

MARK SIMONITCH'S  
**HANNIBAL**  
&  
**HAMILCAR**



SCENARIO BOOK

# SECOND PUNIC WAR

218–201 B.C.



### 2.3. Scenario Components

- Select Strategy Cards numbered 1-64. Keep card 9A in the deck and set aside the 9B card, it will replace the 9A during play.
- Remove all of the Generals with the  icon in the bottom left corner as they will not be used in this scenario.

### 4. Scenario setup

- Use the Hannibal side of the board.
- Separately shuffle the deck of 48 Battle Cards and the remaining deck of 64 Strategy Cards and place the two decks aside.
- Place the Turn marker on the Turn 1 space on the Turn track, and set up the playing pieces as indicated below.

#### 4.1. Roman setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the appropriate square spaces (use Roma and Syracuseae markers with the  symbol on the Roman side).

- 1 8 CUs and Consul **Scipio** in Roma.
- 2 8 CUs and Consul **Longus** in Agrigentum (Sicilia).
- 3 5 CUs and **Scipio Africanus** on Turn 6 of the Turn track.

- The other Roman Generals are set aside and will enter play later in the game as reinforcements (6.4).

#### 4.2. Carthaginian setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the appropriate square spaces.

- 1 10 CUs (two of which are CUs with Elephants) and **Hannibal** in Saguntum. Place **Mago** and **H. Gisco** on Hannibal's Card.
- 2 4 CUs and **Hanno** in Carthago.
- 3 2 CUs and **Hasdrubal** in Carthago Nova.

#### 4.3. 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 Tribes in Gallia Cisalpina.
  - 1 Carthaginian Tribe in Lucania.
- Place 3 neutral Tribe markers in Mauretania if you are using this option (26.3).

#### 6. Reinforcement Phase (Skip this phase on the first turn).

##### 6.1. Carthaginian Reinforcements

###### 6.1.1. The Carthaginian player places his reinforcements.

- 1 CU in Carthago or with any General in Africa.
- If Carthago Nova is friendly controlled, place 1 CU in either Carthago Nova or with a Carthaginian General in Iberia.
- If the Province of Baetica is friendly controlled, place 1 CU in either Carthago Nova or with a Carthaginian General in Iberia.
- 1 CU in any space that contains either a Carthaginian General or in Carthago or Carthago Nova.

###### 6.1.3. Displaced Carthaginian Generals

- If there are any displaced (10.10.) Carthaginian Generals, return them all to the game after placing all Carthaginian reinforcements.
- They may be placed in any space containing one or more Carthaginian CUs that are not currently under siege.

##### 6.2. Roman Reinforcements

- The Roman player receives 5 CUs per turn.
- The CUs may be placed in Roma or with any Roman General(s).
- At least 3 of 5 Roman CUs must be placed in Italia.
- The CUs may all be placed in one space or split up in any fashion between Roman Generals and Roma.
- If the Roman player does not have at least one stack containing 5 or more CUs, then he must (if possible) place enough of his reinforcements in a space so that a stack of 5 CUs is created (this is important for placing Consuls).

##### 6.3. Restrictions on Placement

- Standard Rules with Exception: those arriving with Scipio Africanus (6.7).

##### 6.4. Electing Consuls and Proconsuls

- Standard Rules with Exception: Scipio Africanus (6.7).

##### 6.6. The Proconsul

- Standard Rules with Exception: Scipio Africanus (6.7).

##### 7.3. Who Goes First

- The Carthaginian player decides who will play first, unless preempted (73.1).

##### 19.4. Removing Isolated PC Markers

- Starting with Rome, then Carthage.

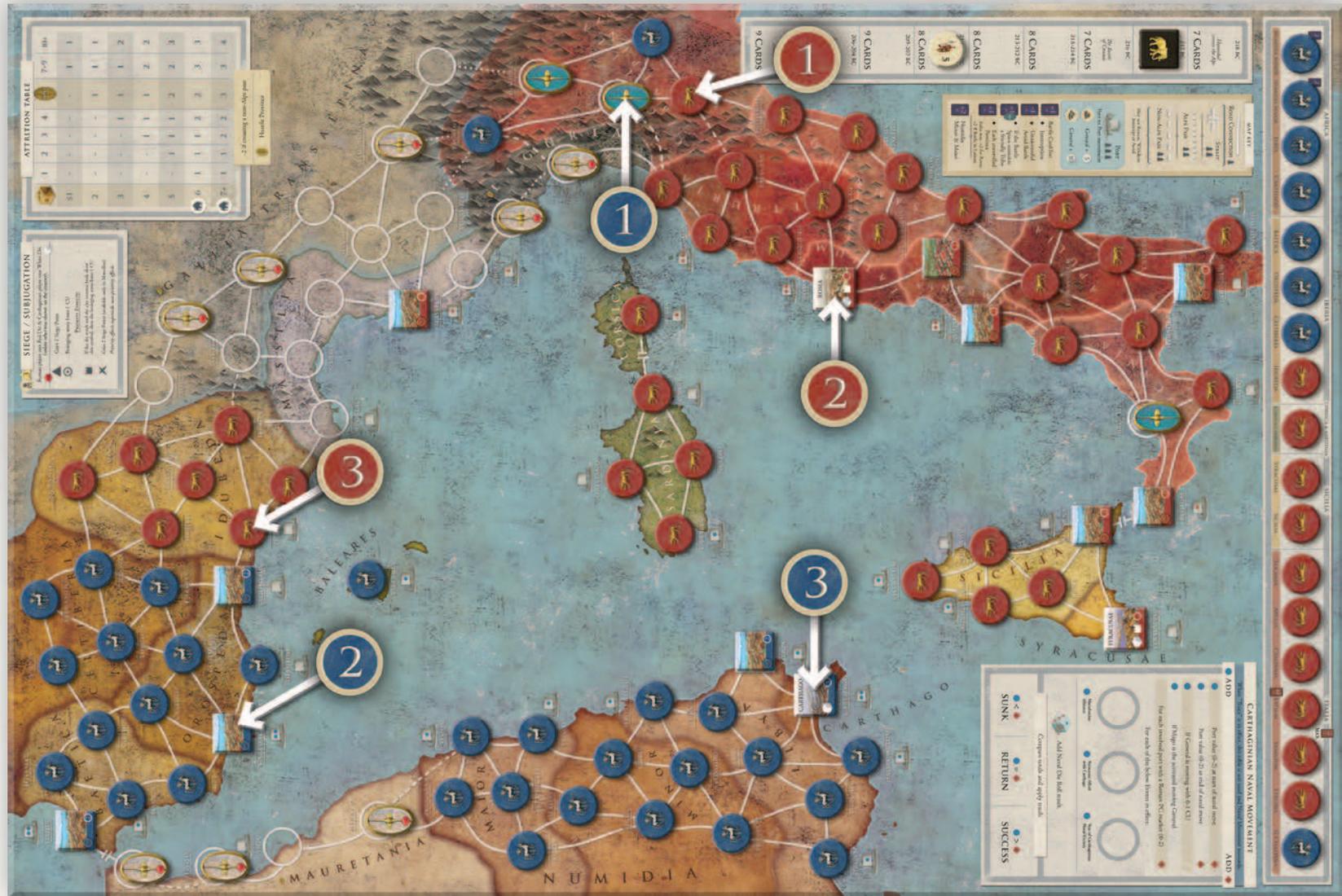
##### 23.4. End of Game

- If there is a tie, the Carthaginian player wins.

Please note that scenario rules refer only to specific sections of the rulebook, adding or amending general rules of the game.

# INVASION OF ITALY

217 – 201 B.C.



### 2.3. Scenario Components

- Select Strategy Cards numbered 1-64. Keep card 9A in the deck and set aside the 9B card, it will replace the 9A during play.
- Remove all of the Generals with the  icon in the left bottom corner as they will not be used in this scenario.

### 4. Scenario setup

- Use the Hannibal side of the board.
- Separately shuffle the deck of 48 Battle Cards and the remaining deck of 64 Strategy Cards and place the two decks aside.
- Place the Turn marker on the Turn 2 space on the Turn track, and set up the playing pieces as indicated below.

#### 4.1. Roman setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the appropriate square spaces (use Roma and Syracuseae markers with the  symbol on the Roman side).

**1** 8 CUs and Consul **Flaminius** in Mutina.

**2** 7 CUs and Consul **Fabius** in Roma.

**3** 4 CUs and Proconsul **Scipio** in Dertosa.

- 5 Roman CUs and Scipio Africanus on Turn 6 of the Turn track.
- The other Roman Generals are set aside and will enter play later in the game as reinforcements (6.4).

#### 4.2. Carthaginian setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the appropriate square spaces.

**1** 10 CUs (two of which are CUs with Elephants) and **Hannibal** in Boii. Place **Mago** and H. **Gisgo** on Hannibal's Card.

**2** 4 CUs and **Hasdrubal** in Carthago Nova

**3** 5 CUs and **Hanno** in Carthago.

#### 4.3. Tribe Setup

- Place the 8 oval Tribe markers in the spaces that match their color.
  - 5 neutral Tribes in Gallia Transalpina.
  - 2 Carthaginian Tribes in Gallia Cisalpina.
  - 1 Carthaginian Tribe in Lucania.
- Place 3 neutral Tribe markers in Mauretania if you are using this option (26.3).

### 6. Reinforcement Phase

(Skip this phase on the first turn).

#### 6.1. Carthaginian Reinforcements

##### 6.1.1. The Carthaginian player places his reinforcements

- 1 CU in Carthago or with any General in Africa.
- If Carthago Nova is friendly controlled, place 1 CU in either Carthago Nova or with a Carthaginian General in Iberia.
- If the Province of Baetica is friendly controlled, place 1 CU in either Carthago Nova or with a Carthaginian General in Iberia.

- 1 CU in any space that contains either a Carthaginian General or in Carthago or Carthago Nova.

##### 6.1.3. Displaced Carthaginian Generals

- If there are any displaced (10.10.) Carthaginian Generals, return them all to the game after placing all Carthaginian reinforcements.
- They may be placed in any space containing one or more Carthaginian CUs that are not currently under siege.

#### 6.2. Roman Reinforcements

- The Roman player receives 5 CUs per turn.
- The CUs may be placed in Roma or with any Roman General(s).
- At least 3 of the 5 Roman CUs must be placed in Italy.
- The CUs may all be placed in one space or split up in any fashion between Roman Generals and Roma.
- If the Roman player does not have at least one stack containing 5 or more CUs, then he must (if possible) place enough of his reinforcements in a space so that a stack of 5 CUs is created (this is important for placing Consuls).

#### 6.3. Restrictions on Placement

- Standard with Exception: those arriving with Scipio Africanus (6.7).

#### 6.4. Electing Consuls and Proconsuls

- Standard with Exception: Scipio Africanus (6.7).

#### 6.6. The Proconsul

- Standard with Exception: Scipio Africanus (6.7).

#### 7.3. Who Goes First

- The Carthaginian player decides who will play first, unless preempted (7.3.1).

#### 19.4. Removing Isolated PC Markers

- Starting with Rome, then Carthage.

#### 23.4. End of Game

- If there is a tie, the Carthaginian player wins.

# HANNIBAL AD PORTAS!

216 – 201 B.C.



### 2.3. Scenario Components

- Select Strategy Cards numbered 1-64. Keep card 9A in the deck and set aside the 9B card, it will replace the 9A during play.
- Remove all of the Generals with the  icon in the bottom left corner as they will not be used in this scenario.
- Flaminius is dead – remove his General Card from play.

### 4. Scenario setup

- Use the Hannibal side of the board.
- Separately shuffle the deck of 48 Battle Cards and the remaining deck of 64 Strategy Cards and place the two decks aside.
- Place the Turn marker on the Turn 3 space on the Turn track, and set up the playing pieces as indicated below.

#### 4.1. Roman setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the square spaces that match their name (use Roma and Syracusae markers with the  symbol on the Roman side).

**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.

- 5 Roman CUs and **Scipio Africanus** on Turn 6 of the Turn track.
- The other Roman Generals are set aside and will enter play later in the game as reinforcements (6.4).

#### 4.2. Carthaginian setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the appropriate square spaces.

**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.

#### 4.3. Tribe Setup

- Place the 8 oval Tribe markers in the spaces that match their color.
  - 5 neutral Tribes in Gallia Transalpina.
  - 2 Carthaginian Tribes in Gallia Cisalpina.
  - 1 Carthaginian Tribe in Lucania.
- Place 3 neutral Tribe markers in Mauretania if you are using this option (26.3).

#### 6. Reinforcement Phase (Skip this phase on the first turn).

##### 6.1 Carthaginian Reinforcements

###### 6.1.1. The Carthaginian player places his reinforcements

- 1 CU in Carthago or with any General in Africa.
- If Carthago Nova is friendly controlled, place 1 CU in either Carthago Nova or with a Carthaginian General in Iberia.
- If the Province of Baetica is friendly controlled, place 1 CU in either Carthago Nova or with a Carthaginian General in Iberia.

- 1 CU in any space that contains either a Carthaginian General or in Carthago or Carthago Nova.

###### 6.1.3. Displaced Carthaginian Generals

- If there are any displaced (10.10.) Carthaginian Generals, return them all to the game after placing all Carthaginian reinforcements.
- They may be placed in any space containing one or more Carthaginian CUs that are not currently under siege.

##### 6.2. Roman Reinforcements

- The Roman player receives 5 CUs per turn.
- The CUs may be placed in Roma or with any Roman General(s).
- At least 3 of 5 Roman CUs must be placed in Italy.
- The CUs may all be placed in one space or split up in any fashion between Roman Generals and Roma.
- If the Roman player does not have at least one stack containing 5 or more CUs, then he must (if possible) place enough of his reinforcements in a space so that a stack of 5 CUs is created (this is important for placing Consuls).

##### 6.3. Restrictions on Placement

- Standard with Exception: those arriving with Scipio Africanus (6.7).

##### 6.4. Electing Consuls and Proconsuls

- Standard with Exception: Scipio Africanus (6.7).

##### 6.6. The Proconsul

- Standard with Exception: Scipio Africanus (6.7).

##### 7.3. Who Goes First

The Carthaginian player decides who will play first, unless preempted (7.3.1).

