



EXAMPLE

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

LAND BATTLE

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

11.1 Preparing For Battle

When a Land Battle is initiated, perform the following steps:

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

**Note: Certain Counter Event cards can be played during the battle (e.g. Allies Desert (#59)).*

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

11.2 Change in Command Roll

- If a Roman Army with both Consuls enters battle as:
 - The Attacker → the Carthaginian player may make a Change in Command Roll during this step.
 - The Defender → the Carthaginian player must make a Change in Command Roll.
- This roll affects which Consul will command the Roman Army.
- To make a Change in Command:
 - Roll the Die.
 - On a roll of 1-3, nothing happens.
 - On a roll of 4-6, the Commanding and Subordinate Consuls immediately switch roles (the Subordinate Consul becomes Commander, and the previously Commanding Consul becomes a Subordinate).

11.3 Elephant Charge

- If the Carthaginian player has any Elephant CUs in this combat, they may attempt an Elephant Charge.

- To make an Elephant Charge, the Carthaginian player rolls the Die. If the result is higher than the Battle Rating of the Commanding Roman General, the Roman Battle Card hand size will be reduced by the number of Elephant CUs present.
- If the result is less than or equal to the Commanding Roman General's Battle Rating (but not a 1), then nothing happens. If there is no Roman General, the Charge succeeds on any result except 1.
- If the result is a 1 (or less), the Elephants Rampage. The Carthaginian Battle Card hand is reduced by 1 (no matter how many Elephants are present).

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

11.4 Deal Battle cards

A. Battle cards hand size

Each player is dealt Battle cards (BCs), as described below:

- Both players:
 - +1 BC for each CU in the Land Battle,
 - +x BCs, where x = the Commanding General's Battle Rating (if any),
 - +1 BC to the Intercepting Army if the Interception caused a Land Battle that would not have occurred otherwise (see example below),
 - -1 BC to an Army which failed to Avoid Battle (Section 9.1; also see example on the next page),
 - +various other BCs due to Allies (11.4.B).
- The Roman player:
 - +2 BCs if the Land Battle is occurring in *Latium* (even if there is no General in *Roma*).
- The Carthaginian player:
 - +1 BC if the Land Battle is occurring in a friendly Tribe's space.
- Before applying the effect of the Elephant Charge (see below), **the BC hand size is limited to 20** for each player.
- Once the hands are created, apply any effects of the Elephant Charge (11.3):
 - Rome: If a successful Elephant Charge occurred: - BCs equal to the number of Elephant CUs.
 - Carthage: -1 BC if an Elephant Rampage occurred.

EXAMPLE:

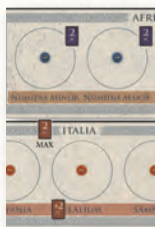
[A] Scipio Africanus is activated. Scipio moves into [B] Giso's space. Assume Giso does not Avoid Battle and [C] Hannibal and [D] Mago successfully Intercept. Scipio chooses not to Back up, so a Land Battle occurs.

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



B. Allies

- Players receive Battle Cards as “Allies” when they have a General in the Land Battle and control Provinces in certain Regions. The reward is usually 1 card per controlled Province. The location of the Land Battle determines where Allies can arrive from.
- In **Africa**, **Iberia**, **Italia** and **Sicilia**, each player receives 1 BC for each Province they control in the Region where the Land Battle is occurring. Exceptions:
 - **Numidia Maior** and **Numidia Minor** each give 2 BCs instead of one.
 - **Italia** only provides Rome with a maximum of 2 BC Ally cards.
 - **Latium** does not provide Allies (though Rome separately receives +2 BC if the Battle occurs in **Latium**).
- For a Battle in **Baleares**, **Gallia Transalpina**, **Massilia**, **Liguria** and **Corsica & Sardinia** (which counts as only 1 Province), the Province's controller gets 1 BC.



EXAMPLE 1:

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

EXAMPLE 2:

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

EXAMPLE 3:

The Region of **Sicilia** contains two Provinces: Syracusae and Sicilia. The Land Battle is in Syracusae. Whoever controls the

Province of Sicilia receives one BC, and whoever controls Syracusae receives one BC.

