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# FIRST PUNIC WAR

## 264–241 BC

***Note:** To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Do not remove the card.*

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for e-rules updates to this game at [strategyandtacticsmagazine.com/site/e-rules/](http://strategyandtacticsmagazine.com/site/e-rules/)

### 1.0 INTRODUCTION

**First Punic War** is a wargame of the first great military clash between the Roman Republic and the Carthaginian Empire, spanning 24 years in the 3rd century BC. At this time, Rome controlled a federation of states in Italy, while Carthage was the major power of the Western Mediterranean. The war was centered around the island of Sicily, but also saw campaigns in Sardinia and North Africa, with the possibility for more operations elsewhere around the region.

#### 1.1 Game Scale

Each game turn (GT) represents three years. Each hex is 40 miles across. Roman combat units represent legions plus attached cavalry (4,000–5,000 men) and groupings of auxiliaries (1,000 or more men). Carthaginian units represent groups of various troop types representing 1,000–10,000 men. Naval units represent about 50 warships each. Leaders represent an inspirational to competent commander plus his personal guard.

#### 1.2 Game System

This is a two-player game, in which one side commands the Romans and the other the Carthaginians. Both sides are attempting to seize supremacy over various strategic points on land and the seas. The central game mechanism is Action Points (AP). These are a quantification of each side's command and logistical capabilities. Players expend AP to recruit units and conduct various military operations.

The game has two levels; the Standard Rules that give a quick wargame, and the Optional Rules that give more realism and complexity. Players new to wargaming should read just the Standard Rules and play a game or two before trying the Optional Rules.

### 2.0 COMPONENTS

A complete game of **First Punic War** includes a 22×34-inch game map, rule set, and a sheet of 176 5/8-inch counters. Players must provide one six-sided die to resolve combat and other random game events.

#### 2.1 Game Map

The game map is divided into hexagons (hexes). These are used to position units, and for determining movement and other game functions. The map is divided into on-map (those areas with hexes) and off-map areas including holding displays, tracks, charts, and tables.

**Map Errata:** TEC, Mountain Line, Notes column: Delete the word "light"

- The on-map part is divided into regions, delineated by borders or coasts. Below is a general description of those regions and establishes which side or faction controls which region when playing Scenario, I (26.0):

## Roman:

**Italia:** The Italian peninsula south of the Power Boundary beginning in hex 2507 and ending in 2906.

## Carthaginian:

**Libya:** Carthaginian North African coastal area and includes Tingis and Rusadir.

**Tartessos:** Southeastern Spain.

**Sicilia:** Sicily.

**Important:** Two of the fortresses start as Carthaginian territory, while Syracuse (Minor Power) controls hex 3117, 3118, and 3017.

**Sardinia, Corsica, Balearics, and Melita:** Islands in the Mediterranean Sea.

## Minor Powers:

**Numidia:** Africa south of Carthaginian territories; includes the historical Mauritania.

**Iberia:** Spain north of Carthaginian territories.

**Gallia:** Southern France and north Italy.

**Massilia:** Greek colonies of Massilia (hex 1907 and Emporia (hex 1508) in southern Gaul.

**Designer's Note:** The geographical regions are generalized for purposes of the game.

### 2.1.1 Holding Displays

Each side has holding displays that are used to contain units that are available or have been eliminated.

**Recruit Display:** Used to hold units that are not yet in play but are available for deployment on the map.

**Eliminated Units Display:** Used to hold units that were eliminated in combat and can not be replaced.

**Leader Display:** Used to hold leader counters that are available for play.

**Crisis:** Players should place the crisis marker here when not on the map.

**Army Holding Display:** Used to hold the unit counters represented by the corresponding army marker that is on the map.

**Important:** Due to counter space, there are only two army markers per side. Players may use any other unused counter to represent the third army marker.

### 2.1.2 Tracks

Tracks are used as mnemonics to display various game information.

**Action Point Track (AP Track):** Used to show the corresponding player's available AP.

**Game Turn Track (GTT):** Used to show the current GT and provide the number of AP available for each player that GT.

**Minor Power Control Track:** Used to show the status of all minor powers.

### 2.1.3 Charts & Tables

Players use charts during the game to reference specific information required to play the game. Tables will require player to roll a six-sided die to randomly reach an effect pertaining to specific game functions. The rules and procedures for each chart and/or table is contained in the pertinent section of the rules.

