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# v2

**Jun 2024**

Game:      **HANNIBAL AND HAMILCAR**

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# HANNIBAL & HAMILCAR

## SETUP

Choose a **scenario**. Shuffle the specified **strategy cards** into a facedown deck. Shuffle all the **battle cards** into a facedown deck. In the *Hamilcar* scenario, do the same for the **tactics cards**.

When playing a *Hannibal* scenario, remove the **general's cards** with the 🎩 icon. When playing a *Hamilcar* scenario, remove those with the 👤 icon. Then set up the Roman general's cards on the Roman side of the board, faceup, and the Carthaginian general's cards on the Carthaginian side of the board, faceup.

Place the **turn/truce marker** (appropriate side faceup) on the indicated space of the turn track.

Place the **political control markers** (PCs), **tribe markers**, and **walled city markers** on the map as instructed by the scenario. Place PCs on the **provincial display** as instructed.

Place the **combat units** (CUs) and **general** miniatures (or markers) on the board as instructed. Place subordinate generals on their commanding general's cards.

## SEQUENCE OF PLAY

### 1. REINFORCEMENTS

*Skip this phase on the first turn.*

The scenario describes the reinforcements each player receives.

#### 1. Carthaginian player places reinforcements

Then, if there are any displaced Carthaginian generals, place them on any space containing Carthaginian CUs that are not currently under siege. Carthaginian reinforcements are placed in specific areas; if the Roman player controls the area, those reinforcements are not placed.

#### 2. Roman player places reinforcements

Reinforcements may not be placed inside a besieged walled city. An enemy force occupies an unbesieged friendly walled city space, reinforcements may still be placed inside the walled city if the total CUs in the city do not exceed the maximum number allowed within it. An enemy general without CUs does not restrict the placement of reinforcements and is displaced if reinforcements are placed in that space.

If Roma is besieged and all Roman generals are inside it, the Roman player does not receive *any* reinforcements.

#### 3. Roman player elects consuls and proconsuls

If desired, designate one of the Roman generals on the map as a **proconsul** (this is optional but recommended), who then remains on the map with their army. Place the **proconsul marker** on his card. You are only allowed 1 proconsul in play at a time.

Remove the other Roman generals from the map and return their general's cards to the consular pool (your Roman general's cards). Out of this pool, randomly draw 2 Roman general's cards to be **consuls** for the turn and place their miniatures on the map.

Consuls are placed together or separately in a space containing at least 5 Roman CUs (if there is only one such space, both consuls must be placed together). A consul may be placed with a proconsul, in which case the proconsul becomes a subordinate. Consuls may be placed inside a besieged Roma (Roman CUs may not) if there is no other legal space to place them.

### 2. STRATEGY

Each player draws the number of **strategy cards** listed on the turn track or in the scenario rules.

Each scenario details who is the first (deciding) player, who must ask their opponent if they are going to **preempt**. Their opponent may preempt by immediately playing a major or minor campaign card and going first. If there is no preempt, the deciding player chooses who goes first.

**Players alternate playing strategy cards** until all cards in their hands have been played. If one player uses all their cards and the other still has some left, the latter plays them one at a time until they are all played.

**When you play a card you may either use its operation points (OPs) or resolve its event.**

A *remove if played* event must be removed from the game after being played as an event (but not if it is played for its OPs).

You may discard a strategy card faceup rather than play it: no action occurs and it is now your opponent's turn. Discard piles may be examined by any player at any time.

If there are not enough cards in the deck to deal a full hand to each player, reshuffle the entire deck and the discard pile (excluding cards permanently removed from play) before any cards are dealt. The deck is also reshuffled when the *Truce* card is played or discarded (whether the event is used or not); in this case, reshuffle the deck at the end of the turn.

**When using OPs**, do **one** of the following:

> **Move a general** (with or without CUs) whose **strategy rating** is less than or equal to the OPs;

> **Place PCs** equal to the OPs, each on a space that does not contain one of your PCs, a tribe, walled city, or an enemy CU. You may also convert (flip over) enemy PCs if you have a CU in the PC's space;

> **Raise troops** (*3 OP card only*) by placing 1 CU with any general in a friendly controlled space in a friendly controlled province (not a besieged walled city).

**Events** can only be played by the side indicated by the color behind the OP number (**red for Roman** or **blue for Carthaginian**). **Counter events** (crossed swords icon and purple frame) can only be played in the middle of a card play or battle, and do not count as your normal card play.

### 3. WINTER ATTRITION

All CUs (with or without generals) in spaces containing an enemy PC or a non-friendly tribe suffer **attrition**.

### 4. POLITICAL ISOLATION REMOVAL

Each player (starting with the Romans in the *Hannibal* scenarios or the Carthaginians in the *Hamilcar* scenario) must remove all their non-walled, non-tribe PCs that are **isolated**.

A PC is isolated if it cannot trace a path to: a friendly CU, a friendly controlled tribe, a friendly controlled port, or a friendly controlled walled city (besieged or not). The path cannot cross a mountain pass, enter a space containing an enemy PC or a neutral tribe (unless a friendly CU is also present), or a space with enemy CUs (unless a friendly PC is also present). The path may pass through vacant spaces.

### 5. VICTORY CHECK

Players count the number of politically significant provinces they control (all provinces except Gallia Transalpina, Massilia, Liguria, Baleares, and the optional Mauretania). You earn 1 **political point** (PP) for each politically significant province you control.

Compare totals. If one side has fewer points than the other, the player in the minority must remove a number of their own non-walled city, non-tribe PCs from the map equal to the difference. **If you do not have enough PCs to remove, you immediately lose the game.**

On the last turn, the player with the most PPs wins. If there is a tie in the *Hannibal* scenario, the Carthaginian player wins. If there is a tie in the *Hamilcar* scenario, the Roman player wins.

The Roman player wins a **sudden death victory** if they control Carthago. The Carthaginian player wins a sudden death victory if they control Roma, or if they control all provinces in Italia except Latium during a victory check phase.

## MOVEMENT

A general and CUs with him are an **army**. Select a general in a space as commander (if there are several generals, you may choose), up to 10 CUs, and any number of subordinate generals of equal or lesser rank. CUs cannot move without a general.

