

Hamilcar Rules Digest

Phalanx Games Golden Geek (2nd) Edition

Abbreviations

BC: Battle card; *BR*: Battle rating; *CU*: Combat unit; *MP*: Movement point; *MT*: Mare Tyrrhenum; *MU*: Military unit (ST or CU); *OP*: Operations point; *POC*: Political control marker; *PSP*: Politically significant province; *SC*: Strategy card; *ST*: Supply train; *TC*: (Naval) Tactics card.

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4. Victory Conditions

4.1 Immediate Victory

A player loses if:

- They must, for any reason, remove more POCs than they have on the map
- Their capital is captured.

Carthage wins immediately if Rome controls less than three provinces in Italia in the Victory Check phase [5.5].

4.2 End of Game Victory

The winner is the one who controls the most PSPs [6.2]. Lilybaeum and Mare Tyrrhenum are PSPs [2.2 H].

A warlike Miat is a PSP for Carthage. A peaceful Miat is a PSP for Rome.

Ties are won by Carthage.

2. Core Concepts

2.1 Board and Political Control

A. Spaces and ports

A space attached to a sea lane is a port.

B. Political control

A space with your POC.

C. Walled city

Squares. They count as POCs for control. The number is the number of CUs and STs (together) it can

hold. Place forces under the marker. They do not impede enemy movement.

In a city with a *white* die symbol, a sieging army uses a white die for sieges, rather than the usual *red* die [14].

Large walled cities: Roma, Carthage, Syracuse.

D. Tribes

Ovals. Can only be removed by subjugation. A subjugating army uses a *red* siege die.

E. Provinces

All provinces except Samnium are PSPs.

F. Regions

Africa, Italia, Sicilia, Corsica + Sardinia.

G. Miat [15.3]

Carthage's ruling body. POCs can be placed here. It can provide reinforcements. It can be a PSP.

H. Mare Tyrrhenum (MT)

The sea lanes connected to the whirligig. Travel between two MT ports cost 2 MPs, and involves 3 storms.

You cannot intercept by travelling a sea route through the MT.

The MT counts as a PSP if a player controls a majority of its adjoining ports.

I. Naval Supremacy

The large trident marker denotes supremacy. Naval supremacy reverts to Carthage the end of each Turn, unless Rome has excellent seamanship [5.3].

The player with supremacy:

- Can try to avoid interception during naval movement [7.3]
- Goes first during each naval battle round [9]
- May surrender naval supremacy by evading during a naval battle [9.2]
- Rolls a *red* die (not a white die) when sieging a small walled city [14]
- Is the only player that can siege a large walled city [14]

J. Stormy sea lanes

Denoted by thunderbolts. Only applies to the Romans, and when *Cruel Seas* played.

2.2 Generals

A. General Rules

○ Strategy rating, □ Battle rating

A general can carry 10 units.

C. Roman officials

The only way to elect a Dictator is by a card play.

Consuls enter play during the reinforcement phase. One of the retiring consuls is chosen as proconsul.

A Carthaginian general that is displaced returns to the pool.

A Roman general that is displaced is eliminated.

D. Special Traits

D1. Admirals

Admirals are more effective in naval battles and other naval matters.

When a Roman admiral is chosen as consul, Rome may introduce a naval reform.

D2. Aristocrats

Roman aristocrats outrank a non-aristocrat consul. When an aristocrat is displaced, the Roman must remove a number of POCs equal to the general's BR.

D3. Africanus

A Roman Africanus general can land in Africa at any time.

E. Ranks and Subordination

General with the highest rank in an army commands it. Subordinates can move with the commander. If a lower ranked general stops in a space with a higher ranked one, the higher rank becomes commander.

Hamilcar Barca outranks all other Carthaginians.

Dictator outranks all other Romans.
Aristocrats outrank non-aristocrats.
Consuls outrank the proconsul.

2.3 Military Units

CUs, warships, and STs are military units.

D. Using Supply Trains (ST)

Walled cities can hold as many STs as its capacity. STs are captured when the city is.

STs are left behind when an army retreats after battle.

Your Strategy Phase

You can burn STs in a general's space to make up the difference if your SC does not give you enough OPs to move him [5.2].

Opponent's Strategy Phase

Burn 1 ST and 1 CU to remove a siege point [14.3].

Winter Attrition Phase

A force does not roll for winter attrition if it burns an ST [5.3].

