

# HANNIBAL

## PROVINCE DISPLAY

### Regions

**Africa:** NUMIDIA MAIOR, NUMIDIA MINOR, LIBYA, and CARTHAGO.

**Iberia:** BAETICA, CELTIBERIA, OROSPEDA, and IDUBEDA.

**Italia:** GALLIA CISALPINA, ETRURIA, SAMNIUM, LATIUM, CAMPANIA, APULIA, and LUCANIA.

**Sicilia:** SICILIA and SYRACUSAE.

**Corsica & Sardinia:** CORSICA & SARDINIA.

GALLIA TRANSALPINA, LIGURIA, BALEARES, MASSILIA and MAURETANIA (if playable) are not Politically Significant nor part of any Region. Control of those provinces does contribute a Battle Card in the battles fought within their borders.





Earlier *Hannibal's* editions employed only one, classic die and set of tables to govern naval movement, sieges and retreat losses. Some players became used to those, hence a decision to reprint them. It is perfectly okay to use both mechanics in the same game as they produce exactly the same results. You may have one player using custom dice from the current edition and the other player choosing to use just the classic die and the set of old tables.

## ATTRITION TABLE

Die Roll	1	2	3	4	5/6	7-9	10+
≤1	—	—	—	—	—	1	1
2	—	—	—	—	1	1	1
3	—	—	—	1	1	1	2
4	—	—	1	1	1	2	2
5	—	1	1	1	2	2	3
6	1e	1e	1e	2e	2e	3e	3e
7	1e	1e	2e	2e	3e	3e	4e

### Die roll modifiers

-2 if crossing a non-Alps pass

e = one of the CUs removed must be a CU with Elephants (if present)

Hostile Tribe column

## NAVAL COMBAT

Die Roll	Result
≤1	—
2	Return
≥3	Sunk

### Carthaginian die roll modifiers

+/- both Port modifiers\*\*

(see map)

-1 if a Genral is moving without CUs or of the army using Sea Movement contains only one CU. As normal, CUs can only move with a General

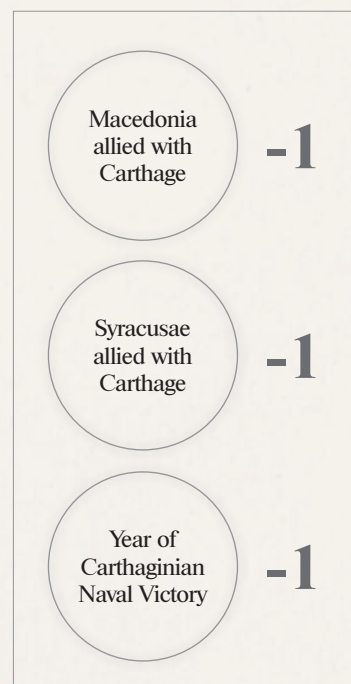
+1 if the Port contains a Roman PC marker\*\*

-1 if Carthage controls Syracusee

-1 if Macedonia is allied with Carthage (Event #9A)

-1 if Carthaginian Naval Victory (Event #29) is in effect

## CARTHAGINIAN NAVAL MOVEMENT MODIFIERS\*\*\*



## SIEGE TABLE

Die Roll	Siege Points	CUs Eliminated*
≤1	—	1
2	—	—
3	1	1
4	1	—
5	1	—
6	2	—

### Die roll modifiers

-1 if Carthaginian player is conducting Siege

+1 if Carthaginian Army has a Siege Train

-1 if city being besieged is Carthage, Rome or Syracusee


### Marcellus Special Ability

May apply a die roll modifier of +1 on the Siege Table if Besieging with a Campaign Card

## Siege

Roll a classic die and apply the modifiers as shown in the table

(both sides use the same die).

NOTE: The effects of the Siege Train,  and Special ability of Marcellus are already integrated into the table.

## RETREAT TABLE

Die Roll	1-4 CUs	5+ CUs
≤0	—	1
1	1	2
2	1	2
3	2	3
4	2	3
5	2	4
6	3	5
7	All	All

### Die roll modifiers

-2 for Probe

+2 for Double Envelopment

All = all CUs eliminated

## Retreat

If the smaller army in the battle had less than 5CU, use the left column. If 5+ CUs, use the right column. Roll a die and apply the modifiers as shown.

## Naval Movement

Treat all the “diamonds” as positive modifiers (+) and all the “dots” as negative modifiers (-). There are additional modifiers shown in the table. Roll a die, apply all the relevant modifiers and find the result in the table.

\* CUs must come from besieging Army.

\*\* These modifiers apply to both the Port of embarkation and debarkation and are cumulative.

\*\*\* **Explanation:** Place a PC Marker in these boxws when they are in effect to help keep track of Naval Combat Modifiers beneficial to the Carthaginian player.