Play a strategy card that can move the commander, then move the army. Unless you are playing a campaign card, each strategy card only moves 1 army.

**The army may spend up to 4 movement points (MP)** — 6 with a *Forced March* card or the *Nero* special ability — **to move through adjacent spaces** (those connected by a line). Each space moved costs 1 MP. PCs or tribe markers do not stop or slow the movement of units.

**Movement across mountain passes and straits costs 2 MPs.** Roll for **attrition** immediately after crossing a pass (-2 to the roll if it was a non-Alps pass).

Land movement across the Strait of Messana is allowed only if the moving player controls the city from which the movement is originating.

As your army enters each space, it may trigger a **reaction phase**.

When the move is complete, your army may conduct a **siege or subjugation** attempt or a **land battle** (you can never do both on the play of a single strategy card).

### Generals without armies

A **general without an army** may not move into a space containing an enemy CU. He may not stop in a space containing an enemy general without an army, tthough he may pass through the space.

### Reaction phase

The non-active player declares all their **land interception** and **avoid land battle** attempts before any are carried out, and is required to attempt all those declared.

**Land interception:** The non-active player conducts interceptions in any order. An army intercepting into a space may not enter a walled city.

**Avoid battle:** The non-active player rolls and, if successful, moves the army out of the space.

**Overrun:** An army with at least 5 CUs that enters a space containing 1 enemy CU without a general may **overrun**, automatically eliminating the enemy CU. This is not a a land battle, your army can continue moving, and you can overrun any number of times in a turn.

**Walled city:** If an army enters a space with a walled city, the non-active player declares their CUs to be *outside* or *inside* the city and moves them on top of (outside) or under (inside) the city marker.

**Battle:** When you move an army into a space containing any enemy CUs, and those enemy CUs do not avoid battle, your army must stop, end its movement, and **battle** the enemy force.

### Walled cities

A **walled city** is a space within a space; generals and CUs can be inside or outside the city. Rome and Carthage can hold 5 CUs and other cities 2 CUs. Generals and CUs may be split; generals inside are placed to the side of the marker.

Only CUs outside a city stop enemy movement.

Generals and CUs can be moved inside and outside cities through normal movement during your turn. *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*.

### Combining and dividing armies

You can pick up and drop off CUs and generals of equal or lesser rank along the way (with or without CUs), as long as there are never more than 10 CUs moving with a general at any time.

The general being picked up must become a subordinate for that move. A general ending his move in a space with a higher ranking general becomes a subordinate; if they are of equal rank, the activated general is the commander.

A subordinate general may be dropped off, or activated and moved off, with any number of CUs, thus becoming the commanding general of their new army, possibly with subordinates of their own as long as they do not outrank him. A subordinate that detaches and moves off counts as moving 1 general.

### Stacking and subordinates

There is no limit to the number of CUs that can be stacked in a space. There can be more than 1 general in a space, but only 1 can be the commanding general; all others there are **subordinates**. Keep the commanding general on the map, and place the subordinates on the commanding general's card. When a commanding general moves, the subordinates freely move with him. **While a general is a subordinate, his special abilities may not be used.**

*Hannibal* and *Hamilcar Barca* **outrank** all other Carthaginian generals. Consuls outrank proconsuls. If 2 or more generals of the same rank are in an army, the controlling player may change who is commander before activating the army. However, if 1 general outranks another, the ranking general must be commander. If 2 consuls are in the same space, a **change of command die roll** may be required to see who is in command.

### Naval movement

A general, or a general with up to 5 CUs (but not CUs alone) may move from any port space to any other port space when a 3 OP strategy card (ship icon in upper left) is played. A naval movement costs 3 MPs. A campaign event (double ship icon) allows **one** of the armies (with up to 10 CUs) to use naval movement.

You do not need to control a port to embark or disembark, and you may move into and out of any port space, including those that contain an enemy PC or CU (though an army's movement must stop if it enters a space with enemy CUs).

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.

In the *Hannibal* scenarios, each time a Carthaginian general or army moves by sea, the Roman player rolls the **naval movement die** on the **naval movement table**:

> **Sunk:** The CUs are eliminated and the general is displaced. The CUs lost do not count towards political consequences.

> **Return:** The force must return to the port of embarkation and its remaining MPs are lost.

> **Success:** The naval movement is successful.

### Displaced generals

A **displaced** general is removed from the map and does not return to play until the next reinforcement phase.

A general is displaced 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 roll casualties, retreat losses, or the naval movement table (*not* attrition, *Storms at Sea* or the land battle casualties roll).

In the *Hannibal* scenarios, *Scipio Africanus* is eliminated if displaced. *Hannibal* is eliminated if displaced and the Carthaginian player must remove an additional 5 non-walled city, non tribe Carthaginian PCs from any spaces on the map.

## Campaign events

A campaign event allows more than 1 general to be activated (*not* a single general multiple times). Each commanding general must complete all movement and battles before the next general is activated.

A CU or subordinate moved by a general during a campaign can be moved by another general during the same campaign as long as no CU or general moves more than 4 spaces (except *Nero*, who can move 6 spaces).

Once an army is in a land battle, sieges/subjugates, backs up a space to avoid an interception, or fails a pursuit roll, all CUs and generals in that army may not be moved by another general during that campaign.

A campaign event cannot be used to conduct more than 1 siege or subjugation against the same walled city or tribe, but it can be used to battle the defenders from the space and then used again to conduct a siege or subjugation against the space, as long as a different general performed each action.

## LAND INTERCEPTION

Any army controlled by the non-active player may attempt an **interception** *each time* an enemy army or general enters a space (via land or naval movement) adjacent to the army and the space does not contain any non-moving enemy CUs. You cannot intercept across any mountain pass or strait. You cannot intercept an attempt to avoid land battle, withdrawal, or retreat, and you cannot intercept an interception.

**Declare which general and how many CUs (max 10) are intercepting, and roll the die** (+1 if the space you are intercepting into contains an enemy PC and no friendly CUs).

If the result is less than or equal to your commander's **battle rating (BR)**, the interception is successful: move your intercepting force into the space. **If there is then a land battle, the intercepting player gains 1 extra battle card.** The original active player is still the attacker and plays the first battle card in the land battle.

