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January 2017

Game: **HANNIBAL: ROME vs CARTHAGE**

Publisher: **Valley Games (2007)**

Page 1: **Rules summary front**

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Page 3: **Turn reference card x2**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Setup

Roman Place 8 **Combat Units** (CUs) and Consul **P. Scipio** in Rome and 8 CUs and Consul **T. Longus** in Agrigentum (these Generals are Consuls at the start of the game). The 8 round **Roman General markers** are placed in a cup.

Place red Roman **Political Control markers** (PCs) in each red map space (hex shaped PCs in hex spaces and **walled city markers** in square spaces matching their name).

Carthaginian Place 4 CUs and **Hanno** in Carthage. Place 10 CUs (including 2 with elephants) and **Hannibal** in Saguntum. Place **Mago** and **H. Gisco** in Hannibal's Holding Box (subordinates). Place 2 CUs and **Hasrubal** in New Carthage.

Place blue Carthaginian PCs in each blue map space (hex shaped PCs in hex spaces and **walled city markers** in square spaces matching their name).

Tribes Place the 8 hexagonal **Tribes markers** in the spaces that match their color.

Separately shuffle the **Battle** and **Strategy** card decks and place them facedown by the board. Place the **Turn marker** on 218 BC.

Sequence of Play

1. Reinforcements
2. Strategy
3. Winter Attrition
4. Political Isolation
5. Victory Check

Play continues until one player wins a **Sudden Death Victory** or all turns have been played.

1. Reinforcements

Skip the Reinforcement Phase on Turn 1.

Reinforcements cannot be placed inside a **besieged** walled city.

If Rome is besieged and all Roman Generals are inside, no Roman CUs are received (except those arriving with *Scipio Africanus*). The same is true with area-specific Carthaginian CUs and their cities.

1. Carthaginian player places up to 4 CUs

1 CU in Carthage, or with any General in Africa, *and*
1 CU in Carthage or New Carthage, or with any General.

If New Carthage is friendly controlled: 1 CU in New Carthage, or with any General in Hispania.

If Baetica is friendly controlled: 1 CU in New Carthage, or with any General in Hispania.

Any **displaced** Carthaginian Generals (except *Hannibal*) are then returned to any spaces containing unbesieged Carthaginian CUs.

2. Roman player places 5 CUs

5 CUs in Rome or with any General(s). At least 3 of them must be placed in Italy.

A stack of 5 or more CUs must be created if the Roman player does not have at least one.

On turn 6, place *Scipio Africanus* and 5 additional CUs (as a group) in any Italian space, or Spanish port, with a friendly PC and free of enemy CUs. He may not be placed in a walled city. If there are no appropriate spaces he never enters the game.

3. Elect Consuls and Proconsuls

There can only be 1 **Proconsul** at any time. All other Generals (except *Scipio Africanus*, if in play) are removed.

The Roman player keeps his existing Proconsul or dismisses him by designating one of his departing Consuls as a Proconsul. He is identified by the **Proconsul marker** in his Holding Box.

The Roman player randomly draws 2 Generals to be **Consuls** for the turn and places them together or separately on the map in a space with at least 5 Roman CUs (even inside a besieged Rome, if there is no other legal space). If placed with a Proconsul the latter becomes a **subordinate**.

Scipio Africanus arrives on Turn 6 as a permanent *second* Proconsul.

2. Strategy

Each player draws the number of **Strategy cards** listed on the Turn Record Track.

The Roman player has the option of playing first with a **Campaign card** (as an Event or Operations card); if not, then the Carthaginian player decides who will play first.

Players alternate playing Strategy cards until all have been played. Use the card's **Operation Number** (OP) or play the card **Event**, or the card may be discarded faceup as an action.

A **Remove If Played** card is removed from the game once the *event* is played. The **Philip V of Macedon** card is removed once the event has been played twice (thus cancelling the first play).

If there are not enough cards to deal a full hand to each player, first reshuffle the remaining cards and discards together (excluding cards that have been permanently removed from play). Reshuffle at the end of the turn when the **Truce** card is played (whether the event is used or not).

