HANNIBAL: ROME vs. CARTHAGE

Strategy Cards 1–12

#	Side	Val	Name	Text
1	BOTH	3	Corsica and Sardinia Revolt	If your opponent has control of Corsica/Sardinia, remove all his PCs in that province which are not stacked with his CUs.
2	BOTH	3	Sicilia Revolts	If your opponent has control of Sicily, remove all his non-walled PCs in that province which are not stacked with his CUs.
3	BOTH	3	Numidia Revolts	Pick either Western or Eastern Numidia; remove all opponent's PCs in that province which are not stacked with his CUs.
4	BOTH	3	Celtiberia Revolts	If your opponent has control of Celtiberia, remove all his PCs in that province which are not stacked with his CUs.
5	BOTH	2	Native Guide	If you use this card for OPs to move an Army, and the Army crosses a Mountain Pass, you may modify your Mountain Pass Attrition DR by -3. *Note: This modifier is cumulative with other modifiers for the mountains. For example, a move across a non-Alps pass would have a "-4" net modifier. The modifier applies to all mountain passes crossed during that move.*
6	CARTHAGE	2	Marharbal's Cavalry	Play during any battle. You may use this card as a *special* Double Envelopment BC: if matched, defender does automatically get the initiative.
7 / 8	BOTH	1	Hostile Tribes	Play whenever an opposing army occupies (or enters) a space in Gallia Transalpina or Liguria. The Army immediately undergoes Attrition on the 5-6 column. *Note: This card may be played against CUs without a General. May be played versus a moving army, stationary army or stationary CUs.*
9	BOTH	3	Philip V. of Macedon Allies with Carthage	The Roman must randomly discard one Strategy Card. Carthage receives a -1 modifier for Sea Movement. Once Macedonia is at war, this event becomes playable only by Rome and ends the Macedonian alliance.
10	CARTHAGE	2	Macedonian Reinforcements	Place 2 Carthaginian CUs in any friendly controlled port in Africa or Italy. May only be played while Philip V of Macedonia is allied with Carthage. *Note: CUs from event cards may not be placed inside a besieged city.*
11	BOTH	1	Balearic Slingers	If you control the Balearic Islands, place 1 CU in any Port containing a friendly PC and no enemy CUs.
12	CARTHAGE	2	African Reinforcements	Place 1 Elephant unit (strength level 2) in Carthage. If an Elephant unit is not available, place 2 regular CUs in Carthage. *Note: CUs from event cards may not be placed inside a besieged city.*

Strategy Cards 13–23

#	Side	Val	Name	Text
13	CARTHAGE	2	Bruttium Recruits	Place 2 Carthaginian CUs with any General in Lucania.
14	CARTHAGE	2	Ligurian Recruits	Place 2 Carthaginian CUs with any General in Liguria, Cisalpina or Etruria.
15	BOTH	1	Iberian Recruits	Place 2 CUs with any General in a friendly-controlled province of Hispania.
16	CARTHAGE	2	Gallic Recruits	Place 2 CUs with any General in a friendly-controlled province of Gallia Transalpina or Cisalpina.
17	BOTH	1	Surprise Sortie — Garrison conducts a successful sortie against besieging army	Remove 1 Siege Point from any one Walled City.
18	BOTH	2	Traitor in Tarentum	If you use this card as an OC to siege Tarentum, it comes under your control without a Siege die roll. Enemy CUs inside are eliminated.
19	BOTH	2	Senate Dismisses Proconsul	If there is a Roman Proconsul on the map other than Scipio Africanus, remove it and replace with an unused Roman General (player playing this card chooses replacement).
20	BOTH	2	Spy in Enemy Camp	Play at the start of any combat. You may examine up to half of your opponent's Battle Cards (remain face up on table for entire battle). Cards must be drawn randomly.
21	ROME	2	Mercenaries Desert	The Carthaginian player must use the Attrition Table for all his forces on the map not in friendly walled city spaces. Units with Generals are exempt if a separate die roll is ≤ the General's Battle Rating. *Note: Affects only armies not on or in friendly walled city spaces. It matters not whether the army is inside or outside the city, it is immune.*
22	CARTHAGE	1	Mutin's Numidians	Place 1 Carthaginian CU and a PC in any non-walled city space in Sicilia containing no Roman CUs. If the space contains a Roman PC, the PC is simply flipped.
23	ROME	3	Numidian Ally	Place up to 3 Roman PCs in Eastern Numidia in spaces which do not contain enemy CUs. If the space contains a Carthaginian PC, the PC is simply flipped.