**An intercepted army is never required to battle; it may instead back up to the space it most recently occupied and end its movement.** If it has to back up across a pass, it must roll for attrition again. If it has to back up from a naval movement, it returns to its port of embarkation, rolling again on the naval movement table if appropriate (if the result is **return** it must stay and battle). If an army backs up into an enemy walled city or tribe space, it may still conduct a siege or subjugation on that space.

Multiple interceptions may be declared if you have more than 1 army adjacent to the space your opponent is about to enter; all must be declared first, then your opponent may wait until all are resolved before they decide to battle or back up. If more than 1 interception succeeds, the successful armies are combined in the space under the command of 1 general (the intercepting commander with the highest rank); if there is a tie for rank, the intercepting player may choose which is the commander.

You may dispatch a portion of your army (under a subordinate or the commander) for an interception, declaring a general and a number of CUs. Only 1 interception can start from each space. If a subordinate intercepts, he becomes the commander of the intercepting force (the commanding general is left behind with at least 1 CU (consuls may not be left behind with fewer than 5 CUs).

An army inside a walled city may intercept an army in an adjacent space if there are no enemy CUs outside the walled city. If you intercept an army that enters a walled city space by land movement, a land battle occurs, unless all CUs retreat into the walled city.

An army backing up a space may never leave behind CUs outside the walled city. An army inside a walled city may not intercept an enemy army that enters the walled city space, nor can they intercept an enemy army that just left the walled city space.

**If an army fails an interception attempt, it cannot attempt an avoid land battle against that same army during the current card play.** The army may attempt other interceptions without restrictions, and may even attempt to avoid land battle against other armies if the card in play is a campaign event.

## AVOID LAND BATTLE

As non-active player, you may attempt to **avoid land battle** if an enemy army enters a space with one of your armies, or one or more of your generals without CUs.

**If a die roll is less than or equal to your commander's BR, the attempt succeeds** and you may move your generals or army (any in excess of 10 CUs must be left behind) into any adjacent space. **Otherwise, a land battle is resolved with the failing army receiving 1 less battle card.** Generals without CUs who are displaced. Generals and CUs that fail an interception attempt may not attempt to avoid land battle against the same army in the current round.

A general or army avoiding land battle may leave generals and/ or CUs behind; may not cross a mountain pass or strait; may not enter a space containing an enemy CU or PC; may not enter the space from which the enemy army 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). Only 1 avoid land battle attempt is allowed per reaction phase, so generals may not split up and avoid land battle into different spaces, nor may you avoid land battle with another general after failing with one.

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

An army outside a walled city may declare the army inside the city when the enemy army appears, or declare the army outside the city and attempt an avoid land battle. If the latter is successful, the army may then enter the walled city if it is empty of enemies. The active player would need to make a successful pursuit roll to keep moving.

An army that fails its pursuit roll but ends its move on a walled city or tribe space may still conduct a siege or subjugation.

## BATTLES

A **land battle** is initiated 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):

- BCs equal to the commander's **BR** (if present)
- +1 BC for each CU in the land battle
- +1 BC if the battle was caused by a successful interception
- -1 BC for the non-active army if it unsuccessfully avoided battle
- A variable number for allies if a general is present
- +2 BCs for the Roman player if the land battle is in Latium
- +1 BC if the land battle 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 Numidia major and Numidia Minor.

Allies in Africa, Iberia, and Italia are available in any province within their region. Allies in Sicily are available in both provinces on the island (Sicilia and Syracusae). Allies in the independent provinces (Baleares, Corsica/Sardinia, Gallia Transalpina, Massilia, Liguria and, if in play, Mauretania) are not available outside of their own provinces.

The Roman player may never receive more than 2 BCs for allies in Italia. Rome receives 2 extra BCs for any land battle that occurs in Latium (in addition to any BCs for Italian allies). This militia is available even if there is no general in Roma.

### Battle sequence

1. **Change of command** die roll
   (consuls change positions on a roll of 4-6).
2. Attacker plays land battle-related strategy cards.
3. Defender plays land battle-related strategy cards.
4. Elephant charge declaration and charge die roll, unless *Elephant Fright* is immediately played before the die roll. (*Hamilcar:* -2 from the roll if *Forgotten Tactics* is in effect).
5. Deal BCs, display cards revealed by *Spy in Enemy Camp*, and begin land 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 their commanding general's BR, they become 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 if they wish.

**Reserve cards** can be used as a wild card; the type of card it represents must be stated by the player playing it, and it takes on all the characteristics of that card.

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 at the beginning of a battle round.

### Land battle casualties

After the battle, the winner rolls on the **attrition table**.

Cross-reference the number of cards played by the player who played the most BCs (including the last round; failed withdrawal attempts do not count as a round) with the die result to determine the CUs lost by both sides.

The winner also rolls a **retreat die** and consults their last played BC to determine the loser's additional CU losses. Roll the smaller die if the loser's army began the land battle with 4 or less CUs, or the larger die if they began with 5 or more CUs. Losses must be taken in CUs (they cannot be absorbed with allies or militia).

When the attacker loses by running out of cards, the victorious defender consults their last played BC to determine the loser's CU losses.

If there are elephant CUs in the defeated army, the first CU removed must always be an elephant CU. All other losses may come from non-elephant CUs.

### Political consequences

The loser must now remove a number of their own non-walled city, non-tribe PCs from anywhere on the map equal to half the number (round down) of CUs they lost in the land battle.

If unable to do so, the loser **sues for peace** and loses the game.

## WITHDRAWALS

The *current* attacker may **withdraw** by forfeiting their chance to play a BC and rolling less than or equal to their commander's BR (only armies can attempt to withdraw).

The defender may, if they wish, attempt to **cancel the withdrawal** by rolling less than or equal to their commanding general's BR.

If the withdrawal does not happen, the defender may, if they wish, immediately become the attacker.

There is no limit to the number of times you may attempt to withdraw in a single land battle.

A successful withdrawal ends the land battle. The the withdrawing player must move their entire army (all CUs) to an adjacent space (though units that sortie from a besieged walled city may withdraw back into it). Battle casualties are resolved normally, but the retreat die roll is not used.