Using the Operation Number

Move a General (with or without CUs and subordinates) whose Strategy Rating is less than or equal to the OP, or

Place PCs equal to the OP, each on a space that does not contain an enemy CU or PC (you can 'convert' an enemy PC if you have a CU in the space), or

Raise Troops (*OP 3 card only*) place 1 CU with any General located in a friendly controlled space in a friendly controlled province (not a besieged walled city).

Events

Events can only be played by the side indicated behind the OP (**Roman** or **Carthaginian**). **Counter Events** (white title in a brown oval) can only be played in the middle of a play or battle, and do not count as your normal Strategy card play.

Ship Symbol Indicates a card may be used for **Naval Movement**.

3. Winter Attrition

All CUs (with or without Generals) in spaces with an enemy PC or non-friendly tribe (including CUs still conducting a siege at the end of a turn) suffer **Attrition**.

For each occurrence, cross-reference the size of the force with a die roll on the **Attrition Table** to determine the number of CUs eliminated. Generals are *never* affected.

Attrition is also triggered when an army crosses a mountain pass (if a non-Alps pass, roll at -2) and by some Events.

4. Political Isolation

First the Romans, then the Carthaginians, remove all their non-walled, non-tribal PCs which are **isolated** (*ie*, they cannot trace a path of spaces to a friendly CU or friendly—even if besieged-walled city, tribe or port).

The path cannot cross a mountain pass or enter a space with an enemy PC or neutral tribe (unless a friendly CU is also present). The path may go through a space containing enemy CUs only if the space also contains a friendly PC.

5. Victory Check

Both players calculate **Political Points** (PPs) by counting the number of politically significant provinces they control (all except **Gallia Transalpinia**, **Massilia**, **Liguria** and the **Balearic Islands**).

If one player has less PPs than another, he must remove a number of his non-walled, non-tribal PCs equal to the difference. If he does not have enough the game ends immediately.

On the last turn the player with the most PPs wins. On a tie, the Carthaginian player wins.

Movement

Generals may move with or without CUs but **CUs cannot move without a General**. A General and CUs are an **army**. Only 1 army moves with each Strategy card unless a Campaign card is played.

To move, select a General and up to 10 CUs and any number of subordinates, play an appropriate Strategy card, and move the army up to 4 adjacent spaces (6 with a **Forced March**).

When moving a General you can pick up and drop off CUs along the way (10 CU limit). Only a *lower-ranked* General may be picked up, who then becomes a subordinate for that move. A General ending his move in a space with a higher ranking General becomes a subordinate; if equal rank, the activated General is the commander.

Subordinate Generals with or without CUs may be dropped off at any time, thus becoming the commanding Generals of their new army, possibly with lower-ranking subordinates of their own.

Each space the army moves into may trigger a **Reaction phase**. If the non-active player is successful with an **Interception**, the army may back up 1 space and end its move.

If the army moves into a space containing enemy CUs that do not **Avoid Battle**, the army must end its move and **battle** the enemy.

A General without an army may not enter a space with an enemy CU or *stop* in a space with an enemy General without an army (he may pass through).

However if there is only 1 enemy CU without a General in a space, and your army has at least 5 CUs, you may **Overrun**. The enemy CU is automatically eliminated and the move continues.

Once the move is complete, the army may **Siege/Subjugate** or **Battle**.

Stacking and Subordinates

There is no limit to the number of CUs in a space. There can be more than 1 General, but only one can be the commander and all others are subordinates moving with him, kept in the commander's Holding Box. Subordinates cannot use their Special Abilities.

If one General outranks another, he must be the commander.

Hannibal outranks all Carthaginian Generals and Consuls outrank Proconsuls. If there are 2 Consuls in a space, a **Change in Command** die roll may be required.

Reaction Phase

If a space an army moves into contains a walled city, the non-active player moves his CUs *inside* or *outside* the city.

The non-active player declares all of his **Avoid Battle** and **Interceptions** attempts.

Avoid Battle: Roll for its success and move the army from the space if successful.

Interceptions: Conduct them in any order. An army *intercepting* into a space may not enter inside a walled city.

Campaign Cards

A Campaign card allows more than 1 General to be activated (not 1 General multiple times). Each commanding General must complete all movement and battles before the next. No CU or General may move more than 4 spaces except **Nero**, who can move his army 6 spaces during campaigns.