##### 19.4. Removing Isolated PC Markers

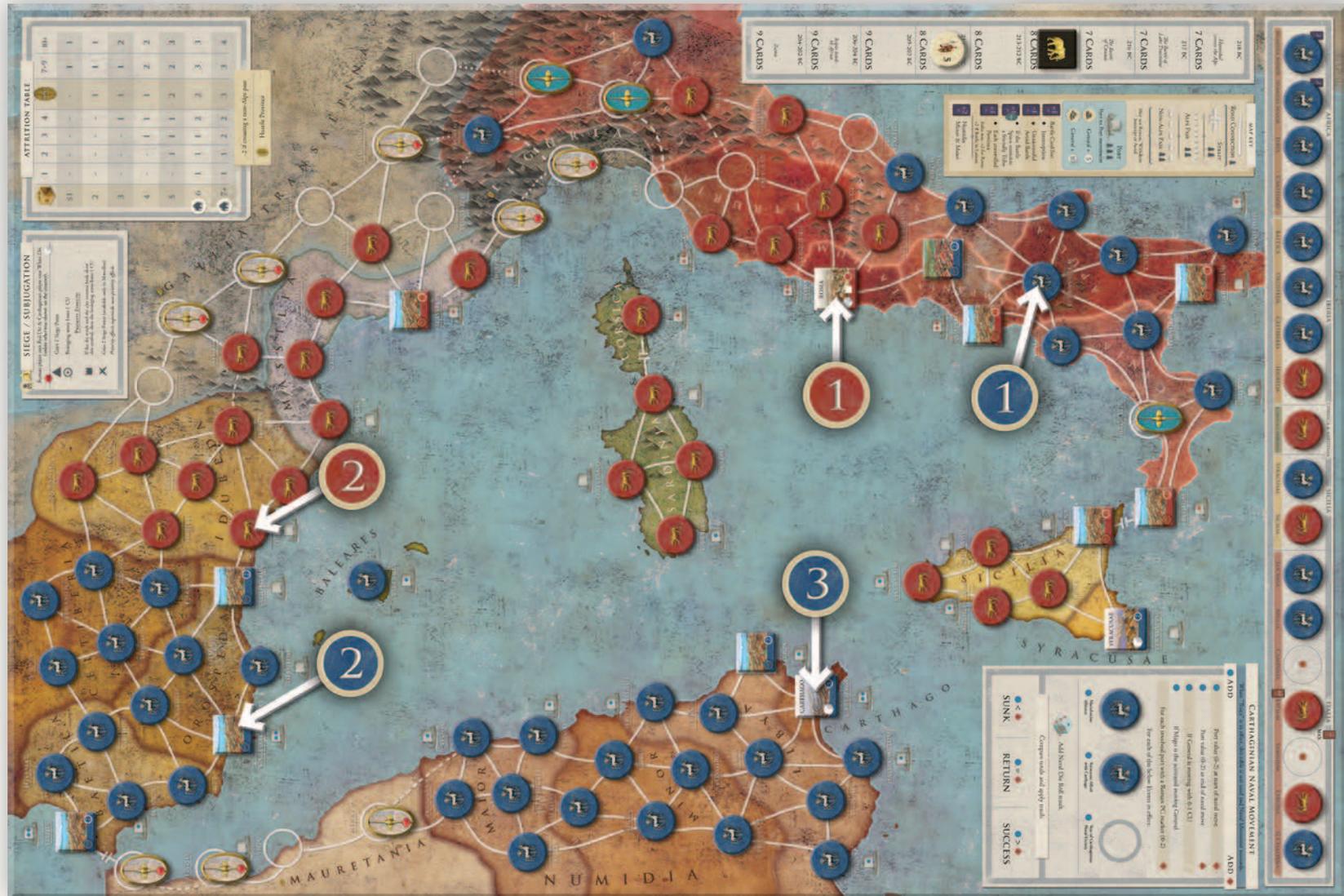
- Starting with Rome, then Carthage.

##### 23.4. End of Game

- If there is a tie, the Carthaginian player wins.

# POST-CANNAE

215 – 201 B.C.



### 2.3. Scenario Components

- Select Strategy Cards numbered 1-64.
- Remove all of the Generals with the  icon in the left bottom corner as they will not be used in this scenario.
- Flaminius is dead – remove his General Card from play.
- Paullus is dead – remove his General Card from play.

### Cards to be Removed

- #9A Philip V of Macedonia Allies with Carthage
- #25 Capua sides with Carthage
- #26 Syracuse sides with Carthage

### Active Card

- 9A Philip V of Macedonia Allies with Carthage is in effect.

## 4. Scenario setup

- Use the Hannibal side of the board.
- Separately shuffle the deck of 48 Battle Cards and the remaining deck of Strategy Cards and place the two decks aside. Add card 9B to the discard pile.
- Place the Turn marker on the Turn 4 space on the Turn track, and set up the playing pieces as indicated below.

### 4.1. Roman setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the square spaces that match their name (use Roma marker with the  symbol on the Roman side).

**1** 7 CUs and Consul **Fabius** in Roma.  
Place Consul **Marcellus** on Fabius card..

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

- 5 Roman CUs and **Scipio Africanus** on Turn 6 of the Turn track.
- The 6 other Roman Generals are set aside and will enter play later in the game as reinforcements (6.4).

### 4.2. Carthaginian setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the appropriate square spaces (use Syracusae marker with  symbol on the Roman side).

**1** 10 CUs (two of which are CUs with Elephants) and **Hannibal** in Beneventum. Place **Bomilcar**, **Mago**, and **H. Gisgo** on Hannibal's Card.

**2** 8 CUs and **Hasdrubal** in Carthago Nova.

**3** 6 CUs and **Hanno** in Carthago.

### 4.3. Tribe Setup

- Place the 8 oval Tribe markers in the spaces that match their color.
  - 5 neutral Tribes in Gallia Transalpina.
  - 2 Carthaginian Tribes in Gallia Cisalpina.
  - 1 Carthaginian Tribe in Lucania.
- Place 3 neutral Tribe markers in Mauretania if you are using this option (26.3).

## 6. Reinforcement Phase

(Skip this phase on the first turn).

## 6.1. Carthaginian Reinforcements

### 6.1.1. The Carthaginian player places his reinforcements

- 1 CU in Carthago or with any General in Africa.
- If Carthago Nova is friendly controlled, place 1 CU in either Carthago Nova or with a Carthaginian General in Iberia.
- If the Province of Baetica is friendly controlled, place 1 CU in either Carthago Nova or with a Carthaginian General in Iberia.
- 1 CU in any space that contains either a Carthaginian General or in Carthago or Carthago Nova.

### 6.1.3. Displaced Carthaginian Generals

- If there are any displaced (10.10.) Carthaginian Generals, return them all to the game after placing all Carthaginian reinforcements.
- They may be placed in any space containing one or more Carthaginian CUs that are not currently under siege.

## 6.2. Roman Reinforcements

- The Roman player receives 5 CUs per turn.
- The CUs may be placed in Roma or with any Roman General(s).
- At least 3 of 5 Roman CUs must be placed in Italia.
- The CUs may all be placed in one space or split up in any fashion between Roman Generals and Roma.
- If the Roman player does not have at least one stack containing 5 or more CUs, then he must (if possible) place enough of his reinforcements in a space so that a stack of 5 CUs is created (this is important for placing Consuls).

## 6.3. Restrictions on Placement

- Standard with Exception: those arriving with Scipio Africanus (6.7).

## 6.4. Electing Consuls and Proconsuls

- Standard with Exception: Scipio Africanus (6.7).

## 6.6. The Proconsul

- Standard with Exception: Scipio Africanus (6.7).

## 7.3. Who Goes First

- The Carthaginian player decides who will play first, unless preempted (7.3.1).

## 19.4. Removing Isolated PC Markers

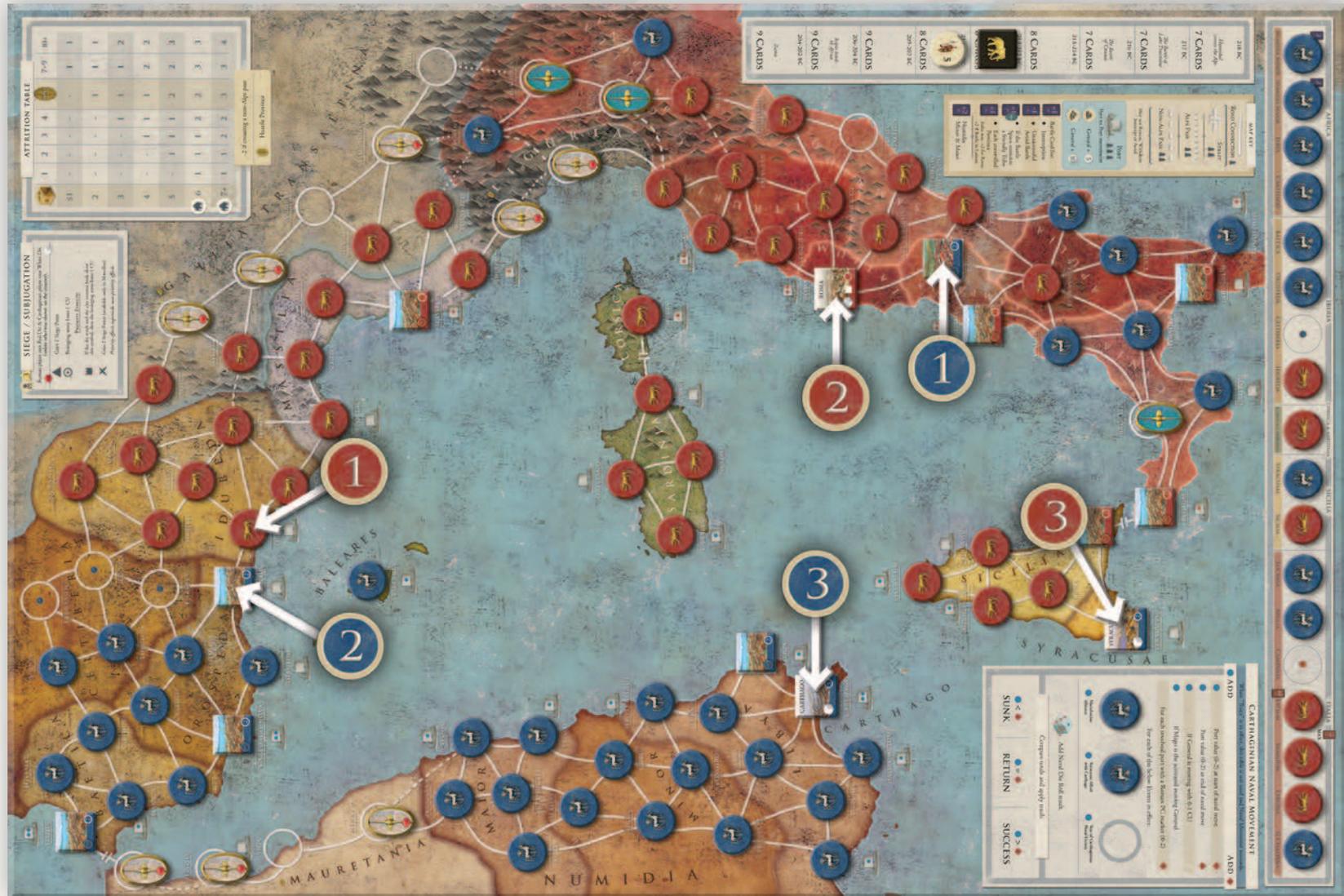
- Starting with Rome, then Carthage.

## 23.4. End of Game

- If there is a tie, the Carthaginian player wins.

# THE CLIMAX

213 – 201 B.C.



### 2.3. Scenario Components

- Select Strategy Cards numbered 1-64.
- Remove all of the Generals with the  icon as they will not be used in this scenario.
- Flaminius is dead – remove his General Card from play.
- Paullus is dead – remove his General Card from play.

### Cards to be Removed

- #9A Philip V of Macedonia Allies with Carthage.
- #25 Capua sides with Carthage.
- #26 Syracuse sides with Carthage.
- #43 Two Legions of Slaves Raised the Volones.

## Active Cards

#9A **Philip V of Macedonia Allies with Carthage** is in effect.

#64 **Truce** is in effect.

## 4. Scenario setup

- Use the Hannibal side of the board.
- Separately shuffle the deck of 48 Battle Cards and the remaining deck of Strategy Cards (including the card 9B) and place the two decks aside.
- Place the Turn marker on the Turn 5 space on the Turn track, and set up the playing pieces as indicated below.

### 4.1. Roman setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the square spaces that match their name (use Roma and Syracusae markers with the  symbol on the Roman side).

1 8 CUs and Consul **Scipio** in Dertosa.

2 8 CUs and Consul **Gracchus** in Roma.

3 3 CUs and Proconsul **Marcellus** in Syracusae.

- 5 Roman CUs and **Scipio Africanus** on Turn 6 of the Turn track.
- The other Roman Generals are set aside and will enter play later in the game as reinforcements (6.4).

### 4.2. Carthaginian setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the appropriate square spaces (use Syracusae marker with the  symbol on the Roman side).

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** on Hanno's Card.

### 4.3. Tribe Setup

- Place the 8 oval Tribe markers in the spaces that match their color.
  - 5 neutral Tribes in Gallia Transalpina.
  - 2 Carthaginian Tribes in Gallia Cisalpina.
  - 1 Carthaginian Tribe in Lucania.
- Place 3 neutral Tribe markers in Mauretania if you are using this option (26.3).

## 6. Reinforcement Phase

(Skip this phase on the first turn).

### 6.1. Carthaginian Reinforcements

#### 6.1.1. The Carthaginian player places his reinforcements

- 1 CU in Carthago or with any General in Africa.
- If Carthago Nova is friendly controlled, place 1 CU in either Carthago Nova or with a Carthaginian General in Iberia.
- If the Province of Baetica is friendly controlled, place 1 CU in either Carthago Nova or with a Carthaginian General in Iberia.
- 1 CU in any space that contains either a Carthaginian General or in Carthago or Carthago Nova.

#### 6.1.3. Displaced Carthaginian Generals

- If there are any displaced (10.10.) Carthaginian Generals, return them all to the game after placing all Carthaginian reinforcements.
- They may be placed in any space containing one or more Carthaginian CUs that are not currently under siege.

### 6.2. Roman Reinforcements

- The Roman player receives 5 CUs per turn.
- The CUs may be placed in Roma or with any Roman General(s).
- At least 3 of 5 Roman CUs must be placed in Italia.
- The CUs may all be placed in one space or split up in any fashion between Roman Generals and Roma.
- If the Roman player does not have at least one stack containing 5 or more CUs, then he must (if possible) place enough of his reinforcements in a space so that a stack of 5 CUs is created (this is important for placing Consuls).

### 6.3. Restrictions on Placement

- Standard with Exception: those arriving with Scipio Africanus (6.7).

### 6.4. Electing Consuls and Proconsuls

- Standard with Exception: Scipio Africanus (6.7).

### 6.6. The Proconsul

- Standard with Exception: Scipio Africanus (6.7).

### 7.3. Who Goes First

- The Carthaginian player decides who will play first, unless preempted (7.3.1).