There are no political consequences if a player successfully withdraws from a land battle.

A withdrawing army may not split up; withdraw across a mountain pass, strait, or by naval movement; or withdraw into a space containing an enemy PC or enemy CU or a non-friendly tribe; or into the space from which the enemy army entered the land battle space.

If the original attacker withdraws, they must withdraw to the space from which they advanced (even if it contains enemy PCs).

## RETREATS

The loser of the land battle must **retreat** up to 4 spaces to a space both friendly controlled (contains a friendly PC) and clear of enemy CUs, or to a space that contains more friendly CUs. You may not leave behind any CUs or generals.

If you have a choice of spaces to retreat to, you must pick the closest (choose if there are several at equal distance). However you may choose a retreat path or destination that is not the closest if it causes fewer CU losses.

After applying any retreat penalties, any friendly CUs encountered along the retreat path (if they do not outnumber the retreating CUs) become part of the retreating force. **The 10 CUs movement limit does not apply during retreats.**

The retreat may not cross a mountain pass or strait or use naval movement. 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 they entered the battle. If the original defender retreats, they can never enter the space from which the attacker entered the land battle. The retreating force may never reenter the land battle space during its retreat.

**A retreating force loses** 1 additional CU for each space it enters that contains 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 in such a space).

Enemy generals without CUs have no effect on retreats and cannot block retreat paths (they are displaced if an enemy retreating force enters the space).

A force that cannot retreat, has no place to retreat, or must retreat more than 4 spaces is eliminated.

A retreating force *may not* retreat into a besieged walled city (except a force that sorties from the city). A retreating force *may* retreat into a friendly controlled non-besieged city if the land battle occurred in the walled city space. It may also split up: one force retreating into the city and one force retreating as normal (this is the only way a retreating force may be split up).

## ELEPHANTS

No more than 4 elephant counters may be in play at any one time.

When removing CUs lost because of land battle casualties or attrition, the Carthaginian player may pick any CUs they wish, unless dictated to remove an elephant CU by a 🐘 result on the attrition table.

**When removing CUs due to retreat, the first CU selected must be an elephant CU.**

If the Carthaginian player has elephant CUs in a land battle, they may declare an **elephant charge** before they look at their BCs. Roll a die: if the result is less than or equal to the Roman general's BR, the elephants have no effect (although the CUs can still be used in the land battle). If there is no Roman general present, the charge is unsuccessful on a die roll of 1 (or less).

**If the charge is successful, the Roman battle card hand is reduced by the number of elephant CUs involved in the charge.**

If a 1 is rolled, the Carthaginian hand size is immediately reduced by 1 BC (no matter how many elephant CUs were involved).

## ATTRITION

**Winter attrition phase:** All CUs (with or without generals) in spaces containing an enemy PC or a non-friendly tribe suffer **attrition** during the winter attrition phase.

**Crossing a pass:** Any time an army crosses a mountain pass, it suffers attrition (-2 to the roll if it was a non-Alps pass).

**Event cards:** Attrition may also be triggered by an event card.

When an army must suffer attrition, its owning player makes a die roll and consults the attrition table. Cross-reference the size of the force with the die roll to determine the number of CUs eliminated.

**Generals are never affected by attrition** (even if attrition eliminates the last CU accompanying that general).

If attacked by hostile tribes, the army size does not matter. Use the column on the attrition table marked **hostile tribes.**

## CONSULS AND CONSULAR ARMIES

An army containing one or both consuls is a **consular army.** The Roman player may never *voluntarily* take an action that would leave a consul or consular army with less than 5 CUs.

There is no penalty if a consular army falls below 5 CUs due to attrition, land battle, or retreat, but if it does, it may not drop off or leave behind CUs until it contains more than 5 CUs.

If both consuls are in the same consular army the Roman player must choose one as **commander** and one as **subordinate.** If the army attacks in a battle, 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.**

A consul outranks a proconsul and whenever the proconsul ends his move with a consul he becomes a subordinate. However, an army led by a proconsul is allowed to be larger than consular armies and may pass through a consular army containing 5 or more CUs without restrictions.

If an army led by a proconsul enters a space containing a consular army with fewer than 5 CUs, it must either stop and end its movement or drop off enough CUs so the consular army has 5 CUs. A proconsul that starts the turn stacked with a consular army may be activated and sent off with up to 10 CUs or be left behind with any number of CUs.

## SIEGES AND SUBJUGATION

The only way to convert a walled city is to conduct a successful **siege** against it or play an appropriate event card. The only way to convert a tribe is to **subjugate** it.

Over multiple turns, an army attempts to accumulate **3 siege points** against the walled city or tribe, recorded with **siege/subjugation markers.**

If an activated general that has not battled ends his move in an enemy walled city or tribe space with at least 3 friendly CUs (already there or brought along), he may conduct 1 siege or subjugation attempt (1 die roll) against that space.

**A siege point is gained when an activated army rolls the siege die and matches the result given on the table.**

A non-activated force on top of a walled city or tribe is considered to be maintaining the siege, but may not make a siege or subjugation die roll.

No walled city or tribe may be subjected to more than 1 siege or subjugation attempt per strategy card played (with the exception of the *Scipio Africanus* special ability).

**Subordinates** may detach with 3 CUs from a besieging army and make a siege attempt without activating the commanding general. The subordinate is considered temporarily in command and may use his special ability. If a campaign event was played, only 3 CUs (or 5 CUs for a consul) plus the activated subordinate are considered to have been moved; the remaining units and generals in the space are available for further operations.

**A walled city is not considered besieged until it is marked with 1 or more siege points,** regardless of the number of siege attempts that have been made against it or the number of enemy CUs in the same space.

**A besieged city may not receive reinforcements and a besieged general may not raise troops.** A besieged general or army may not leave the city via naval movement, nor may a general or army disembark directly into a besieged city (they may land outside the city walls). A besieged army may sortie and initiate a land battle against the besieging army. If it does, the land battle and BC bonuses are resolved normally.

A siege is lifted or subjugation ended instantly when there are no longer any enemy CUs in the space containing the walled city or tribe. If this happens, remove any accumulated siege/subjugation points. Reducing the besieging army to below 3 CUs does not lift the siege or end subjugation.