**Terrain Effects Chart (TEC):** (on map) Explains the various effects of the different terrain types.

**Terrain Key:** (on map) Gives a graphical depiction of the various terrain types.

**Action Point (AP) Expenditure Chart:** (Player Aid Card (PAC)) Gives the cost in AP when a player takes an action.

**Augurs Table:** (PAC) Allows the players to randomly determine special events.

**Combat Results Tables (CRT):** (on map) There are two CRTs; Battle Results Table (BRT) and Raid Results Table (RRT). The CRTs are used to resolve the two forms of combat. Note that when the term CRT is used it refers to both the BRT and CRT.

**Diplomacy Table:** (PAC) Used to win control of minor powers.

**Naval Movement Table:** Used to randomly determine the movement of naval units.

**Mobilization Charts:** (PAC) Each side has a Mobilization Chart that gives the cost in AP when recruiting reinforcements.

**Stratagem Marker Chart:** (PAC) Lists the effects and use of stratagem markers.

**Important:** Players will need a wide mouthed open container, such as a wine amphora or inverted helmet. This is the Stratagem Pool and is used to randomly draw stratagem markers.

### 2.2 Playing Pieces

There are two basic types of playing pieces (counters); combat units and markers. Combat units are divided into mobile and static units.

**Important:** Scenario Rules provide all the instructions required to play each individual scenario.

#### 2.2.1 Sides & Contingents

There are two sides in the game, one player represents the Romans, and the other player represents the Carthaginians. There are also Minor Power contingents which can potentially be controlled by either player. Each side/contingent's combat units are color coded:

**Roman:** Red **Carthaginian:** Green

#### Minor Powers:

**Syracusa:** Orange **Iberians:** Purple

**Massilia:** Blue **Numidia:** Dark Blue

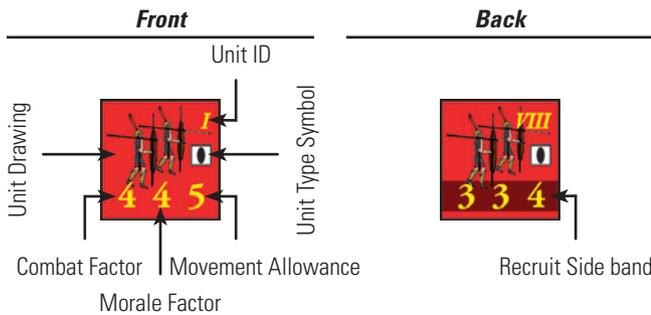
**Gauls:** Yellow **Mercenaries:** Gray

**Important:** In general, players treat all contingents under their control the same for stacking, supply, march, and other game functions. Special cases will be stated.

## 2.2.2 Combat Units

The game contains two categories of combat units:

**Mobile Units:** Those units with a movement allowance (MA) of one or more. These units may be moved across the map.



**Static Units:** Those units with a MA of zero. These units may not move once placed on the map and may not use their combat factor unless defending or conducting a counterattack.

**Combat Factor:** The unit's relative effectiveness in combat.

**Morale Factor:** The unit's overall training and leadership.

**Movement Allowance:** The unit's ability to move across the map.

**Unit Identification:** The historical number or title for units, or the name of a leader. Units may have a Roman numeral or a named title.

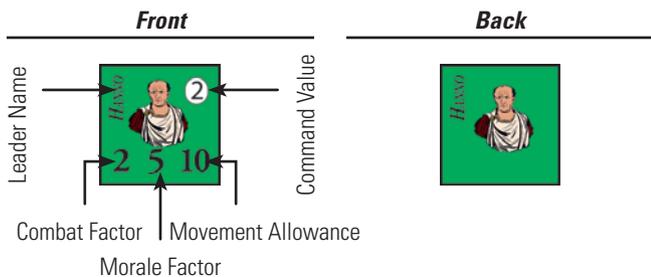
**Unit Type Symbol:** NATO symbol that identifies the type of unit.

**Unit Drawing:** A graphical representation of the unit type.

- Combat unit counters may display the unit on both sides of the counter.
- The front of a counter for a two-sided unit is the unit's veteran side and the back is the recruit side of the counter. The recruit side of a unit has a band across the bottom portion of the counter.
- Combat units only printed with the unit on the front are always in a recruit status.

**Important:** A two-sided unit is not a two-step unit. Veteran and recruit status are used when units are eliminated and returned to play as reinforcements. A unit with a veteran status on its counter is always returned to play as a recruit and must be trained up to become veteran again.