War Chest Phase

Burn STs to reduce the difference in OP expenditure with your opponent (if you *Spent* more OPs, which is a bad thing) [5.6].

E. Forces and Armies

A force is a stack of CUs and STs.
An army is a force with a general.

The Roman may never voluntarily leave a consular army with less than

3 CUs. A proconsular army that moves through a consul must leave the consul with at least 3 CUs.

F. Warships

Maximum of ten in play for each side.

Warships have a *Ready* (sails up) and a *Spent* (sails furled) side.

Warships may become *Spent* after a battle. *Spent* warships must be refitted to become *Ready* again. You can spend OPs during the Strategy Phase [5.2] or War Chest Phase [5.6] to do that.

Warships are kept in the At Port box unless being used for Naval Movement or Interception, when they are then moved to the At Sea box.

2.4 Cards and Dice

A. Strategy Cards

Ship icon next to the OPs value:

Card can be used to build warships [5.2].

Infantry symbol in the upper-right:

Card can be used to raise troops [5.2].

Card number in a square: Further explanation is in the rules.

Purple border and crossed swords:

A counter event [5.2].

Broken olive branch: Card can be used to break a truce.

B. Dice

- Two types of battle dice (large, small)
- Two types of siege dice (white, red)
- Classic *1d*
- Naval die

5. Gameplay

5.1 Reinforcement Phase

A. Return Warships

Return warships from the game turn track into the At Port box as *Spent*. They can become *Ready* during the Strategy Phase [5.2] or War Chest Phase [5.6].

B. Carthage Reinforcements

Place 1 *Ready* warship in the At Port box.

Place 1 CU with any general or in a friendly walled city.

Place extra CUs as per the Miat. Either place the CU in Carthage, or convert the CU to a ship in the At Port box.

Return all generals to the pool (*Exception*: Hamilcar Barca).

Place the general listed on the turn track into a space with CUs or friendly walled city.

Randomly draw one general, plus any other generals allowed by the Miat. Place into a space with CUs or a friendly walled city.

Add up the BRs of all the Admirals placed into Carthage. Flip this number of warships to their *Ready* side.

C. Rome Reinforcements

Place CUs in Rome equal to the number of Italian-controlled provinces.

Choose one consul to be proconsul. Eliminate the remaining consul.

Elect two new consuls. Place in any space with at least 3 CUs or in Rome.

Check that Rome has enough *Ready* warships to maintain its seamanship level [15.4].

Admirals and seamanship

For each Admiral in Rome, do one of these:

- *Convert 1 or more CUs* in Rome to *Ready* warships in the At Port box, up to the consul's BR.
- *Improve seamanship* by one level (max one per Turn).
- *Mount or dismount corvi*.

D. Reinforcement Restrictions

Reinforcements may not be placed in a walled city under siege.

5.2 Strategy Phase

A. Deal Cards

As per the turn track

B. Determine who goes first.

The player with naval supremacy decides who goes first. The opponent can pre-empt by playing a campaign card.

C. Playing Cards

Play one card. You can:

- Discard the card.

- Play the card as an event if it is yours, or a dual event.
- Use the OPs on the card.
- Carthage may hire a mercenary if the *Miat* permits him. See 5.2 C3.
- Rome can play the Dictator card if its conditions are met.

C1. *Play as an event*

A counter-event (crossed swords) can be played at any time their conditions permit.

C2. *Use OPs*

You can split your OPs for any of these. Spend 1 OP to:

- Place a POC into the *Miat*, Carthage only.
- *Flip a warship* At Port from *Spent* to *Ready*.
- *Place an ST* with an army or walled city.
- *Place or flip POCs*. Place in any space that does not have a tribe, walled city, or enemy CU or POC. Flip in any space you have a CU.

Use *all* the OPs points on the card for one of these:

- *Activate a general* who has an SR \leq the OPs value. If necessary, burn STs to make up the difference. Generals can move with 10 units, up to five of which can be warships [7].
- *Raise troops with a 3 OP card*. Place 1 CU with a general in a

friendly space that is *also* in a friendly province.

- *Build ships with a 3 OP card*. Place a number of *Ready* ships into the At Port box as shown by the number in the box.

C3. *Carthage hires a mercenary*

See 5.2 C3.

C4. *Roman designates a dictator*

- Rome can designate a dictator if Carthage has 3 or more POCs than Rome. [5.2 C4].