Strategy Cards 24–30

#	Side	Val	Name	Text
24	CARTHAGE	3	The beautiful Sophonisba seduces a Numidian king	Pick either Western or Eastern Numidia and place up to 3 Carthaginian CUs in that province in spaces which do not contain enemy CUs. If the space contains a Roman PC, the PC is simply flipped.
25	CARTHAGE	2	Capua Sides with Carthage	If Carthage controls 3 or more Italian provinces, Capua is converted to Carthaginian control and all Roman CUs inside are eliminated. REMOVE IF PLAYED
26	CARTHAGE	3	Syracuse Allies with Carthage	You immediately gain control of Syracuse (any Roman units inside are eliminated). *Syracuse provides a -1 modifier for Sea Movement.* REMOVE IF PLAYED.
27	CARTHAGE	3	I have come into Italy, not to fight the Italians, but to fight for the liberty of the Italians against Rome	Play if Hannibal is in Italy. Convert 2 Roman non-walled PCs into Carthaginian PCs in any space in Italy which does not contain Roman CUs.
28	CARTHAGE	2	Hannibal Charms Italy	If you play this as an OC to move Hannibal, you may remove each Roman non-walled PC in each space in Italy that Hannibal enters which does not contain any Roman CUs. *Note: If Hannibal overruns a CU, the PC is not removed. The PC is also not removed if a Roman army is in the space, but avoids battle. The PC in the space Hannibal begins his move may be removed, but only by burning one of his movement points (which does not give the Roman an opportunity to intercept into the space Hannibal began the move).*
29	CARTHAGE	2	Carthaginian Naval Victory	For the rest of the year a -1 DRM for naval movement applies, and Roman Naval Movement is limited to Minor or Major Campaign Strategy Cards.
30	CARTHAGE	3	Carthaginian Siege Train	Place the Siege Train Marker with any Carthaginian General. A General with the Siege Train ignores the -1 DRM applied against Carthaginian sieges. *Note: The Carthaginian Siege Train does not take up space in a General's army for movement stacking purposes. A General moving with the siege train can move an additional 10 CUs. The Siege Train event is played when the siege train is already on the board to place it elsewhere. This removes the existing siege train. The Carthaginian Siege Train is not removed when the army Avoids Battle.*

Strategy Cards 31–42

#	Side	Val	Name	Text
31	BOTH	1	Spanish Allies Desert	Play at the start of any Combat in Hispania. Your opponent does not receive any Battle Card bonuses for Spanish Allies for that Combat.
32	BOTH	1	Numidian Allies Desert	Play at the start of any Combat in Africa. Your opponent does not receive any BC bonuses for control of either Western or Eastern Numidia.
33 / 34	BOTH	3	Major Campaign	MOVE ANY THREE GENERALS. Each General can move up to four spaces with 10 combat units.
35 / 36	BOTH	2	Diplomacy	Convert any one non-walled, non-tribal enemy PC Marker in a space without an enemy CU into a friendly PC Marker.
37–40	BOTH	3	Minor Campaign	MOVE ANY TWO GENERALS. Each General can move up to four spaces with 10 combat units.
41	BOTH	1	Bad Weather	Play immediately after opponent has moved but before combat. Contrary to his expectations, his General only moved 2 spaces: return him to the second space he entered. *Note: The card must be played to cancel a move prior to any die roll that would be initiated by the movement beyond the second movement point. Once the die rolls have been allowed, the card may not be played. A move across a strait is treated like land movement-- the first two movement points cannot be cancelled. This card does cancel both port to port moves that can be made with the "Forced March" card. If a force's naval movement using a campaign card is cancelled, a different general may not use naval movement under the power of the same campaign card. You must spend no more than 2 movement points after the play of Bad Weather; therefore there may not be able to complete a mountain crossing -- it is aborted.*
42	ROME	1	Elephant Fright	Play if attacked by Elephants. They have no effect on you and the Carthaginian player immediately loses 2 BCs. *Note: With regard to BCs lost, the wording on the card is correct, not the wording on the strategy card list on p. 15. The Carthaginian player lose BC's equal number of elephants frightened.*