### 19.4. Removing Isolated PC Markers

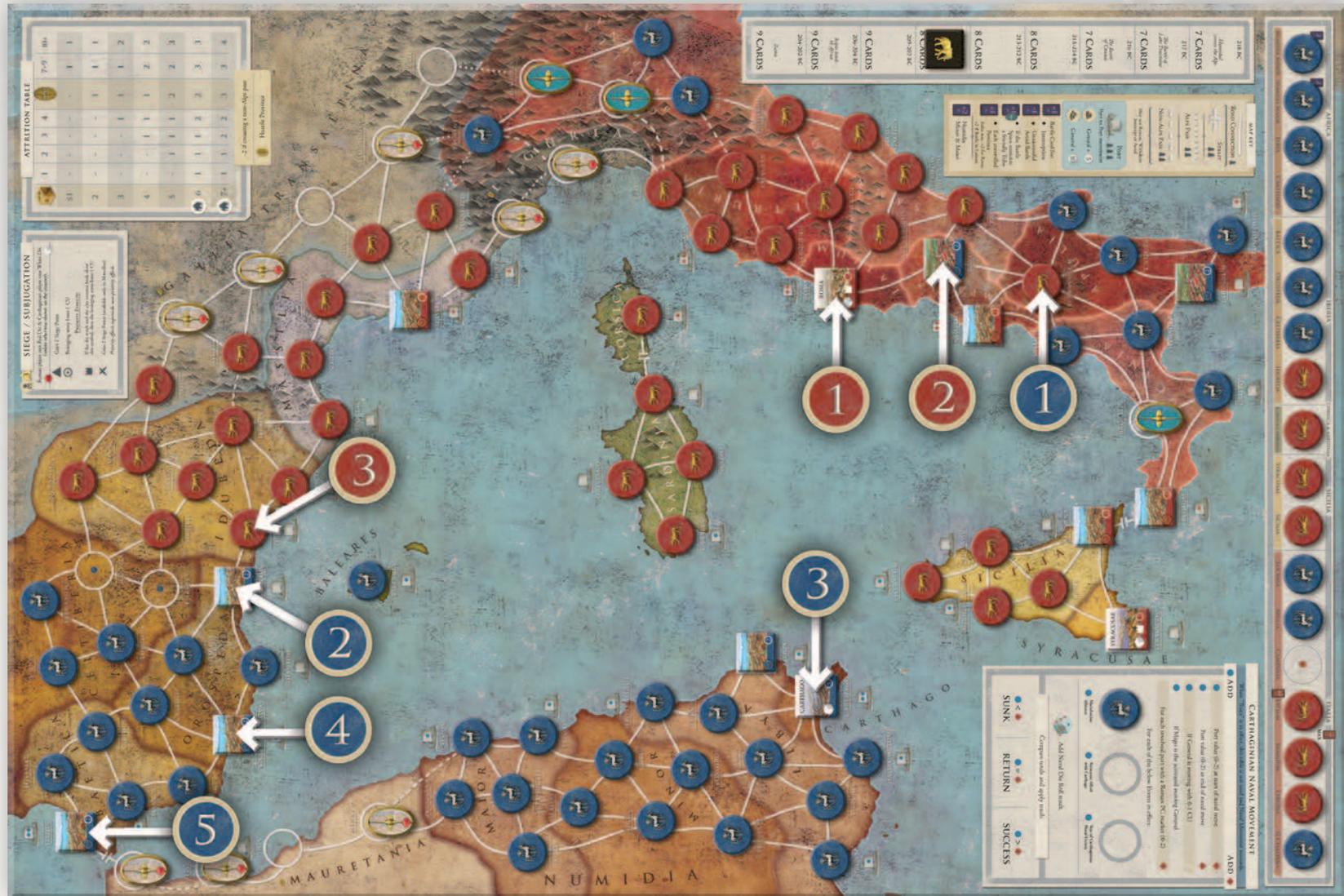
- Starting with Rome, then Carthage.

### 23.4. End of Game

- If there is a tie, the Carthaginian player wins.

# ROME STRIKES BACK

211– 201 B.C



### 2.3. Scenario Components

- Select Strategy Cards numbered 1-64.
- Remove all of the Generals with the  icon as they will not be used in this scenario.
- Flaminius is dead – remove his General Card from play.
- Paullus is dead – remove his General Card from play.
- Scipio is dead – remove his General Card from play.

### Cards to be removed

- #9A Philip V of Macedonia Allies with Carthage.
- #18 Traitor in Tarentum.
- #25 Capua sides with Carthage.
- #26 Syracuse sides with Carthage.
- #43 Two Legions of Slaves Raised the Volones.

**Active Card:** #9A Philip V of Macedonia Allies with Carthage.

#### 4. Scenario setup

- Use the Hannibal side of the board.
- Separately shuffle the deck of 48 Battle Cards and the remaining deck of Strategy Cards (including card 9B) and place the two decks aside.
- Place the Turn marker on the Turn 6 space on the Turn track, and set up the playing pieces as indicated below.

##### 4.1. Roman setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the square spaces that match their name (use Roma and Syracuse markers with the ■ symbol on the Roman side).

**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** (1 4) in Dertosa.

- The other Roman Generals are set aside and will enter play later in the game as reinforcements (6.4).

##### 4.2. Carthaginian setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the square spaces that match their name.

**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.

##### 4.3. Tribe Setup

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

#### 6. Reinforcement Phase

(Skip this phase on the first turn).

##### 6.1. Carthaginian Reinforcements

###### 6.1.1. The Carthaginian player places his reinforcements

- 1 CU in Carthago or with any General in Africa.
- If Carthago Nova is friendly controlled, place 1 CU in either Carthago Nova or with a Carthaginian General in Iberia.
- If the Province of Baetica is friendly controlled, place 1 CU in either Carthago Nova or with a Carthaginian General in Iberia.
- 1 CU in any space that contains either a Carthaginian General or in Carthago or Carthago Nova.

###### 6.1.3. Displaced Carthaginian Generals

- If there are any displaced (10.10.) Carthaginian Generals, return them all to the game after placing all Carthaginian reinforcements.
- They may be placed in any space containing one or more Carthaginian CUs that are not currently under siege.

##### 6.2. Roman Reinforcements

- The Roman player receives 5 CUs per turn.
- The CUs may be placed in Roma or with any Roman General(s).
- At least 3 of 5 Roman CUs must be placed in Italia.
- The CUs may all be placed in one space or split up in any fashion between Roman Generals and Roma.
- If the Roman player does not have at least one stack containing 5 or more CUs, then he must (if possible) place enough of his reinforcements in a space so that a stack of 5 CUs is created (this is important for placing Consuls).

##### 6.3. Restrictions on Placement

- Standard.

##### 6.4. Electing Consuls and Proconsuls

- Standard with Exception: Scipio Africanus (6.7).

##### 6.6. The Proconsul

- Standard with Exception: Scipio Africanus (6.7).

##### 7.3. Who Goes First

- The Carthaginian player decides who will play first, unless preempted (7.3.1).

##### 19.4. Removing Isolated PC Markers

Starting with Rome, then Carthage.

##### 23.4. End of Game

If there is a tie, the Carthaginian player wins.



## Active Card

#9A Philip V of Macedonia Allies with Carthage is in effect.

### 4. Scenario setup

- Use the Hannibal side of the board.
- Separately shuffle the deck of 48 Battle Cards and the remaining deck of Strategy Cards (including card 9B) and place the two decks aside.
- Place the Turn marker on the Turn 7 space on the Turn track, and set up the playing pieces as indicated below.

#### 4.1. Roman setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the square spaces that match their name (use Roma and Syracusae markers with the  symbol on the Roman side).

1 10 CUs and Consul **Nero** in Roma.

2 12 CUs and Consul **Livius** in Capua.  
Place Proconsul **Flaccus** on Livius' Card.

3 9 CUs and Proconsul **Scipio Africanus** in Budua.

- The other Roman Generals are set aside and will enter play later in the game as reinforcements (6.4).

#### 4.2. Carthaginian setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the appropriate square spaces.

1 10 CUs (two of which are CUs with Elephants) and **Hannibal** in Bruttii. Place **Mago** and **H. Gisgo** on Hannibal's Card.

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

3 4 CUs and **Hanno** in Carthago.

4 1 CU in Carthago Nova. 5 1 CU in Gades.

#### 4.3. Tribe Setup

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

### 6. Reinforcement Phase (Skip this phase on the first turn).

#### 6.1. Carthaginian Reinforcements

##### 6.1.1. The Carthaginian player places his reinforcements

- 1 CU in Carthago or with any General in Africa.
- If Carthago Nova is friendly controlled, place 1 CU in either Carthago Nova or with a Carthaginian General in Iberia.
- If the Province of Baetica is friendly controlled, place 1 CU in either Carthago Nova or with a Carthaginian General in Iberia.
- 1 CU in any space that contains either a Carthaginian General or in Carthago or Carthago Nova.

##### 6.1.3 Displaced Carthaginian Generals

- If there are any displaced (10.10.) Carthaginian Generals, return them all to the game after placing all Carthaginian reinforcements.
- They may be placed in any space containing one or more Carthaginian CUs that are not currently under siege.

#### 6.2. Roman Reinforcements

- The Roman player receives 5 CUs per turn.
- The CUs may be placed in Roma or with any Roman General(s).
- At least 3 of 5 Roman CUs must be placed in Italia.
- The CUs may all be placed in one space or split up in any fashion between Roman Generals and Roma.
- If the Roman player does not have at least one stack containing 5 or more CUs, then he must (if possible) place enough of his reinforcements in a space so that a stack of 5 CUs is created (this is important for placing Consuls).

#### 6.3. Restrictions on Placement

- Standard.

#### 6.4. Electing Consuls and Proconsuls

- Standard with Exception: Scipio Africanus (6.7).

#### 6.6. The Proconsul

- Standard with Exception: Scipio Africanus (6.7).

#### 7.3. Who Goes First

- The Carthaginian player decides who will play first, unless preempted (7.3.1).

#### 19.4. Removing Isolated PC Markers

- Starting with Rome, then Carthage.

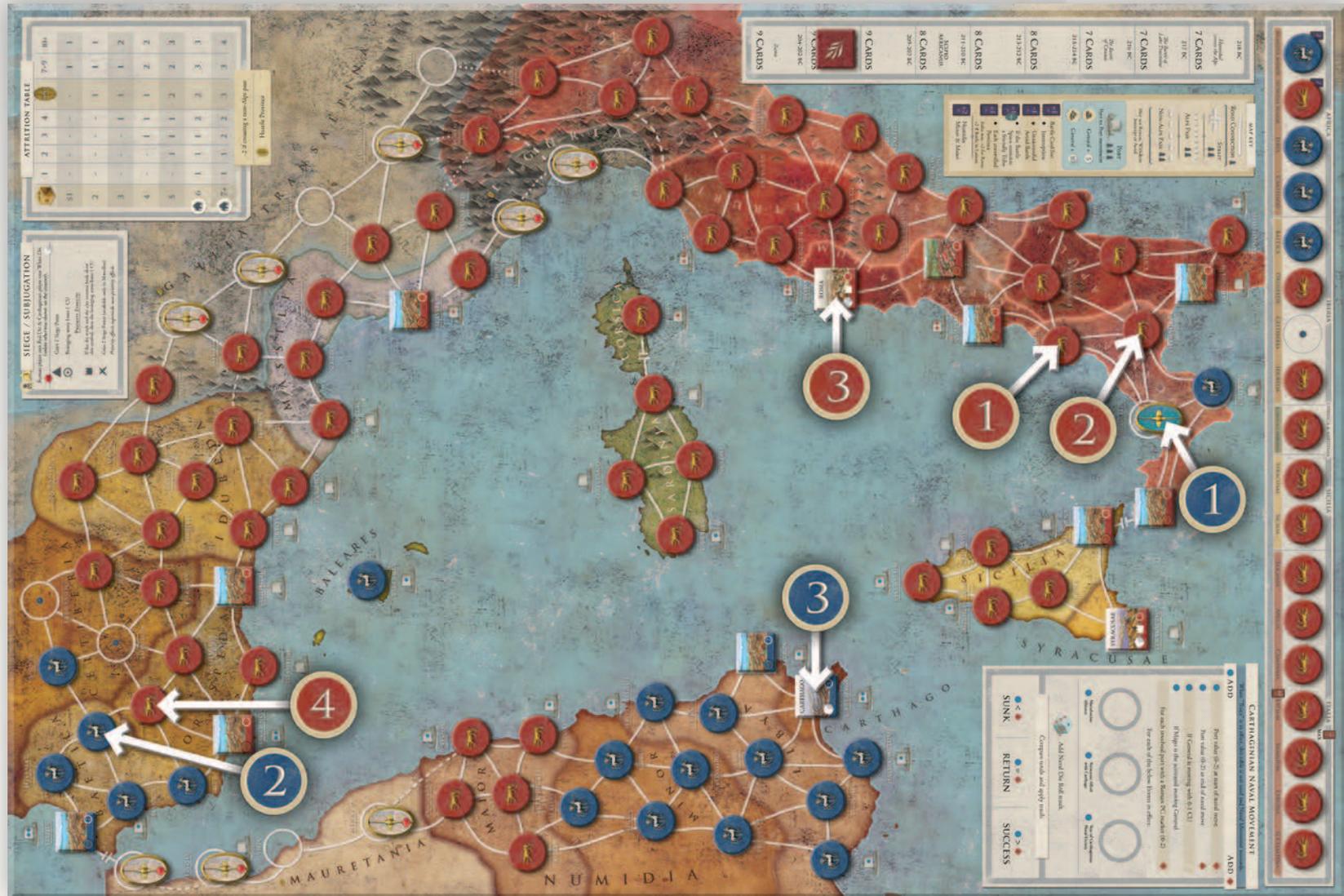
#### 23.4. End of Game

If there is a tie, the Carthaginian player wins.

# SEEKING PEACE

206–201 B.C.

**NOTE: The balance of this scenario favors Rome.**



### 2.3. Scenario Components

- Select Strategy Cards numbered 1-64.
- Remove all of the Generals with the  icon as they will not be used in this scenario.
- Flaminius is dead – remove his General Card from play.
- Paullus is dead – remove his General Card from play.
- Scipio is dead – remove his General Card from play.
- Marcellus is dead – remove his General Card from play.
- Hasdrubal is dead – remove his General Card from play.

### Cards to be removed

- #9A Phillip V allies with Carthage.
- #9B Phillip V of Macedonia Makes Peace with Rome.
- #18 Traitor in Tarentum.
- #25 Capua sides with Carthage.
- #26 Syracuse sides with Carthage.
- #43 Two Legions of Slaves Raised the Volones.

## Active Cards

#9B Philip V of Macedonia Makes Peace with Rome is in effect.

#64 Truce is in effect.

## 4. Scenario setup

- Use the Hannibal side of the board.
- Separately shuffle the deck of 48 Battle Cards and the remaining deck of Strategy Cards and place the two decks aside.
- Place the Turn marker on the Turn 8 space on the Turn track, and set up the playing pieces as indicated below.

### 4.1. Roman setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the square spaces that match their name (use Roma and Syracuse markers with the ■ symbol on the Roman side).

1 8 CUs and Consul **Fabius** in Paestum.

3 8 CUs and Consul **Crassus** in Heraclea.

3 1 CUs and Proconsul **Nero** in Roma.

4 7 CUs and Proconsul **Scipio Africanus** in Castulo.

- The other Roman Generals are set aside and will enter play later in the game as reinforcements (6.4).

### 4.2. Carthaginian setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the appropriate square spaces.

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 6 oval Tribe markers in the spaces that match their color, with the exception of Tribe markers in Gallia Cisalpina – where you should place Roman PCs.
- Place 3 neutral Tribe markers in Mauretania if you are using this option (26.3).

## 6. Reinforcement Phase

(Skip this phase on the first turn).

### 6.1 Carthaginian Reinforcements

#### 6.1.1. The Carthaginian player places his reinforcements

- 1 CU in Carthago or with any General in Africa.
- If Carthago Nova is friendly controlled, place 1 CU in either Carthago Nova or with a Carthaginian General in Iberia.
- If the Province of Baetica is friendly controlled, place 1 CU in either Carthago Nova or with a Carthaginian General in Iberia.
- 1 CU in any space that contains either a Carthaginian General or in Carthago or Carthago Nova.

#### 6.1.3. Displaced Carthaginian Generals

- If there are any displaced (10.10.) Carthaginian Generals, return them all to the game after placing all Carthaginian reinforcements.
- They may be placed in any space containing one or more Carthaginian CUs that are not currently under siege.

### 6.2. Roman Reinforcements

- The Roman player receives 5 CUs per turn.
- The CUs may be placed in Roma or with any Roman General(s).
- At least 3 of 5 Roman CUs must be placed in Italia.
- The CUs may all be placed in one space or split up in any fashion between Roman Generals and Roma.
- If the Roman player does not have at least one stack containing 5 or more CUs, then he must (if possible) place enough of his reinforcements in a space so that a stack of 5 CUs is created (this is important for placing Consuls).

