

MARK SIMONITCH'S

HANNIBAL



ALTERNATIVE SCENARIOS
AND OPTIONAL RULES

HANNIBAL

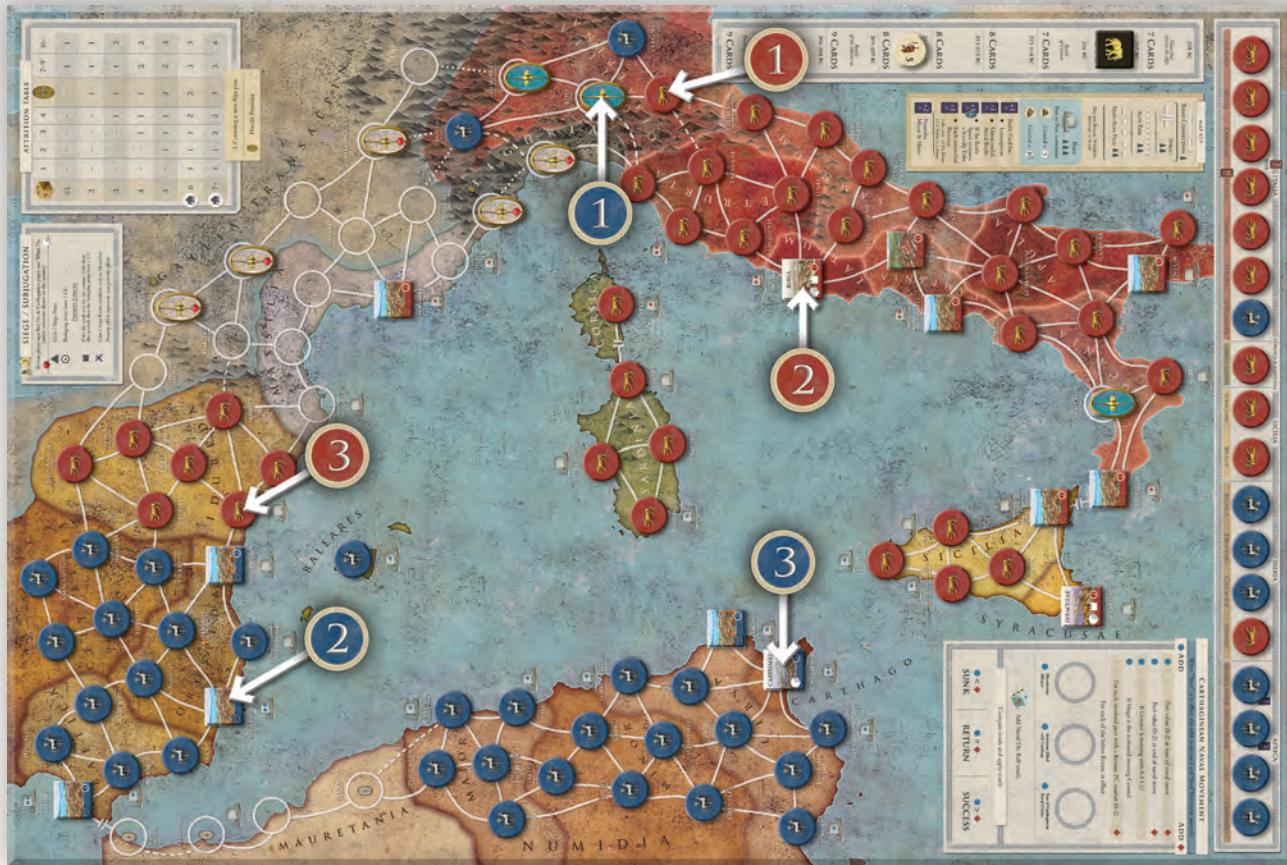
OVERVIEW

*Section 1 of this booklet contains 12 additional scenarios for the game. It begins with Scenario 2 Invasion of Italy. References in this booklet to Scenario 1 are referring to the core **Second Punic War scenario** as set out in the Rulebook. Unless otherwise instructed, when playing an Alternative Scenario use the set up and rules for the core Second Punic War scenario.*

Section 2 provides optional rules for Hannibal. These can be played with the core Second Punic War scenario, or the Alternative Scenarios in this booklet, unless otherwise instructed.

2

INVASION OF ITALY 217 – 201 BC



Overview

- This scenario picks up the story after Hannibal has successfully made it across the Alps into Gallia Cisalpina.

Scenario Setup

- Place the Turn marker on the Turn 2 (217 BC) space on the Turn track, and set up the board and map markers as indicated on the image above.

Roman Setup

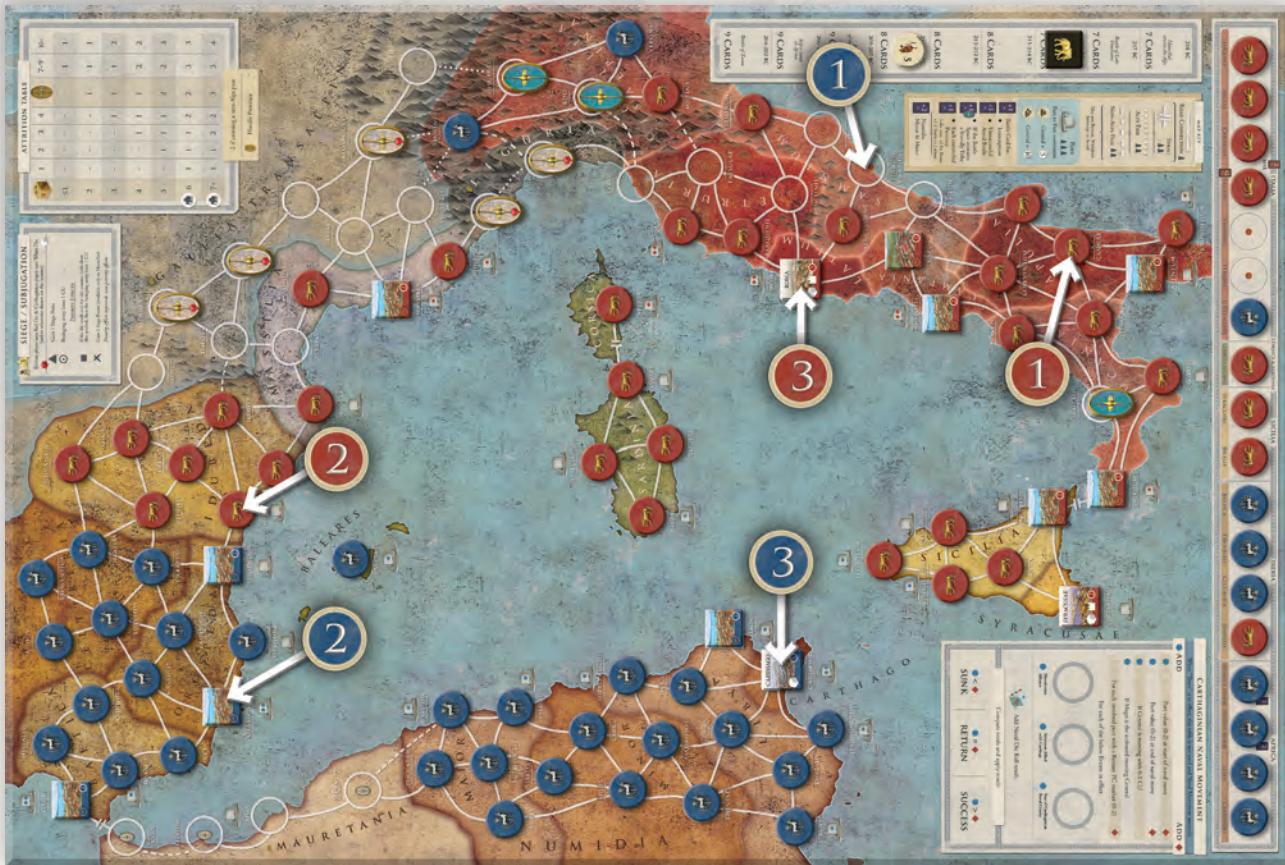
- 8 CUs and Consul **Flaminius** in Mutina.
- 7 CUs and Consul **Fabius** in Roma.
- 4 CUs and Proconsul **Scipio** in Dertosa.

Carthaginian Setup

- 10 CUs (two of which are CUs with Elephants) and **Hannibal** in Boii. Place **Mago** and **H. Gisgo** on Hannibal's Card.
- 4 CUs and **Hasdrubal** in Carthago Nova.
- 5 CUs and **Hanno** in Carthago.

3

HANNIBAL AD PORTAS! 216 – 201 BC

**Overview**

- This scenario – 'Hannibal at the Gates' – sees the Romans preparing to counter Hannibal's impetuous advance into Italy by amassing forces for a decisive battle at Cannae.