5.3 Winter Attrition Phase

A. *Force Attrition*

Each force in a space with an enemy POC or tribe suffers attrition. Besiegers and subjugators suffer attrition.

Roll on the Attrition table [15.2].

Exception: Burn an ST to avoid attrition.

B. *Lone STs Attrition*

Remove any STs not stacked with CUs or in a walled city.

C. *Roman Seamanship*

Reduce Roman Seamanship by one if Rome has fewer *Ready* warships At Port than its current Seamanship level.

Set Naval Supremacy to Carthage unless Roman Seamanship is Excellent.

D. Enable the Dictator

Rome can play the Dictator card if its conditions are met.

5.4 Political Isolation Phase

Remove all non-walled city POCs that are isolated. Carthage goes first.

A POC is isolated if it cannot trace a path via roads and sea-lanes to a friendly CU or a walled city.

Paths cannot be traced through the Mare Tyrrhenum, an enemy POC, or a neutral tribe.

5.5 Victory Check Phase

Calculate how many PSPs you have. Control of Lilybaeum, Mare Tyrrhenum, and a warlike Miat count as a province.

Player with the fewer number of PSPs must remove a number of POCs equal to the difference.

Carthage wins if Rome controls less than three provinces in Italia in the Victory Check phase [4.1].

5.6 War Chest Phase

The War Chest rewards the player who has played the fewest OPs.

Calculate the OPs on all the SCs played this turn by each player (including events). The player who spent most may remove STs to reduce the difference.

The player who spent the least can spend the difference on these:

- Flip a warship At Port from *Spent* to *Ready*.
- Place an ST with a general or in a walled city.
- Place a POC, or flip a POC occupied by a friendly CU.

6. End Game

A player loses if:

- They must, for any reason, remove more POCs than they have on the map
- Their capital is captured

At the end of the game, the winner is the one who control the most PSPs. Control of Lilybaeum, Mare Tyrrhenum, and a warlike Miat count as a province. Ties are won by Carthage.

The MT is controlled by a player who controls a majority of its adjoining ports,

7. Movement

7.1 Movement Basics

A General moves 4 MPs. A general can carry 10 units: CUs, STs, subordinate generals. Generals can pick up and drop off.

Generals can combine land and naval movement. However, a general can only embark once and debark once in their turn.

The Roman may never voluntarily a consul with less than 3 CUs.

No General or unit can move more than once during a turn.

A General or unit that is involved in a siege, battle, subjugation, back or, or failed pursuit must stop moving.

7.2 Land Movement

A. *Moving a General or Army*

A General without CUs may not enter a space with enemy CUs.

A General may only land-move across the Strait of Messina, if they control their debarkation point. It costs 2 MPs. Note that this is also a sea-lane.

Each time a General enters a space, check for opponent's land reactions [10].

B. *Stopping Movement*

A General must stop if it enters a space with enemy CUs.

A General must stop if it fails a pursuit roll [11.3]

C. *Displacing Enemy Generals*

A General without CUs that is attacked by an army may attempt to avoid battle [11]. If it fails, its is displaced. Any STs are captured. The army may continue to move.

D. *Walled Cities*

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E. *Overrun*

An army can run over a 1 CU without a General, capturing any STs. The army can keep moving.

7.3 Naval Movement

A. Moving a General/Fleet

Generals move along sea lanes. *Important:* Enemy units in ports do not affect naval movement.

Naval movement costs 1 MP for each sea lane. Crossing Mare Tyrrhenum costs 2 MPs.

Roman Limits: The number of sea-lanes the Roman can use with each naval movement is limited by their Seamanship level.

B. Starting and Destination Ports

You do not have to control a port to debark or embark from it. You cannot move into or out of a besieged port.

C. Naval Movement Procedure

A fleet is implicitly created by naval movement. A fleet does not necessarily need warships, but they help in interception and battle. Place the units into the At Sea box.

You can add up to 5 *Ready* warships to the fleet, taken from the At Port box. The total number of CUs, STs, and warships must be ≤ 10 .

Move the fleet from the starting point to the end port by sea lanes. It can pick up units along the way.

The fleet may be intercepted before it debarks [8].

Resolve any naval battle that occurs immediately [9].

If the fleet makes it to the destination port without a battle, the army is placed in the space, and the warships return to the At Port box at their *Ready* status.