### 6.3. Restrictions on Placement

- Standard.

### 6.4. Electing Consuls and Proconsuls

- Standard with Exception: Scipio Africanus (6.7).

### 6.6. The Proconsul

- Standard with Exception: Scipio Africanus (6.7).

### 7.3. Who Goes First

- The Carthaginian player decides who will play first, unless preempted (7.3.1).

### 19.4. Removing Isolated PC Markers

- Starting with Rome, then Carthage.

### 23. Victory Conditions

Rome wins if:

- Carthago is forced to sue for peace, or
- Carthago is conquered by Rome.

Otherwise Carthago wins, because it still exists as a “power.”

## BITTER END

203–201 B.C.

NOTE: The balance of this scenario heavily favors Rome.



## 2.3. Scenario Components

- Select Strategy Cards numbered 1-64.
- Remove all of the Generals and Strategy Cards with the  icon as they will not be used in this scenario.
- Flaminius is dead – remove his General Card from play.
- Paullus is dead – remove his General Card from play.
- Scipio is dead – remove his General Card from play.
- Marcellus is dead – remove his General Card from play.
- Hasdrubal is dead – remove his General Card from play.

## Cards to be removed

- #9A Philip V of Macedonia Allies with Carthage.
- #9B Philip V of Macedonia Makes Peace with Rome.
- #12 African Reinforcements.
- #18 Traitor in Tarentum.
- #23 Numidian Ally.
- #24 Sophonisba.
- #25 Capua sides with Carthage.
- #26 Syracuse sides with Carthage.

#43 Two Legions of Slaves Raised The Volones.

#64 Truce.

## Active Card

N.A.

### 4. Scenario setup

- Use the Hannibal side of the board.
- Separately shuffle the deck of 48 Battle Cards and the remaining deck of Strategy Cards and place the two decks aside.
- Place the Turn marker on the Turn 9 space on the Turn track, and set up the playing pieces as indicated below.

#### 4.1. Roman setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the appropriate square spaces (use Roma and Syracuse markers with the  symbol on the Roman side).

- 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.

#### 4.2. Carthaginian setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the appropriate square spaces.

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

### 4.3. 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 Brutti – where you should place PCs.
- Place 3 neutral Tribe markers in Mauretania if you are using this option (26.3).

### 6. Reinforcement Phase

No reinforcements phase (i.e., game ends after single turn)..

### 7.3. Who Goes First

- The Carthaginian player decides who will play first, unless preempted (7.3.1).

### 19.4. Removing Isolated PC Markers

- Starting with Rome, then Carthage.

### 23. Victory Conditions

Rome wins if:

- Carthago is forced to sue for peace, or
- Carthago is conquered by Rome.

Otherwise Carthago wins, because it still exists as a “power.”

# CAMPAIGN: IBERIA

210–205 B.C.

**NOTE:** The balance of this scenario slightly favors Carthage.



### Optional cards used

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

### Active Card

- #9A Philip V of Macedonia Allies with Carthage is in effect.

### 1. Introduction

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.

### 2.3. Scenario components

- Rome has only one General available: Scipio Africanus.
- Carthage has only three Generals available: Hasdrubal, Mago, and H.Gisgo.
- Select Strategy Cards numbered 1-64.

### Cards to be removed

- |  |  |
|--|--|
| #1 Corsica and Sardinia Revolts                | #25 Capua sides with Carthage                |
| #2 Sicilia Revolts                             | #26 Syracuse Sides with Carthage             |
| #3 Numidia Revolts                             | #27 Hannibal "I have come ..."               |
| #5 Native Guide                                | #28 Hannibal Charms Italy                    |
| #7 Hostile Tribe                               | #32 Numidian Allies Desert                   |
| #8 Hostile Tribe                               | #33 Major Campaign Card                      |
| #9A Philip V of Macedonia Allies with Carthage | #34 Major Campaign Card                      |
| #12 African Reinforcements                     | #43 Two Legions of Slaves Raised the Volones |
| #13 Bruttium Recruits                          | #44 Allied Auxiliaries (Apulia)              |
| #14 Ligurian Recruits                          | #45 Allied Auxiliaries (Etruria)             |
| #16 Gallic Recruits                            | #46 Allied Auxiliaries (Samnium)             |
| #18 Traitor in Tarentum                        | #47 Allied Auxiliaries (Lucania)             |
| #19 Senate Dismisses Proconsul                 | #48 Allied Auxiliaries (Campania)            |
| #22 Mutin's Numidians                          | #53 Tribal Resistance                        |
| #23 Numidian Ally                              | #56 Grain Shortage                           |
| #24 Sophonisba                                 | #57 Hanno Counsels Carthage                  |
|  | #58 Cato Counsels Rome                       |
|  | #64 Truce                                    |

#### 4. Scenario setup

- Use the Hannibal side of the board.
- Separately shuffle the deck of 48 Battle Cards and the remaining deck of Strategy Cards (including card 9B) and place the two decks aside.
- Place the Turn marker on the Turn 6 space on the Turn track, and set up the playing pieces as indicated below.

##### 4.1. Roman setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the square spaces that match their name.

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

##### 4.2. Carthaginian setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the square spaces that match their name.

**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.

##### 4.3. Tribe Setup

N.A.

#### Changes to standard rules

- In Turn 6 Rome and Carthage receive 4 Cards.
- In Turn 7 Rome and Carthage receive 9 Cards.
- In Turn 8 Rome and Carthage receive 3 Cards.
- Scenario ends after the last card has been played.

##### 6.1. Carthaginian Reinforcements

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

##### 6.2. Roman Reinforcements

- Rome receives 2 CUs as reinforcements at the start of the Turn 7 and 8.
- Rules 6.4, 6.5, 6.6 do not apply. Scipio Africanus is the permanent Proconsul and only Roman General for this scenario.

##### 7.3. Who goes first

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

##### 10.10. Displaced Generals

- Displaced Generals are permanently eliminated.

##### 11. Naval Movement

- Naval movement is only permitted from an Iberian harbor to another harbor.

##### 18. Consuls and Consular Armies

- Both Roman Consuls are considered to be stationed outside of Iberia.

##### 22.1. Victory Check Phase

- Only the four Iberian provinces are counted (i.e., there are four possible Political Points).

#### Scenario Rules

##### Carthaginian Rivalry

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

##### Hasdrubal's Relief Mission

Hasdrubal and his entire army leave Iberia to assist Hannibal in Italy after he has concluded a battle against Scipio in which Scipio did not withdraw from combat.

##### Roman Diplomat

Each time the Roman player finishes playing a Strategy Card, he may flip the Carthaginian PC marker where Scipio is located or flip any one Carthaginian PC marker adjacent to Scipio's current location. This is only possible if the PC to be flipped is not adjacent to a Carthaginian controlled City or a Carthaginian General and there are no Carthaginian CUs stationed on the PC.

Therefore, Scipio can flip a maximum of 16 PC markers (4 + 9 + 3) during the play of this scenario.

#### Victory Conditions

Rome wins if:

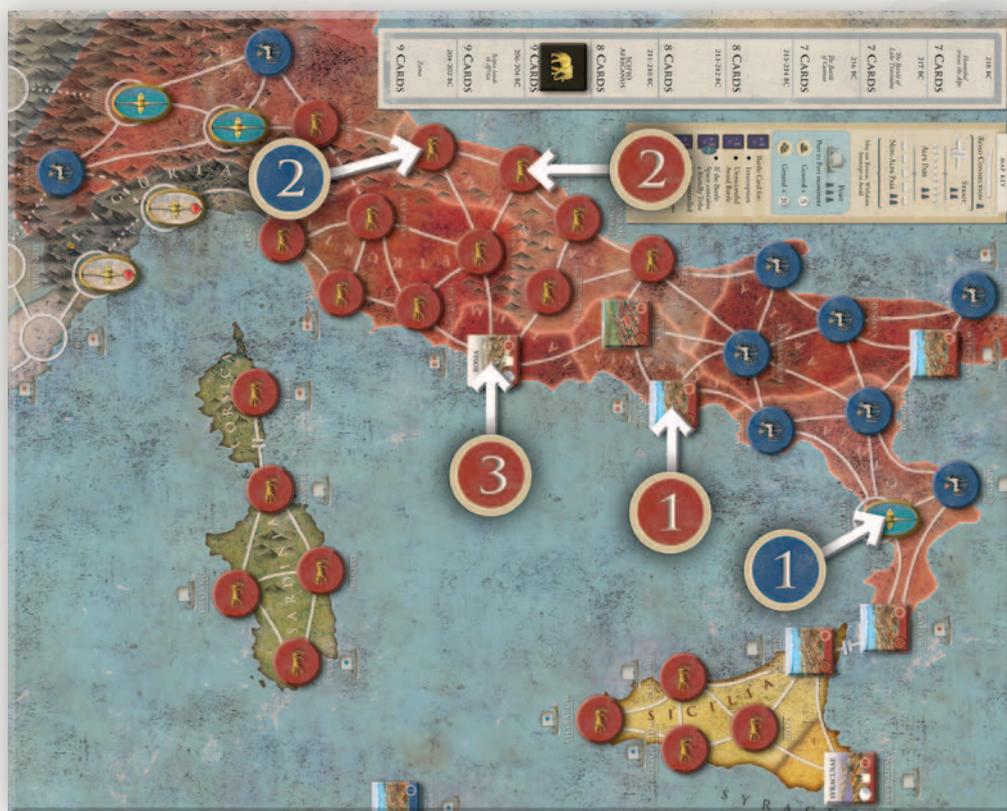
- Rome controls all cities and PCs with a harbor in Iberia **and**
- Rome controls at least 3 provinces.

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

# CAMPAIGN: ITALY

207–204 B.C.

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



### Cards to be removed

- #1 Corsica and Sardinia Revolts
- #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

### Active Card

- #9A Philip V of Macedonia Allies with Carthage is in effect.

- #24 Sophonisba
- #25 Capua Sides with Carthage
- #26 Syracuse Sides with Carthage
- #31 Spanish Allies Desert
- #32 Numidian Allies Desert
- #43 Two Legions of Slaves Raised the Volones
- #57 Hanno Counsels Carthage
- #58 Cato Counsels Rome
- #64 Truce

### 1. Introduction

*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 Italy, 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 clock is ticking, because their influence and support are waning!*

### 2.3. Scenario components

Carthage has only two Generals available in this scenario: Hannibal and Hasdrubal.

Remove all of the Generals with the  icon as they will not be used in this scenario.

- Flaminius is dead – remove his General Card from play.
- Paullus is dead – remove his General Card from play.
- Scipio is dead – remove his General Card from play.
- Marcellus is dead - remove his General Card from play.

### Optional cards used

- |                            |                       |
|----------------------------|-----------------------|
| #65 Deception and Surprise | #80 Dictator          |
| #68 Manpower Shortage      | #81 Sicilian Recruits |
| #72 Sacred Band            | #84 Good Omen         |
| #75 Sicilian Allies Desert | #86 Surprise Raids    |
| #76 Triumph                | #88 Ambush            |
| #78 Spoils of War          | #89 Sicilian Grain    |
|                            | #91 Citadel           |

#### 4. Scenario setup

- Use the Hannibal side of the board.
- Separately shuffle the deck of 48 Battle Cards and the remaining deck of Strategy Cards (including card 9B) and place the two decks aside.
- Place the Turn marker on the Turn 7 space on the Turn track, and set up the playing pieces as indicated below.

##### 4.1. Roman setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the square spaces that match their name (use Roma and Syracusae markers with the  symbol on the Roman side).

**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.

##### 4.2. Carthaginian setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the square spaces that match their name.

**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.

##### 4.3. Tribe Setup

- Place the 5 (of 8) oval Tribe markers in the spaces that match their color.

#### Changes to standard rules

- In Turn 7 Rome and Carthage receive 3 Cards.
- In Turn 8 Rome and Carthage receive 9 Cards.
- Scenario ends after Turn 8.

##### 5.1.2. Displaced Generals

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

##### 6.1. 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.

##### 6.2. Roman reinforcements:

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

##### 7.3. Who Goes First

- The Carthaginian player decides who will play first, unless preempted (7.3.1).

##### 22.1. Victory Check Phase

- Only the seven Italian provinces and the two Sicilian provinces are counted (i.e., there are nine possible Political Points).

#### Victory Conditions

Rome wins if:

- Two Carthaginian Generals are killed or
- Carthage is forced to Sue for Peace or
- If Carthage does not win.

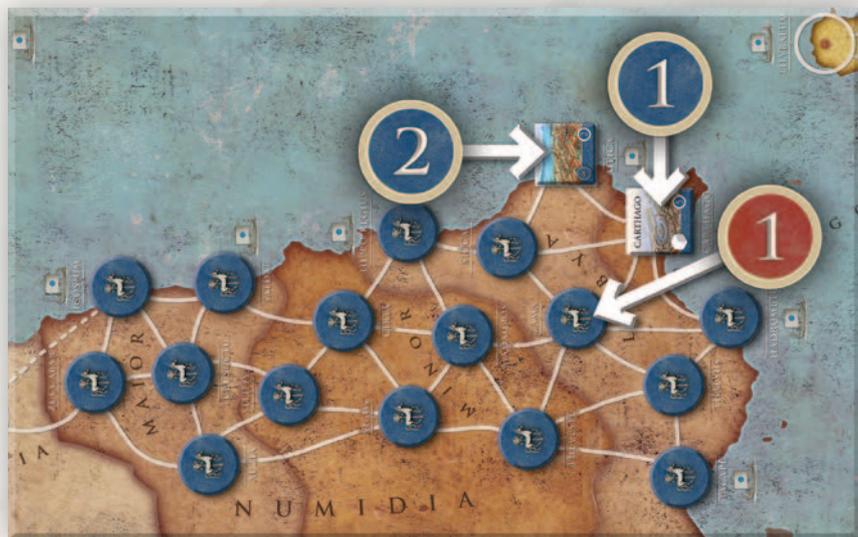
Carthage wins if:

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

# CAMPAIGN: AFRICA

204–201 B.C.

**NOTE:** The balance of this scenario slightly favors Carthage.



### 1. Introduction

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.

### 2.3. Scenario components

- Rome has only one General available: Scipio Africanus.
- Carthage has only three Generals available: Hasdrubal, Hanno and H.Gisgo.
- Select Strategy Cards numbered 1-64.

### Optional cards used

- |                                 |                          |
|---------------------------------|--------------------------|
| #65 Deception and Surprise      | #85 Numidian Mercenaries |
| #69 Massinissa                  | #86 Surprise Raids       |
| #72 Sacred Band                 | #87 Revolt               |
| #78 Spoils of War               | #88 Ambush               |
| #83 Imperium: Sicily and Africa | #91 Citadel              |
| #84 Good Omen                   |                          |

### Active Card

- N.A.