Scenario Setup

- Place the Turn marker on the Turn 3 (216 BC) space on the Turn track, and set up the board and map markers as indicated on the image above.

Roman Setup

- **Flaminius** is dead – remove his General Card from play.

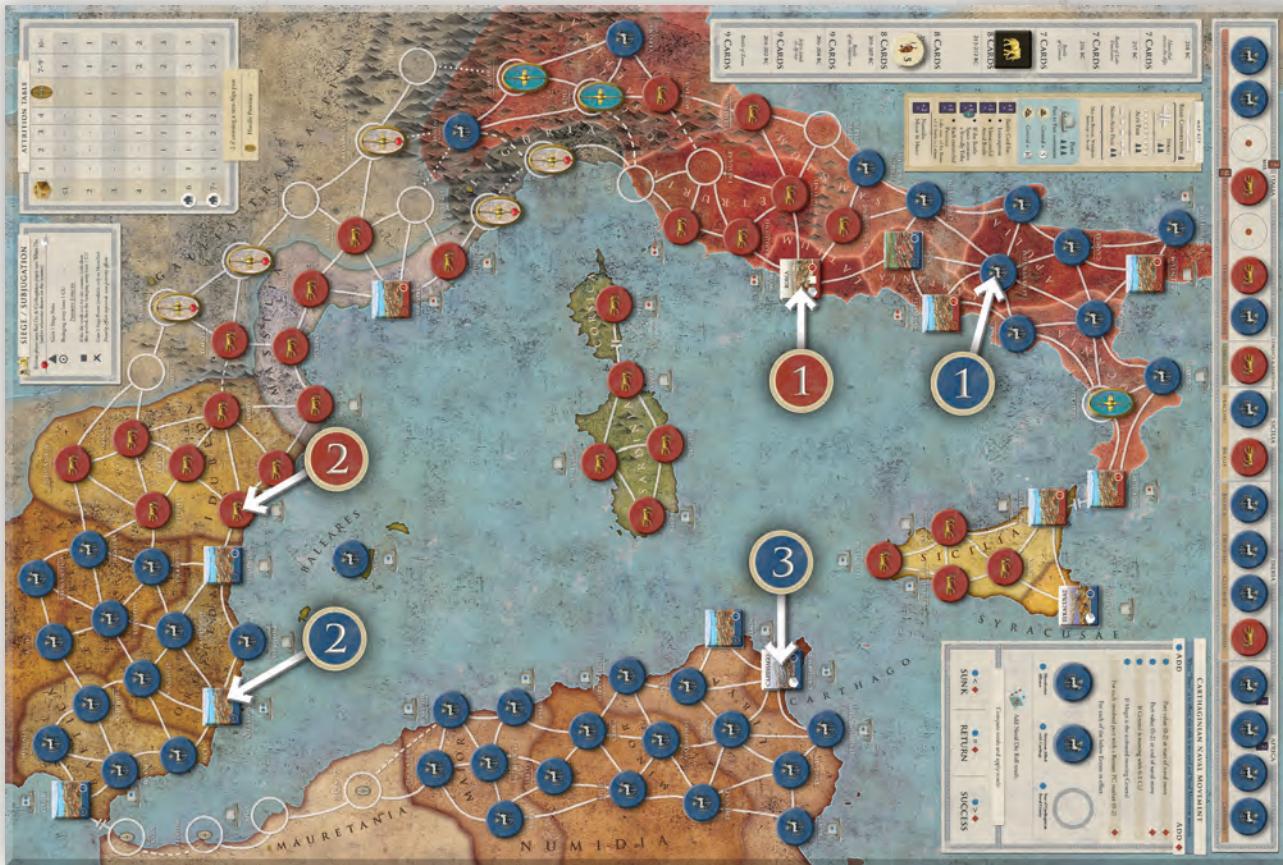
1 12 CUs and Consul **Paullus** in Cannae.
Place Consul **Varro** on Paullus' card.

2 6 CUs and Proconsul **Scipio** in Dertosa.

3 2 CUs in Roma.

Carthaginian Setup

- 1 10 CUs (two of which are CUs with Elephants) and **Hannibal** in Firmum Picenum. Place **Mago** and **H. Gisgo** on Hannibal's Card.
- 2 6 CUs and **Hasdrubal** in Carthago Nova.
- 3 6 CUs and **Hanno** in Carthago.



Overview

- In this scenario the Romans attempt to recover after the disaster at Cannae and put pressure on Carthaginian Iberia, while Hannibal continues his campaign to charm the Italian people.

Scenario Setup

- Place the Turn marker on the Turn 4 (215-214 BC) space on the Turn track, and set up the board and map markers as indicated on the image above.
- Card #9A *Philip V of Macedon Allies With Carthage* is in effect (place a blue PC marker on the Carthaginian Naval Movement chart in the corresponding space).
- Add card #9B *Philip V of Macedon Makes Peace With Rome* to the deck of Strategy cards.
- Remove the following cards from the deck:
#9A Philip V of Macedon Allies With Carthage
#25 Capua Sides With Carthage
#26 Syracuse Allies With Carthage

Roman Setup

- Flaminius** and **Paullus** are dead – remove their General Cards from play.

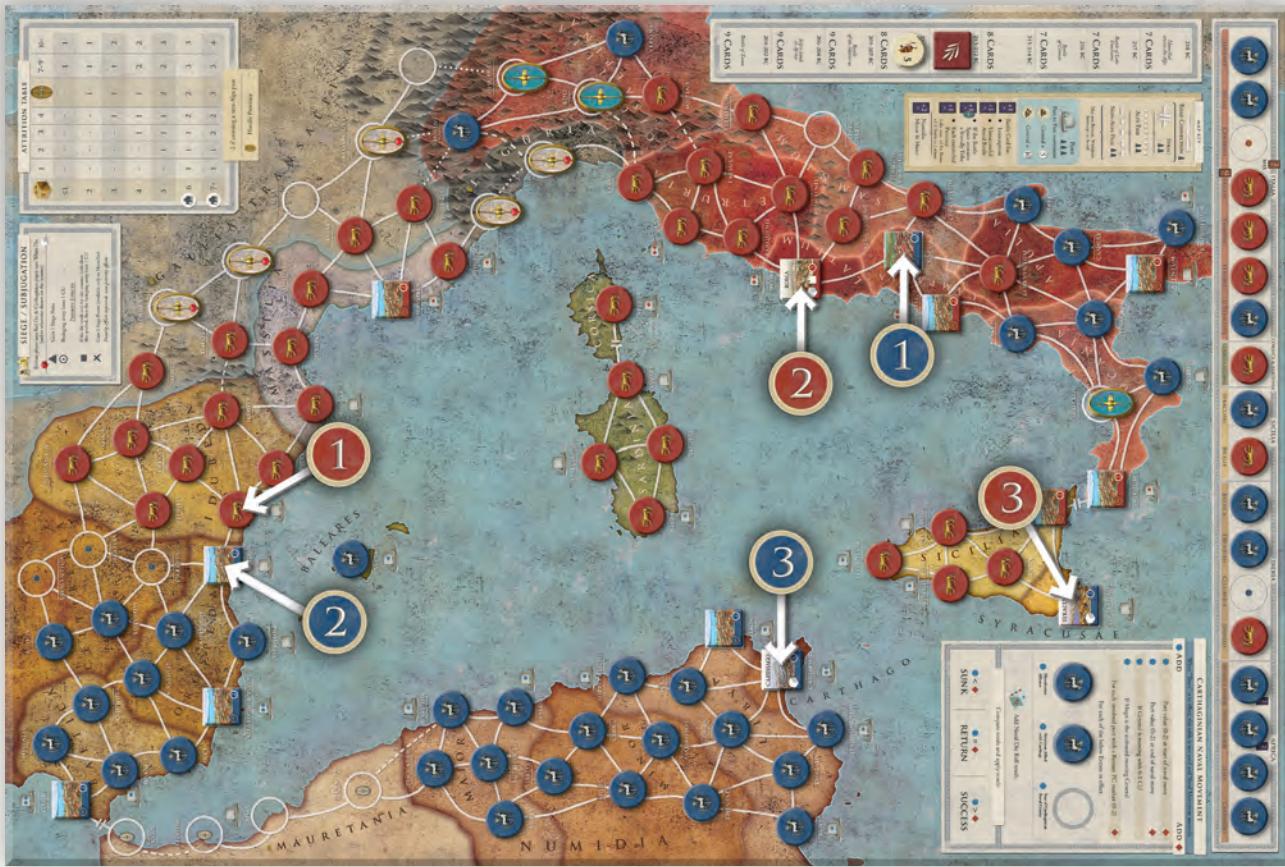
- 7 CUs and Consul **Fabius** in Roma. Place Consul **Marcellus** on Fabius card.

- 6 CUs and Proconsul **Scipio** in Dertosa.