8. Naval Interception

8.1 Fleet Interception

Naval battles only happen by interception.

An inactive enemy can intercept a moving fleet in any port space on its path at any time before disembarkation. Interceptor must have at least one *Ready* ship in the At Port box.

Only one interception attempt is allowed per fleet move.

You cannot intercept along Mare Tyrrhenum open sea lanes.

The port of interception must be within N sea-lanes of one the interceptor's major walled cities (Rome, Carthage, Syracuse).

Roman N: Depends on Seamanship level.

Carthage N: 4.

8.2 Avoiding Interception

You can try to avoid interception if you have naval supremacy.

Roll the naval die (Rome: ♦, Carthage: ●). Add the number of Carthaginian points ● on the Roman seamanship table. If friendly symbols $>$ enemy symbols, the avoid succeeds.

8.3 The Intercepting Fleet

If you fail to avoid an enemy interception, then the interceptor:

- Forms an interception fleet from up to 5 *Ready* warships in the At Port box. Place these in the At Sea box.
- Moves the interception fleet from a starting major port to the intercepting port via sea-lanes. Interceptor can pick up units along the way.

Then fight a naval battle.

8.4 Fleet Commander

The interceptor must have a general, picked up from any port along the interceptor's route from its major port.

8.5 Fleet without warships

No Tactics cards are played. The interceptor makes only one naval battle roll, taking into account admirals. The interceptor wins and takes naval supremacy. No POC consequences.

9. Naval Battle

A naval battle occurs when a fleet is intercepted.

9.1 Draw Tactics Card

First, the player with supremacy may play an SC. Then the other player can.

Second, draw a number of Tactics cards equal to the BR of any admiral in the fleet. Add +1 card if there is a friendly POC in the battle port.

TCs show when the card can be applied:

- *Battle*. Effect lasts for the whole battle.
- *Immediately*. When the card is played.
- *Engage*. Effects lasts for your own Engage step.
- *Enemy*. Use during the enemy's Engage step.

9.2 Naval Battle Rounds

Play can continue for up to 3 rounds.

Player with supremacy goes first. Conduct the following steps in each round, and pass play to the other player.

- *A. Manoeuvre (optional)*. Play a TC.
- *B. Engage*. Roll a classic die.
- *C. Evade (optional)*.

A. Manoeuvre

Play one TC.

B. Engage

B.1 Score hits

Make battle roll on the Attrition Table, using the col. numbers at the bottom of the table. Each hit sinks a ship (or gives Rome a corvus prize).

Modify the Roman dice:

- +1 if Corvi are mounted
- -1 for Poor or Fair Seamanship.

Starting column: An admiral's BR. If no admiral, use the *I* column. The next round is resolved on the next column and so on.

B2. Get goodies

Player draws a TC if the modified die roll falls in the row with a TC symbol (≤ 1 row).

Player takes supremacy if the modified die roll falls in the row with the supremacy symbol (7+ row).

B3. Take temporary prizes

Sometimes enemy warships can be taken as prizes. *Note:* At this point, prizes are only temporary.

- The play of some TCs awards enemy warships as prizes.
- Rome takes one prize warship if the die in the battle roll falls in the corvus row (6 row), and corvi are mounted.

Remove a prize from its At Sea box and place it in your At Sea box.

C. Evade

A player can now escape from a naval battle (evade) if:

- they have supremacy *or*
- they play a *Fleet!* TC.

The enemy can cancel the evade by playing a Pursuit TC.

9.3 Battle Resolution

A. End of Battle

The battle ends:

- at the conclusion of 3 rounds. The player with most *Ready* warships in the At Sea box wins. Ties go to the player with supremacy.
- if one player has no *Ready* warships in the At Sea box at any time. Other player wins.
- if one player evades. Other player wins.

B. Battle Resolution Effects

B1. Winner

Gain naval supremacy.

Claim the prizes in your At Sea box, and half the prizes in the enemy At Sea box. Unclaimed prizes are sunk.

Replace enemy warship prizes with your own ships.

Place prizes in your At Port box as *Spent* ships.

You can then either:

- Stop naval movement, debark the army into the battle port space, and return your Warships to At Port as *Ready*, or
- Continue movement up to the limit, debark the Army at another port space, and return your Warships to At Port as *Spent*.

B2. Loser

Remove a number of POCs equal to half the number of warships lost in battle??

Return your warships to the At Port box as *Spent*.