If you send an army to attack an enemy army besieging your walled city, you may count the CUs inside the city during the land battle. When besieged CUs are added to an attack or a besieged army attacks on its own, it is a **sortie.** Land battle losses can come from either the relief army or the CUs that sortied, at the controlling player's option.

If there is a general inside the city when a sortie occurs and that general is the same rank as the commanding general of the relief army, the player may choose which general is in command for the land battle. Otherwise the commander with the higher rank is in command for the land battle. If no sortie occurs, the general inside the city is not used in the land battle. Only the CUs and generals that sortie may retreat back into the walled city.

**When you accumulate 3 siege points against a walled city,** flip the city marker to your color and remove the points. Any enemy CUs inside the city are eliminated, and any generals inside are displaced.

**When you accumulate 3 siege points against a tribe,** replace the tribe marker with a friendly PC (it cannot reenter play), and remove the points. If your opponent regains control of the space, they may only place a friendly PC there.

## POLITICAL CONTROL

A player **controls** a space if they have a PC in it (even if an enemy general and/or CUs are there), and they control a province if they control the majority of its spaces. PCs do not interfere with CU movement. Mark political control of a province by placing a PC marker in the corresponding space of the **provincial display.**

You may not avoid land battle into a space containing an enemy PC; and a retreat must end in a space containing a friendly PC without enemy CUs, or into a space with more friendly CUs than the retreating force. An army that retreats through an enemy PC must remove an additional CU. An army may not withdraw from a land battle into a space that contains an enemy PC.

**CUs on enemy PCs at the end of the turn suffer winter attrition.**

## TRIBE MARKERS

**The Carthaginian player considers friendly tribes as friendly PCs in all respects** (including province control, a legal retreat space, and for isolating Roman PCs).

These tribe markers serve as a space to which other Carthaginian PCs may trace in order to prevent political isolation, and provide the Carthaginian player with an extra BC if a land battle (with or without a Carthaginian general) occurs in the tribe's space.

## SPECIAL ABILITY CLARIFICATIONS

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. To use his special ability, Hanno must have CUs and must not have engaged in a land battle that turn. Hanno may conduct overruns and still be able to use his special ability in his final space.

- **Q. Fabius Maximus** may not leave Italia, but may sail from one Italian port to another. If there is at least one stack of 5 CUs in Italia, he is immediately placed with any friendly CUs in Italia (it does not have to be the largest stack). If there are no CUs in Italia, he is immediately placed in Roma (even if it is besieged).

- **M. Claudius Marcellus and P. C. Scipio Africanus** abilities do not apply to subjugation.

- **C. Claudius Nero** can Nero can move up to 6 spaces during campaign events. He can use this ability with naval movement, allowing his army to move 3 spaces before or after naval movement (split in any fashion). Alternatively, Nero can move twice by sea in the same turn, using 3 MPs for each move.

- **C. Falminius, T. Sempronius Longus, and A. Paullus** abilities do not apply to preventing a withdrawal.

## SCIPIO AFRICANUS

When indicated by the scenario, **Scipio Africanus** and an additional 5 CUs (they must be placed as a group) arrive as a reinforcement on turn 6 as a second proconsul. The Roman player can place this army in any space in Italia that contains a friendly PC and no enemy CUs, or in any port space in Iberia that contains a friendly PC and no enemy CUs.

Scipio's army arrives after the normal 5 CUs have been placed and before the 2 new consuls are elected. He may not be placed inside a walled city. If there are no such spaces on the map, Scipio and his army never enter the game. Once on the map, Scipio acts as a permanent proconsul, so there will be 2 proconsuls in play.

## OPTIONAL RULES

**Additional strategy cards (*Hannibal* scenarios)** Add cards 65-74 to the strategy deck. Optionally, also add cards cards 75-91. Check the optional card's distribution chart in the scenario book for more details. It can be agreed between players that the above additional cards (those which don't have a 🐘 in the left bottom corner) are *remove if played* cards.

*Messenger Intercepted* **variant** When you play this card (55) as an event and take one of your opponent's cards, your opponent has the option to require you to play another card immediately.

*Elephant Fright* **variant** Card 77 may be used to replace card 42.

**Additional generals (*Hannibal* scenarios)** Bomilcar is a Carthaginian general arriving as a reinforcement in turn 4. Bomilcar arrives without any troops and may be placed anywhere on the map with a Carthaginian CU. To add more historical flavour:

a. **Killed in action:** Permanently eliminate any consuls or proconsuls if their entire army has been eliminated in battle.

b. **Consular election:** No consul may be drawn in consecutive reinforcement phases, except Fabius.

c. **The Fates:** Permanently remove the following from the consular pool at the start of these turns: Gracchus on turn 5; P. Scipio on turn 6; Marcellus on turn 7; Flaccus on turn 8; Fabius on turn 9.

**Mauretania (*Hannibal* scenarios)** Place neutral tribe markers in the appropriate spaces. Mauretania is a hostile province, a separate region, and not a politically significant province.

**Pillars of Hercules** Crossing cost of Gades - Abyla strait is only 1 movement point if Gades is friendly.

**Port of Siga** Only up to 5 CUs may sea-move in or out.

**Flexible PC placement and removal** An army of 3 or more CUs may remove an enemy PC marker and place a friendly PC marker during the course of movement. It costs an army 1 additional MP to remove an enemy PC marker and 1 additional MP to place a friendly PC marker.

**Alternative reinforcements (*Hannibal* scenarios)**
The Carthaginian player receives up to 4 CUs per turn: 1 for each of the 4 Carthaginian walled cities (except Saguntum) that start the game Carthaginian controlled and are still under their control (a walled city under siege still generates a reinforcement). 1 CU must be placed in Carthago or with any general in Africa; 2 CUs must be placed in Carthago Nova or with any general in Iberia; and 1 CU may be placed with any Carthaginian general.

The Roman player receives up to 5 CUs per turn: 1 for each of the 5 Roman walled cities in Italia that start the game Roman controlled and are still under their control (a walled city under siege still generates a reinforcement). These CUs may be placed in any Roman controlled, unbesieged, walled city in Italia, or with any Roman general in Italia. The CUs may all be placed in 1 space or split up in any fashion. Up to 2 CUs (maximum) may be placed with any Roman general outside of Italia.