Carthaginian Setup

- 10 CUs (two of which are CUs with Elephants) and **Hannibal** in Beneventum. Place **Bomilcar** (if using that optional rule), **Mago** and **H. Gisgo** on Hannibal's Card.
- 8 CUs and **Hasdrubal** in Carthago Nova.
- 6 CUs and **Hanno** in Carthago.

5 THE CLIMAX 213 – 201 BC



Overview

- In this scenario Roman and Carthaginian Generals face-off against each other in both Italy and Iberia, held back only by a temporary truce. Meanwhile, the Romans move to take back control of Syracuse.

Scenario Setup

- Place the Turn marker on the Turn 5 (213-212 BC) space on the Turn track, and set up the board and map markers as indicated on the image above.
- A Truce is in effect (see card #64).
- Card #9A *Philip V of Macedon Allies With Carthage* is in effect (place a blue PC marker on the Carthaginian Naval Movement chart in the corresponding space).
- Add card #9B *Philip V of Macedon Makes Peace With Rome* to the deck of Strategy cards.
- Remove the following cards from the deck:
#9A *Philip V of Macedon Allies With Carthage*
#25 *Capua Sides With Carthage*
#26 *Syracuse Allies With Carthage*
#43 *Volones*

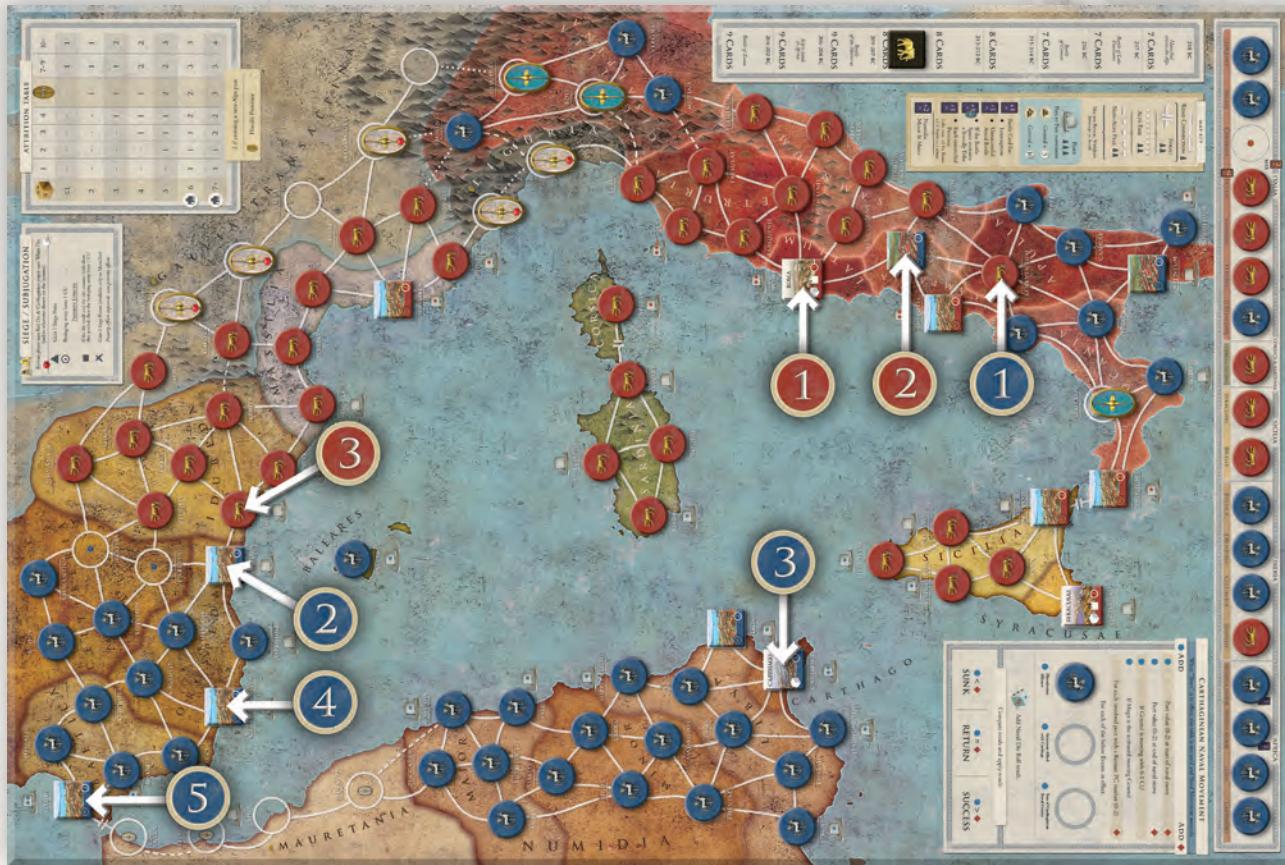
Roman Setup

- **Flaminus** and **Paullus** are dead – remove their General Cards from play.

- 1 8 CUs and Consul **Scipio** in Dertosa.
- 2 8 CUs and Consul **Gracchus** in Roma.
- 3 3 CUs and Proconsul **Marcellus** in Syracusae.

Carthaginian Setup

- 1 9 CUs (two of which are CUs with Elephants) and **Hannibal** in Capua. Place **Mago** and **H. Gisgo** on Hannibal's Card.
- 2 10 CUs (one of which is a CU with Elephants) and **Hasdrubal** in Saguntum.
- 3 3 CUs and **Hanno** in Carthago. Place **Bomilcar** (if using that optional rule) on Hanno's Card.



Overview

- In this scenario, while Hannibal lacks momentum in Italy, the young Roman General Publius Cornelius Scipio is appointed as a Proconsul and tasked with taking the fight to the Carthaginians in Iberia.

Scenario Setup

- Place the Turn marker on the Turn 6 (211-210 BC) space on the Turn track, and set up the board and map markers as indicated on the image above.
- Card #9A *Philip V of Macedonia Allies With Carthage* is in effect (place a blue PC marker on the Carthaginian Naval Movement chart in the corresponding space).
- Add card #9B *Philip V of Macedonia Makes Peace With Rome* to the deck of Strategy cards.
- Remove the following cards from the deck:
 - #9A *Philip V of Macedonia Allies With Carthage*
 - #18 *Traitor in Tarentum*
 - #25 *Capua Sides With Carthage*
 - #26 *Syracuse Allies With Carthage*
 - #43 *Volones*

Roman Setup

- Flaminius, Paullus and Scipio** are dead – remove their General Cards from play.

1 8 CUs and Consul **Valerius** in Roma. Place Consul **Marcellus** on Valerius Card.

2 3 CUs and Proconsul **Flaccus** in Capua.

3 8 CUs and Proconsul **Scipio Africanus** in Dertosa.

Carthaginian Setup

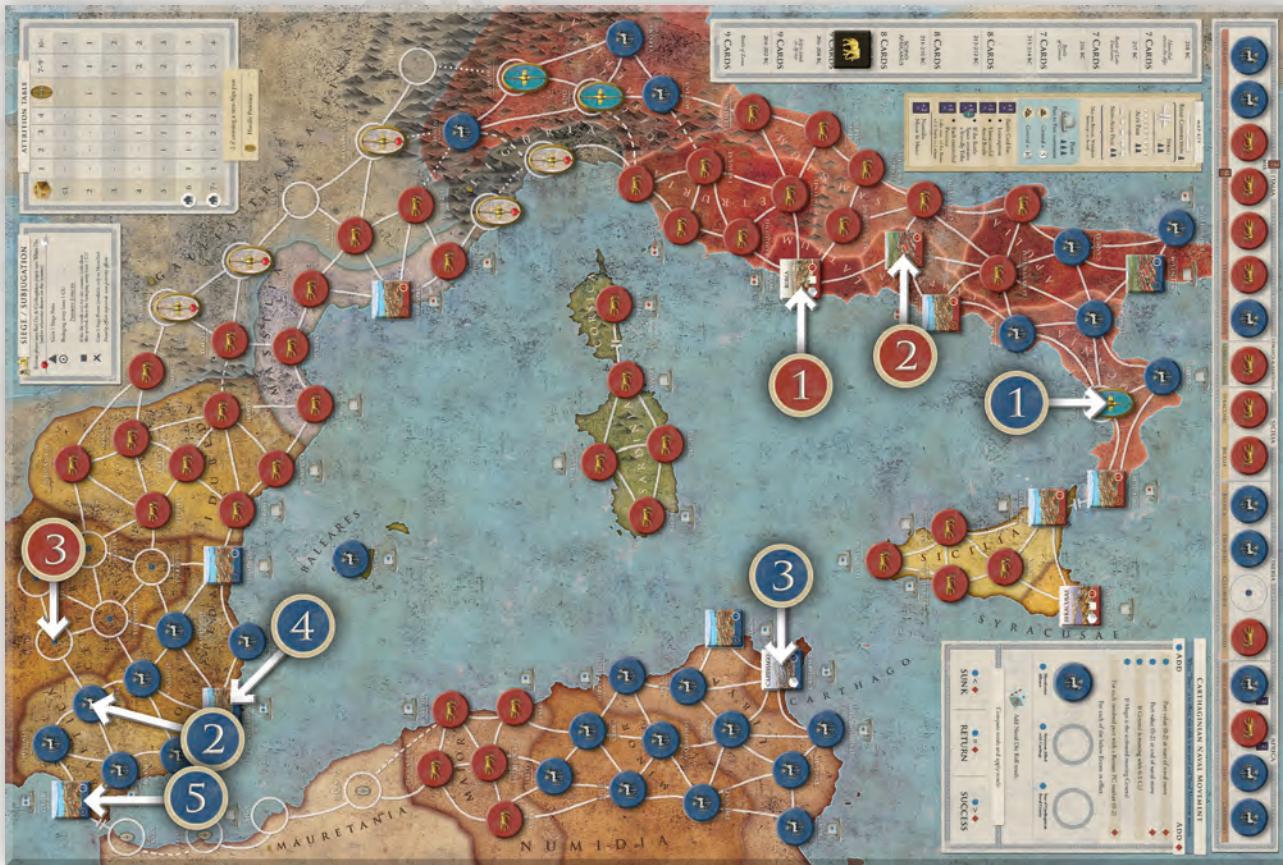
1 9 CUs (two of which are CUs with Elephants) and **Hannibal** in Beneventum. Place **Mago** and **H. Gisgo** on Hannibal's Card.