Move the remaining army, if any, to the last friendly port entered en route.

B3. Naval losses

Place all sunk warships on the Turn Track for the next turn.

10. Land Reactions

When you enter an enemy non-besieged walled city, the enemy must declare which units are inside and which outside the city. Note capacity limits.

After your general moves by land into a space, or debarks at a port space, the enemy can:

- Attempt to avoid battle in that space.
- Attempt to intercept from an adjacent space.

All avoids and intercepts must be declared at the same time.

11. Avoid Land Battle

11.1 Procedure

During Land Reactions [10], an inactive enemy general may attempt to avoid (move to an adjacent space).

The avoider can split the army, leaving some CUs and/or generals behind.

An avoider can avoid by sea if the army:

- contains an Admiral
- does not move through the MT
- moves to a friendly port

To avoid:

- Declare which general and units will attempt.
- The avoid succeeds if a $1d \leq$ avoider's BR.

11.2 Restrictions

A maximum of 10 units can attempt an avoid. Romans must follow their usual consular rules [2.3 E3].

An avoider cannot enter:

- Straits of Messana, unless it has an admiral
- A space with an enemy unit or PC
- A tribe.

11.3 Pursuit

A successful avoider can be pursued if the pursuer has MPs remaining. The pursuer cannot do so if an inactive enemy army successfully intercepts into the space.

The pursuit succeeds if a $1d \leq$ pursuer's BR. The pursuer can move into any adjacent space.

12. Land Interception

12.1 Procedure

During Land Reactions [10], an inactive general may attempt to intercept an enemy army that moves into an adjacent space.

The interceptor can split the army, leaving some CUs and/or generals behind. You can attempt to intercept with several armies.

The interception succeeds if a $1d \leq$ interceptor 's BR.

Modifiers: +1 if intercepting into a space with an enemy POC.

12.2 Interception Restrictions

A maximum of 10 units can intercept. Romans must follow their usual consular rules [2.3 E3].

An interceptor cannot :

- cross the Straits of Messana
- enter a space that *alReady* has an enemy unit.

12.3 Backing Up

A moving army that has been intercepted can attempt to back up. Return the army to the space it just came from.

12.4 Lone Generals

The general is displaced (Romans are eliminated) and any STs are captured.

13. Land Battle

13.1 Preparing for Land Battle

Procedure

- Carthage attempts to change the Roman commander
- Attacker plays SCs
- Defender plays SCs
- Determine which dice to roll.

13.2 Roman Command Roll

This only applies to a Roman army with both consuls in it.

If Rome is the attacker, Carthage *may* attempt to change the commander. If Rome is the defender, Carthage *must* attempt to change the commander.

Roll *1d*. On 4–6, the commander and the other consul switch places.

13.3 Determine Dice To Use

Each player will roll one or both of the battle dice (small, large). The number of dice used depends on the *level* of each player, as shown by the chart on the map.

A. Army Size

The initial level depends on the army size.

B. Allies

An ally is a friendly walled city in the battle's region. Maximum of two allies.

C. Commander

See the chart. If you are already at your maximum level, then instead reduce your opponent's level by one.

D. Elephant Charge

Carthage can declare an elephant charge if it has a no. of elephants \geq Roman general's BR.

Procedure:

- Roman may play *Elephant Fright*.
- Roll 1d.
- If *Forgotten Tactics* is in play, -2 to die roll.

Result:

- 1 or less. Rome can elect to have Carthage reroll one battle die.
- $>$ Roman's BR. Carthage can elect to have Roman reroll one battle die.

13.4 Battle Resolution

Roll dice.

 ,  Kill one of the opponent's CUs.

⊙ Cancel one  inflicted by opponent. After these cancellations, additional ⊙ kill a CU.

The loser is the side that lost most CUs. In ties, the attacker loses. Winner gets any STs.

If the loser lost all CUs, their generals are displaced (Romans are

eliminated). This does not apply to the winner.

If Carthage announced an elephant charge and lost, the first dead CU must be an elephant.

13.5 Retreat

A. Loser retreats

Loser can move up to 4 spaces, ending in the nearest legal space. It *can* move through enemy POCs, neutral tribes, and enemy units, but loses 1 CU for each such space.

A legal ending space is a friendly POC with no enemy units *or* a space with more friendly CUs than the retreator.