Strategy Cards 43–48

#	Side	Val	Name	Text
43	ROME	3	Two Legions of Slaves Raised — The Volones	The Roman Player receives 4 CUs in Latium if it contains no Carthaginian CUs. May only be played if Carthage currently controls 3 or more provinces in Italy.
44	ROME	2	Allied Auxiliaries	Place two Roman CUs in Italy with any General in APULIA if it contains no besieged city. *Note: CUs from event cards may not be placed inside a besieged city, even if there is no General in the province and an eligible reinforce consular armies which are below five CUs. May only be played as an event if the province is held and an eligible General exists.*
45	ROME	2	Allied Auxiliaries	Place two Roman CUs in Italy with any General if ETRURIA is … (same conditions as above).
46	ROME	3	Allied Auxiliaries	Place two Roman CUs in Italy with any General if SAMNIUM is … (same conditions as above).
47	ROME	3	Allied Auxiliaries	Place two Roman CUs in Italy with any General if LUCANIA is … (same conditions as above).
48	ROME	1	Allied Auxiliaries	Place two Roman CUs in Italy with any General if CAMPANIA is … (same conditions as above).

Strategy Cards 49–59

#	Side	Val	Name	Text
49	BOTH	1	Opposing Fleet Breaks Siege	Remove all accrued siege points at any one port.
50	CARTHAGE	3	Adriatic Pirates	If you use this card as an OC for Sea Movement and carry no more than 2 CUs plus a General, you do not have to roll on the Naval Combat Table if you embark on CUs along at either Brundisium, Croton, or Tarentum. *Note: Card seems to imply that CUs may move without Generals-- this is in error. All naval movement requires the presence of a General.*
51	BOTH	1	Epidemic	One opposing Army which must roll on the Attrition Table attrition. *Note: The player playing the card chooses which army rolls on the Attrition Table with a +1 DRM.*
52	BOTH	2	Pestilence	One opposing Army whose General chooses the card must roll on the attrition.
53	BOTH	3	Tribal Resistance	Remove any accrued Subjugation Points from any one Tribe.
54	BOTH	2	Treachery within City	If you use this card as an OC to conduct a siege, you may roll twice on the Siege Table and use both results. If the City is a dual siege card an error as well (may be used both to move the army and implement its event).
55	BOTH	3	Messenger Intercepted	Draw one Strategy Card from your opponent's hand and add it to your own.
56	CARTHAGE	2	Grain Shortage	Remove any three Roman non-walled PCs. You may only play this card if you control Sicilia.
57	ROME	1	Hanno Counsels Carthage	Carthaginian CUs are prohibited from leaving Africa until the Strategy Deck is reshuffled. *Note: Carthaginian reinforcements may be placed outside of Africa. Normal reinforcement rules pertain. The card affects movement.*
58	CARTHAGE	1	Cato Counsels Rome	Roman CUs are prohibited from moving to Africa until the Strategy Deck is reshuffled. This does not affect Roman CUs movement. *Note: Roman reinforcements are allowed to be placed with an existing army in Africa. Normal reinforcement rules pertain. The card affects movement.*
59	BOTH	1	Ally Deserts	Draw one BC from opponent's hand and add it to your own. *Note: This may be played prior to any BC play to randomly draw any unseen card from the enemy (or select a visible card previously revealed by the Spy card and still unplayed).*