**Alternate siege rules** All cities (except Rome, Carthage, Syracuse, Carthago Nova, and Gades) fall once 2 (not 3) siege points are accumulated by the besieging force.

Roll the white siege die if 1 or more unbesieged enemy CUs are located in a space adjacent to the besieged city and/or 1 or more enemy CUs are located within the city. Once a siege is successfully completed, the besieger may choose to either **loot the city** (add 2 CUs to the force which conquered the city, or **show clemency** (the 2 closest enemy PCs not occupied by enemy CUs (distance calculated in MPs) are flipped; if several PCs are equally close, the conqueror may choose which are flipped).

**Vanilla Hannibal** Keep Mauretania out of play. Remove Bomilcar, Gracchus, Livius, Flaccus, Valerius and Crassus generals from the game.

# HANNIBAL & HAMILCAR

## 1. REINFORCEMENTS

*Skip this phase on the first turn.*

### 1. Carthaginian player places reinforcements
Return displaced Carthaginian generals to any space with 1 or more Carthaginian CUs not currently under siege.

### 2. Roman player places reinforcements
Reinforcements cannot be placed inside a besieged walled city. If Roma is besieged with all Roman generals inside it, do not receive *any* reinforcements.

### 3. Roman player elects consuls and proconsuls
You may choose a Roman general on the map to be **proconsul**, and stay on the map; remove the others. Randomly draw 2 Roman generals as **consuls** and place them on the map together or separately in a space containing at least 5 Roman CUs.

## 2. STRATEGY

Each player draws the turn's number of **strategy cards**. The deciding player asks their opponent if they are going to **preempt**. If not, the deciding player chooses who goes first.

Players alternate playing strategy cards until all are played. **Either use the card's OPs or resolve its event.**

**When using OPs,** choose **one** option:

**Move a general** (with or without CUs) whose **strategy rating** is less than or equal to the OPs;

**Place PCs** equal to the OPs, each on a space that does not contain one of your PCs, a tribe, walled city, or an enemy CU. You may convert enemy PCs if you have a CU in that space;

**Raise troops** (*3 OP card only*) by placing 1 CU with any general in a friendly controlled space in a friendly controlled province (not a besieged walled city).

**Events** can only be played by the indicated side (**red** = **Roman**, **blue** = **Carthaginian**). **Counter events** (crossed swords icon and purple frame) can only be played in the middle of a card play or battle, and do not count as your normal card play.

## 3. WINTER ATTRITION

All CUs (with or without generals) in spaces containing an enemy PC or a non-friendly tribe suffer **attrition**.

## 4. POLITICAL ISOLATION REMOVAL

Each player (starting with the Romans in *Hannibal* and the Carthaginians in *Hamilcar*) must remove all their non-walled, non-tribe PCs that are **isolated**. A PC is isolated if it cannot trace a path to: a friendly CU, or a friendly controlled tribe, port, or walled city (besieged or not). The path cannot cross a mountain pass, enter a space with an enemy PC or neutral tribe (unless a friendly CU is present), or a space with enemy CUs (unless a friendly PC is present). It may pass through vacant spaces.

## 5. VICTORY CHECK

You earn 1 PP for each politically significant province you control. If one side has fewer PPs than the other, the player in the minority must remove a number of their own non-walled, non-tribe PCs from the map equal to the difference.

**Sudden death victories:** Rome controls Carthago. Carthaginians control Roma, or all provinces in Italia except Latium during a victory check phase.

## MOVEMENT

**Select a general**, up to 10 CUs, and generals of equal/lesser rank.

**Play a valid strategy card** with OPs equal to or more than general's BR, or a campaign card.

**Spend up to 4 MPs** (6 with a *Forced March* card or the *Nero* special ability) **to move through adjacent spaces**. Each space costs 1 MP. You can pick up or drop off CUs/generals during this movement, but no more than 10 CUs can move together at once.

**Movement points (MPs):** Each space moved costs 1 MP (mountain passes and straits cost 2 MPs to cross).

**Mountain pass attrition:** Roll for attrition immediately after crossing. Subtract 2 from the roll if the pass was not the Alps.

**Straits:** you can only cross the Strait of Messana if you control the city from which you are moving.

### Check in each space
**Enemy CUs:** If your army has 5+ CUs and enters a space with only 1 enemy CU, you can **overrun** the enemy CU and eliminate it. If there are more enemy CUs, you must stop and fight a land battle:

**Avoid battle:** The non-active player may choose to avoid battle. On a D6 roll <= their general's BR they may move any generals and up to 10 CUs into any adjacent space; however they may not cross a mountain pass or strait or enter a space with enemy PCs or CUs, the space the enemy came from, or non-friendly tribe spaces.

**Walled city:** the non-active player declares which CUs are inside the city (CUs under city token) and which are outside.

**Interception:** If your army enters a space with no CUs and adjacent to a space with enemy CUs, the enemy army may attempt an interception:

Declare how many units will participate in the interception.

The non-active player rolls D6 (+1 if intercepting into a space with no friendly CUs). Interception succeeds if the roll is <= commanding general's BR. Move participating general and CUs into intercepted space. The active player may then choose to avoid interception (back up 1 movement space and end its movement action). Otherwise, a land battle is initiated.

The non-active player may perform multiple interceptions into the same space if they have multiple adjacent armies.

An army that fails an interception may not attempt to avoid battle from the same army during the current card play.

### Siege or subjugate
After movement, if you have at least 3 CUs and you have not initiated a land battle this turn, you may attempt a **siege** or **subjugation** attempt by rolling the siege/subjugation die and checking the siege/subjugation table.

### Generals without CUs
Generals without CUs cannot enter or stop in a space with enemy CUs. They may pass through (but not stop in) a space with an enemy general with no army.

### Naval movement
A general and up to 5 CUs may move between ports when a 3 OP strategy card (ship icon) is played. A campaign event (double ship icon) allows **one** of the armies (with up to 10 CUs) to move. A naval movement costs 3 MPs.

You do not need to control a port, and a port may contain an enemy PC or CU (an army must stop if it enters a space with enemy CUs). 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.