### Cards to be removed

- |                                   |  |
|-----------------------------------|--|
| #1 Corsica and Sardinia Revolt    | #29 Carthaginian Naval Victory               |
| #2 Sicilia Revolts                | #30 Carthaginian Siege Train                 |
| #4 Celtiberia Revolts             | #31 Spanish Allies Desert                    |
| #5 Native Guide                   | #33 Major Campaign Card                      |
| #7 Hostile Tribe                  | #34 Major Campaign Card                      |
| #8 Hostile Tribe                  | #43 Two Legions of Slaves Raised the Volones |
| #9A Philip V of Macedon           | #44 Allied Auxiliaries (Apulia)              |
| #10 Macedonian Reinforcements     | #45 Allied Auxiliaries (Etruria)             |
| #11 Balearic Slingers             | #46 Allied Auxiliaries (Samnium)             |
| #13 Bruttium Recruits             | #47 Allied Auxiliaries (Lucania)             |
| #14 Ligurian Recruits             | #48 Allied Auxiliaries (Campania)            |
| #15 Iberian Recruits              | #50 Adriatic Pirates                         |
| #16 Gallic Recruits               | #53 Tribal Resistance                        |
| #18 Traitor in Tarentum           | #54 Treachery in City                        |
| #19 Senate Dismissed Proconsul    | #56 Grain Shortage                           |
| #22 Mutin's Numidians             | #57 Hanno Counsels Carthage                  |
| #25 Capua Sides with Carthage     | #58 Cato Counsels Rome                       |
| #26 Syracuse Sides with Carthage. | #64 Truce.                                   |
| #27 Hannibal "I have come ..."    |  |
| #28 Hannibal Charms Italy         |  |

#### 4. Scenario setup

- Use the Hannibal side of the board.
- Place the Turn marker on the Turn 8 space on the Turn track, and set up the playing pieces as indicated below.
- Separately shuffle the deck of 48 Battle Cards and the remaining deck of Strategy Cards and place the two decks aside.

##### 4.1. Roman setup

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

##### 4.2. Carthaginian setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the square spaces that match their name.

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

- 2 1 CU in Utica.

##### 4.3. Tribe Setup

N.A.

#### Changes to standard rules

- In Turn 8 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).

##### 6.1. Carthaginian Reinforcements:

- At the start of Turn 9 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.

##### 6.2. Roman Reinforcements:

- At the start of Turn 9 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 6.4, 6.5, 6.6 do not apply. Scipio Africanus is the permanent proconsul and only Roman general for this scenario.

#### 17.3. Who Goes First

- The Carthaginian player decides who will play first, unless preempted (7.3.1).

##### 11. Naval Movement:

- Naval movement is only permitted from an African harbor to another harbor.

##### 17. Elephants:

- In Turn 9 Scipio gains an additional ability. Elephants in a battle with Scipio are treated as regular combat units and can no longer use Elephant Charge.

##### 18. Consuls and Consular Armies:

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

##### 22.1. Victory Check Phase

- Only the four African provinces are counted (i.e., there are four possible Political Points).

#### Scenario Rules

**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 his hand during his turn instead of playing the card for Operations or an Event. 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.

#### Victory Conditions

Rome wins if:

- Carthage is forced to sue for peace or
- Carthago is conquered by Rome.

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

# SECOND PUNIC WAR

218–201 B.C.

OPTIONAL SETUP

BY CHARLES FÉAUX DE LA CROIX



### 2.3. Scenario Components

- Select Strategy Cards numbered 1-64. Keep card 9A in the deck and set aside the 9B card, it will replace the 9A during play.
- Remove all of the Generals with the  icon in the left bottom corner as they will not be used in this scenario.

### 4. Scenario setup

- Use the Hannibal side of the board.
- Separately shuffle the deck of 48 Battle Cards and the remaining deck of 64 Strategy Cards and place the two decks aside. Strategy Card 9B is placed separately from the deck.
- Place the Turn marker on the Turn 1 space on the Turn track, and set up the playing pieces as indicated below.

#### 4.1. Roman setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the appropriate square spaces (use Roma and Syracusae markers with the  symbol on the Roman side).

- 1 8 CUs and Consul **Publius Scipio** in Massilia.
- 2 8 CUs and Consul **Longus** in Agrigentum (Sicilia).
- 3 2 CUs in Helvii.
- 4 2 CUs in Nemausus.

- 5 Roman CUs and Scipio Africanus on Turn 6 of the Turn track.
- The other Roman Generals are set aside and will enter play later in the game as reinforcements (6.4).

#### 4.2. Carthaginian setup

- Place circular shaped PCs in the circular spaces and place Walled City markers in the appropriate square spaces.

- 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.

#### 4.3. 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 Tribes in Gallia Cisalpina.
  - 1 Carthaginian Tribe in Lucania.
- Place 3 neutral Tribe markers in Mauretania if you are using this option (26.3).

#### 6. Reinforcement Phase

(Skip this phase on the first turn).

#### 6.1. Carthaginian Reinforcements

##### 6.1.1. The Carthaginian player places his reinforcements.

- 1 CU in Carthago or with any General in Africa.
- If Carthago Nova is friendly controlled, place 1 CU in either Carthago Nova or with a Carthaginian General in Iberia.
- If the Province of Baetica is friendly controlled, place 1 CU in either Carthago Nova or with a Carthaginian General in Iberia.
- 1 CU in any space that contains either a Carthaginian General or in Carthago or Carthago Nova.

##### 6.1.3. Displaced Carthaginian Generals

- If there are any displaced (10.10.) Carthaginian Generals, return them all to the game after placing all Carthaginian reinforcements.
- They may be placed in any space containing one or more Carthaginian CUs that are not currently under siege.

#### 6.2. Roman Reinforcements

- The Roman player receives 5 CUs per turn.
- The CUs may be placed in Roma or with any Roman General(s).
- At least 3 of 5 Roman CUs must be placed in Italia.
- The CUs may all be placed in one space or split up in any fashion between Roman Generals and Roma.
- If the Roman player does not have at least one stack containing 5 or more CUs, then he must (if possible) place enough of his reinforcements in a space so that a stack of 5 CUs is created (this is important for placing Consuls).

#### 6.3. Restrictions on Placement

- Standard Rules with Exception: those arriving with Scipio Africanus (6.7).

#### 6.4. Electing Consuls and Proconsuls

- Standard Rules with Exception: Scipio Africanus (6.7).

#### 6.6. The Proconsul

- Standard Rules with Exception: Scipio Africanus (6.7).

#### 7.3. Who Goes First

- The Carthaginian player decides who will play first, unless preempted (73.1).

#### 19.4. Removing Isolated PC Markers

- Starting with Rome, then Carthage.

#### 23.4. End of Game

- If there is a tie, the Carthaginian player wins.

# FIRST PUNIC WAR

218–201 B.C.

*This scenario starts after the initial Roman landing in Messana, driving the Carthaginians and Syracusans away. This is represented by a garrison in Messana and a reinforcing Roman army across the strait. The other Roman army is poised at removing the rebellious tribe from Etruria. Carthage has military presence in Lilybaeum and Agrigentum.*

## 2.2. Scenario Components

- Remove all the Generals and Strategy Cards with the  icon as they will not be used in this scenario.



Naval Supremacy Marker



Supply Trains Marker

- Some General's cards are marked for their special Traits (see below).
- *Xanthippus* and *Hamilcar Barca* General's cards have Home Cards printed on their backs.
- The Naval Supremacy marker is used to indicate whether Rome or Carthage is dominating the seas.

### 2.2.6 Supply Trains

Supply Trains (ST) are special non-combat units represented by hexagonal markers used in various ways as described below (8.2.1).

### 2.2.7 Warships

Warships (or Ships) are naval Combat Units represented by rectangular markers. The maximum number of Warships allowed at any time in the game

is 10 per player. Players keep their inactive (non-moving) Warships in their respective At Port box. The active (moving or intercepting) Warships are placed in the respective At Sea box.



Carthaginian At Port Box

Carthaginian At Sea Box

Roman At Sea Box

Roman At Port Box

Warships can be either Ready (front) or Spent (back). Ships that are Ready are operational and can be used for Naval Movement or to Intercept enemy Naval Movement. Ships that are Spent need to be Refit to become Ready. Warships are Refit at a cost of 1 OP per Warship. Warships can be also Refit using OPs from the War Chest (explained in 22.2).

## 4. SCENARIO SETUP

- Use the Hamilcar side of the board.
- Place the Turn marker on the Turn 1 space on the Turn track, and set up the playing pieces as indicated below.
- Place the *Forgotten Tactics* marker in the Miat as a reminder (see 17 Elephants).
- Numidia, Etruria, and Sicilia are neutral at the start of the game.
- Place the *Xanthippus* Home Card in front of the Carthaginian player.



Forgotten Tactics marker

Note:

*The thunderbolts on the map are marking stormy sea connections (Sea Lanes), which are only relevant to the Roman player when Cruel Sea card is played. It is advisable for the Roman player to read the card text prior to the game to avoid nasty surprises.*



Xanthippus Home Card

### 4.1. Roman setup

- Place Roman PCs in marked spaces.
- Place Walled City markers (including the Roma marker without the  symbol) in relevant square spaces.



- Rome controls 5 provinces in Italy: Latium, Campania, Apulia, Lucania, and Samnium.
- Rome controls Messina in Sicilia and Cosa in Etruria.
- 1 Ready Roman Warship.

- 1 6 CUs, 1 Supply Train, and Consul **Valerius** in Rome.
- 2 4 CUs in Regium.
- 3 2 CUs, 1 Supply Train, and Consul **Claudius** in Messina.
- 4 3 CUs and Proconsul **Flaccus** in Cosa.

#### 4.2. Carthaginian setup

- Place Carthaginian PCs in marked spaces.
  - Place Walled City markers (including the Carthago and Syracusae markers without the  symbol) in the marked spaces.
  - Carthage controls Carthago, Libya, Syracusae, and Corsica & Sardinia.
  - Place 1 PC in the upper left corner of the Miat box (see 19.5 for explanation of the Miat).
  - 1 Ready Carthaginian Warship and 2 Spent Carthaginian Warships.
  - The Naval Supremacy marker is placed with the Carthaginian (blue) side up.
- 1 1 CU in Agrigentum.

**2** 2 CUs, 1 Supply Train, and **H. Gisco** in Lilybaeum.

**3** 3 CUs, Elephant CU, 2 Supply Trains, and **Hanno** in Carthago.

**4** 1 CU in Carales.

**5** 1 CU in Lipara.

#### 4.3. Tribe Setup

- Place neutral Tribe markers in Brutti (Lucania), Volsinii (Etruria), and Cirta, Madauros, Sigus, Thevestis (Numidia).

### 6. REINFORCEMENT PHASE

(Skip this phase on Turn 1).

#### 6.1. Carthaginian Reinforcements

- Place 1 Ready Warship, which may be converted to 1 CU provided Carthage has at least 5 Warships.
- Place 1 CU with any Carthaginian General or in an unbesieged Walled City controlled by Carthage.
- In addition, Carthage gets a number of CUs as allowed by the Miat (see 19.5). These CUs are placed in Carthago, but may also be converted to Ready Warships using a 1:1 ratio.

##### 6.1.1. Carthaginian Generals

Remove all Generals at the beginning of each turn (except Xanthippus or Hamilcar Barca) and place them in the Pool. Then place any arriving Generals with any Carthaginian CUs already on the map or in Carthaginian-controlled Walled Cities. Finally, draw a number of Generals from the Pool equal to the number of Generals allowed by the Miat (maximum of 4 plus Xanthippus or Hamilcar Barca).

##### 6.1.2. Xanthippus

 In order to trigger the *Xanthippus* Event, the Carthaginian player must remove a number of PCs from the Miat equal to the Mercenary Cost number shown on the Turn Track (marked with a Sword icon). This counts as a Strategy Card play.

When the Event is triggered, the *Forgotten Tactics* marker is removed from play and Xanthippus is placed in any Carthaginian-controlled, unbesieged port in Africa, together with 1 Elephant CU. Xanthippus is removed at the end of the turn of his arrival.

##### 6.1.3. Hamilcar Barca

As soon as Xanthippus is removed, the *Hamilcar Barca* Home Card is placed in front of the Carthaginian player. In order to trigger the *Hamilcar Barca* Event, the Carthaginian player must remove a number of PCs from the

Miat equal to the Mercenary Cost number shown on the Turn Track (marked with a Sword icon). This counts as a Strategy Card play.

When the Event is triggered, Hamilcar Barca is placed in any Carthaginian-controlled, unbesieged port in the province of SICILIA, together with 1 CU. Hamilcar Barca arrives in Turn 7 as a Reinforcement (without the CU) if he has not yet been brought into play earlier.

#### NOTE:

*Triggering the Home Card Event not only brings in a General and Reinforcement but also allows Carthage to save one Strategy card for further use.*

#### 6.2. Roman Reinforcements

- Place a number of CUs equal to the number of Roman-controlled provinces in Italy (up to 6).
- Of these, up to 2CUs may be placed with any Roman General anywhere on the map. Any other CUs are placed in Roma.
- Roman reinforcements may be converted to Ready Warships with a 1:1 ratio.

#### 6.4. Consuls Election procedure

- Designate a Proconsul from one Consuls from the previous turn.
- Remove all other Generals used in the previous turn from the game.
- Randomly select 2 new Consuls and place them on the map.
- Introduce Naval Reforms by Consuls who are *Admirals*.

#### 6.5. Generals' Traits

Several Generals are marked either as *Aristocrat*, *Africanus*, or *Admirals*. Those represent Generals' special capabilities.

##### 6.5.1 Aristocrat (Roman Generals only)

When a the General marked as an *Aristocrat* is displaced, the Roman player must remove a number of PCs equal to that General's Battle Rating.

#### NOTE:

*Consulate was an important step in the social ladder of Ancient Rome, often given to those who were connected rather than gifted.*

##### 6.5.2 Africanus (Roman Generals only)

A General marked as an *Africanus* may always land in Africa.

NOTE:

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

### 6.5.3 Admiral

An Army that contains an *Admiral* may **Withdraw or Retreat by sea** from the Land Battle. He doesn't need to be in command, the mere fact of his presence in the space is enough. (See 11.9).

*Admirals* with a Battle Rating higher than 1 are more effective during Naval Battles. This is due to the fact, that *Admirals* use their Battle Rating in the Regroup & Retreat step of the Naval Battle, while Generals must rely on the roll of 1 to achieve success.

NOTE:

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

Upon election, a Roman Consul who is an *Admiral* may introduce Naval Reforms. One of following could be chosen and immediately applied:

- Improve the Seamanship by one level.
- Mount or dismount *Corvi*.
- Bring 1 Ship as a Reinforcement.
- Up to 3 OPs may be spent to Refit Ships.

### 7.3. Who Goes First

The Roman player decides who will play first, unless preempted by play of a Campaign Card (#7.31).

### 8.2. Using the Operation Number (OPs)

The Operation Number may be spent on moving Generals and raising troops as described in the Rulebook. In addition, OP from cards can be spent in any of the following ways (OPs can be split among any of the following):

- **PC placement** (as per standard Rulebook).
- **Ships Refit:**
  - for each spent OP, Refit one Warship from Spent to Ready.
- **Political Concessions:**
  - in Miat (see 19.5) - use PC markers,
  - per **Events** requirements (e.g., *Mercenaries Demand Pay*).

- **Supplies** (represented by Supply Trains) - see 8.2.1 - OP are 'saved and stored' to help move Generals.
- **Shipbuilding:** This is only allowed with a 3-OP Strategy Card. Playing a 3-OP Strategy Card in this way allows the player to place number of Ready Warships equal to the number of ships shown on the card (two in some cases).
- **Training:** The Roman player may use a card with a  icon to improve his Seamanship by one level.

#### 8.2.1. Supply Trains

Supply Trains (or Supplies) can be placed in a friendly-controlled unbesieged Walled City or with a player's Army. Supply Trains **do not** count towards the Army size limit and can be moved by land and sea just like CUs. **However**, the garrison limit of the city is also the limit of the amount of Supply Trains that can be held within the walls (e.g., Rome may hold up to 5 CUs **and** 5 Supply Trains).