Once an army battles, sieges/subjugates, backs up a space to avoid an **Interception**, or fails a **Pursuit** roll, all CUs and Generals in the army may not be moved by another General during that campaign. More than 1 siege/subjugation cannot be conducted against the same walled city or tribe.

Displaced Generals

A General is **displaced** (removed from the map) if he is not accompanied by friendly CUs and an enemy army enters his space, or if all his CUs are eliminated due to Retreat Table casualties, Retreat losses, or the Naval Table (*not* Attrition, a Storm at Sea or the Battle Casualties roll).

Scipio Africanus is eliminated if displaced. *Hannibal* is eliminated if displaced and the Carthaginian player must remove another 5 PCs from any spaces on the map.

Mountain Passes and Straits

Movement across **mountain passes** and **straits** costs 2 movement points. Roll for **Attrition** after crossing a pass (-2 to roll if it was a non-Alps pass).

Crossing the Strait of Massena is possible only if you control both Rhexium and Massena.

Interceptions, Avoid Battle, Withdrawals and Retreats are prohibited across passes and straits.

Walled Cities

A **walled city** is a space within a space; you can be inside (beneath the marker) or outside it (on top of the marker). Generals inside are placed to the side of the marker.

Only CUs outside a city stop movement.

Rome and Carthage can hold 5 CUs and other cities 2.

Armies can be moved inside and outside cities through normal movement. Each time an enemy army enters a non-besieged walled city space the non-active player with Armies there may declare them as inside or outside.

Interception

A non-active player army may attempt **Interception** each time an enemy army or General enters an adjacent space with *no* non-moving enemy CUs. Interceptions occur before overruns.

Interception may not take place across a pass or strait, nor can an army intercept an attempt to **Avoid Battle**, **Withdraw** or **Retreat**, or another **Interception**.

Declare which General and how many CUs are intercepting and roll a die (+1 if the space you are intercepting into contains an enemy PC and no friendly CUs).

If less than or equal to your commanding General's Battle Rating, the interception is *successful* and your intercepting forces are moved into the space. If there is then a battle the intercepting player gains a maximum of 1 *extra* Battle card.

If the interception failed the army may not **Avoid Battle** against *that same army* during the current card play.

An intercepted army may back up 1 space and end its movement instead of battling. If this is across a pass it must roll for attrition again; if from naval movement, it must return to its port of embarkation, rolling again on the Naval Combat table if appropriate (if the result is Return it must stay and be intercepted). If backing up on an enemy walled city or tribe space, it may still conduct a siege or subjugation.

Multiple interceptions may be declared; all must be resolved before the enemy decides to battle or back up. Successful armies are combined under the command of one General.

Only one interception may start from each space. If a subordinate intercepts, the commanding General must be left behind with at least 1 CU.

An army inside a walled city may intercept an army if there are no enemy CUs outside the walled city, and interceptions take place before an army can enter a walled city.

If the army entered the city via naval movement, the intercepted army may accept battle, move into the city, back up to the port of embarkation, or split the army between the latter 2 options. If backing up, CUs may not be left outside the walled city.

Avoiding Battles

The non-active player may attempt to **Avoid Battle** if an enemy army enters a space with one of his armies, or one or more Generals without CUs.

If a die roll is less than or equal to your commanding General's Battle Rating, the attempt succeeds and you may move your Generals or army (more than 10 CUs must be left behind) into any adjacent space. Otherwise, a battle is resolved with the failing army getting 1 *less* Battle card. Generals without CUs who fail are displaced.

An army or General avoiding battle may leave CUs and/or Generals behind; may not cross a pass or strait; may not enter an enemy CU or PC space; may not enter the space from which the enemy is advancing; and may not enter a non-friendly tribe space.

If avoiding battle with a subordinate, the commanding General must be left behind with at least 1 CU (5 CUs if a Consul).

After a successful Avoid Battle, the active player may continue moving if a die roll is less than or equal to the General's Battle Rating and the army has not reached its movement limit. If **pursuing**, the avoiding army may attempt to avoid battle again and you may attempt to pursue again, continuing until the Avoid Battle roll is failed or your General reaches his movement limit.

An army failing its pursuit roll and ending its move on a walled city or tribe may still conduct a siege or subjugation.

An army outside a walled city may move inside, or may stay outside and Avoid Battle. If the latter is successful the army may then move into the walled city.