In *Hannibal* scenarios, each time a Carthaginian moves by sea, the Roman player rolls on the **naval movement table**.

## BATTLE

**Change of command die roll (if applicable)**

If both Roman consuls are in the attacking army, the Carthaginians may roll to change the commander.

If both Roman consuls are in the defending army, the Carthaginians *must* roll to change the commander. .

4-6: The consuls swap roles.

**Play land battle strategy cards**

Attacker plays first, followed by defender.

**Elephant charge**: If the Carthaginian have elephant CUs in the battle, they can declare an elephant charge. Roll a die and compare the result to the Roman general's BR (if there is no Roman general then BR = 1):

- Success (die roll > BR): Roman's battle card hand is reduced by the number of elephant CUs charging.
- Failure (die roll <= BR): No effect.
- Rampage (die roll = 1): Carthaginians discard 1 BC, regardless of the number of elephants.

**Deal battle cards**

Both players are dealt battle cards:

- Number equal to **commanding general's BR** (if present).
- Number of **CUs** present.
- Successful **interception** (+1 BC).
- Unsuccessful **avoid land battle** (-1 BC for non-active army).
- **Allies** (if a general is present): 1 BC for each controlled province within the region of battle (Numidia Major and Numidia Minor provide 2 BC each). Romans cannot get more than 2 BCs from Italia.
- **Friendly tribe** in the battle space (+1 BC).
- **Militia** (Romans get +2 BCs in Latium).

**Reveal spy cards (if applicable)**

**Battle rounds**

1. Attacker plays a BC.
2. Defender must match the BC type or lose the battle.
3. If matched and if the defender has a general, they can **counterattack**. Defender rolls a die. If the result is <= their general's BR, they become the attacker for the next round.
4. If unmatched, the defender loses and the battle is over; otherwise continue from step 1.

**Resolve battle casualties**

- The winner rolls on the **attrition table** to determine how many CUs *each* side loses.
- The winner rolls the **retreat die** (small die if the losing army started with 4 or fewer CUs) to determine additional CU losses for the losing army.

  **When the Carthaginians remove CUs due to retreat, the first CU selected must be an elephant CU**.
- The loser removes **PC markers** (from anywhere on the map) equal to half their total CU loses from the battle (including attrition losses, retreat losses and CUs lost during the retreat) rounded down.
- If the loser cannot remove enough PC markers, they must sue for peace and lose the game.

## SIEGES AND SUBJUGATION

If an activated general that has not battled ends his move in an enemy walled city or tribe space with at least 3 friendly CUs (already there or brought along), he may conduct 1 siege or subjugation attempt (1 die roll) against that space.

**A siege point is gained when an activated army rolls the siege die and matches the result given on the table.**

A non-activated force on top of a walled city or tribe is maintaining the siege, but may not make a siege or subjugation die roll.

No walled city or tribe may be subjected to more than 1 siege or subjugation attempt per strategy card played (with the exception of the *Scipio Africanus* special ability).

**Subordinates** may detach with 3 CUs 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 event was played, only 3 CUs (or 5 CUs for a consul) plus the activated subordinate are considered to have been moved; the remaining units and generals in the space are available for further operations.

**A walled city is not considered besieged until it is marked with 1 or more siege points**, regardless of the number of siege attempts that have been made against it or the number of enemy CUs in the same space.

**A besieged city may not receive reinforcements and a besieged general may not raise troops**.

A besieged general or army may not leave the city via naval movement, nor may a general or army disembark directly into a besieged city (they may land outside the city walls).

A besieged army may sortie and initiate a land battle against the besieging army.

A siege/subjugation ends instantly when there are no longer any enemy CUs in the space: remove any accumulated siege/subjugation points. Reducing the besieging army to below 3 CUs does not end the siege/subjugation.

If you send an army to attack an enemy army besieging your walled city, you may count the CUs inside the city during the land battle. When besieged CUs are added to an attack or a besieged army attacks on its own, it is a **sortie**. Land battle losses can come from either the relief army or the CUs that sortied, at the controlling player's option.

If there is a general inside the city when a sortie occurs and that general is the same rank as the commanding general of the relief army, the player may choose which general is in command for the land battle. Otherwise the commander with the higher rank is in command for the land battle. If no sortie occurs, the general inside the city is not used in the land battle. Only the CUs and generals that sortie may retreat back into the walled city.

**When you accumulate 3 siege points against a walled city,** flip the city marker to your color and remove the points. Any enemy CUs inside the city are eliminated, and any generals inside are displaced.

**When you accumulate 3 siege points against a tribe,** replace the tribe marker with a friendly PC (it cannot reenter play), and remove the points. If your opponent regains control of the space, they may only place a friendly PC there.

**5 NATIVE GUIDE:** Only generals with strategy ratings of 1 or 2 may use this event. This modifier is cumulative with other mountain modifiers. If the army crosses 2 separate mountain passes, the modifier may be used for both.

**7-8 HOSTILE TRIBES:** May be played against a stationary force or a force that enters the appropriate space for any reason.

**9B PHILIP V OF MACEDON MAKES PEACE WITH ROME:** Start the game with this card put aside, and add it to the discard deck after 9a is played as an event. After 9b is played as an event, the Carthaginian player loses a random strategy card and Philip declares peace. The modifier is lost and that event card is removed from the strategy deck. Remove the PC from the space on the Carthaginian naval movement modifiers chart.

**20 SPY IN ENEMY CAMP:** The revealed enemy BCs must be displayed faceup and stay open to view throughout the land battle. If *Ally Deserts* (59) is also played, the player may select one of the visible BCs or randomly draw 1 of the unrevealed BCs.

**28 HANNIBAL CHARMS ITALY:** Hannibal can remove the PC from the space where he starts, as long as he spends 1 of his MPs. This benefit may be used in spaces where Hannibal overruns Roman CUs or where the Roman army avoids battle.

**30 CARTHAGINIAN SIEGE TRAIN:** The siege train has all the characteristics of a Carthaginian CU except it has no effect in a normal land battle. It cannot cross an alps mountain pass or use naval movement. If caught alone in a space by enemy CUs or forced to retreat, remove it from play. You may only ever have 1 siege train in an army at a time. The unit does not take up space, so a Carthaginian army can move with the siege train plus 10 CUs. If the event is played when all 4 siege trains are already in play, a siege train can be moved to a different army.

