

HANNIBAL – ROME VS. CARTHAGE

SEQUENCE OF PLAY

1. Reinforcements
2. Deal Strategy Cards
3. Play Strategy Cards ➤ Strategy Phase
4. Winter Attrition
5. Political Isolation
6. Victory Check

SUDDEN DEATH

Carthage controlled by Roman player
= Roman Victory!

Rome controlled by Carthaginian player
= Carthaginian Victory!

REINFORCEMENTS (not performed in the first turn)

- ✓ Cannot be placed in besieged Walled City
 - ✓ May be placed with lone enemy General (General is displaced)
1. **Carthage (4 CUs)**
 - a) +1 CU in Carthage or with any General in Africa
 - b) +1 CU in New Carthage or with General in Hispania (if New Carthage is friendly-controlled)
 - c) +1 CU in New Carthage or with General in Hispania (if Baetica is friendly-controlled)
 - d) +1 CU in Carthage or New Carthage or with any General
 - e) Return displaced Generals to any non-besieged space with friendly CUs
 2. **Rome (5 CUs)**
 - a) +3 CUs in Rome or with any General in Italy
 - b) +2 CUs in Rome or with any General
 - c) 5 CU stack(s) in space(s) for placing Consuls (if possible; step 4)
 - d) Turn 6: +5 CUs in Italy or a Spanish port with Scipio Africanus (permanent Proconsul)
 - Space must have a friendly PC and no enemy CUs; not in a Walled City
 3. **Proconsul**
 - a) Rome elects Proconsul from Generals currently on map (optional)
 4. **Consuls**
 - a) Rome removes all other Generals from map and randomly selects 2 new Consuls
 - b) Consuls placed on map in space with 5 CUs (or in besieged Rome, if no alternative)

STRATEGY PHASE (# of cards to be dealt shown on *Turn Record Track*)

- ✓ Roman player may go first if playing a Minor or Major Campaign Strategy Card (event or OPs)
- ✓ Otherwise, Carthage decides who goes first
- ✓ Perform alternating Strategy Card play until all cards have been played or discarded
- ✓ If only one player has cards left, he/she plays their cards until all the cards have been played

OPs

1. **Move Army** (General w/ CUs) or **General** (no CUs) with **Strategy Rating** ≤ OPs number
2. **Place PCs** = OPs number
 - Not on Tribe, enemy PC or space with enemy CUs
 - May convert enemy PC if friendly CUs present
3. **Add 1CU to General in friendly space** (friendly PC) in **friendly Province** (i.e. controls majority of spaces)
 - Only with 3 OPs Strategy Card; not in besieged Walled City

Movement (may be performed by playing a Strategy Card to move an Army; *Strategy Phase*, step 1)

- ✓ CUs can only move if accompanied by a General (referred to as an “Army”)
 - ✓ No movement action can leave a Consular Army with less than 5 CUs
 - ✓ Lone General displaced by entry of enemy Army
 - ✓ Active player decides which units are in non-besieged Walled City
 - ✓ Non-active player decides which units are in non-besieged Walled City when active player enters space
1. **Determine commanding General(s) and subordinates** (in Holding Box) for each “activated” Army
 - If more than one General present, the highest ranking General is the commanding General
 - Hannibal outranks all other Carthaginian Generals; Consuls outrank Proconsuls
 - Otherwise, player chooses the commanding General before movement; other Generals are subordinates
 - Subordinates cannot use their special ability
 2. **Move Army** (General w/ CUs) or **General** (no CUs) with **Strategy Rating** ≤ OPs number
 - a) Land Movement

All Armies or Generals, unless stated otherwise, move 4 spaces (4 MPs)

- Generals can “take along” max. 10 CUs
- Subordinates and CUs may be “dropped off/picked up” during movement
- Generals cannot “pick up” a higher ranking General
- Only an Army (General w/ CUs) may enter a space with enemy CUs
- Lone General (no CUs) may “move through” (not stop in) a space with a lone enemy General

b) Mountain/Strait Movement

2 MPs to move across a Mountain Pass (attrition roll required) or Strait

- -2 modifier to attrition roll when crossing non-Alps pass
- Both cities of Rhegium and Massena must be controlled to cross Massena strait
- Lone General(s) are not displaced by attrition

c) Naval Movement

3 MPs to move from/to a port space (3 OPs or Campaign card w/ ship icon required)

- Generals can “take along” max. 5 CUs (max. 10 CUs w/ Campaign card; once per campaign)
- May disembark/embark from any port space (even if enemy PC/CUs are present)
 - Not directly into/out of a besieged Walled City
- Carthage requires roll on Naval Combat Table; lone General(s) are displaced by naval losses
 - If Hannibal or Scipio Africanus displaced, they are removed from the game
 - If Hannibal displaced, Carthaginian player removes 5 PCs from game