Naval Movement

A General with or without CUs (but not CUs alone) may move from any port space to any other port space (even containing an enemy PC or CUs) using **naval movement**, costing 3 spaces per move.

A campaign card allows one of the armies to use naval movement. A 3 OC card allows one army with up to 5 CUs to use a naval move.

Naval movement may be directly *into* a walled city if it is friendly controlled and not besieged, though the movement can be into or out of a space *containing* a besieged walled city.

Each time a Carthaginian General or army moves by sea, the Roman player rolls on the **Naval Combat table**. If **sunk** the CUs are eliminated and the General *displaced* (the CUs do not count towards Political Consequences). **Return** means the force must return to the port of embarkation and its movement ends.

Battles

Initiate a **Battle** when an army moves into a space with enemy CUs that do not Avoid Battle. The moving army must end its movement.

Each player draws a number of **Battle Cards** (BCs) equal to a commanding General's **Battle Rating** (if present) plus:

- 1 BC for each CU he has in the battle
- 1 BC for a successful Interception
- -1 BC for the defenders if they unsuccessfully Avoided Battle
- 1 or 2 BC for Allies
- 2 BCs for the Roman player if the battle is in Latium
- 1 BC if the space contains a friendly tribe

The maximum hand (before taking into account elephant charges) is 20 cards. After battle all cards are shuffled back into the deck.

Allies

A player gains **Allies** by having Political Control of a province, and only if you have a General in the battle. Each allied province is worth 1 BC, or 2 BC each for Eastern and Western Numidia.

An ally's BC bonus is usually only available within their province, but the allies in Africa, Spain and Italy are available in any province in their country. Allies on islands are only available for battles on that island (Sardinia and Corsica are one island).

The Roman player never receives more than 2 BCs for allies in Italy and may not count Latium for allies; however he receives 2 extra BCs in Latium, even if there is no General in Rome. The Carthaginian player may have up to 6 BCs for allies in Italy.

Battle Sequence

1. **Change of Command** die roll.
2. Attacker declares battle-related Strategy cards.
3. Defender declares battle-related Strategy cards.
4. Elephant charge declaration and charge die roll (unless *Elephant Fright* is immediately played before the die roll).
5. Deal BCs, display cards revealed by *Spy in Enemy Camp* and begin battle.

A battle is fought in **battle rounds**. Each round, the attacker plays a BC and then the defender must play a BC that matches it exactly.

After each round, the defender may **counterattack** by rolling a die; if the roll is less than or equal to his commanding General's Battle Rating, he becomes the attacker in the next round.

If the attacker plays a *Double Envelopment* card and the defender matches it, the defender automatically becomes the attacker.

Reserve cards can be used as a wild card; the type of card it represents must be stated by the player playing it.

Successive rounds are played until the defender cannot or will not match a card, losing the battle. The defender wins if the attacker has no BCs remaining.

Battle Casualties

After the battle, roll on the **Attrition table**. Cross-reference the number of battle rounds (including the last; failed Withdraw attempts do not count as a round) with a die roll to determine the CUs lost by both sides.

The loser also rolls a die on the **Retreat table** on the column corresponding to the number of CUs he began the battle with and loses the indicated number of CUs. If there are elephant CUs in the losing army, the first CU lost must be an elephant.

Elephants

The 4 elephant CUs supplied are the maximum that can be used. A Carthaginian player with these units in a battle may declare an **Elephant Charge**. If a die roll is greater than the Roman commanding General's Battle Rating, the Roman player must lose a number of BCs equal to the number of elephants in the charge.

If there is no Roman General present, the charge fails on a roll of 1. If a 1 is rolled in any case, the Carthaginian player must lose 1 BC.

Retreats

The loser must **retreat** his General and all his army up to 4 spaces to the closest friendly controlled space clear of enemy CUs, or the closest space with a larger friendly force in it. You may choose a retreat path or destination that is not the closest if it causes fewer CU losses. Friendly CUs along the retreat path that do not outnumber the retreating CUs join the retreat (the 10 CU limit does not apply).

The retreat may *never* cross a pass or strait; use naval movement; or reenter the battle space. If the losing army debarked in the battle space that round, it is eliminated, unless there is a friendly walled city it can retreat into (excess CUs are eliminated).