**Leaders:** Leaders represent great (and not so great) commanders. They are mobile combat units with special command functions.



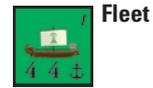
**Command Value:** Represents the overall ability of that leader to conduct military operations.

**Fleet Units:** Are mobile combat units that may conduct naval operations (19.0).

**Anchor:** Fleet units use the special naval movement rules to determine their ability to move across the map.

## Mobile Combat Units

- Legionary Infantry**
- Hoplite Infantry**
- Auxiliary or Light Infantry**
- Marine Infantry**
- Cavalry**
- Elephant**
- Siege Train**



**Fleet**



**Leader**

## 2.2.3 Markers

The players use markers to initiate various random actions and/or provide benefits when placed. Other markers are used as mnemonics to track various game information.

**Stratagem Markers:** Used to gain various political and military advantages.



**Army Markers:** Players use these as substitute counters to reduce on-map congestion.



**Camp Markers:** An entrenched position and/or siegeworks.



**Crisis Marker:** Indicates a hex which has become a center of attention.



**Optional Colony Marker (front):** Indicates major powers settling military colonists in certain hexes.



**Optional Pillage Marker (back):** Indicates a devastated hex.



**Turn Marker:** Indicates the current GT. See 6.0 for definition of initiative.



**Action Point Markers:** Players use these to record their current AP.



**Minor Power Control Markers:** Indicates the control status of Minor Powers. There is one control marker for each minor power.

## 3.0 DEFINITIONS

**Action Point (AP):** A quantification of a player's operational capacity for a turn. AP are used to initiate certain operations.

**Control of a Hex:** A player controls a hex if they have one or more combat units occupying it and there are no enemy Zones of Control (EZOC) exerted into the hex (11.0). The instant that a player moves all units out of a hex (or they are eliminated), control is lost. Control is gained or regained by moving a unit into the hex (and clearing any EZOCs).

**Designer's Note:** This means a player must garrison various fortresses and towns about the map to gain their advantages. This is to deal with unfriendly locals and raiding parties not otherwise shown in the game.

**Control of Units:** All units which are under a player's command.

**Roman Player:** Controls all Roman units and all minor powers that have become allied to Rome (24.0).

**Carthaginian Player:** Controls all Carthaginian units and all minor powers that have become allied to Carthage.

**Force:** A group of units conducting an operation together.

**Friendly Units:** Units controlled by a player.

**Enemy Units:** Units controlled by the other player.

**Initiative:** The player who acts first during a GT.

**May:** A player can choose to take an action or not take an action.

**Must:** A player is required to take the action.

**Occupancy:** A player has a friendly unit in a hex, irrespective of EZOC.

**Operation:** A specific action consisting of one force moving and/or then potentially attacking.

**Phasing Player:** The player who is currently conducting an Operations Phase. The opposing player is the non-phasing player.

**Pick:** The player chooses a unit or marker at random.

**Select:** The player deliberately chooses a unit or marker.

## 4.0 VICTORY CONDITIONS

There are two ways to win the game; Sudden Death and End Game.

### 4.1 Sudden Death Victory

The game comes an immediate end, and a player wins a decisive victory if at any time the player's units occupy all fortress hexes in Italia, Libya, and Sicilia.

### 4.2 End Game Victory

If the game does not end in a sudden Death Victory, the game concludes at the end of the last GT of the scenario.

- Both players total their victory points (VP):
  - Each player is awarded the listed VP if a friendly unit occupies the below locations:
 

<b>5:</b> Rome	<b>3:</b> Massilia	<b>1:</b> Each other
<b>5:</b> Carthage	<b>2:</b> Lilybaeum	Fortress
<b>3:</b> Syracuse	<b>2:</b> Panormus	
  - If using Optional Rule (32.0) award the additional VP to the listed player, if the player meets the condition:
 

**Carthaginian Player:** Award one VP per controlled colony outside of Libya.

**Roman Player:** Award one VP per controlled colony outside of Italia.

**Important:** Players receive VPs for friendly and enemy fortresses. Allied minor power units are counted as occupying or controlling a location for their controlling power.

#### 4.2.1 Victory Level

After determining each player's VP total, subtract the higher total from the lower total. The result is used to determine the level of victory for the player with the higher total VP.