3. Overruns

- Armies with 5+ CUs may overrun (eliminate) a lone enemy CU (i.e. no General)
- Armies continue normal movement during Overrun(s); may perform multiple Overruns

Interception (may be performed in response to enemy movement into an adjacent space; see *Movement*)

- ✓ Non-active player’s Army may attempt to “intercept” an enemy Army or General moved into an adjacent space that didn’t contain non-active player’s enemy CUs before the enemy forces moved into that space
- ✓ May use multiple Armies, in spaces adjacent to space moved into by enemy forces, for interception
- ✓ May use portion of Army by declaring General (commanding or subordinate) and CUs used for interception
- ✓ May intercept to “reinforce” a battle; stops active Army’s movement
- ✓ Only one interception attempt can be initiated from a space
- ✓ Interceptor not considered attacker (i.e. not forced to retreat to start space; active player plays first BC)
- ✓ Cannot intercept an attempt to avoid battle, a withdrawal, a retreat or another interception!
- ✓ Cannot intercept from within Walled City if enemy CUs are outside Walled City
- ✓ Cannot intercept and *immediately* move into Walled City (battle occurs first)
- ✓ Cannot intercept across a Mountain Pass or Strait
- ✓ Interception takes place before enemy Army performs Overrun (i.e. interceptions can prevent Overruns)
- ✓ Interception takes place before intercepted enemy forces can enter a Walled City *via land movement*
- ✓ Intercepted enemy forces entering a Walled City space *via naval movement* may:
 - 1) Battle, 2) Enter Walled City (if Army fits), 3) Return to embarked port, 4) Split Army (steps 2 & 3)
- ✓ Army that failed interception attempt cannot avoid battle, during the current played card, against same Army

1. Interceptor declares General(s) and CUs (max. 10 CUs) for each intercepting Army

- General(s) left behind must command at least 1 CU (5 CUs if Consul)

2. Roll die for each intercepting Army; successful if roll ≤ “intercepting” General’s Battle Rating

- +1 modifier to interception roll if enemy forces’ space contains enemy PC and no friendly CUs

3. If successful, move intercepting Army into the enemy forces’ space

- Intercepted army may move back to last occupied space (attrition/naval rolls apply) or battle

Avoid Battle (may be performed in response to enemy movement into a player’s space; see *Movement*)

- ✓ Non-active player’s Army or General may attempt to “avoid battle” when enemy forces move into its space
- ✓ Cannot avoid battle across a Mountain Pass or Strait
- ✓ May enter Walled City to avoid battle (if present); does not end active Army’s movement

1. Roll die for avoiding Army; successful if roll ≤ “avoiding” General’s Battle Rating

2. If successful, avoiding Army (max. 10 CUs) can move to any adjacent space (see restrictions below)

- May leave Generals and/or CUs behind
- General(s) left behind must command at least 1 CU (5 CUs if Consul)
- Only one attempt to avoid battle can be performed during each reaction phase
- Cannot enter space with enemy PC, enemy CU or non-friendly Tribe
- Cannot enter enemy’s previous space (i.e. that it occupied before moving) or into a Walled City
- Active Army must roll die to “pursue” Army *or* to continue movement (see *Pursuit*)

Pursuit (may be performed in response to an enemy that avoids battle; see *Avoid Battle*)

- ✓ Active player's Army may "pursue" an Army that successfully avoided battle
 - ✓ Active player's Army must roll die to continue movement after an Army has successfully avoided battle
1. **Roll die for pursuing/moving Army; successful if roll \leq "pursuing/moving" General's Battle Rating**
 - a) If successful, *continue* movement to another space (if movement limit hasn't been reached)

OR

 - b) If unsuccessful, must stop movement; may attempt a siege/subjugation on a Walled City/Tribe space
 - Non-active Army may attempt to avoid battle, as necessary, until pursuing Army has no more MPs