EXAMPLE 4:

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

11.5 Battle Rounds

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

11.6 Attack

A. Playing and matching BCs

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

B. Using Double Envelopment BC

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

C. Using the Reserve BC

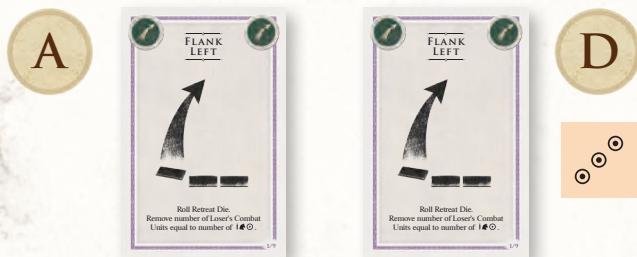
If the Attacker plays Reserve as their card, they declare one of the other types of BC. Reserve now counts as that BC instead (it can be matched by either the declared card or another Reserve card). If the Attacker plays a Reserve card and declares it as a Double Envelopment, and the Defender matches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

LAND BATTLE EXAMPLE:

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



Round 1: Hannibal Attacks with the Flank Left BC. Nero matches by playing his own Flank Left. Nero rolls to Counter-attack and gets a 3. Failure, he needed a 2 or less.



Round 2: Hannibal Attacks with Double Envelopment. Nero does not have one of his own, but he has a Reserve card, fortunately. Nero matches Double Envelopment with Reserve. As part of the effect of Double Envelopment, Nero may choose to take the initiative, which he does. Nero becomes the Attacker and Hannibal is now the Defender.



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



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



11.7 Disengage and Withdraw

A. Disengage Attempt

- Instead of playing a Battle Card, the current Attacker can attempt to end the Land Battle and move away. This is only possible if they have at least 1 BC in hand.
- To Disengage, roll the Die. If the result is equal to or less than your Commanding General's Battle Rating, it succeeds.
- (optional) If the Attacker succeeds on the roll, the current Defender may immediately attempt to cancel it. To do so, the Defender rolls the Die, and if the result is equal to or less than their Commanding General's Battle Rating, the Disengage is cancelled.
- If the Attacker fails their roll or if the Defender cancels the Disengage, then the Defender may decide to immediately become the Attacker (this is optional). Either way, the Battle continues.
- If the Attacker successfully Disengages, they must Withdraw their entire Army (may not split) to an adjacent space. (**Exception:** CUs and Generals that sortied from a Besieged Walled City may Withdraw back into it; 12.5.B)
- Land Battle Casualties are resolved (11.9), but no Retreat occurs (no Retreat Die roll; 11.10).
- There are no Political Consequences (11.11) if a player Disengages and Withdraws from a Land Battle.



EXAMPLE:

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

B. Withdraw Restrictions

A withdrawing Army:

- May not Withdraw across a Mountain Pass, Strait or by Naval Movement.
- May not Withdraw into a space that has an enemy CU or PC, or non-friendly Tribe.
- (If *active player*) must withdraw to the space from which it entered the Battle (if no enemy PC there).
- (If *non-active player*) may not withdraw to the space the active player entered from.

If these criteria cannot be met, no Withdrawal is possible.

11.8 Land Battle Resolution

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

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

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

11.9 Land Battle Casualties

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

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

EXAMPLE:

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

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

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


11.10 Retreat

A. Retreat Losses

- The loser rolls the small Retreat Die if the losing Force began the Land Battle with 4 or less CUs, and the large Retreat Die if they began with 5 or more CUs.
- Cross-reference the result to the last Battle Card played. The losing Force loses additional CUs as indicated. If the Attacker won with a Reserve card, refer to any copy of the declared BC type to find the Retreat information.
- If the losing Force loses all its CUs due to the Retreat Die roll, all Generals with it are displaced.

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

EXAMPLE 1:

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

EXAMPLE 2:

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

B. Retreat Move

- The losing player must then move their Force to a space that is both friendly controlled and has no enemy CUs, or to a space that contains more friendly CUs than the Retreating Force. The movement limit of 10 CUs does not apply to Retreats.
- A Force can move up to 4 MPs during Retreat, but must go to a nearest legal space. (Exception: If a longer path will cause fewer penalties, the Force may take that longer path. For a given penalty, the shortest path causing that penalty must be taken.)
- After applying Retreat Penalties (11.10D), a friendly Force which contains an equal or smaller number of CUs 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).

C. Retreat Restrictions

- A Force cannot Retreat across a Mountain Pass or Strait.
- A Retreating Force may not end its Retreat in a space containing enemy CUs (but may pass through them, see below).
- 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.
- The Retreat may not use Naval Movement. If an activating Army must Retreat and it disembarked in the Land Battle space it is eliminated, unless that space contains a friendly-controlled Walled City. In that case it is assumed the Army disembarked in the city and marched out. The Army may therefore Retreat into the Walled City. Any CUs above the Walled City's capacity are eliminated (note this only applies if activating Army used Naval Movement, otherwise see 11.10E).
- If the non-active player's Force Retreats (the original Defender), it may not enter the space from which the active player's Army came.