The original attacker must always retreat first into the space in which he entered the battle; and the original defender cannot enter this same space at any time during his retreat.

A retreating force loses 1 additional CU for each space it enters with an enemy PC or non-friendly tribe. In an enemy-occupied space it loses an additional CU for each enemy CU there (and may not remain). If it cannot legally retreat it is eliminated.

A retreating force may not retreat into a besieged city but may retreat into a friendly controlled non-besieged city if the battle occurred in that space. It may also split up: one force retreating into the city and one force retreating as normal.

Withdrawals

The *current* attacker may **withdraw** by not playing a BC and rolling less than or equal to his commanding General's Battle rating. The defender *may* attempt to cancel this by rolling less than or equal to his commanding General's Battle rating. If the withdrawal does not happen, the defender *may* immediately become the attacker.

A successful withdrawal ends the battle. The withdrawing army moves to an adjacent space (or back into a besieged walled city if it *sallied forth* from it). Battle casualties are resolved but there is no retreat.

The army may not split up; withdraw across a pass, strait, or by sea; or withdraw into a space with an enemy PC or CU or a non-friendly tribe, or into the space by which the enemy army entered the battle space. An original attacker withdrawing must move back into the space from which he advanced.

Political Consequences

The loser must now remove, from anywhere on the map, his own non-walled city, non-tribal PCs equal to half (round down) the number of total CUs he lost in the battle and subsequent retreat. If he is unable to do so, he **sues for peace** and loses the game.

Consuls and Consular Armies

An army with one or both Consuls is a **Consular army**. The Roman player may never *voluntarily* leave a Consul with less than 5 CUs.

If both Consuls are in the same army one must be chosen as commander and one as subordinate. If the army attacks, the Carthaginian player *may* make a **Change of Command** die roll. If the army *is* attacked the roll *must* be made. **On a roll of 4-6, the commander and subordinate Consuls change positions.**

An army led by a Proconsul entering a space with a Consular army with less than 5 CUs must either stop and end its movement, or drop off enough CUs so the Consular army again has 5 CUs. A Proconsul starting the turn stacked with a Consular army may move off with up to 10 CUs or left behind with any number of CUs.

Political Control

A player **controls** a space if he has a PC in it (even if an enemy General and/or CUs are there), and he controls a Province if he controls the majority of its spaces. PCs do not interfere with CU movement.

You may not Avoid or Withdraw from battle into a space with an enemy PC. A retreat must end in a space with a friendly PC, and an army retreating through an enemy PC removes an additional CU. CUs on enemy PCs at the end of the turn suffer Winter Attrition.

Sieges and Subjugation

The only way to convert a walled city is to successfully **besiege** it or play an appropriate event card; the only way to convert/remove a tribe is to **subjugate** it.

The number on the left of a walled city marker is the die roll modifier to the Siege table; to the right, the number of CUs allowed inside the city.

An army attempts to accumulate **3 siege/subjugation points** against the walled city or tribe, recorded with the siege/subjugation markers. Points are gained by rolling well on the Siege table.

Any activated General ending his move at a walled city or tribe space with at least 3 friendly CUs may conduct one attempt. A non-activated army in the space is maintaining the siege but may not make a roll. No tribe or walled city may be subjected to more than one siege/subjugation attempt per Strategy card played.

Subordinates may detach with 3 CUs (5 CUs for a Consul) from a besieging army and make a siege attempt without activating the commanding General; the subordinate is temporarily in command and may use his special ability. If a Campaign card was played, remaining units and Generals are available for further operations.

A city is not considered **besieged** until marked with a siege point.

A besieged city may not receive reinforcements and a besieged General may not **raise troops**. A besieged army or General may not leave the city via naval movement, nor may an army or General debark directly into the city. A besieged army may sally forth to initiate battle against a besieging army, as normal.

A siege/subjugation ends only when there are no enemy CUs in the space. Accumulated siege/subjugation points are removed.

If you attack an enemy army besieging your walled city, you may count the CUs inside the city. This, or a besieged army attacking on its own, is a **sortie**. An outranking General in the city becomes commander for the battle. Only the General and CUs that sortie may retreat back into the walled city.

When 3 siege points are accumulated, flip the walled city to your control and remove the points (any enemy CUs within the city are eliminated).

When 3 subjugate points are accumulated, replace the tribe with a friendly PC; it cannot reenter play.