Siege/Subjugation (may be performed when Army enters a space with a Walled City; see *Movement*)

- ✓ Siege (Walled Cities) and subjugation (Tribes) use the same procedure ("siege" example used below)
 - ✓ General activated by Strategy Card (event or OPs) and commanding an Army of at least 3 CUs in(to) a space with a Walled City/Tribe can perform a "siege/subjugation" attempt against that Walled City/Tribe
 - ✓ Subordinates activated by Strategy Card may "detach" with 3 CUs (5 CUs if Consul) from besieging Army to attempt siege (may use special ability); only besieging subordinate/CUs "moved" for Campaign Card
 - ✓ Only one siege attempt against each Walled City can be performed for each Strategy Card played
 - ✓ Enemy Army in space with siege marker(s) cannot perform a siege attempt unless activated by Strategy Card
 - ✓ Walled City considered "besieged" when marked with siege marker(s) (i.e. one or more siege points)
 - ✓ Walled City no longer "besieged" when all enemy CUs removed from space; remove siege marker(s)
 - ✓ Besieged Army/General(s) may "sortie" to attack/reinforce battle in space; may retreat back to Walled City
 - ✓ Battle losses when besieged force "sorties:" may come from its CUs or the "relief" Army (i.e. outside city)
 - ✓ Commanding General determined from General(s) performing "sortie" and leading "relief" Army (if req'd)
1. **Roll die for besieging Army; apply result based on Siege Table** (i.e. apply siege markers/losses)
 2. **3 siege markers = enemy CUs inside Walled City removed; flip Walled City marker**
 - "Subjugated" Tribe replaced with "subjugating" player's PC

Battle (may be performed in response to movement into a player's space; see *Movement*)

- ✓ Both Consuls in Army = Change of Command Die Roll (Carthage rolls; optional if Rome is attacker)
1. **Change of Command Die Roll** (if required)
 - If roll ≥ 4 then commanding and subordinate Consuls exchange positions
 2. **Declare "battle-related" Strategy Cards** (attacker declares first then defender)
 3. **Elephant Charge may be declared by Carthage** (if applicable); **perform die roll** (if desired)
 - Successful if roll $>$ Roman General's Battle Rating; if no Roman General, successful if roll > 1
 - If successful, -1 BC for Roman player *per elephant*; -1 BC for Carthage player if roll = 1
 4. **Shuffle BCs** (i.e. Battle Cards) **and players draw cards** (see board for # of BCs; max. 20 BCs per player)
 5. **Attacker may play BC** (defender *may choose* to play matching BC or lose battle; battle lost if no BCs)
 - a) **If defender plays matching BC, defender may attempt counterattack; perform die roll** (if desired)
 - If defender's BC = Double Envelopment, defender *may* become attacker in the next round of battle
 - Otherwise, successful if roll \leq "defending" General's Battle Rating (must have General to roll)
 - If successful, the defender becomes the attacker in the next round of battle
- OR**
6. **Attacker may attempt a withdrawal**
 - a) **Roll die for attacking Army; successful if roll \leq "attacking" General's Battle Rating**
 - If successful, the withdrawal can be cancelled by rolling \leq "defending" General's Battle Rating
 - If withdrawal is unsuccessful or cancelled, defender *may* become attacker in the next round of battle
 - b) **If withdrawal successful, attacking Army must move to an adjacent space** (see restrictions below)
 - Army cannot be split up when withdrawing
 - Generals and/or CUs that "sortie" may withdraw back into a besieged Walled City (i.e. sortie forces)
 - Army must withdraw into the space from which it entered the battle (if applicable)
 - Cannot withdraw into the space from which enemy forces entered the battle
 - Cannot withdraw into a space with an enemy PC, enemy CUs or non-friendly Tribe
 - Cannot withdraw across a Mountain Pass, Strait, by sea or into a Walled City (except sortie forces)
 7. **Repeat steps 5 or 6 until either the defender doesn't play a matching BC or the attacker withdraws**
 8. **Roll die for battle casualties; apply result based on Attrition Table** (# of CUs lost; both sides)
 - If attacker withdraws before playing the first BC, no die roll for battle casualties is performed
 - # of rounds = round(s) in which one or more battle cards were played (i.e. including defender not playing a matching BC)
 - Lone General(s) are not displaced by battle casualties
 9. **If the defender didn't play a matching BC** (i.e. lost the battle), **roll die for retreat losses; apply result to losing Army based on Retreat Table** (based on # of CUs before battle; *not* after battle casualties)