Strategy Cards 60–64

#	Side	Val	Name	Text
60	BOTH	1	Storms at Sea	Play after your opponent moves an Army or CUs using Sea Movement. The force suffers Attrition and the die roll must be modified by +2. *Note: Card seems to imply that CUs may move without Generals-- this is in error. All naval movement requires the presence of a General. Any General left without CUs due to the attrition die roll of a Storm is thereby displaced. Storms at Sea may be played on a General (or General moving with subordinates) moving without CUs; use the 1 CU column of the table. Any loss ≥ the lone General(s) is displaced.*
61	BOTH	1	Force March	Move a General whose Strategy Rating is 1 up to six spaces.
62	BOTH	2	Force March	Move a General whose Strategy Rating is 1 or 2 up to six spaces.
63	BOTH	3	Force March	Move any General up to six spaces. *Note: This card may be used to move a General by sea twice, picking up and/or dropping CUs along the way, but still no more than 5 CUs may accompany either voyage.*
64	BOTH	2	Truce	Neither player may enter a space containing an enemy CU or PC while the Truce lasts. The Truce ends when either player uses a Strategy Card as an event. RESHUFFLE the Strategy Deck at the end of the turn. *Note: If this card is played as an operations card, the deck still gets reshuffled. No matter how the Truce card is played, the deck is reshuffled. Interceptions are not allowed during a Truce. A siege may not be prosecuted during a truce, but existing siege points are not lost either. Truce does not prevent movement through or subjugation of a neutral (green) tribe space. Minor or Major Campaign and Forced March cards cannot break the truce, but a truce cannot move an army space, and the traitor cards. A truce cannot be broken by playing an event card that does not occur (e.g. Allied Auxiliaries when there are no Generals in Italy to take the CUs). (An event card may only be played as an event if the conditions apply to bring about the event. Otherwise, such a card play is an operation.)*

Detailed Turn Summary

1. **Reinforcement** (except turn 1)
   - Carthage: 1 Carthage/Africa general; 1 New Carthage/Hispania general if control New Carthage; 1 New Carthage/Hispania general if control Baetica. 1 Turn 6: Scipio + 5CU high Spain port.
   - Rome: 2 Roman general/any general; 1 "Proconsul". Rome elects 2 random generals "Consuls". Must place with +5 CU.

2. **Deal and play cards**
   - 7/8/9 cards for strats, max 1-3/4-6/7-9.
   - Carthaginians decide who goes first unless Rome elects to play Campaign card (for OPs or for event). Alternate turns using only card as event (or both) or OPs. One card for OPs/event.
   - Move General (see below). Place PC Markers: may convert opponent's PC if you have CU present. Raise Troops: with a 3 OPs card.

3. **Winter Attrition**: Roll on table for all CUs in spaces with enemy PCs or unfriendly tribe.

4. **Political Isolation**: Rome first. CU must trace path to friendly... CU, walled city, or port without crossing enemy PC or unfriendly tribe. Siege / subjugation (min 3 units).

5. **Victory Check**
   - Count number of politically significant provinces controlled (16 total). Gallia Transalpina, Massilia, Liguria, Baleares NOT significant). Control = majority of all spaces in province.

Winning
   - Sudden Death: Control enemy capital. Carthage controls all Italian provinces except Latium. Unable to remove required PCs after battle or at year's end. End of Last 1 turn: player controlling more provinces wins game/ties.

(Combat / battle reference — "Fight: deal BCs (general Battle ratings + modifiers, max 20). Battle Rounds..." etc.)