If the retreat cannot reach a legal ending space, it is eliminated and its generals displaced (Romans eliminated).

B. Restrictions

A retreating attacker must first retreat into the space it came from.

A force can retreat across the Straits of Messina or by sea only if it has an admiral.

D. Retreat by Sea

A retreator with an admiral can retreat by one sea-lane, to a space that does not contain an enemy POC or unit.

E. Retreat into Walled City

13.6 Political Consequences

Loser removes a number of POCs equal to half (rounded down) of the CUs they lost.

14. Siege and Subjugation

14.1 Process

Major walled cities (Syracuse, Rome, or Carthage) can only be besieged by a player who has naval supremacy.

To gain control of a walled city or remove a tribe, an army must conduct a siege or subjugation against it.

A general with at least 3 CUs can begin a siege/subjugation by entering the walled city/tribe space.

To succeed, you must accumulate:

- 3 siege points against a major walled city
- 2 points against any other walled city
- 3 points against a tribe.

A siege is cancelled if the besieger has no CUs left in the space.

14.2 Siege and Subjugation

Determine the dice to be used

This depends on the target.

- Tribes: Red (stronger) die.

- Major walled city: White (weaker) die.
- Minor walled city, *and* the player has naval supremacy: Red die.
- Minor walled city, *and* the player does *not* have naval supremacy: White die.

Procedure

Roll the appropriate siege die. Compare to the symbols on the Siege/Subjugation table.

14.3 Determined Defence

A defender can remove a newly placed siege point by burning one ST and one CU.

14.4 Resolution

Against a walled city

Eliminate all CUs. Capture all STs. Displace any generals (Romans are eliminated).

Flip the city marker to your control.

Against a tribe

Remove the tribe and replace it with a POC.

14.5 Besieged Walled Cities

A. Constraints

A walled city is not formally besieged until it has one siege point on it.

Besieged walled cities cannot receive reinforcements, or raise

troops. Generals inside cannot leave by naval movement.

Armies friendly to the besieged that move into the city space, by land or by sea, cannot enter the city. They must engage the besiegers in battle.

B. Sorties

A besieged army can venture out in sortie. Resolve as a normal land battle.

If a besieger is attacked, the besieged can join in.

15. Other Rules

15.1 Halving

Round fractions down in halving.

15.2 Attrition

Attrition occurs during winter [5.3] or by event. Roll on the table.

Generals are never displaced by attrition.

15.3 Carthaginian Miat

Instead of placing POCs on the board, Carthage can place them on the Miat.

The Miat provides an extra CU or general as reinforcements if both sides adjacent to the icon have POCs.

If Carthage is forced to lose a POC [5.5, 9.4, 13.6], the first lost POC must come from the Miat.

B. Warlike Miat

Contains 3+ POCs, with one on the centre space. Counts as a PSP for Carthage.

C. Neutral Miat

Neither warlike nor peaceful. Carthaginian CUs cannot leave Africa.

D. Peaceful Miat

Contains zero POCs. Carthaginian CUs cannot leave Africa. A Truce [# 139] applies to Carthaginian units only. Counts as a PSP for Rome.

15.4 Roman Seamanship

Mark current seamanship level on the board table. It starts at Poor.

A. Seamanship Changes

Seamanship can be improved by events or naval reforms (having an admiral in Rome) [5.1 C]

In Winter Attrition [5.3 C], if Rome has fewer *Ready* warships in the At Port box than their current seamanship level, they regress one level.

15.5 Roman Corvus

Corvi aid in naval battle rolls and taking prizes.

Corvi are either mounted or unmounted for all warships at the same time. This is denoted by the state of the Corvus marker in the box.

Corvi are mounted/unmounted either through naval reforms [5.1 C] or event cards.

Roman Seamanship Level Effects Table

	1 Poor	2 Fair	3 Good	4 Excellent
<i>Maximum no. of sea-lanes that Rome can use</i>	1	2	3	4
<i>Battle roll modifier</i>	-1	-1	0	0
<i>Avoid naval interception modifier (Carthaginian points)</i>	●●●	●●	●	0
<i>Storms during Cruel Sea event</i>	+1	0	0	0
<i>Supremacy reverts to Carthage at end of Turn?</i>	Yes	Yes	Yes	No
<i>Can Rome land in Africa?</i>	Only with an Africanus general	Only with an Africanus general	With an Africanus general, or if Rome controls Syracuse	Yes