Special Abilities

Each General has a **special ability** which can only be used when he is commanding.

- **Hanno**: may not leave Africa, but may sail from one African port to another. He may only use his ability to remove a Roman PC if his army does not engage in battle, and he may conduct overruns and still use his ability.
- **Fabio**: may not leave Italy, but may sail from one Italian port to another. If there is not at least one stack of 5 CUs in Italy, he is placed with any friendly CUs in Italy, or in Rome (even if under siege) if there are none.
- **Marcellus, Scipio Africanus**: abilities do not apply to subjugation.
- **Nero**: can use his ability with naval movement (his army may move 3 spaces before or after); *or* he can move twice by sea in the same turn using 3 MPs for each move.
- **Gaius Flaminius, Longus, Paulus**: abilities do not apply to preventing a withdrawal.

Sudden Death Victory

A **Sudden Death Victory** ends the game immediately:

- The Roman player wins if he controls Carthage.
- The Carthaginian player wins if he controls Rome, or controls all provinces in Italy except Latium during a Victory Check Phase.
- Either player wins if his opponent sues for peace.



1. Reinforcements

Skip this Phase on Turn 1.

Reinforcements cannot be placed inside a **besieged** Walled City.

If Rome is besieged and all Roman Generals are inside, no Roman CUs are received (except those arriving with *Scipio Africanus*). The same is true with area-specific Carthaginian CUs and their cities.

1. Carthaginian player places up to 4 CUs

1 CU in Carthage, or with any General in Africa, and 1 CU in Carthage or New Carthage, or with any General.

If New Carthage is friendly controlled: 1 CU in New Carthage, or with any General in Hispania.

If Baetica is friendly controlled: 1 CU in New Carthage, or with any General in Hispania.

Any **displaced** Carthaginian Generals (except *Hannibal*) are returned to any spaces containing unbesieged Carthaginian CUs.

2. Roman player places 5 CUs

5 CUs in Rome or with any General(s). At least 3 of them must be placed in Italy.

A stack of 5 or more CUs must be created if the Roman player does not have at least one.

On turn 6, place *Scipio Africanus* and 5 additional CUs together in any Italian space, or Spanish port, with a friendly PC and free of enemy CUs (not in a Walled City). If there are no appropriate spaces he never enters the game.

3. Elect Consuls and Proconsuls

There can only be 1 **Proconsul** at any time. All other Generals (except *Scipio Africanus*, if in play) are removed.

The Roman player keeps his existing Proconsul or dismisses him by designating one of his departing Consuls as a Proconsul. He is identified by the **Proconsul marker** in his Holding Box.

The Roman player randomly draws 2 Generals to be **Consuls** for the turn and places them together or separately on the map in a space with at least 5 Roman CUs (even inside a besieged Rome, if there is no other legal space). If placed with a Proconsul the latter becomes a **subordinate**.

Scipio Africanus arrives on Turn 6 as a permanent **second** Proconsul.

2. Strategy

Each player draws the number of **Strategy cards** listed on the Turn Record Track.

The Roman player *may* play first with a **Campaign card** (as an Event or Operations card); if not, the Carthaginian player decides who will play first.

Alternate playing Strategy cards until all have been played. Use the card's **Operation Number (OP)** or play the card

Event, or discard the card faceup as an action.

A **Remove If Played** card is removed from the game once the *event* is played. The **Philip V of Macedon** card is removed once the event has been played twice (thus cancelling the first play).

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Place **PCs** equal to the OP, each on a space that does not contain an enemy CU or PC (you can 'convert' an enemy PC if you have a CU in the space), or

Raise **Troops** (*OP 3 card only*) place 1 CU with any General located in a friendly controlled space in a friendly controlled province (not a besieged Walled City).

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Attrition is also triggered when an Army crosses a mountain pass (if a non-Alps pass, roll at -2) and by some Events.

4. Political Isolation

First the Roman, then the Carthaginian player, remove all their non-walled, non-tribal PCs which are **isolated** (*ie*, they cannot trace a path of spaces to a friendly CU or friendly—even if besieged—walled city, tribe or port).

The path cannot cross a mountain pass or enter a space with an enemy PC or neutral tribe (unless a friendly CU is also present). The path may go through a space containing enemy CUs only if the space also contains a friendly PC.