- |                                    |                              |
|------------------------------------|------------------------------|
| <b>8 or More:</b> Decisive Victory | <b>2–4:</b> Marginal Victory |
| <b>5–7:</b> Substantive Victory    | <b>0 or 1:</b> Draw          |

**Designer's Note:** The historical outcome was a Roman substantive victory.

## 5.0 SEQUENCE OF PLAY

During each GT, players must follow the sequence of play, in the order given below.

**Initiative Phase (6.0):** Players determine which player will have the Initiative for the GT. The player that gains the initiative is the First Player. The player that does not have the initiative is the Second Player.

**Augurs Phase (7.0):** Players check the Augurs Table to determine a random event for the GT.

### First Player Turn

**Action Point Determination Phase (8.0):** The First Player determines the number of AP added to the friendly Action Point Track.

**Mobilization Phase (9.0):** The First Player may expend AP to build reinforcement units, train units, and purchase stratagem markers.

**Diplomacy Phase (24.1):** The First Player may initiate diplomacy actions.

**Operations Phase (12.0):** The First Player conducts operations by expending AP. The player conducts all the following segments (in the order given) for each operation:

**Important:** A player may conduct operations if the player has enough AP remaining to pay the cost of the operation.

**Movement Segment (13.0):** Move one friendly force by land or via naval movement (19.0).

**Combat Segment (14.0):** If the force ends its move adjacent to an enemy force, it may attack.

**Camp Segment (22.0):** The force may build a camp by expending one additional AP.

**Supply Phase (18.0):** The player must make a supply check for all friendly units on the map.

### Second Player Turn

**Action Point (AP) Determination Phase (8.0):** The Second Player determines the number of AP added to the friendly Action Point Track.

**Mobilization Phase (9.0):** The Second Player may expend AP to build reinforcement units, train units, and purchase stratagem markers.

**Diplomacy Phase (24.1):** The Second Player may initiate diplomacy actions.

**Operations Phase (12.0):** The Second Player conducts operations by expending AP. The player conducts all the following segments (in the order given) for each operation:

**Movement Segment (13.0):** Move one friendly force by land or via naval movement (19.0).

**Combat Segment (14.0):** If the force ends its move adjacent to an enemy force, it may attack.

**Camp Segment (22.0):** The force may build a camp by expending one additional AP.

**Supply Phase (18.0):** The player must make a supply check for all friendly units on the map.

**End of Turn Phase:** If it is the last GT of the scenario, players cease play and determine victory. If it is not the last GT of the scenario, the players move the turn marker to the next box on GTT and begin the next GT.

**Important:** If the crisis marker is on the map at the beginning of the End of Turn Phase, the players must determine the result of the crisis before preceding with any other actions in the phase (7.1).

## 6.0 INITIATIVE

The player with the initiative becomes the First Player for the GT. The other player becomes the Second Player. Use the turn marker to indicate which side has the Initiative (Roman on front, Carthaginian on back).

**Important:** The player with the initiative retains the initiative until the next Initiative Determination Phase.

### 6.1 Initiative Determination

Determine the initiative as follows:

- 1) Each player totals the number of fortress hexes controlled by friendly units. Each fortress (major or minor) counts as one. Do not count towns.
- 2) Each player rolls one die (1d6) and adds the number determined in step 1 to the die roll (DR).
- 3) The player with the higher total has the Initiative.
- 4) In the event of a tie, each player rolls 1d6 (do not modify the DR). The player with the higher DR gains the Initiative.

### 6.2 Effects of Initiative

The player with the Initiative:

- 1) Becomes the First Player for the GT.
- 2) Performs any special actions designated as conducted by the First Player per the rules.
- 3) If both players are required to perform an action in the same phase or segment, the player with the initiative performs the action first.

## 7.0 AUGURS

During the Augurs Phase the players jointly determine if an Augur (random event or events) takes place.

- An event applies only for the GT it is rolled.
- Unless otherwise specified, an event may occur more than once per game.
- Rules for an event may supersede standard game rules.
- To determine an event, players follow the below procedure:
  - 1) Each player rolls 1d6 and then the players total the two results.
  - 2) The players then consult the Augurs Table and cross reference the total to the event.
  - 3) Players implement the determined event.