- First casualty must be one Elephant (if applicable)
 - If Hannibal or Scipio Africanus are displaced, they are removed from the game
 - If Hannibal is displaced, Carthaginian player removes 5 PCs from game (in addition to retreat losses)
- 10. If the defender didn't play a matching BC (i.e. lost the battle), the entire losing Army must retreat at least 1 space and, at the losing player's discretion, may retreat up to a maximum of 4 spaces.**
- Army that entered "battle" space *via naval movement* and forced to retreat is eliminated (i.e. removed)
 - Generals and/or CUs that "sortie" may retreat back into a besieged Walled City (i.e. sortie forces)
 - Cannot retreat across a Mountain Pass, Strait, by sea or into a Walled City (except sortie forces)
 - **Exception:** May retreat into a friendly non-besieged Walled City in the "battle" space. CUs that don't "fit" into a Walled City may retreat normally (i.e. retreaters may be "split up")
 - **Exception:** If retreaters "split up", CUs may retreat (i.e. move) without a commanding General. Generals/subordinates may be "split up" between the retreating forces as desired (5 CUs if Consul)
 - If attacking, an Army must retreat, first, to the original space from which it entered the "battle" space
 - If defending, an Army cannot retreat into the space the attacking Army entered the battle from
 - Final retreat space must have either friendly PC and no enemy CUs **or** more friendly CUs than retreaters
 - Must "pick up" all friendly Generals/CUs during retreat (unless more CUs than retreaters; no CU limit)
 - If more than one space valid for retreat, move to closest space (if applicable); otherwise retreaters chooses
 - **Exception:** Retreaters may choose the retreat "path" with fewer CU losses even if it isn't closest
- a) If retreat is not possible (i.e. no valid retreat space; too many spaces away), the Army is eliminated**
OR
- b) The retreaters (Army or CUs) must remove CUs for each space retreated through as follows:**
- -1 CU for each space that contains an enemy PC or non-friendly Tribe
 - -1 CU for each enemy CU contained in each space entered during retreat
 - Retreaters cannot end their retreat on space with enemy CUs
 - Retreaters may end retreat on space with lone enemy General (General is displaced; no CU losses)
- 11. If the defender didn't play a matching BC (i.e. lost the battle), the losing player must remove PCs (not Walled Cities or Tribes), from the map, equal to ½ the number of CUs lost in battle (rounded down)**
- Includes Attrition Table losses, Retreat Table losses and CUs lost due to retreat movement
 - If the player doesn't have enough PCs on the map to be removed, the player loses the game

WINTER ATTRITION

- 1. Roll die for each space with CUs that contains an enemy PC (including besieged Walled Cities or non-friendly Tribes); apply result, for that space, based on Attrition Table (# of CUs lost)**
- Lone General(s) are not displaced by attrition

POLITICAL ISOLATION (performed by the Roman player first)

- 1. Each player removes all "isolated" PCs (not Walled Cities or Tribes) that are unable to "trace a path" of spaces to a friendly CU or a friendly-controlled (including besieged) Walled City, Tribe or port**
- Cannot "trace a path" into/through an enemy PC or non-friendly Tribe unless a friendly CU is present
 - Cannot "trace a path" through a Mountain Pass
 - Enemy CUs on a player's PC doesn't prevent that PC from "tracing a path"

VICTORY CHECK

- 1. If the Roman player "controls" all Italian provinces (except Latium), Rome wins**
OR
- 2. Each player counts the number of "politically significant" provinces (all provinces except *Gallia Transalpinia*, *Massilia*, *Liguria* and the *Balearic Islands*; 18 total) in which that player controls the majority of all spaces in that province**
- a) If it is the last turn, the player "controlling" the most provinces is the winner (tie = Carthage wins)**
OR
- b) If a player "controls" fewer provinces than his/her opponent, that player must remove PCs (not Walled Cities or Tribes) equal to the difference between both players' total of controlled provinces**
- If the player doesn't have enough PCs on the map to be removed, the player loses the game

BATTLE CARDS (distribution based on card type)

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