D. Retreat Penalties

- A Retreating Force loses 1 CU for each space it enters that contains an enemy PC or a non-friendly Tribe.
- A Retreating Force may pass through a space that contains enemy CUs, but if it does, then the Retreating Force loses 1 CU for each enemy CU in that space.
- If a Retreating Force enters a space with an enemy General who has no CUs, that General is displaced, with no effect on the Retreating Force.
- If a Retreating Force cannot reach a legal Retreat destination within 4 MPs, it is eliminated, and all Generals with it are displaced.

- If a Retreating Force loses all its CUs due to Retreat, all Generals with it are displaced.

E. Retreating Into Walled Cities

- A Force may Retreat inside 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 (12.5.B).
- In either case, CUs and Generals may Retreat within the Walled City up to its capacity, 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.*

11.11 Political Consequences

- The loser of the Land 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 Land Battle (this includes Land Battle Casualties, Retreat Casualties and CUs lost during Retreat). They may take these PCs from anywhere on the board. Remember: If Hannibal is displaced he is eliminated, and Carthage must remove an additional 5 PCs from the board (13.3).
- If the loser is unable to remove enough PCs to satisfy the Political Consequences, they lose the game (4.1).

12

SIEGE AND SUBJUGATION


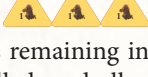
12.1 Siege and Subjugation Process

- Walled Cities count as PCs, but are more difficult to convert (2.1.C). To gain control of the space, a Siege must be 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 Land Battle during this activation. Subordinate Generals may detach with 3 CUs (or 5 CUs for a Consul) 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 (or 5 CUs for a Consul) 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 (10.3), it may still begin a Siege or Subjugation if it did not participate in a Land Battle this turn.

- The goal is to accumulate:
 - 3 Siege Points against Walled Cities. 
 - 3 Subjugation Points against Tribes. 
- If the Sieging player ever has no CUs remaining in the space, the Siege/Subjugation is cancelled, and all accumulated Siege/Subjugation Points are removed.

12.2 Siege and Subjugation Attacks

- Every individual Siege/Subjugation attempt is resolved using:
 - A Siege Die indicated on the marker which is being Besieged/Subjugated (for example, the marker for Roma has a White Siege Die indicated on it).
 - If there is no Die indicated, then the Roman player uses the Red Siege Die and the Carthaginian player uses the White Siege Die.
- To resolve an individual Siege/Subjugation attempt:
 - Roll the Siege Die.
 - Compare the symbols to the Siege/Subjugation Table and apply the effects.
 - If a Siege/Subjugation Point  is gained, place the marker on the board next to the Walled City/Tribe.

12.3 Siege and Subjugation Resolution



When the necessary number of Siege/Subjugation Points have been accumulated, remove the accumulated Points, and:







- If it is a Walled City:
 - Remove all CUs 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.


12.4 Priority Effects

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

- 1) You are Sieging a Walled City and roll a  symbol. The  is a Priority Effect, so you check the Siege Table:

- If the Walled City has the  symbol, the rolled  symbol forces you to lose 1 CU. As a Priority Effect, it cancels the  symbol.
- If the Walled City does not have the  symbol, the rolled  symbol does nothing, so the  symbol triggers, adding 1 Siege Point.

- 2) You are Sieging a Walled City and roll a  symbol. This symbol is only available to the Roman General *Marcellus*, so any other General applies the  symbol: Lose 1 CU. If *Marcellus* were being used in a Siege where he was already rolling the Red Die (as his Special Ability indicates), the  symbol would be a Priority Effect, cancelling the  symbol: *Marcellus* would place 2 Siege Points and lose nothing.

Note: Priority Effects are rare; they can only occur when Sieging a Walled City with the  symbol or when the Roman General *Marcellus* is Sieging.

12.5 Besieged Walled Cities

A. Besieged Walled City Constraints

- A Walled City is not Besieged until it has at least one Siege Point on it.
- A Besieged Walled City may not receive reinforcements (5.1.C) and a General within may not Raise Troops (5.2.C2).
- A General inside a Besieged Walled City may not leave via Naval Movement, and Armies debarking in that space may not enter the Besieged Walled City.

B. Sortie



- An activated Besieged Army in a Walled City may initiate a Land Battle against the enemy Sieging Force (this is called a Sortie). If a Sortie occurs, resolve the Land Battle as usual.
- You may also activate and send one of your Armies to initiate a Land Battle against an enemy Force which is Sieging one of your Walled Cities.
 - If you do, your Besieged CUs and General(s) may join (Sortie). If your General(s) on Sortie have the same rank as the Commanding General in the Army you activated, you may choose which General will command. If you Sortie, then losses may come from either the active Army or the Sortie CUs.
 - If you must retreat from the Land Battle, only the Sortie CUs and Generals may move back inside the Besieged Walled City.
 - If you choose not to Sortie, then you may not use any Generals inside the Besieged Walled City.