2 10 CUs (two of which are CUs with Elephants) and **Hasdrubal** in Saguntum.

3 2 CUs and **Hanno** in Carthago.

4 1 CU in Carthago Nova.

5 1 CU in Gades.



Overview

- The success of Scipio in Iberia and Hannibal's lack of progress sees Carthaginian allies lose heart, with defections in Iberia, Italy and – most worryingly – Numidia.

Scenario Setup

- Place the Turn marker on the Turn 7 (209-207 BC) space on the Turn track, and set up the board and map markers as indicated on the image above.
- Card #9A *Philip V of Macedonia Allies With Carthage* is in effect (place a blue PC marker on the Carthaginian Naval Movement chart in the corresponding space).
- Add card #9B *Philip V of Macedonia Makes Peace With Rome* to the deck of Strategy cards.
- Remove the following cards from the deck:
 - #9A *Philip V of Macedonia Allies With Carthage*
 - #18 *Traitor in Tarentum*
 - #25 *Capua Sides With Carthage*
 - #26 *Syracuse Allies With Carthage*
 - #43 *Volones*

Roman Setup

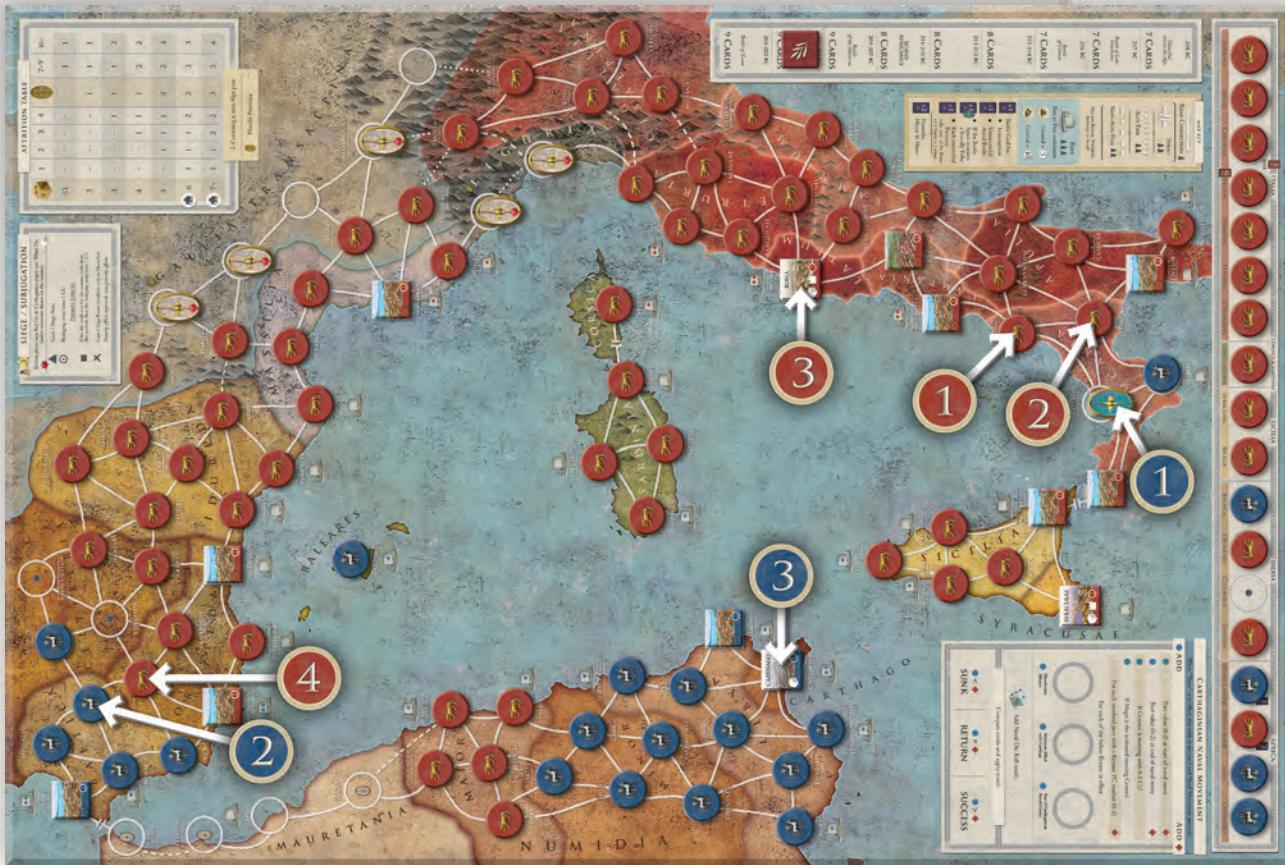
- Flaminius, Paullus and Scipio** are dead – remove their General Cards from play.

- 10 CUs and Consul **Nero** in Roma.
- 12 CUs and Consul **Livius** in Capua. Place Proconsul **Flaccus** on Livius' Card.
- 9 CUs and Proconsul **Scipio Africanus** in Budua.

Carthaginian Setup

- 10 CUs (two of which are CUs with Elephants) and **Hannibal** in Bruttii. Place **Mago** and **H. Gisgo** on Hannibal's Card.
- 10 CUs (two of which are CUs with Elephants) and **Hasdrubal** in Corduba.
- 4 CUs and **Hanno** in Carthago.
- 1 CU in Carthago Nova.
- 1 CU in Gades.

8 SEEKING PEACE 206 – 201 BC



NOTE: The balance of this scenario favours Rome.

Overview

- In this scenario the tide of war has truly turned against Carthage. Hannibal is desperately holding on in the toe of the Italian Peninsula, and his brother Mago in Iberia. Carthage is now simply battling for an acceptable peace, nothing more.

Scenario Setup

- Place the Turn marker on the Turn 8 (206-204 BC) space on the Turn track, and set up the board and map markers as indicated on the image above.
- A Truce is in effect (see card #64).
- Remove the following cards from the deck:
 - #9A Philip V of Macedon Allies With Carthage
 - #9B Philip V of Macedon Makes Peace With Rome
 - #18 Traitor in Tarentum
 - #25 Capua Sides With Carthage

#26 Syracuse Allies With Carthage

#43 Volones

Roman Setup

- Flaminius, Paullus, Scipio and Marcellus are dead – remove their General Cards from play.

- 8 CUs and Consul **Fabius** in Paestum.
- 8 CUs and Consul **Crassus** in Heraclea.
- 1 CUs and Proconsul **Nero** in Roma.
- 7 CUs and Proconsul **Scipio Africanus** in Castulo.

Carthaginian Setup

- **Hasdrubal** is dead – remove his General Card from play.