5. Victory Check

Both players calculate **Political Points (PPs)** by counting the number of provinces they control (all except **Gallia Transalpinia**, **Massilia**, **Liguria** and the **Balearic Islands**).

If one player has less PPs than another, he must remove a number of his non-walled, non-tribal PCs equal to the difference. If he does not have enough the game ends immediately.

On the last turn the player with the most PPs wins. (Carthaginians on a tie).



1. Reinforcements

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If New Carthage is friendly controlled: 1 CU in New Carthage, or with any General in Hispania.

If Baetica is friendly controlled: 1 CU in New Carthage, or with any General in Hispania.

Any **displaced** Carthaginian Generals (except *Hannibal*) are returned to any spaces containing unbesieged Carthaginian CUs.

2. Roman player places 5 CUs

5 CUs in Rome or with any General(s). At least 3 of them must be placed in Italy.

A stack of 5 or more CUs must be created if the Roman player does not have at least one.

On turn 6, place *Scipio Africanus* and 5 additional CUs together in any Italian space, or Spanish port, with a friendly PC and free of enemy CUs (not in a Walled City). If there are no appropriate spaces he never enters the game.

3. Elect Consuls and Proconsuls

There can only be 1 **Proconsul** at any time. All other Generals (except *Scipio Africanus*, if in play) are removed.

The Roman player keeps his existing Proconsul or dismisses him by designating one of his departing Consuls as a Proconsul. He is identified by the **Proconsul marker** in his Holding Box.

The Roman player randomly draws 2 Generals to be **Consuls** for the turn and places them together or separately on the map in a space with at least 5 Roman CUs (even inside a besieged Rome, if there is no other legal space). If placed with a Proconsul the latter becomes a **subordinate**.

Scipio Africanus arrives on Turn 6 as a permanent **second** Proconsul.

2. Strategy

Each player draws the number of **Strategy cards** listed on the Turn Record Track.

The Roman player *may* play first with a **Campaign card** (as an Event or Operations card); if not, the Carthaginian player decides who will play first.

Alternate playing Strategy cards until all have been played. Use the card's **Operation Number (OP)** or play the card

Event, or discard the card faceup as an action.

A **Remove If Played** card is removed from the game once the *event* is played. The **Philip V of Macedon** card is removed once the event has been played twice (thus cancelling the first play).

Move a **General** (with or without CUs and subordinates) whose Strategy Rating is less than or equal to the OP, or

Place **PCs** equal to the OP, each on a space that does not contain an enemy CU or PC (you can 'convert' an enemy PC if you have a CU in the space), or

Raise **Troops** (*OP 3 card only*) place 1 CU with any General located in a friendly controlled space in a friendly controlled province (not a besieged Walled City).

Events can only be played by the side indicated behind the OP (**Roman** or **Carthaginian**).

Counter Events (white title in a brown oval) can only be played in the middle of a play or battle, and do not count as your normal Strategy card play.

Ship Symbol indicates a card may be used for a **Naval Move**.

3. Winter Attrition

All CUs (with or without Generals) in spaces with an enemy PC or non-friendly tribe (including CUs still conducting a siege) suffer **Attrition**: cross-reference the size of the force with a die roll on the **Attrition Table** to determine the number of CUs eliminated. Generals are *never* affected.

Attrition is also triggered when an Army crosses a mountain pass (if a non-Alps pass, roll at -2) and by some Events.

4. Political Isolation

First the Roman, then the Carthaginian player, remove all their non-walled, non-tribal PCs which are **isolated** (*ie*, they cannot trace a path of spaces to a friendly CU or friendly—even if besieged—walled city, tribe or port).

The path cannot cross a mountain pass or enter a space with an enemy PC or neutral tribe (unless a friendly CU is also present). The path may go through a space containing enemy CUs only if the space also contains a friendly PC.

5. Victory Check

Both players calculate **Political Points (PPs)** by counting the number of provinces they control (all except **Gallia Transalpinia**, **Massilia**, **Liguria** and the **Balearic Islands**).

If one player has less PPs than another, he must remove a number of his non-walled, non-tribal PCs equal to the difference. If he does not have enough the game ends immediately.

On the last turn the player with the most PPs wins. (Carthaginians on a tie).