OTHER RULES

13.1 Half

- Anytime you must calculate “half”, round fractions down.

13.2 Attrition

- Attrition occurs during the Winter Attrition Phase (5.3) or when caused by an Event. When a Force suffers Attrition, roll the Die and cross-reference the result (row) with the number of CUs in the Force (column). The Force loses the number of CUs indicated on the Attrition Table.
- Generals are never displaced due to Attrition, even if they lose their last CU.
- If the Carthaginian player rolls for Attrition and the Die result indicates , the first CU lost must be an Elephant if the Force contains one.
-  When attacked by *Hostile Tribes* (Strategy Card #7 and #8), the Force’s size does not matter: use the 5-6 Column.

13.3 Hannibal

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

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


13.4 Scipio Africanus

- Once on the map, *Scipio Africanus* acts as a permanent second Proconsul.
- If *Scipio Africanus* is displaced, he is instead eliminated (2.2.A).

STRATEGY AND GENERAL CARD NOTES

14.1 Strategy Card Notes

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

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

#9B – Philip V of Macedon Makes Peace with Rome: Start the game with this card put aside. Add it to the discard pile after card #9A is played as an Event. After card #9B is played as an Event, Philip V is considered to have declared peace: Discard a random Strategy Card from the Carthaginian player's hand, remove the PC marker from the relevant space on the Carthaginian Naval Movement chart, and remove card #9B from the game.

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

#26 – Syracuse Allies with Carthage: If Carthage subsequently loses control of Syracuse remove the Carthage marker from the corresponding space on the Naval Movement chart.

#28 – Hannibal Charms Italy: *Hannibal* can remove the PC from the space he begins in if he spends 1 MP. This benefit may be used in spaces where *Hannibal* Overruns (7.2.F) Roman CUs or where a Roman Army Avoids Battle. Removal of the PC only occurs after any Interception is made.

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

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

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

#41 – Bad Weather: This may be played even if no combat occurs. The targeted General's movement is reduced to 2 MPs (even if he has played *Forced March* #63 or by *Nero's* ability 15.2B). 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, 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* (Avoid or Intercept) is resolved. This card can only be played against Land and Naval Movement, but not against Interception, Retreats, Avoid Battle, etc.

BAD WEATHER AND CAMPAIGN CARDS: If played during an opponent's Campaign Card Event (or another Event activating more than one General), it can be used to truncate the move of only one General and must be declared before another General moves as part of that multi-General activation. Also, the *Bad Weather* Event affects the movement of the General and not the CUs (e.g. if the CUs are moved by two different Generals, they can still be moved a total of 4 MPs).

#42 – Elephant Fright: This card can be played when the Roman Player is in combat against Elephant CUs, before the Die is rolled for an Elephant Charge. It cancels the charge and reduces the Carthaginian Player's hand size by 2. Note: this card is replaced by #91 if using the optional Elephant Fright rules (14.1, Section 1 in the Alternative Scenarios and Optional Rules book).

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

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

#55 – **Messenger Intercepted:** See the optional rule for a variant use of this card (Section 2 in the Alternative Scenarios and Optional Rules book).

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

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

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


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

#63 – **Forced March:** Forced March may be used to make a Naval Movement.

#64 – **Truce:** No Interceptions are allowed during a Truce. No Siege attempts are allowed either, but players may keep their Forces outside Walled Cities to retain their accumulated Siege Points (maintaining the siege). A Truce has no effect on Subjugations of neutral Tribes.

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.

When Truce is in effect, Carthaginian Naval Movement automatically succeeds; no roll is required. However, Naval Movement can still be affected by Storms at Sea (#60).

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.

At the end of the turn when this card is played (whether for Event, OPs, or discarded), reshuffle it together with cards remaining in the Strategy Deck and the Discard pile into a new Strategy Deck. Reshuffling the Strategy Deck does not break the Truce.

14.2 General Card Notes

A. Carthaginian Generals

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

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

B. Roman Generals

Q. Fabius Maximus and **Q. Fulvius Flaccus** – They may not leave *Italia* including to Avoid Battle or Retreat, but may make a Naval Movement from one Italian port to another. If there is not a stack of 5 CUs in *Italia* when *Fabius* or *Flaccus* come into play, place them on any stack of CUs in *Italia* (this temporarily breaks the Rome Reinforcements rule, 5.1B). If there are ever no CUs in *Italia*, immediately move *Fabius* or *Flaccus* to *Roma* (if they are not displaced).

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

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

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

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

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

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

Note from the Designer

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

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

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

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

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

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

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

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

Mark Simonitch

August, 2017



**Ealing Cross, 1st Floor, London
W5 5TH | United Kingdom**
www.phalanx.co.uk