A retreating army must leave all Supply Trains in the space where the battle occurred. They are captured by the victor (flip captured Supply Trains counters to reflect new ownership). Supply Trains are also captured when the city holding them is taken.

Supply Trains stored outside Walled Cities can be used only for a General activation or during the Winter Attrition phase, while those inside Walled Cities can be used only during siege attempts or the War Chest adjustment phase.

Supply Trains can be destroyed by the owner in the War Chest segment, at the end of each Turn. Supply Trains can be also destroyed by the owner of the Army when the Army is activated.

#### Supplies can be used (and immediately removed) in the following ways:

a) to pay for the difference between a General's Strategy Rating and a Strategy Card played for activating him for Movement. A card must always be played for the General's activation but the difference between the card's OP value and the General's Strategy Rating may be covered with Supplies. They must come from the space with the General in question.

**EXAMPLE:** *A Roman (3) General is in Neapolis. The Roman player plays 1 OP to place 1 Supply Train in Neapolis and in a future turn plays a 2 OP card and removes the Supply Train to activate the General in Neapolis.*

b) immediately remove a ST from the besieged city, along with a CU, to cancel a Siege Point scored by the opposing player against that city.

**EXAMPLE:** *A Roman-controlled city of Messana has a garrison of 1CU and 1 Supply Train within the walls. The city is besieged and the Carthaginian player has just scored a Siege Point. The Roman player has the option to remove the CU and ST in order to cancel the Siege Point.*

c) Remove a ST in the Winter Attrition phase to cancel the Winter Attrition roll of an Army at that location.

**EXAMPLE:** *A Roman Army besieges Agrigentum. Instead of making a Winter Attrition roll, the Roman player removes one Supply Train from the Army.*

d) to balance the difference of spent OP in the War Chest segment of Victory Phase.

**EXAMPLE:** *In the War Chest phase, it is determined that Rome has spent 12 OP during the last turn, while Carthage only 10. The Roman player decides to remove 2 Supply Trains from the map in order to bring the balance to 0.*

## 11. NAVAL MATTERS

### 11.1. Naval Movement

A General (with or without CUs) may move from a Port space over a Sea Lane to any other Port space using Naval Movement. CUs by themselves may not use Naval Movement. A Naval Movement expends one movement point per Sea Lane. Naval and land movement can be freely combined but only up to three movement points can be used in one Move for Naval Movement. (Forced March cards are not an exception!).

**EXAMPLE:** *A General can move one space to a Port, then move by sea (via a Sea Lane) one space, then over land again.*

Any friendly Ready Warships (up to 10) can be assigned to a General (with or without CUs) performing a Naval Movement. A General and any Warships assigned to him are collectively called a 'Fleet'. See the comprehensive example of the Naval Movement and Battle below.

NOTE:

*Naval Movements are relatively safe if they sail from a friendly-controlled, unbesieged port to another such port. Beware of Storms, though!*

#### Transports

It is assumed that CUs and Supply Trains are shipped on virtual Transports, each of which can fit one CU and one Supply Train. Those can be grouped on At Sea box for further clarity.

NOTE:

*The Major or Minor Campaign Naval Movement Limit does not apply in Hamilcar. Each General activated with a Campaign card may combine Land and Naval Movement as the per rules above.*

### 11.2. Naval Supremacy

Naval Supremacy provides a player with both strategic and tactical advantages:

- When conducting a siege, the player holding Naval Supremacy rolls the Red siege die, while player without Supremacy rolls the White siege die.
- A player who holds Naval Supremacy gets one more Tactic card in Naval Battle and may give up Supremacy to Withdraw from battle.
- Naval Supremacy counts as a Politically Significant Province.

#### Supremacy Alignment

If a Naval Movement that involves at least one Warship moves into an enemy-controlled port without being Intercepted, the moving player takes Naval Supremacy.

NOTE:

*It is possible for a General moving by Sea Movement without CUs to win Supremacy.*

### 11.3. Enemy Controlled Ports

Control of a Port is not necessary for embarkation or debarkation. Naval Movement is allowed into and out of any Port space, including a Port that contains an enemy PC or CUs (an Army's movement must nonetheless stop if it enters a space with enemy CUs (10.4).)

### 11.4. Naval Movement and Walled Cities

Naval Movement directly into a Walled City (as opposed to landing outside the city) is allowed if the Walled City is friendly controlled and not currently besieged (see 20.4 for the definition of "besieged"). Naval Movement is prohibited into and out of besieged Walled Cities. Note that this does not prevent Naval Movement into and out of a space containing a besieged Walled City (in this case, the troops are embarking or debarking outside the city walls).

### 11.5. Naval Movement Limit

An Army with up to 10 CUs **and** up to 10 Supply Trains may use Naval Movement.

### 11.6. Interception

Before the moving Army may arrive at the destination, an Interception attempt can be announced, and if successful, a Naval Battle is fought. Lone Generals moving by sea may not be Intercepted. An Army or Fleet using Naval Movement can be Intercepted:

- if it moves into a space containing or adjacent to an enemy General (with or without CUs) - and a die roll (use the Classic die) is less than or equal to his Battle Rating (the Roman player adds 1 to the die roll if *Corvi* are mounted on his Warships)
- if a card is played or a General's Special Ability is used (no die roll required)

- if it moves into a Port space with a PC of a player with Naval Supremacy (no die roll required).

The Intercepting player must first to announce the composition of the Intercepting Fleet, moving it to the At Sea box. Then, if required (see above) roll a die. Any Ready Warships At Port plus CUs and Generals from the space from which the Interception originated may join the Battle. If the Interception is successful, the Naval Battle occurs. The player with Naval Supremacy takes the Supremacy Token from the board. This will determine who goes first.

If the Interception is not successful, the intercepting Ships return to the At Port box and may attempt another Interception, even during the same enemy move (it is allowed to attempt Interception at every Port space meeting the Interception conditions). Please note, that using the Naval Stores optional rule (26.7) will result in the unsuccessfully Intercepting ships being Spent.

#### NOTE:

*A General can attempt Naval Interception into an adjacent space if there are non-moving enemy CUs already there. Naval Interception happens **before** the moving Army or Fleet arrives into the space.*



**EXAMPLE:** *Hamilcar is moving to Lipara. If that was a land movement, Metellus wouldn't be able to Intercept. Naval rules differ here, because the Interception happens **before** the force arrives into the space. So Lipara garrison is not making the Carthaginian Naval Movement into the port a safe one.*

### Tactic Cards

Each player receives:

- one Tactic Card for the player that has Naval Supremacy.
- a number of Tactic Cards equal to the Battle Rating of the General commanding the fleet.

**EXAMPLE:** *Rome has Naval Supremacy and gets one card at the start of the battle. Since Rome has a General with a Battle Rating of 2 present with the fleet, another two cards are added, for a total of 3.*

## 11.7 Naval Battle

The battle is fought in rounds. The player holding Naval Supremacy plays first, followed by the other player. Should Naval Supremacy change during the battle, the order does not change until the next Battle Round. In a round, a player follows the sequence below:

- Step 1 (Maneuver): Play a Tactic Card.
- Step 2 (Engage): Make a Battle Roll.
- Step 3 (Regroup & Retreat): Attempt to Draw a Tactic Card or Retreat from Battle.

### MANEUVER

A player may play one Tactic Card at the start of the Round. In addition, Pursuit can be played to immediately cancel enemy Retreat (no matter how the attempt has been made and if it is Evade or Escape). All Tactic Cards are used only once and are never shuffled into the Tactic Deck.

ATTRITION TABLE							
Die Roll	1	2	3	4	5-6	7-9	10+
≤1	-	-	-	-	-	1	1
2	-	-	-	-	1	1	1
3	-	-	-	1	1	1	2
4	-	-	1	1	1	2	2
5	-	1	1	1	2	2	3
6	1	1	1	2	2	3	3
7+	1	1	2	2	3	3	4
	I	II	III	IIII	V		

### ENGAGE

Prior to the Battle Roll, a player needs to declare if he is targeting Warships or Transports. Player rolls a Classic Die on the Attrition Table in the column **corresponding to the current battle round** (the Roman numerals at the bottom of the table. First round – first column, second round – second column etc).

The result is the amount of Hits that are immediately applied to the enemy Ships by the player who rolled. Each hit ship (a Warship or a Transport - in this case one CU + one Supply Train if available) is set aside (as a reminder), and removed from the board at the end of the battle.

- Rome deducts 1 from Battle Roll if Roman Seamanship is Poor.
- Rome adds 1 to the Battle Roll if they use *Corvi*.

### Prizes

If the die roll result falls in the row marked with *Corvus* **and** the Roman player has *Corvi* in use, one Carthaginian Warship hit in the current round is set aside to be replaced with a Roman Spent Warship if one is available after the conclusion of the battle. If Rome loses the battle, all Prizes are returned to the Carthaginian player as Spent.

## Taking Supremacy

If the die roll result falls in the row marked with the Supremacy symbol (Poseidon's trident), the rolling player immediately takes Supremacy.

## REGROUP & RETREAT

In this step, a player has the option to Retreat from the battle **or** to Regroup (and get a Tactic Card). The decision is followed by a die roll as described below.

### Retreat

Retreat from the naval battle may take the form of:

- **Evade:** the player holding Naval Supremacy yields it to the other player.
- **Escape:** If the die roll is less than or equal to Battle Rating of an **Admiral** commanding the fleet, or if the die roll equals 1, the attempt is successful. Otherwise the Battle resumes.

### Regroup

If the die roll is less than or equal to Battle Rating of an **Admiral** commanding the fleet, that player draws one Tactic Card. The player **always** receives a card on a roll of 1.

**EXAMPLE:** A Carthaginian Naval Movement has been Intercepted by the Romans. Both sides have a General present and each player receives 2 cards. Carthage has Naval Supremacy so goes first in the battle. The Carthaginian player plays a Tactic Card, then makes a Battle Roll in the Attrition Table and applies the result. Carthage may now decide either to Retreat or to Regroup. H. Gisco is an Admiral (Battle Rating of 1) commanding the Carthaginian Fleet. He decides to Regroup, rolls a 1, and receives a Tactic Card.

## END OF BATTLE

The Battle is over when:

- One Fleet is sunk. The winner is the player who still has any Warships remaining in the Battle.
- One of the players Retreats (in any way) from the battle. The winner is the player who remains in the Battle.
- Each player took five battle rounds. The battle is undecided. Both sides Warships become Spent and Naval Supremacy remains unchanged to the last round of Battle.

After the Battle:

- If the player Retreats from the Battle, his surviving Warships become Spent.
- The victorious Warships remain Ready.
- If the player Escaped or if his fleet was sunk, the winner may make one Battle Roll against the loser's remaining Transports in the 5-6 column. The Naval Supremacy Token is returned to the board with the winner's symbol face up. He now enjoys Naval Supremacy.

If the General (either alone or with an Army) who was conducting a Naval Movement was victorious, he arrives at the space where Interception took place and ceases further movement. He may instead decide to fall back to the space he last entered space, provided it doesn't contain enemy CUs.

If the General (either alone or with an Army) who was conducting an Interception was victorious, he may either return to the place from which the Interception originated or land at the space where Interception took place, provided it doesn't contain enemy CUs.

If the General who was conducting a Naval Movement or Interception was not victorious, he is returned to the Port from which he started his Move (or Interception) with all remaining CUs and Supplies.

### EXAMPLE:

#### Hamilcar Naval Movement and Battle

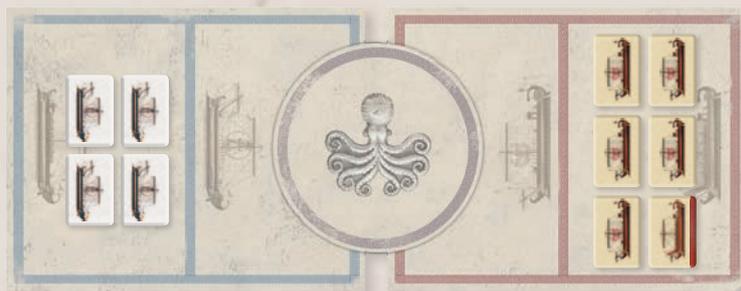
Valerius begins his Move in Capua. He forms an Army with the 5 CUs and 2 Supply Trains there and goes over land to Naples.



In Naples, Valerius declares Naval Movement. At this moment there are 5 Ready Roman Warships at Port (and one Spent). Roman ships are equipped with *Corvi*.



Carthage has 4 Ready Ships At Port.



Valerius forms a Fleet with all available Ships.  
His entire force is placed At Sea.



The Fleet moves a Sea Lane to Regium, then to Syracusae.  
H. Gisco, who is in Agrigentum, decides to react,  
leaving the 1 CU there behind.  
All four available Carthaginian Warships are assigned  
to the Interception attempt and placed At Sea.



Interception roll is 3. Too high.  
The Carthaginian player decides  
to play a card in reaction to the roll,  
deducting 2 from the die roll.

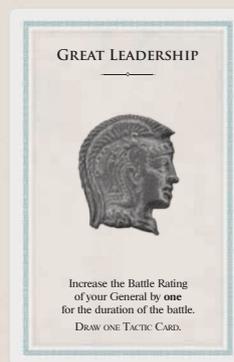
Now the Interception  
is successful and the Battle begins.

The Carthaginian player receives one Tactic Card for Supremacy  
and one due to his General's Battle Rating of 1  
(*Great Leadership* and *Ambush*).  
The Roman player also receives 2 cards as Valerius  
has a Battle Rating of 2 (*Shoals* and *Pursuit*).



**Round**

The Carthaginian player goes first.  
In the **Maneuver Step**, he plays a Tactic Card.



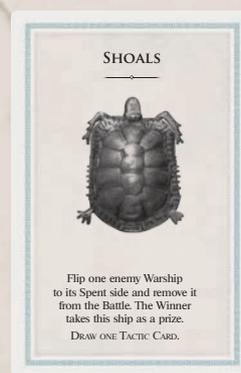
H. Gisco's Battle Rating  
becomes 2, and the Carthaginian player  
draws another card (*Fire Ships*). In the  
Engage step, the Carthaginian player  
decides to target Transports and rolls a 3,  
which is No Result.

In the next step, he  
rolls again to **Regroup**.  
Again a 3 is rolled for  
No Effect (a roll of 1-2  
would be successful as  
the Battle Rating  
of the Carthaginian  
General is now 2).

		ATTRITION TABLE						
		1	2	3	4	5-6	7-9	10+
≤1		-	-	-	-	-	1	1
2		-	-	-	-	1	1	1
3		-	-	-	1	1	1	2
4		-	-	1	1	1	2	2
5		-	1	1	1	2	2	3
6		1	1	1	2	2	3	3
7+		1	1	2	2	3	3	4

The Roman player begins his round by  
playing *Shoals* in the **Maneuver** step,  
flips one Carthaginian ship to its Spent  
side and sets it aside. Then he draws  
a card (*Broken Oars*).

This is followed by an **Engage** step and  
a Battle Roll. The Roman player rolls a 5,  
adds 1 for the *Corvus*, and receives a Prize!  
A very fortunate turn of events for Rome.





Roman **Regroup** is not successful  
(2 rolled, only a roll of 1 would be a success).

2

Round

Carthage starts the second round with a **Maneuver: Ambush**, followed by a Battle Roll of 4 targeting Roman Transports again in the **Engage** step. One is added to the die roll, which results in one Transport sink: 1 CU and 1 Supply Train must be removed.