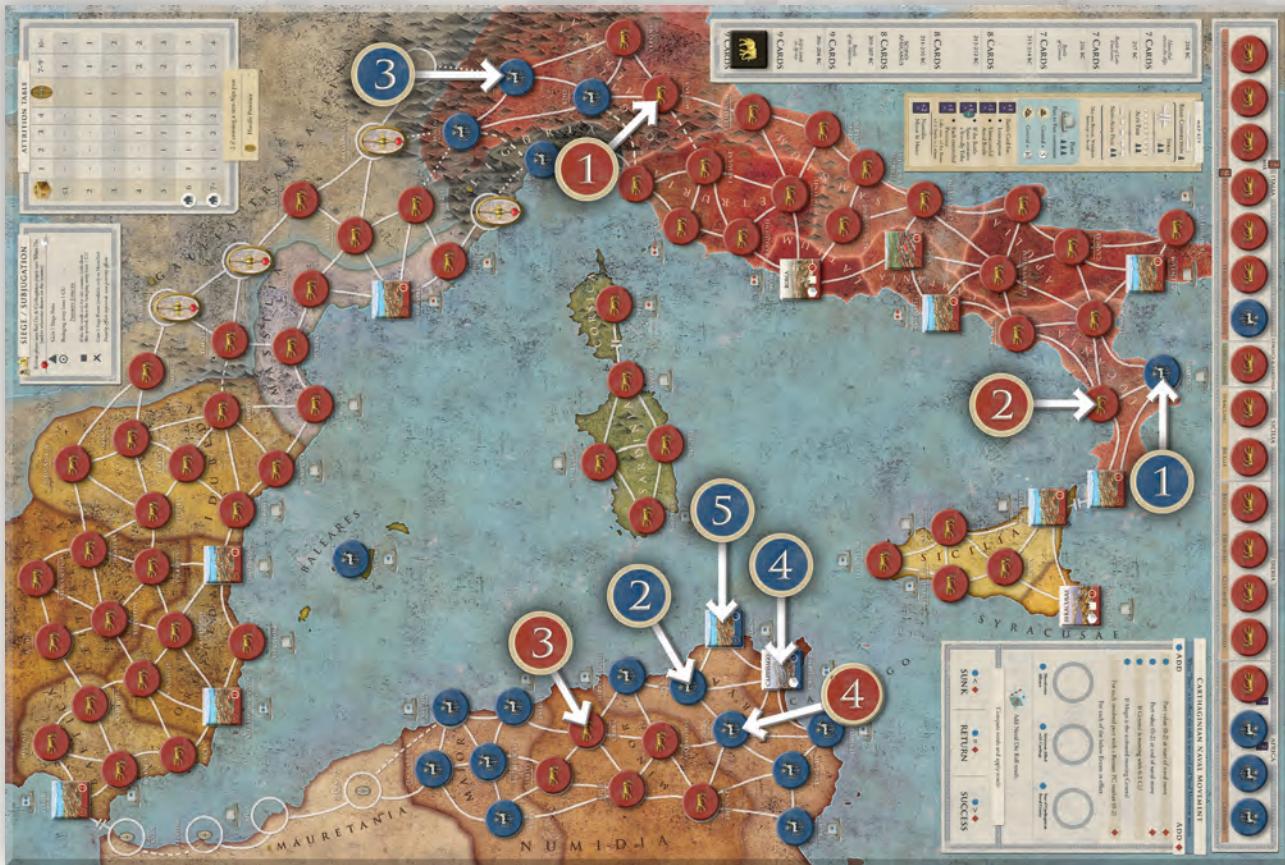
- 1 9 CUs (one of which is a CU with Elephants) and **Hannibal** in Bruttii.
- 2 7 CUs (one of which is a CU with Elephants) and **Mago** in Corduba. Place **H. Gisgo** on Mago's Card.
- 3 3 CUs and **Hanno** in Carthago.

Tribe Setup

- Place the Tribal markers as per the Second Punic War set up, except do not place the 2 Tribe markers in Gallia Cisalpina, instead place Roman PCs in those two spaces.

End of Game

- Rome wins if it meets an Immediate Victory Condition (4.1). Otherwise Carthago wins, because it still exists as a “power.”



NOTE: The balance of this scenario heavily favours Rome.

Overview

- This is a short one turn scenario that captures the final defeat of Hannibal and Carthage. Will the Carthaginians be able to hold on?

Scenario Setup

- Place the Turn marker on the Turn 9 (204-202 BC) space on the Turn track, and set up the board and map markers as indicated on the image above.
- Remove the following cards from the deck:
 - #9A Philip V of Macedon Allies With Carthage
 - #9B Philip V of Macedon Makes Peace With Rome
 - #12 African Reinforcements
 - #18 Traitor in Tarentum
 - #23 Numidian Ally
 - #24 Sophonisba
 - #25 Capua Sides With Carthage

#26 Syracuse Allies With Carthage

#43 Volones

#64 Truce

Roman Setup

- **Flaminius, Paullus, Scipio and Marcellus** are dead – remove their General Cards from play.
- 1 10 CUs and Consul **Nero** in Mutina.
- 2 9 CUs and Consul **Crassus** in Bruttii.
- 3 5 CUs and Proconsul **Varro** in Cirta.
- 4 5 CUs and Proconsul **Scipio Africanus** in Zama.

Carthaginian Setup

- **Hasdrubal** is dead – remove his General Card from play.

- 1 4 CUs (one of which is a CU with Elephants) and **Hannibal** in Croton.
- 2 6 CUs and **H. Gisgo** in Sicca.
- 3 3 CUs and **Mago** in Insubres.
- 4 3 CUs (two of which are CUs with Elephants) and **Hanno** in Carthago.
- 5 1 CU in Utica

Tribe Setup

- Place the 4 oval Tribe markers in the spaces that match their color, with the exception of the Tribe markers in Genoa, Gallia Cisalpina, and Bruttii – where you should place PCs as pictured.

Reinforcement Phase

- No Reinforcement Phase (i.e., game ends after single turn).

End of Game

- Rome wins if it meets an Immediate Victory Condition (4.1). Otherwise Carthago wins, because it still exists as a “power.”

10 SECOND PUNIC WAR 218 – 201 BC



OPTIONAL SETUP BY CHARLES FÉAUX DE LA CROIX

Overview

- This scenario is a variant of the core Second Punic War scenario. It looks to make Gaul more of a focal point in the game, and reduce the chance of an early game stalemate in northern Italy.
- If playing with this scenario it is recommended that you also use the Optional Alternative Siege Rules (Charles' Variant, see Section 8).
- Except for the General and CU set up as set out below, it uses the same set up as the main Second Punic War scenario.

Roman Setup

- 1 8 CUs and Consul **Scipio** in Massilia.
- 2 8 CUs and Consul **Longus** in Agrigentum (Sicilia).
- 3 2 CUs in Helvii.

4 2 CUs in Nemausus.

Carthaginian Setup

- 1 3 CUs in Boii.
- 2 3 CUs in Insubres.
- 3 8 CUs (two of which are CUs with Elephants) and **Hannibal** in Saguntum. Place **Mago** and **H. Gisgo** on Hannibal's Card.
- 4 2 CUs and **Hasdrubal** in Carthago Nova.
- 5 4 CUs and **Hanno** in Carthago.

CAMPAIGN: IBERIA

210 – 205 BC

NOTE: The balance of this scenario slightly favours Carthage.

Overview

The year is 210 BC. The Roman cause seems lost in Iberia. After the destruction of the Roman army during the battle of Upper-Baetis, there is only one volunteer to restore Rome's influence in Iberia: a 25-year-old son of Rome called Scipio is elected as proconsul shortly after the death of his father Publius Scipio and uncle Gnaeus Scipio. He is faced with a momentous task, but the inability of the three Carthaginian generals present to act in concert and a call for assistance from Hannibal offers opportunities for the taking. And perhaps a way to make a name for himself.

Scenario Components

- Rome has only one General available: **Scipio Africanus**.
- Carthage has only three Generals available: **Hasdrubal**, **Mago**, and **H.Gisgo**.

Cards to be removed

#1 Corsica and Sardinia Revolts	#25 Capua Sides With Carthage
#2 Sicilia Revolts	#26 Syracuse Allies With Carthage
#3 Numidia Revolts	#27 Hannibal
#5 Native Guide	#28 Hannibal Charms Italy
#7 Hostile Tribes	#32 Numidian Allies Desert
#8 Hostile Tribes	#33 Major Campaign
#9A Philip V of Macedonia Allies With Carthage	#34 Major Campaign
Allies With Carthage	#43 Volones
#12 African Reinforcements	#44 Allied Auxiliaries
#13 Bruttium Recruits	#45 Allied Auxiliaries
#14 Ligurian Recruits	#46 Allied Auxiliaries
#16 Gallic Recruits	#47 Allied Auxiliaries
#18 Traitor in Tarentum	#48 Allied Auxiliaries
#19 Senate Dismisses Proconsul	#53 Tribal Resistance
#22 Mutinies' Numidians	#56 Grain Shortage
#23 Numidian Ally	#57 Hanno Counsels
#24 The Beautiful Sophonisba Seduces a Numidian King	Carthage
	#58 Cato Counsels Rome
	#64 Truce



Optional Cards to be added

- #66 Imperium: Iberia
- #67 Baetica Revolts
- #71 Gades Sides with Rome
- #73 Uprising in Idubeda
- #74 Harsh Winter
- #78 Spoils of War

Displaced Generals

- Displaced/Eliminated Generals are killed and do not return.

Consuls and Consular Armies

- Rule does not apply. Both Roman Consuls are considered to be stationed outside of Iberia.