**32 NUMIDIAN ALLIES DESERT:** If you had control of both Numidia Major and Minor, you would lose all 4 BC bonuses.

**41 BAD WEATHER:** Can be played even if no combat occurs. If played during a naval movement, the naval portion of the move is canceled. The embarking army must return to its port of embarkation and stay there for the rest of the round. This card only be played against movement; not against interception, retreats, avoid land battle, etc. You must play it before conducting any naval movement die rolls or mountain pass attrition. If played against an army crossing a mountain pass or strait, the target army may not cross the mountain pass or strait if it needs to use its 3rd or 4th movement point to do so.

If this card is played during an opponent's campaign event, it can truncate the move of only 1 army and must be declared before another army moves as part of that campaign. It affects the movement of the general and not the CUs.

**44-48 ALLIED AUXILIARIES:** These CUs must be placed with a general in Italia and cannot be placed in Roma if there is no general there.

**51-52 PESTILENCE & EPIDEMIC:** Whoever plays the card chooses which army rolls for attrition.

**55 MESSENGER INTERCEPTED:** Has an optional variant.

**57 HANNO COUNSELS CARTHAGE:** Carthaginian reinforcements may be placed outside of Africa. Normal reinforcement rules apply. The card affects movement.

**58 CATO COUNSELS ROME:** Roman reinforcements may be placed with an existing army in Africa. Normal reinforcement rules apply. The card affects movement.

**59 ALLY DESERTS:** May be played before any BCs have been played (both players may observe which card is selected), or held in the hand to be played in any round of the land battle.

**60 STORMS AT SEA:** If all CUs die, the general returns to the port of embarkation.

**63 FORCED MARCH 3:** *Hannibal* scenarios: You may use this card to make a naval movement in addition to moving that force 3 spaces on land. It can be used to move a general by sea twice, each naval movement costing the army 3 MPs. That general could then pick up and drop off CUs along the way. *Hamilcar* scenario: You may use this card to move a total of 6 spaces, only 3 of which may be used for naval movement. Pulcher may still only move up to 4 spaces using naval movement; he can use the remainder of the move on land.

**64 TRUCE:** No interceptions are allowed during a truce. Neither are siege attempts, but players may keep armies outside the city walls to retain their siege points. A truce has no effect on subjugation of neutral tribes. No matter how the card is played or discarded, the strategy deck is reshuffled at the end of the turn (reshuffling does not break the truce). Friendly CUs on enemy PCs when a truce starts may remain there. Enemy PCs under CUs may not be converted and CUs on top of enemy PCs at the end of the turn still suffer attrition. Naval movement is not affected by the player holding naval supremacy during a truce. Counter event cards, or events that move an army, do not break the truce. A truce does not end when an event is played that does not occur.

**66 & 83 IMPERIUM CARDS:** *Hannibal* scenarios: one army with up to 5 CUs may use naval movement when activated with this card. It is not a campaign card (Nero may not use his ability). *Hamilcar* scenario: both activated generals may use naval movement as per the scenario rules.

**76 TRIUMPH:** May not be used to remove Carthaginian PCs.

**77 ELEPHANT FRIGHT:** Has an optional variant.

**78 SPOILS OF WAR:** Only non-walled city enemy PCs not stacked with enemy CUs may be removed.

**79 PUNIC FAITH:** The cancelled event OPs are not counted towards the war chest.

**80 DICTATOR:** Place the **dictator marker** on his card. The dictator outranks all other Roman generals, may not be kept as the proconsul, is removed from the map at the end of the turn, is not a consul and his army does not have consular army minimum size restrictions. He can pick up CUs from consular armies even if it drops the army below 5 CUs. He *always* commands an army in a land battle. The maximum size army he may move is still 10 CUs.

**84 GOOD OMEN:** You may see the roll before playing the card.

**86 SURPRISE RAIDS:** The removed PCs must both be adjacent to the same space containing your CU(s). Only non-walled city enemy PCs not stacked with enemy CUs may be removed.

**88 AMBUSH:** Increasing your general's BR means you also get another BC (or naval tactic card in the *Hamilcar* scenario).

**90 FLAMEN MARTIALIS:** 2 PC removal is a one-time action, only required for the first activation of the affected general.

**93 SIEGE ENGINEERS:** This event is active throughout the entire siege unless the siege is not maintained. Place a **siege train marker** as a reminder.

**94 HIERO ALLIES WITH ROME:** It is enough for the Roman army to be in the Syracusae space, outside the walls. Any Carthaginian units inside are eliminated.

**95 SOCII NAVALES:** You may place 2 ready warships and then you *may* use the OPs for a one space naval movement.

**101 CRUEL SEA:** For each ship sunk due to the event, remove 1 CU and 1 supply train from the transported army.

**103 NAVAL TRAINING PROGRAM:** The OPs can be split freely between shipbuilding (3 OPs per warship) and ship refit (1 OP to refit a spent warship)

**107 CORVUS:** Play anytime during your round in the naval battle.

**109 RAID ON PORT & 110 MARE NOSTRUM:** Includes walled cities. Events bringing reinforcements on the map are under the same restriction as reinforcements when besieging walled cities.

## ROMAN REINFORCEMENTS

### 5 CUs per turn

- CUs may be placed

  in **Roma** *or*

  **with any Roman general(s).**

- **At least 3 of the 5 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 they must (if possible) place enough of their reinforcements in a space so that a stack of 5 CUs is created.

## CARTHAGE REINFORCEMENTS

- 1 CU:

  **Carthago** *or*

  **with any general in Africa.**

- If **Carthago Nova is friendly controlled,** 1 CU:

  **Carthago Nova** *or*

  **with a Carthaginian general in Iberia.**

- If the province of **Baetica is friendly controlled,** 1 CU:

  **Carthago Nova** *or*

  **with a Cathaginian general in Iberia.**

- 1 CU in any space that contains a **Carathaginian general** *or*

  **Carthago** *or*

  **Cathago Nova.**