Carthage decides to **Evade** and hands the Supremacy Token to Rome. The Retreat is immediately canceled by Roman play of *Pursuit*, who now has Supremacy.

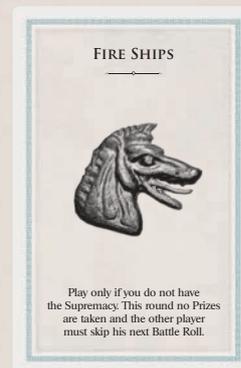
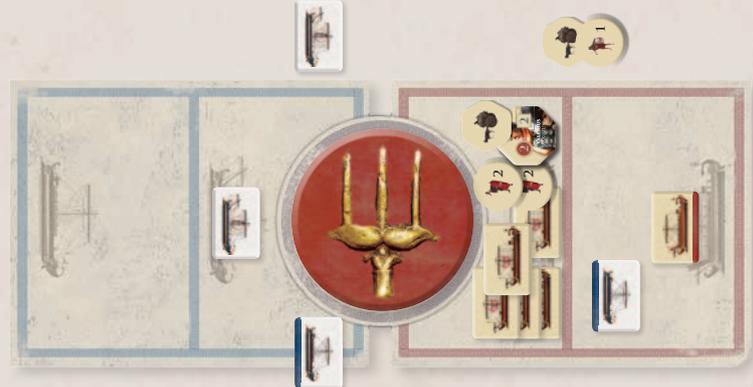
The Roman player decides it would be wiser to save *Broken Oars* for the next round, taking into account that he was ambushed. He skips the **Maneuver** step. In the **Engage** Step, Roman player rolls a 2, to which 1 is added for *Corvus*, but this is canceled by the earlier play of *Ambush*. No effect. The **Regroup** attempt is not successful for Romans neither.

3

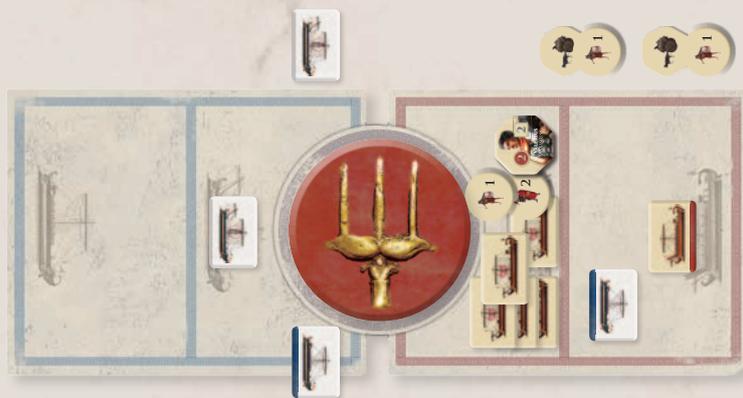
Round



The turn order changes this round as Rome claimed Supremacy in the previous round. Rome begins the Round playing *Broken Oars* in the **Maneuver** Step. A Battle Roll roll of 3 is turned into a 4 with the help of *Corvi*, which results in one Carthaginian ship sunk. The Roman player receives a card (*Outflank*) in the **Engage** step too! The next round may be devastating to the Carthaginians.



Carthage plays *Fire Ships* in the Maneuver step, which is followed, in the **Engage** step, by a Battle Roll targeting Transports: 5. That again calls for removal of 1 CU and 1 Supply Train.



The Regroup is finally successful with a roll of 2!  
Carthage gets *Favorable Wind*.

4

Round



The Roman player has the *Outflank* card but is not allowed to make Battle Rolls this round, so he decides to skip both the Maneuver and Engage steps.

Rome rolls a 1 in the Regroup attempt and receives 1 card (*Flee*).

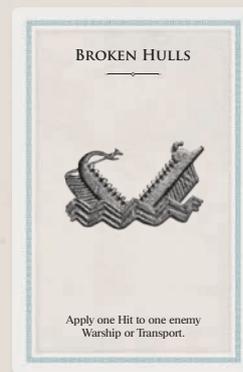
In his round, the Carthaginian player plays *Favorable Wind* in the **Maneuver** step and steals the Supremacy token from the Roman player!

Then, in the Engage step, the Carthaginian player targets the Transports again and rolls a 1. Unlucky. Regroup is successful, though, and another roll of 1 produces a *Broken Hulls* card.

5

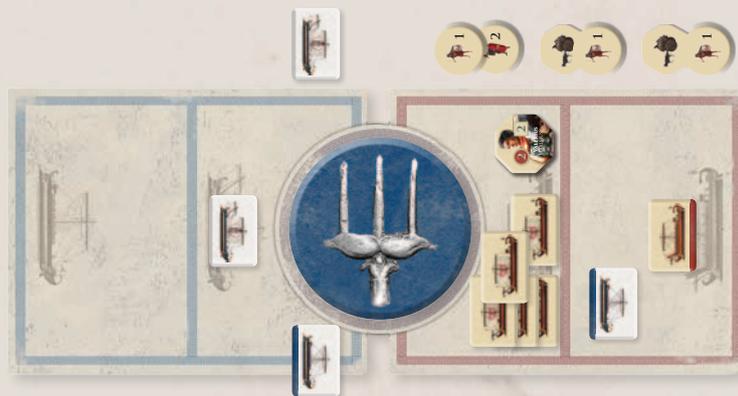
Round

Carthage begins as it has Supremacy again. *Broken Hulls* is played in the Maneuver step against Roman Transports and 1 CU is removed.



The following **Engage** step brings a Battle Roll of 5, which sends another two Transports to the bottom!

Carthage decides to Evade again, handing the Supremacy token to the Roman player. This time, the Roman player is not in a position to stop this.



AFTER THE BATTLE

H. Gisco returns to Agrigentum, while Valerius decides to fall back to Regium.



The last Carthaginian ship becomes Spent. Victorious Romans keep their Warships Ready. The two Prizes are replaced with Roman ship counters and placed At Port as Spent.



## SUMMARY

The Roman Transport Fleet has been eliminated but at a high cost: Carthage has lost two Prizes to Rome and one ship was sunk. And, maybe more importantly, Rome now has Naval Supremacy and all their ships are Ready, while Carthage needs to rebuild the fleet. A Pyrrhic victory at the most...

### Political Consequences

The loser must remove a number of his own non-Walled City PCs equal to half the number (rounded down) of the Warships lost in the battle. If the loser is unable to remove the required number of PCs, that player must instantly sue for peace, thereby losing the game.

### 11.8. Romans At Sea

Corvus  
Marker



#### 11.8.1. Corvus

When *Corvi* are mounted, the Warships are more effective in battle but less effective when attempting a Naval Interception (so Rome adds 1 to all battle rolls and Interception attempts) and less seaworthy in the event of a Storm, which is reflected on Storm event cards. *Corvi* can be mounted and dismounted by *Admirals* through Naval Reforms (6.5.3) or via play of the *Corvus* Event.

#### 11.8.2 Africa

Rome may use Naval Movement to move into a space in Africa if one of the following is true:

- their Seamanship is Excellent;
- their Seamanship is Good and they control Syracusae;
- the General in charge of the landing fleet is *Africanus*;
- they play the Imperium card (#66 & #83).

#### 11.8.3. Roman Seamanship

Rome starts with Poor Seamanship, which means a disadvantage in Naval Battles and Storms. Improving the Seamanship will remove those penalties. Seamanship can be improved one level either by playing an Event (*Shipwreck*, *Naval Training*) or discarding a card with a '2 ships' icon. The Seamanship is reduced one level if 5 or more Roman Warships are removed from the board in any single turn.



**EXAMPLE:** The Roman player has lost 3 Ships in battle and 2 in the following Storm so the Seamanship decreases.

### 11.9. Retreat and Withdrawal by Sea

The Army which Retreats or Withdraws may use Naval Movement if:

- it contains an *Admiral*;
- the Battle Space is connected by a Sea Lane to a friendly Port that is free of enemy CUs.

The Army must cease any further movement after a Retreat and Withdrawal by Sea.

If the Land Battle space contains a Walled City friendly to the Retreating Army, the Army (or any part of it) may therefore Retreat into the Walled City before Retreating to the final destination.

**Reminder:** Other Standard Rules must be observed.

#### Restrictions on Retreat:

- If the original attacker Retreats, he must always Retreat first into the space from which he entered the Land Battle.
- If the original defender Retreats, he is prohibited from entering the space from which the attacker entered the Land Battle during the full length of his Retreat.
- The Retreating Force may never reenter the Land Battle space during its Retreat.

#### Restrictions on Withdrawals:

- A Withdrawing Army may not split up.
- You may not Withdraw into a space containing an enemy PC or enemy CUs.
- You may not Withdraw into the space from which the enemy Army entered the Land Battle space. If the original attacker Withdraws, then he must Withdraw to the space from which he advanced.

### 14.1. Battle Cards (BC)

**Hand Size.** In HAMILCAR, a player's maximum BC hand size is 15 and only up to 10 BCs can be contributed by CUs.

**EXAMPLE:** *Sulpicius (1-1)* is attacked while having 15 CUs in his Army at the start of the Battle and no Allies. He will receive only 11 cards (10 for CUs and one for his Battle Rating).

## 17. ELEPHANTS

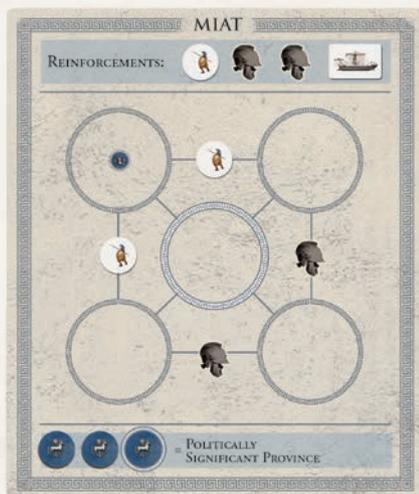
The knowledge of how to use elephants was a gone story with the Carthaginians. Despite an ability to field quite large numbers of these 'shock weapons,' they somehow forgot how to employ them effectively. That is why the Carthaginian player deducts 2 from his Elephant Charge die rolls until arrival of Xanthippus. The *Forgotten Tactics* marker in Miat helps to remind players of this.

## 18.1. Consular Armies

The Roman player may never take any voluntary action that would leave a Consul or a Consular Army with less than **three** CUs.

## 19.4. Removing Isolated PC Markers

Carthage first, then Rome.



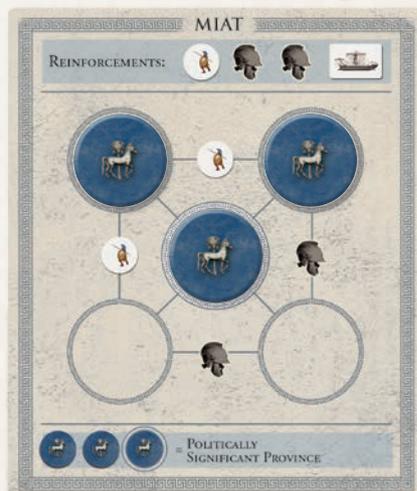
## 19.5. Miat

When using OP for PC placement, Carthage may place PCs in the box representing the *Council of Hundred and Four (Miat)*. When Carthage is forced to remove PCs, the first PC must always come from the Miat.

Carthage receives 1 CU in reinforcements if 2 PCs are placed in a row or column that contains a CU representation. For each column or row filled with PCs that contains a General, Carthage's base limit of Generals (2) is increased by one. If

the Miat contains at least 3 PCs including one in the central space (highlighted), the Miat is considered to be warlike. It is then treated as a Politically Significant Province and a marker is placed on the corresponding space on the Provincial Display.

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



### 20.2.3. Siege and

#### Naval Supremacy:

The siege probabilities depend on Naval Supremacy:

- Player without Naval Supremacy = roll White siege die.
- Player with Naval Supremacy = roll Red siege die.

### 20.2.7. Carthago, Roma, and Syracusae

These cities may only be besieged by a player with Naval Supremacy and the besieging player always has to use the White siege die.

NOTE:

*A player who loses Naval Supremacy during a siege of these cities may not make another siege attempt until they reclaim Naval Supremacy, but acquired Siege Points are retained as long as the besieging force stays in place.*

### 20.2.8. Determined Defense

A player whose city is under Siege may immediately remove one CU **and** one Supply Train from inside the City to prevent the besieging force gaining a new Siege Point.

## 21. ATTRITION

21.1.1 Winter Attrition may be avoided if a player removes a Supply Train from the space in question.

21.1.3 Attrition losses in Storms (*Storm at Sea* and *Cruel Sea*) represent Hits applied to Warships in the affected Fleet. For each such sunk Warship, a player must remove one CU **and** one Supply Train from the moving Fleet.

21.1.4. Winter Naval Attrition: roll on the Attrition Table in the column corresponding to the number of Ready Warships. The result is the number of Ships that become Spent. Winter Naval Attrition may not be avoided with removal of Supply Trains.

NOTE:

*Entire fleets were lost by the Romans in storms. The storm off Camarina was perhaps the greatest naval disaster in human history with the loss of 280 warships and their crews (120,000 men).*

## 22.1. Victory Check Procedure

There are 14 possible Political Points: one for each controlled Politically Significant Province and one for each of the following:

- for control of Lilybaeum.
- for holding Naval Supremacy.
- for controlling the Miat (Carthage only).

## 22.2. War Chest Segment

At the end of the Victory Phase, each player must compare the total value of the OP from all cards played or discarded that turn to that of his opponent. The Player who spent more OP may reduce the difference by removing Supplies from the map. The remaining OP difference may be then spent by the other player on:

- **Ships Refit:**
  - for each spent OP, Refit one Ship from Spent to Ready.
- **Political Concessions:**
  - in Miat (see 19.5) - use PC markers;
  - per **Events** requirements (e.g., *Mercenaries Demand Pay*).
- **Supplies** (represented by Supply Trains) - see 8.2.1 - OP are ‘saved and stored’ to help move Generals.
- **Shipbuilding**
  - for each 3 OPs spent, place one Ready Warship.
- **Recruitment**
  - for each 3 OPs spent, place one CU in player’s Capital (Roma or Carthago).

**EXAMPLE:** *The Roman player has played cards with a total OP value of 12, and the Carthaginian player has played cards with a total OP value of 10. The Roman player removes 1 Supply Train from the map. Thus, the Carthaginian player can use one OP, and places one Supply Train on the map. If the Roman player had decided to remove 2 Supply Trains instead, the Carthaginian player would not be allowed to use any OPs.*

**DESIGN NOTE:**

*Increased activity of one side of the conflict usually triggers more military expenditure on the other side. That’s how the War Chest works.*

## 22.4. End of Game

- If there is a tie, Carthage wins.

## 24.2. Hamilcar Scenario Generals

**C SULPICIUS PATERCULUS.** This General represents a host of quite courageous but not very lucky Consuls from Fulvius, Sulpicius, Aemilius and Sempronius families who have lost their fleets in storms. Sulpicius Paterculus was actually quite successful in his campaign against H. Gisco in Sardinia. The others not so much.

**L M VULSO LONGUS.** Two times a Consul. An expert on mobilizing naval resources, he marched 10,000 sailors down to Sicily to man the unmanned ships already there. Competent naval commander in Battle of Ecnomus. Not so effective on land, where his attempt at Lilybaeum failed miserably.

*NOTE: He may convert the CUs in his Army to Ships and vice versa any way the player sees fit. For example CUs to Ready Ships or Spent Ships to CUs.*

**C DUILIUS.** Inventor (or just advocate?) of the corvus. Won the first Roman naval victory. He was also quite effective on land. Never elected a Consul again, despite being recognized a successful commander. A nowhere man, without a political base, which might have been a reason.

