Short Player Aid

1. Reinforcements - Skip on Turn 1
Reinforcements − Depends on the scenario − see details

2. Strategy Card Phase
Scenario rules decide who will play first
Strategy Cards (SC) − use Operation Points (OP) *or* play Event, or discard face up Counter Events (with the swords ⚔ icon) do not count as your normal SC play

⛴ Icon − allows Naval Movement

Using OP: **Move a General, Place PCs, *or* Raise Troops** *(OP 3 card only)*
If there are not enough cards to deal a full hand, reshuffle the remaining cards and discards.

3. Winter Attrition
All CUs in spaces with an enemy PC or a non-friendly Tribe suffer Attrition. Generals are *never* affected.

4. Political Isolation
Remove all non-walled, non-tribal PCs which are isolated (who goes first **depends on the scenario**).
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 enemy CUs only if the space also contains a friendly PC. The path may lead through a vacant space.

5. Victory Check
Both players calculate Political Points (PP) by counting the number of Politically Significant provinces they control.
If one player has less PPs, 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. **Tie? Check scenario rules.**

Movement
Generals may move with or without CUs. Only 1 General moves with each SC unless a Campaign card is played.
You can move General up to 4 spaces (6 with a *Forced March*). You can pick up and drop off CUs along the way (10 CU limit).
Each space the Army moves into may trigger *Reactions*. If the non-active player is successful* with an Interception, the Army may back up 1 space and ends its move.
If the Army moves into a space containing enemy CUs that do not Avoid Battle, the Army must ends its move and fight.
A General without CUs may not enter a space with an enemy CU or *stop* in a space with an enemy General without CUs (he may pass through).
If you move into a space with only 1 enemy CU without a General and your Army has at least 5 CUs, you may Overrun. The enemy CU is automatically eliminated and the move may continue (if you have any remaining movement points).
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. Hannibal outranks all Carthaginian Generals and Consuls outrank Proconsuls.

Reactions
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*: move the Army from the space if successful.
Interceptions*: Conduct them in any order.
If after all *Reactions* a Battle is initiated in the space with an unbesieged Walled City then the city's controller may move in/out any CUs/Generals to/from the city just before the battle has started.

Campaign/Imperium Cards
A Campaign/Imperium 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.
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.

Displaced Generals
A General is displaced (removed from the map) if he is alone 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 Messana is possible only if you control the city from which the movement is originating.
Interceptions, Avoid Battle, Withdrawals, and Retreats are prohibited across passes and straits.

Walled Cities
Only CUs outside a Walled City stop movement.

Interception
Interceptions occur before **Overruns**.
Army cannot Intercept an attempt to Avoid Battle, Withdraw or Retreat, or another Interception.
If the Interception is successful* your Intercepting forces are moved into the space. If there is then a Battle, the Intercepting player gains 1 **extra** Battle Card. If the Interception failed, the Army may not Avoid Battle against *that same Army* during the current card play.
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.

Avoiding Battles

If the attempt succeeds* you may move your Army (observing the 10 CU limit) into any adjacent space. Otherwise, a Battle is resolved with the failing Army getting 1 **less** Battle Card. Lone Generals who fail are displaced.

Naval Movement

A General may move from any Port to any other Port (even one containing an enemy PC or CUs), costing 3 spaces.

Use the Naval Movement table when **Carthaginian Naval Movement** occurs.

Battles

Battle starts when an Army moves into a space with enemy CUs that do not Avoid Battle*. The moving Army ends its movement.

Each player draws Battle Cards (BCs) **equal to the 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 each 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 size (before Elephant charges) is 20 BCs.

Allies

You gain Allies by having Political Control of a province, and **only if you have a General in the battle**.

Roma 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. Carthage may have up to 6 BCs for allies in Italy.

Battle Sequence

1. Possible Change of Command die roll (after first round; on a roll of 4-6).
2. Attacker (next Defender) declares battle-related SCs.
3. Elephant Charge declaration and Charge die roll (check *Elephant Fright*).
4. Deal BCs, display cards revealed by *Spy in Enemy Camp*, and begin Battle.

Each round, the attacker plays a BC and then the defender must match it exactly. After each round, the defender **may** counterattack by rolling a die*; if successful, he becomes the attacker.

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

Reserve cards can be used as a wild card.

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

Battle Casualties

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

The winner rolls the Retreat Die and consults his last played Battle Card to determine the loser's additional CU losses. The smaller die is used if the loser's Army began the Land Battle with four or less CUs, otherwise use the larger die. The first CU lost must be an Elephant, if possible.

Elephants Charge

On unsuccessful* roll the Roman player loses 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. The Carthaginian player always loses 1 BC when a 1 is rolled.

Retreats

The loser must Retreat his General(s) and all his Force up to 4 spaces to the closest friendly-controlled space that does not contain 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).

If the losing Army debarked from Naval Movement in the Battle space that round, it is eliminated (unless there is a friendly Walled City into which it can retreat).

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 CU for each space it crosses that contains an enemy PC or a non-friendly Tribe. When a retreating Force crosses an enemy-occupied space it loses an additional CU for each enemy CU there. A retreating Force may not end its movement in a space containing enemy CUs. If an Force cannot legally retreat it is eliminated.

A retreating Force may retreat into a friendly-controlled, non-besieged Walled City if the Battle occurred in that space. Such an Force may also split up.

Disengage and Withdraw

The *current* attacker may Disengage by not playing a BC and rolling a die*. The defender *may* attempt to cancel this by own rolling die*. If the Disengage is unsuccessful, the defender **may** immediately become the attacker.

A successful Disengage and Withdraw ends the Battle. The Withdrawing Army moves to an adjacent space. Battle casualties are resolved but there is no Retreat.

Political Consequences

The loser must remove a number of his 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 remove this number of PCs from the board, he immediately loses the game.

Consuls and Consular Armies

You may never *voluntarily* leave a Consul with less than 5 CUs.

When a Consular Army attacks, the Carthaginian player **may** make a Change of Command die roll. If the Consular Army *is* attacked the roll **must** be made. **On a roll of 4-6**, the commander and subordinate Consul change positions.

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.

Siege and Subjugation

A Walled City is not considered besieged until marked with a Siege Point.

Any activated General ending his move in a Walled City or Tribe space with at least 3 friendly CUs may conduct one Siege attempt. A non-activated Army is only maintaining the siege. There can be only one Siege attempt per SC played. A besieged city may not receive reinforcements or raise troops. 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.

When 3 Siege Points are accumulated, flip the Walled City to the enemy's control (CUs within the city are eliminated, Generals are displaced).

When 3 Subjugation Points are accumulated, replace the Tribe with a friendly PC.

Immediate Victory

A Immediate Victory ends the game if any of the following occur:

- Either player wins if his opponent Sues for Peace
- Either player wins if he controls opponents Capital
- Carthage wins if he controls all provinces in Italy except Latium during a Victory Check Phase

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* **Rolling die − to succeed** you usually need to roll **less than or equal** to your commanding General's Battle Rating