Scenario Setup

- Place the Turn marker on the Turn 6 (211-210 BC) space on the Turn track, and set up the board and map markers as indicated on the image (left).
- #9A *Philip V of Macedonia Allies With Carthage is in effect* (place a blue PC marker on the Naval Movement chart in the corresponding space).
- Add card #9B *Philip V of Macedonia Makes Peace With Rome* to the deck of Strategy cards.

Roman Setup

- 1 8 CUs and **Scipio Africanus** in any space in the Idubeda Province.

Carthaginian Setup

- 1 6 CUs (one of which is a CU with Elephants) and **Hasdrubal** in Castulo.
- 2 4 CUs (one of which is a CU with Elephants) and **Mago** in Dianium.
- 3 3 CUs and **H. Gisgo** in Gades.

Tribe Setup

- Place the two Tribes as pictured.

Changes to Standard Rules

- In Turn 6 (211-210 BC) Rome and Carthage receive 4 Cards.
- In Turn 7 (209-207 BC) Rome and Carthage receive 9 Cards.
- In Turn 8 (206-204 BC) Rome and Carthage receive 3 Cards.
- Scenario ends after the last card has been played.

Carthaginian Reinforcements

- Carthage only receives Reinforcements for control of Baetica and Carthago Nova (max. 2) at the start of the Turn 7 and 8.

Roman Reinforcements

- Rome receives 2 CUs as reinforcements at the start of the Turn 7 and 8.

- Rules 2.2.C2 and 5.1.B do not apply. **Scipio Africanus** is the permanent Proconsul and only Roman General for this scenario.

Who goes first

- Rome decides who goes first, unless Carthage plays a Campaign Card.

Victory Check Phase

- Only the four Iberian Provinces are counted.

Naval Movement

- Naval Movement is only permitted from an Iberian port to another Iberian port.

SCENARIO RULES

Carthaginian Rivalry

- The armies of Mago, Gisgo, and Hasdrubal cannot be combined or fight together in a Land Battle unless Carthage has lost a Land Battle against Scipio Africanus.

Hasdrubal's Relief Mission

- Hasdrubal and his entire Army leave Iberia to assist Hannibal in Italy (remove Hasdrubal and his CUs from the game) after he has concluded a Land Battle against Scipio, in which Scipio did not Withdraw from Battle.

Roman Diplomat

- Each time the Roman player finishes playing a Strategy Card, he may flip the Carthaginian PC marker in the space where Scipio is located or in the space adjacent to this space. This is only possible if the PC to be flipped is not adjacent to a Carthaginian-controlled Walled City or a Carthaginian General and there are no Carthaginian CUs on the PC.
- Therefore, Scipio can flip a maximum of 16 PC markers (4 + 9 + 3) during the play of this scenario.

End of Game

Rome wins if:

- Rome controls all Walled Cities and PCs with a port in Iberia **and**
- Rome controls at least 3 Provinces.

Otherwise Carthage wins, because Scipio is recalled to Rome and Carthage still exists as a "power" in Iberia.

CAMPAIGN: ITALIA

207 – 204 BC

NOTE: The balance of this scenario heavily favours Rome; Carthage has a very small margin of error!

Overview

The year is 207 BC. Hasdrubal has been beaten in the battle of Baecula by Scipio Africanus, yet he managed to escape with most of his army. Was this due to an error of Scipio's? Or was this the result of a resilient general who was aiming for his goal: the annihilation of the Barcid's influence in Iberia? Since Carthage and the Barcid family are losing their hold on Iberia, their power base for the war, they are losing influence and things are getting critical. But not all is lost. The war can still be turned in Carthage's favor if they can crush Rome in Italia, its base of power. What Carthage needs is another Cannae. Carthage has its army and the Barcid brothers at its disposal to achieve victory, but the sands of time are running out, because their influence and support are waning!

Scenario Components

- Carthage has only two Generals available in this scenario: **Hannibal** and **Hasdrubal**.
- **Flaminius, Paullus, Scipio** and **Marcellus** are dead – remove their General Cards from play.



Cards to be removed

- #1 Corsica and Sardinia Revolt
- #3 Numidia Revolts
- #4 Celtiberia Revolts
- #9A Philip V of Macedonia Allies With Carthage
- #12 African Reinforcements
- #15 Iberian Recruits
- #18 Traitor in Tarentum
- #23 Numidian Ally
- #24 The Beautiful Sophonisba Seduces a Numidian King
- #25 Capua Sides With Carthage

#26 Syracuse Allies With Carthage

- #31 Spanish Allies Desert
- #32 Numidian Allies Desert
- #43 Volones
- #57 Hanno Counsels Carthage
- #58 Cato Counsels Rome
- #64 Truce

Optional Cards to be added

- #65 Deception and Surprise
- #68 Manpower Shortage
- #72 Sacred Band
- #75 Sicilian Allies Desert

#76 Triumph

- #77 Citadel
- #78 Spoils of War
- #80 Dictator
- #81 Sicilian Recruits
- #84 Good Omen
- #86 Surprise Raids
- #88 Ambush
- #89 Sicilian Grain

Displaced Generals

- Displaced/Eliminated Generals are killed and do not return.

Scenario Setup

- Place the Turn marker on the Turn 7 (209-207 BC) space on the Turn track, and set up the board and map markers as indicated on the image (left).
- #9A *Philip V of Macedon Allies With Carthage* is in effect (place a blue PC marker on the Naval Movement chart in the corresponding space).
- Add card #9B *Philip V of Macedon Makes Peace With Rome* to the deck of Strategy cards.

Roman Setup

- 1 8 CUs and Consul **Nero** in Neapolis.
- 2 8 CUs and Consul **Livius** in Sena Gallica.
- 3 2 CUs and Proconsul **Flaccus** in Roma.

Carthaginian Setup

- 1 8 CUs (one of which is a CU with Elephants) and **Hannibal** in Bruttii.
- 2 6 CUs (one of which is a CU with Elephants) and **Hasdrubal** in Ariminum.

Tribe Setup

- Place the 5 Tribes as pictured.

Changes to Standard Rules

- In Turn 7 (209-207 BC) Rome and Carthage receive 3 Cards.
- In Turn 8 (206-204 BC) Rome and Carthage receive 9 Cards.
- Scenario ends after Turn 8.

Carthaginian Reinforcements

- Carthage receives 1 CU at the beginning of Turn 8.
- In addition, Mago and 3 CUs are placed anywhere in Gallia Cisalpina after the 3rd card of Turn 8 has been played. Also, place a Carthaginian PC marker on Genua.

Roman Reinforcements

- Rome receives 3 CUs at the beginning of Turn 8.
- In addition, **Scipio Africanus** and 6 CUs are placed anywhere in Sicilia (Region) at the beginning of Turn 8. This Army may not leave Sicilia (Region).

Who Goes First

- The Carthaginian player decides who goes first, unless the Roman player decides to play a Campaign Card.

Victory Check Phase

- Only the seven Italian Provinces and the two Sicilian Provinces are counted.

Naval Movement

- Naval Movement is only permitted from an Italian port to another Italian port.

End of Game

Rome wins if:

- Two Carthaginian Generals are killed **or**
- Carthage must remove more PCs than it has on the map **or**
- If Carthage does not win.

Carthage wins if:

- Roma is conquered **or**
- Carthage controls more Provinces than Rome at the end of the scenario.

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CAMPAIGN: AFRICA

204 – 201 BC

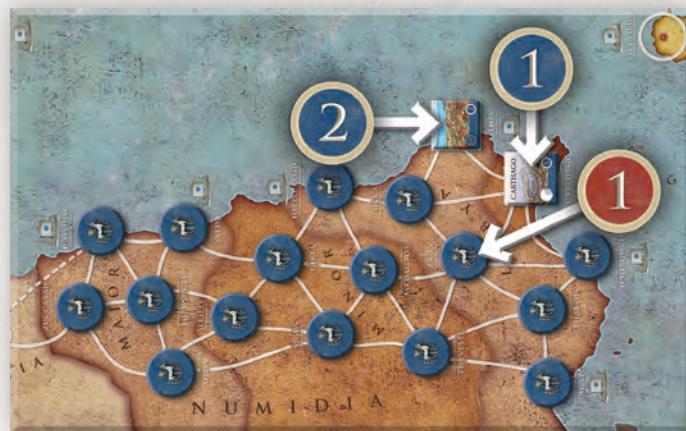
NOTE: The balance of this scenario slightly favours Carthage.

Overview

The year is 204 BC. Carthage has been driven out of Spain, Hasdrubal has died, and Hannibal is struggling to hang on in Southern Italy. However, despite hesitation from Rome and resistance in the Senate, Hannibal is about to be recalled. Scipio Africanus has built an expeditionary force in Sicily composed of survivors of Cannae and other battles lost to Hannibal. This army is bound for revenge, and has gained support from a new ally, Massinissa, prince of the Massylii of eastern Numidia, which means that the Numidian cavalry now rides for Rome. Scipio is ready to set out for Africa to end this war, once and for all. His goal: to annihilate Carthage, force Hannibal out of Italy, and return to Rome as victor.