*Note: If the Roman War Chest doesn’t have sufficient OPs to pay for his Proconsulate, he may not be elected a Proconsul.*

**C ATILIUS REGULUS.** A legend. Brought war to Africa, had Carthage almost on her knees. Defeated by Xanthippus, taken prisoner. Believed to be sent to Rome on parole with a peace proposal. Returned with a negative answer and then tortured to death.

*Note: He may only continue the movement, so if the entire Move allowance has been used to reach the Battle space, he is not allowed to move after the battle.*

**L CORNELIUS SCIPIO.** Known thanks to the writing on his sarcophagus. In fact, he took Aleria in Corsica but then was defeated in Sardinia.

*Note: He may only place Roman PCs in allowed spaces. No PCs can be flipped. He may place a PC underneath an enemy army though.*

**C AURELIUS COTTA.** Twice a Consul but not much is known of him. He rather avoided battles with the Carthaginians, however it was his determined assault which finally took Lipara after two earlier failed attempts.

*Note: Not a Admiral but may use the Admiral’s ability to Retreat and Withdraw by sea. If he moves into a Land Battle using Naval Movement (seaborne invasion of sorts) he gets those two extra BCs.*

**M VALERIUS MAXIMUS** His victory over the Carthaginians and Syracusans during relief of Messana convinced Hiero to ally with Rome, for good.

*Note: If he ends his movement in a space with enemy PC and CU(s), he is allowed to flip the PC provided he wins the ensuing Battle.*

**C LUTATIUS CATULUS.** A victory in the final battle of the war is credited to him, despite the fact that he was not in command. He retrained the Roman fleet mobilized by the final financial effort of aristocracy. Who knows if Rome would be willing for more sacrifices if he’s lost?

*Note: His ability is used in the Battle, not for Interception. He Intercepts using his Battle Rating, which is then increased to 3 in the ensuing Battle.*

**L CAECILIUS METELLUS.** He ambushed Hasdrubal and his elephants at the battle of Panormus. Destruction of the great Carthaginian army tipped the balance in the war in Sicily. Later Master of Horse to Dictator Calatinus. He was also brave later, as Pontifex Maximus.

*Note: The re-roll may be requested after the results are known.*

**C AQUILLIUS FLORUS.** Despite half of Roman armies departing to Rome for Triumph, he led a skilled defence of Eastern Sicily against Hamilcar.

**A CLAUDIUS CAUDEX.** How he was able to cross the Strait of Mesana in the face of Carthaginian fleet in order to claim the city for Rome remains a mystery. That was the first Roman overseas operation, conducted even without a proper fleet.

*Note: He moves across the Strait as if it was a road connection. He may also move across even if none of the cities are controlled by Rome.*

---

**L POSTUMIUS MEGELLUS.** Took Agrigentum in a long siege, defeating Hanno's relief but then things got out of control and the city became plundered and its population sold into slavery. This has not won him a Triumph.

*Note: While he is in an Army that is besieging Agrigentum, the defender may not use Determined Defense.*

---

**A ATILIUS CALATINUS.** Twice a Consul and once a Dictator, the first one to lead the legions outside of Italy. Saved from an ambush by a tribune, hence his special ability.

*Note: When the Dictator Event is played, it is Calatinus who becomes a Dictator. If he wasn't elected a Consul earlier, he returns to the Consular pool after the Dictatorship is over. If he has already been a Consul before becoming a Dictator, he is removed from the game after his term as Dictator.*

---

**C CORNELIUS SCIPIO ASINA.** 'Donkey' became his nickname after he was defeated at Lipara in the naval encounter with H. Gisco. Being from the Corneli, a family with enormous influence in Rome, he was again elected a Consul despite the loss (and nickname).

*Note: He may only be elected a Consul after Claudius Caudex is removed from the game (after his term as Consul and, potentially Proconsul). When elected, Asina may introduce a chosen Naval Reform but otherwise he is not an Admiral (even if in reality he might have wished to be considered so).*

---

**H GISCO.** Very active at the beginning of the war, both at land and sea, even despite quite obvious shortcomings. According to the legend, crucified for incompetence by his own men.

---

**HASDRUBAL.** He learned from Xanthippus how to employ elephants only to get overconfident and lose to Metellus (see above). That costed him a head when he was recalled to Carthage.

*Note: He may add one to an Elephant charge die roll. If he used the ability to modify the die roll and Metellus used his ability to request a reroll, Hasdrubal must accept the result as it is or use a Counter Event (such as Good Omen) to influence it.*

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**HAMILCAR BARCA.** Opposed by the House of Hanno, his arrival on the war scene was a political compromise. He was quickly abandoned in Sicily. His army was refused a pay and revolted, which led to the Mercenary War.

---

**HIMILCO.** A vigilant defender of Lilybaeum. He thwarted an attempt at treason within the walls and successfully sortied against the besieging Romans.

*Note: When using his special ability, he must use his entire Move for that purpose, no other action (movement, sortie) is allowed.*

---

**CARTHALO.** A great military commander both at sea and at land. His invasion of Southern Italy could have been successful and possibly have more importance if he was given more men.

*Note: When using his special ability, he must use his entire Move for that purpose, no other action is allowed.*

---

**ADHERBAL.** Victorious at Drepana, where he humiliated Pulcher. He disappears from history afterwards and the question remains: what if he was in charge at the Battle of Aegates?

*Note: At the moment he Intercepts enemy Naval Movement, one Carthaginian ship may be Refit and immediately join the intercepting Adherbal's fleet.*

---

**HANNO.** The General represents a host of individuals bearing the same name, amongst the not-so-fortunate commander of Messana, the competent commander of Agrigentum, and Hanno the Great (who preferred to conquer Africa to fighting Romans in Sicily).

*Note: A PC in Miat is placed at the moment of successful subjugation, provided there is empty space. The PC is forfeited if no space is available.*

---

**HAMILCAR.** Very aggressive and successful on land, his offensive almost pushed the Romans out of Sicily. Not so lucky at sea, he lost at Ecnomus, which turned out to be the largest naval encounter of the war.

*Note: His ability is used in the Battle, not for Interception. He Intercepts using his Battle Rating, which is then decreased to 2 in the ensuing Battle.*

---

**XANTHIPPIUS.** Hired to train the Carthaginian army, he also taught them to mobilize and employ citizen militia and reminded them how to use elephants. His victory against Regulus saved Carthage from an early surrender in the war. Quickly removed from command and replaced by Carthaginian generals. Believed to be assassinated by those who hired him earlier but then envied him for the fame and glory.

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## 26. OPTIONAL AND ADVANCED RULES

In case you would like to add some realism to the game or try some optional rules, here is a collection for your consideration. These may also be used to even out differences in play skill, with the more advanced or skilled player playing with a handicap.

### 26.7. Naval Stores (Advanced Play)

Upon conclusion of every Naval Movement and Interception attempt (either successful or not), **all** the involved Warships become Spent.

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*DESIGN NOTE:*

*This is an advanced variant, which would enhance the reality but will also change the game. I would recommend it to players who want more tension in the game, even at the expense of extra time required to plan and execute moves.*

---

**EXAMPLE:** *An Army moves from Rome to Naples. There are 5 Ready Roman Warships and 3 are assigned to the General. As soon as the General reaches Naples completing its first Naval Movement, those 3 become Spent. The Army then continues to Regium with an escort of the 2 remaining Ready Warships, which will become Spent at the conclusion of this Naval Movement.*

### 26.8. Hands in the Sea (pro-Roman)

Carthage may not convert the reinforcing Warships into CUs.

### 26.9. War in Numidia (pro-Carthaginian)

Remove a Tribe in Sigus (NUMIDIA MINOR) and leave the space empty.

### 26.10. Carthaginian Militia (pro-Carthaginian)

Lift the restriction on converting Carthaginian Ships reinforcement to CUs. Carthage may now take a CU instead of the Warships at will.

### 26.11. Non-variable Roman Reinforcements (pro-Carthaginian)

The Roman player receives a fixed number of **5 CUs per turn**.

### 26.12. Increased Allied Commitment (pro-Roman)

Add Allied Auxiliaries (#48) Card to the HAMILCAR deck.

### 26.13. Epic Battles (pro-Roman)

Remove the HAMILCAR specific limits the number of Battle Cards available to players.

### 26.14. Consul Selection (pro-Roman)

Draw one of the Consuls at random and allow the Roman player to select his partner for Consulate **or** if you want more control, allow both Consuls to be selected by the Roman player.

### 26.15. Prolonged contract (pro-Carthaginian)

Remove Xanthippus from play at the end of the turn **following** his placement.

**EXAMPLE:** *The Xanthippus Event has been triggered in Turn 3, so the General will be removed at the end of Turn 4 (unless he is displaced earlier).*

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.

*First of all, I want to thank my wife, without her this project wouldn't be possible.* I always considered this line artificial. Take any awards ceremony, and there is someone who would say this in the first sentence. It took me developing *Hannibal & Hamilcar* to understand the meaning behind this phrase. But then, what else can I say to a person, who stood behind me for the duration of the project, sacrificing all her free time and more, bringing home all the resources to allow our family to survive? Can I list all the cases where she helped, taking care of both boys (one of whom, Tytus, requires special care), cooking, washing, and making every other effort so I can work on the game? Can I express how important it was to know that she believes in what I am doing, that the path I have taken may bear fruit one day? Not really. And yet, she found time to help me test *Hamilcar!* Last but not least, I stole her photographs to illustrate the General's cards backgrounds. Ewa (pronounced EH-va) literally left me no other choice but to go and fulfil my dream. Something I didn't have enough courage to do on my own.

There is not enough space to cover the whole story of *Hannibal & Hamilcar*. I saw the first edition of *Hannibal* 20 years ago and fell in love with it. It became an obsession to the point that I refused to finish any of my designs, judging them inferior to *Hannibal*, and hence not worth publication. Put in the role of developer of the *20th Anniversary Edition*, I realized that what was promised as *Hamilcar* (a new game) was in fact merely a scenario, largely based on a variant published in *The General* magazine and an attempt to sell the same game in a different box. Today's *Hamilcar* is an objection to this approach as I wanted to deliver a (almost) standalone game. Sharing the same design philosophy with *Hannibal*, drawing from Mark's design legacy but at the same time a modern, contemporary game, rather than a spin off from a variant published two decades ago. I sincerely hope that I have lived up to Mark's expectations and he is not disappointed with entrusting this edition of the game to PHALANX.

When I took on this project, it was supposed to last half a year. It took three times more time and effort. It was possibly fivefold more complex and demanding than I expected. The artists worked hard. Piotr has produced close to a hundred versions of the maps. Rafal's making of the box is a story in itself, we only got the elephants right after the box was shown as 'final' to many people. Pawel promised 'around 30

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

illustrations', and ended up with almost a 100. Bartek jumped in to help in the final stage and did so well with the General's illustrations!

The translators and rules editors worked also hard but their work is less likely to produce a 'wow' effect. Some people who joined the journey turned out to be great contributors (Wojtek, Pieter, Jeremy, Piotr, Jose). Hats off guys. Out international partners showed a lot of understanding and were a great help. Working in multi-language environment allows to look at the same sentence from many different angles. 'Klema', our DTP magician, showed thoroughness and could compete with the Tibetan monks in the patience competition. And win. The one-man production team in the person of Michal did wonders. In fact, all the effort would be wasted if not for his understanding, cool head, and diligence. He is our publishing SAS, SEALS and GROM combined. Waldek did a marvellous job of keeping all things together, at the same time running his lawyer's career, our distribution company, and keeping his family happy. They all had to cope with me, with my ups and downs, my moods, my last-minute changes and edits, my doubts, and energy spikes. To survive this is an accomplishment in itself. Trust me.

I've mentioned my boys. Ernest is a great bilingual chap of 8. His understanding and tolerance for daddy's constant work (at home) was better than that of an adult. I owe him a lot. I've promised him a simple version of *Hannibal*. That's something we are supposed to work on together, hopefully quite soon. Tytus is almost 2. For a child of two, he is very busy. He has several classes and therapies every week. He has special needs. But as I've heard lately, who doesn't? Everyone is special and needs attention. And love.

This project is my labour of love. I hope you like it.

**Jaro**

St Albans / Warszawa

August 2017

*About Tytus*

I must say I also always found asking for help unmanly. The only excuse I find, is that I am asking in the name of someone who is not able to do so. If you would like to support Tytus' development please visit his page (I hope it is up and running once you read these words): [www.tytus.me](http://www.tytus.me).

## OPTIONAL CARD'S DISTRIBUTION

Cds No	CARD TITLE	1*	2	3	4	5	6	7	8	9	NOTE
65	DECEPTION & SURPRISE	T1	×	×	×	×	×	×	×	×	
66	IMPERIUM: IBERIA	T2	×	×	×	×	×	×	×		
67	BAETICA REVOLTS	T6					×	×	×		
68	MANPOWER SHORTAGE	T3		×	×	×					
69	MASSINISSA	T6					×	×	×	×	
70	ARCHIMEDES	T1	×	×	×	×	×	×	×	×	
71	GADES SIDES WITH ROME	T6						×	×		
72	SACRED BAND	T1	×	×	×	×	×	×	×	×	
73	UPRISING IN IDUBEDA	T7						×	×	×	
76	TRIUMPH	T5				×	×	×	×	×	
75	SICILIAN ALLIES DESERT	T1	×	×	×	×	×				
74	HARSH WINTER	T5				×	×	×			
77	ELEPHANT FRIGHT ALT	T1	×	×	×	×	×	×	×		Use the card to replace the Elephant Fright card found in the base Strategy Deck.
78	SPOILS OF WAR	T4			×	×	×	×	×		An incentive to capture Walled Cities. Historically most relevant for battles in Spain. Very strong if combined cards changing allegiance of Capua or Syracusae.
79	PUNIC FAITH	T1	×	×	×	×	×	×	×	×	The Carthaginian player may cancel an unwanted event, at a cost of giving Initiative to Roman player at end of the Turn.
80	DICTATOR	T3		×	×	×					A respite for the Rome in the times of need. May help to overcome Manpower Shortage.
81	SICILIAN RECRUITS	T1	×	×	×	×	×	×	×		
82	CELTIC MERCENARIES	T1	×	×	×	×	×	×	×		Advised to be added to the deck together with Baetica Revolt card.
83	IMPERIUM: SICILY & AFRICA	T1	×	×	×	×	×	×	×	×	
84	GOOD OMEN	T1	×	×	×	×	×	×	×	×	
85	NUMIDIAN MERCENARIES	T1	×	×	×	×	×	×	×	×	Numidian princes Syphax and Massinisa fought on both sides.
86	SURPRISE RAIDS	T1	×	×	×	×	×	×	×	×	
87	REVOLT	T2	×	×	×	×	×	×			Allows surprising uprisings in Gallia Cisalpina and Iberia.
88	AMBUSH	T1	×	×	×	×	×	×	×	×	
89	SICILIAN GRAIN	T1	×	×	×	×	×	×			Allows to understand the importance of Sicily.
90	FLAMEN MARTIALIS	T1	×	×	×	×	×	×			

\* In the 'Second Punic War' scenario, you may enter all the Optional Strategy Cards at the beginning of the Scenario or shuffle the recommended ones into the deck each Turn (as shown in the first column of the table), prior to dealing Strategy Cards. The table also shows recommended use of the Optional cards in the Scenarios 2-9.



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