Scenario Components

- Rome has only one General available: **Scipio Africanus**.
- Carthage has only three Generals available: **Hannibal**, **Hanno** and **H.Gisgo**.



Cards to be removed

- #1 Corsica and Sardinia Revolt
- #2 Sicilia Revolts
- #4 Celtiberia Revolts
- #5 Native Guide
- #7 Hostile Tribes
- #8 Hostile Tribes
- #9A Philip V of Macedonia Allies With Carthage
- #9B Philip V of Macedonia Makes Peace With Rome
- #10 Macedonian Reinforcements
- #11 Balearic Slingers
- #13 Bruttium Recruits
- #14 Ligurian Recruits
- #15 Iberian Recruits
- #16 Gallic Recruits
- #18 Traitor in Tarentum
- #19 Senate Dismissed Proconsul
- #22 Mutinies' Numidians
- #25 Capua Sides With Carthage

- #26 Syracuse Allies With Carthage
- #27 Hannibal
- #28 Hannibal Charms Italy
- #29 Carthaginian Naval Victory
- #30 Carthaginian Siege Train
- #31 Spanish Allies Desert
- #33 Major Campaign
- #34 Major Campaign
- #43 Volones
- #44 Allied Auxiliaries
- #45 Allied Auxiliaries
- #46 Allied Auxiliaries
- #47 Allied Auxiliaries
- #48 Allied Auxiliaries
- #50 Adriatic Pirates
- #53 Tribal Resistance
- #54 Treachery Within City

- #56 Grain Shortage
- #57 Hanno Counsels Carthage
- #58 Cato Counsels Rome
- #64 Truce

Optional Cards to be added

- #65 Deception and Surprise
- #69 Massinissa
- #72 Sacred Band
- #77 Citadel
- #78 Spoils of War
- #83 Imperium: Sicilia and Africa
- #84 Good Omen
- #85 Numidian Mercenaries
- #86 Surprise Raids
- #87 Revolt
- #88 Ambush

Displaced Generals

- Displaced/Eliminated Generals are killed and do not return.

Consuls and Consular Armies:

- Rule does not apply. Both Roman Consuls are considered to be stationed outside of Africa.

Scenario Setup

- Place the Turn marker on the Turn 8 (206-204 BC) space on the Turn track, and set up the board and map markers as indicated on the image (left).

Roman Setup

- 1 8 CUs and Proconsul **Scipio Africanus** in any space in the province of Libya except Utica.

Carthaginian Setup

- 1 7 CUs and **H. Gisgo** in Carthago. Place **Hanno** on H. Gisgo's Card.
- 2 1 CU in Utica.

Changes to Standard Rules

- In Turn 8 (206-204 BC) Rome and Carthage receive 4 Cards.
- Each time after both Rome and Carthage have played a Card, Carthage must remove one of its PC markers. (So Carthage has to remove 13 PC Markers (4 + 9) during the play of this scenario).

Carthaginian Reinforcements

- At the start of Turn 9 (204-202 BC) the Carthaginian player receives 2 CUs plus 1 for the control of Numidia Minor and 1 for the control of Numidia Maior. These CUs must be placed with any Carthaginian general or in Carthago.

Roman Reinforcements

- At the start of Turn 9 (204-202 BC) the Roman player receives 2 CUs plus 1 for the control of Numidia Minor and 1 for the control of Numidia Maior. These CUs must be placed with Scipio.
- Rules 2.2.C2 and 5.1.B do not apply. **Scipio Africanus** is the permanent Proconsul and only Roman General for this scenario.

Who Goes First

- The Carthaginian player decides who goes first, unless the Roman player decides to play a Campaign Card.

Victory Check Phase

- Only the four African Provinces are counted.

Naval Movement

- Naval Movement is only permitted from an African port to another African port.

SCENARIO RULES

Elephants

- In Turn 9 (204-202 BC) Scipio gains an additional ability. Elephants in a battle with Scipio are treated as regular CUs and Carthage can no longer use Elephant Charge.

Arrival of Hannibal (if one or more of the following conditions occur):

- Carthage has lost at least 3 CUs (including Elephant CUs) and Carthage has less CUs in Africa than Rome.
- Rome controls 2 Provinces in Africa.
- Carthago is being Besieged by Rome.

The Carthaginian player may discard a card from their hand during their turn instead of playing it. Immediately thereafter:

- Place Hannibal with 3 CUs and 1 Elephant CU in the port in Libya that is farthest from Scipio. Carthage chooses which port to land in, if multiple ports are at equal distance.
- Remove Gisgo from play (he commits his historical suicide).

Anti-War Faction

- Hanno cannot attack Roman CUs; but he will defend if attacked.

End of Game

Rome wins if it meets an Immediate Victory Condition (4.1). Otherwise Carthage wins, because Scipio Africanus is recalled to Rome and Carthage still exists as a “power.”

OPTIONAL RULES

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

1. Optional Strategy Cards

- If you want to enrich the game experience, add cards #65 - #74 to the Strategy Card deck.
- If you want even more flavor, also add cards #75 - #91 to the Strategy Card deck. Note that this includes the *Elephant Fright* (#91), which requires that you remove card #42 at setup (see Optional Card Notes below for more information).
- Check the Optional Cards Distribution chart on page 24 for recommendations on which cards to add, and when, and the Optional Card notes below for card explanations.
- Players can also agree that any of the above extra cards (i.e. with Roman numerals in the lower left corner) will be removed from play after being played as an Event.

2. Messenger Intercepted Variant

- When you play this Strategy Card (#55) as an Event and take one of your opponent's cards, your opponent has the option to require you to play another card immediately.

3. Elephant Fright Variant

- At setup replace card #42 with #91. This is how the card was supposed to be in the never-published Hannibal II.

4. Optional General rules

A. More Roman Generals

- To add more variety to the game add *Ti. Sempronius Gracchus*, *M. Livius Salinator*, *Q. Fulvius Flaccus*, *M. Valerius Laevinus* and *P. Licinius*

Crassus (General Cards #10-14) to the Roman Generals that form the pool at setup (3.2).

- This Optional Rule can be used with any scenario. **Note:** In some scenarios, specific optional Generals are available at setup. Treat them as standard Generals and return them to the pool after being displaced.

B. Bomilcar

- The Carthaginian General *Bomilcar* arrives as a Reinforcement on Turn 4. *Bomilcar* arrives without any troops and may be placed anywhere on the map with a Carthaginian CU.
- This Optional Rule may only be used in the core Second Punic War scenario, and Scenarios 2 to 5.

C. Historical flavor

To add more historical flavor, add the following rules (*thanks to Andy Daglish*):

- Killed in Action: Eliminate (instead of displacing) all Roman Generals (Commanding and Subordinate) whose entire Army is destroyed in battle (due to Land Battle Casualties and Retreat Losses).
- Consular Election: A Roman General may not be a Consul two Turns in a row. When drawing new Consuls (5.1.B), draw before adding the current Consul cards to the deck. (Exception: *Q. Fabius Maximus* is shuffled in before the draw as usual).
- The Fates: Certain Roman Generals will be permanently eliminated at the start of certain Turns. Remove them from the board if they are in play, and in any case return their card to the box.
 - *Ti. Sempronius Gracchus* → Turn 5 (213-212 BC)
 - *P. Cornelius Scipio* → Turn 6 (211-210 BC)
 - *M. Claudius Marcellus* → Turn 7 (209-207 BC)
 - *Q. Fulvius Flaccus* → Turn 8 (206-204 BC)
 - *Q. Fabius Maximus* → Turn 9 (204-202 BC).

5. Mauretania

- If applying this rule treat *Mauretania* and the spaces within it as a Province. It does not belong

to any Region, and is not a Politically Significant Province (2.1.E).

- It is a Hostile Province (cards #7 and #8).
- At setup place neutral Tribe markers in the three indicated spaces in *Mauretania*.
- In a Battle in *Mauretania* whoever controls this Province receives 1 BC.
- **Pillars of Hercules:** Crossing the strait at Gades-Abyla costs only 1 MP if Gades is friendly. Otherwise it costs 2 MPs.
- **Port of Siga:** Only a maximum of 5 CUs may make a Naval Movement in or out this port.

6. Flexible PC Placement and Removal

- An Army containing 3 or more CUs may remove enemy PC markers and place friendly PC markers during the course of its movement. It costs an Army 1 MP to remove an enemy PC marker and 1 MP to place a friendly PC marker.

EXAMPLE: An Army spends 2 MPs to convert an enemy PC into a friendly PC, then spends 1 MP to move one space, then spends its last MP to remove an enemy PC in this second space.

7. Alternative Reinforcements

A. Carthaginian Reinforcements

- The Carthaginian player receives 1 CU for control of each of the following Walled Cities: *Carthago*, *Utica*, *Gades* and *Carthago Nova* (which all begin the game under Carthaginian control).
- These Reinforcements may be placed as follows:
 - One may be placed in *Carthago* or with any General in *Africa*.
 - Two may be placed in *Carthago Nova* or with any General in *Iberia*.
 - One may be placed with any Carthaginian General.

B. Roman Reinforcements

- The Roman player receives 1 CU for control of each of the following Walled Cities: *Rhegium*, *Tarentum*, *Neapolis*, *Capua* and *Roma* (which all begin the game under Roman control).
- These Reinforcements may be placed in any Roman controlled Walled City in *Italia* that is not Besieged, or with any Roman General(s).

A maximum of 2 CUs may be placed with any Roman General outside of *Italia*.

8. Alternate Siege Rules (Charles' Variant)

- *Roma*, *Carthago*, *Syracusae*, *Carthago Nova* and *Gades* require three Siege Points for a Siege to succeed (12.1). All other Walled Cities only require two.
- Continue to apply section 12.2 to determine whether to roll the Red or White Siege die. However, as an exception to this, always roll the White Siege die if either of these cases is true:
 - 1 or more Unbesieged enemy CUs are in a space adjacent to the Besieged City
 - 1 or more enemy CUs are inside the Besieged City
- The requirement to roll a White Siege Die if the two triggers are met takes precedence over the effect of the Carthaginian Siege Train (card # 30) (though the Siege Train still cancels the  effect).
- Once a Siege is successfully completed, in addition to converting the Walled City to their color, the player may also choose one of the following:
 - Loot the Fallen City: add 2 CUs to the Force which captured the Walled City.
 - Show Clemency: the 2 closest enemy PCs not occupied by enemy CUs (distance calculated in Movement Points) are immediately converted. If several PCs are equally close, the player who Besieged the Walled City chooses.

9. Classic Die only

- For players who enjoyed earlier non-PHALANX editions using only a Classic Die, tables are provided on the other side of the Hannibal Reference Map & 2007 edition tables handout for use.

10. Sun of Macedon

The Sun of Macedon was an expansion for Hannibal released in 2018, now included as an optional rule. It contains two elements: a new Carthaginian General **Philippus*** (with a dedicated General card and standee/counter), and two new Strategy cards: *Desert March* (#92) and *Hidden Cove* (#93).

*Based on the Roberto Ullfig's Philip V scenario.

- The Strategy cards are added to the deck at set-up. To bring **Philippos** into play, the *Macedonian Alliance* must be in effect (card #9A) and the Carthage player must discard a 3 OP card (this counts as a card play). Then place **Philippos** and 5 Carthaginian CUs in an Unbesieged port in *Lucania* or *Apulia*.
- If the *Macedonian Alliance* ends (card #9B is played), **Philippos** and 5 CUs in his space (or all of them if less than 5 are present) are removed from the game. If **Philippos** is in a Besieged Walled City when this happens, the city is flipped to its Roman side and any other General inside is displaced.
- If **Philippos** is displaced at any other point he is eliminated and the *Macedonian Alliance*

immediately ends. The Carthage player must randomly discard one Strategy card if possible, and card #9B can no longer be played as an event (it is removed from the game after being played for any other purpose).

Note: Macedonia joined the Second Punic War as an ally of Carthage. Philip V of Macedon built a fleet of 200 lemboi ships, and was ready to sail to Italy, following in the footsteps of Pyrrhus. This didn't happen, as Rome reacted quickly with a sea blockade and inciting war in Greece, binding Philip's hands. This optional rule is a kind of 'what if?' that provides an opportunity for serious reinforcements for Hannibal in Italy.

OPTIONAL CARD NOTES

#66 & #83 – Imperium cards: One Army with up to five CUs may use Naval Movement when activated with this card. This is not a Campaign Card, so Nero may not use his Special Ability.

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

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

#78 – Spoils of War: Only non-Walled City enemy PCs, not stacked with enemy CUs, may be converted.

#79 – Punic Faith: If an Event is cancelled, the played Roman Strategy card is discarded (5.2.C3). If Strategy Cards are revealed, the Roman player must reveal them for the remainder of the Turn.

#80 – Dictator: This Event is playable by the Roman player if the Carthaginian player controls at least three more Politically Significant Provinces (2.1.E) than they do, and *Q. Fabius Maximus* is not in play on the board. If played, take *Q. Fabius Maximus*'s General card and place the Dictator marker and 3 CUs on it. Place his counter/standee in Roma. He is now the Dictator.

The Dictator is not a Consul, and his Army does not have the same minimum size restrictions as a Consular Army. The Dictator can pick up CUs from Consular Armies even if that drops the Consular Army below 5 CUs. He outranks all Consuls and will always command an Army in a Land Battle (no Change of

Command Die rolls). The maximum size Army that the Dictator may move is still 10 CUs.

At the end of the turn *Q. Fabius Maximus* is removed back to the pool, he may not be retained as a Pro-consul. CUs with him remain where they are. The Strategy card is also removed from the game; there may only ever be one Dictator in the game.

#84 – Good Omen: You may select one Die result instead of rolling the Die.

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

#88 – Ambush: Increasing your General's Battle Rating means you will get an extra BC (11.4) and it will be easier for you to Disengage and Withdraw or cancel your opponent's Disengage attempts (11.7).

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

#91 – Elephant Fright: This card is added to the Strategy Card deck at setup, and card #42 removed. This reduces the negative impact of the card on Carthage, and – given Carthaginian expertise with elephants – results in an arguably more realistic effect than the original.

#93 – Hidden Cove: This card has a one-time effect and Genua remains a non-port space.

OPTIONAL CARDS DISTRIBUTION

Cds No	CARD TITLE	1*	2	3	4	5	6	7	8	9	10*	NOTE
65	DECEPTION & SURPRISE	I	×	×	×	×	×	×	×	×	I	
66	IMPERIUM: IBERIA	II	×	×	×	×	×	×	×	×	II	
67	BAETICA REVOLTS	VI					×	×	×		VI	
68	MANPOWER SHORTAGE	III		×	×	×					III	
69	MASSINISSA	VII						×	×	×	VII	
70	ARCHIMEDES	I	×	×	×	×	×	×	×	×	I	
71	GADES SIDES WITH ROME	VI						×	×		VI	
72	SACRED BAND	I	×	×	×	×	×	×	×	×	I	
73	UPRISING IN IDUBEDA	VII						×	×	×	VII	
74	HARSH WINTER	V				×	×	×			V	
75	SICILIAN ALLIES DESERT	I	×	×	×	×	×				I	
76	TRIUMPH	V				×	×	×	×	×	V	
77	CITADEL	III		×	×	×	×	×	×	×	III	
78	SPOILS OF WAR	III			×	×	×	×	×		III	An incentive to capture Walled Cities. Historically most relevant for battles in <i>Iberia</i> . Very strong if combined with cards changing the allegiance of <i>Capua</i> or <i>Syracusae</i> .
79	PUNIC FAITH	III			×	×	×	×	×	×	III	The Carthaginian player may cancel an unwanted Event.
80	DICTATOR	III		×		×					III	A respite for Rome in times of need. May help to overcome <i>Manpower Shortage</i> .
81	SICILIAN RECRUITS	III		×	×	×	×	×	×		III	
82	CELTIC MERCENARIES	I	×	×	×	×	×	×	×		I	Advised to be added to the deck together with the <i>Beatica Revolt</i> card.
83	IMPERIUM: SICILY & AFRICA	III		×	×	×	×	×	×	×	III	
84	GOOD OMEN	III			×	×	×	×	×	×	III	
85	NUMIDIAN MERCENARIES	I	×	×	×	×	×	×	×	×	I	Numidian princes Syphax and Massinisa fought on both sides.
86	SURPRISE RAIDS	II	×	×	×	×	×	×	×	×	II	
87	REVOLT	II	×	×	×	×	×	×	×		II	Allows unexpected uprisings in <i>Gallia Cisalpina</i> and <i>Iberia</i> .
88	AMBUSH	I	×	×	×	×	×	×	×	×	I	
89	SICILIAN GRAIN	II	×	×	×	×	×	×	×		II	Helps to understand the importance of <i>Sicily</i> .
90	FLAMEN MARTIALIS	II	×	×	×	×	×	×	×		II	

* For scenarios 1 & 10 (Second Punic War), all Optional Cards may be used. You may enter the scenario Optional Cards at the beginning of the scenario or shuffle the recommended ones into the deck each Turn (as shown on the cards or in the column of the table), prior to dealing Strategy Cards. It is highly recommended to limit Optional Cards in use. You may randomly discard half of available Optional Cards before shuffle them to the deck. The table shows recommended use of the Optional Strategy Cards in the Scenarios 2-9, too.



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