### 7.1 Crisis



When Augur Table calls for a Crisis, one player rolls 1d6 and places the crisis marker on the determined hex (see Augurs Table). At the beginning of the End of Turn Phase, the players determine the result of the crisis as follows:

- 1) If a player has a friendly leader in the hex, roll 1d6. The result is the number of AP added to that player's AP Track. That player may then randomly pick two stratagem markers from the Stratagem Pool.
- 2) The player that did not have a leader in the hex rolls 1d6 and removes that number of AP from his track and selects one of his available stratagem markers (if any) and returns it to the Stratagem Pool. If the player has less AP than the result of the DR, the player must deduct the remaining AP from those gained during the next GT.
- 3) If neither player has a leader in the hex, there is no effect.

**Important:** Upon completion of the above, return the marker to the Crisis Display.

## 8.0 ACTION POINTS (AP)



Players use Action Points (AP) to initiate various game actions: Mobilization (9.0), Diplomacy (24.0), Operations (12.0), Building Camps (22.0) and other functions as stated in the rules.

### 8.1 Determining Action Points

The phasing player determines the number of AP that will be added to his Action Point Track during the friendly Action Point Determination Phase.

- A player gains the number of AP equal to the total of the following:
  - 1) Each player consults the GTT and the current GT box. Each box lists a number followed by "+dr".
  - 2) Each player rolls 1d6 and adds the number to the DR. The player receives that number of AP; **and,**
  - 3) Two AP if friendly units control the player's capital (Rome and Carthage); **and,**
  - 4) One AP if friendly units control the enemy's capital.
  - 5) Two AP for each non-capital Major Fortress controlled by friendly forces; **and,**
  - 6) One AP for each Minor Fortress controlled by friendly forces.

**Important:** Additional AP may be gained or loss during each GT by winning battles (15.3), random events, and pillaging (optional 31.0).

**Designer's Note:** The AP for the GT represent the general reserve of manpower and treasury. As the war becomes protracted, this rises then falls off.

### 8.2 Recording AP

Players record AP on their AP Track using their AP marker. Record increases and decreases immediately.

- A player can never have more than 25 AP, nor may the total go below zero.
- A player can accumulate AP from GT to GT.

## 9.0 MOBILIZATION

Players perform Mobilization during their Mobilization Phase. Players expend AP to recruit reinforcements, train recruit units to veterans (20.0), and purchase stratagem markers (see the Mobilization Table).

**Important:** See 9.3 to determine how leaders are recruited.

### 9.1 Mobilizing Reinforcements

Reinforcements are units brought into play after initial setup or units that have been eliminated while in play.

**Important:** Eliminated leaders are set aside. They may not return to play.

- During each player's Mobilization Phase, the phasing player may select units from their corresponding Recruits Display, expend the required AP for that unit's mobilization (Carthaginian or Roman Mobilization Chart), and then place them on the map per the deployment instructions.

**Important:** Players pay the same cost for a particular type of unit regardless of its combat strength or unit identification.

- Players do not pay AP for units deployed during initial setup, and for units received via the Augurs Table.
- Players can recruit during each GT of a scenario (unless scenario rules state otherwise).

- The number of units in the game is a limit. Players cannot recruit more units than are on the counter sheet.
- Units which have two sides are always mobilized as recruits (back of the counter showing). They may be upgraded to veteran status via the training procedure (20.0).
- Camps are created and deployed using the procedures in 22.0.
- See 23.0 for procedures on mobilizing stratagem markers.
- Units and markers may cost one half (0.5) AP. A player may buy two of those units or markers, or any combination, by expending one AP. If only one is purchased, the player must still pay one AP.

**Important:** There are no one-half AP units in **First Punic War**, but the rule is here for system completeness.

- A player may always mobilize units from their home power (Rome or Carthage).
- A player may also mobilize units from any minor power they control. Players cannot recruit neutral or enemy minor power units.
- After a player has mobilized all desired units, the player may de-mobilize any units on the map. Return de-mobilized units to the appropriate Recruits Display. These units may be purchased as reinforcements on subsequent GTs.

**Important:** Leaders may not be de-mobilized.

## 9.2 Deployment of Units

Placing mobilized units on the map is called deployment. The Mobilization Tables designate where players deploy newly recruited units.

- Units cannot be deployed in hexes containing enemy units or EZOC (11.0).
- If a requirement for deployment is being placed in the same hex as a friendly unit, that other unit must have been present at the start of the Mobilization Phase.

## 9.3 Leaders



Each player has their own Leader Pool. Leaders that are listed as reinforcements in the scenario instructions are placed in a wide mouth opaque container (Leader Pool).

- When a player mobilizes a leader, the player must randomly pick the leader from the Leader Pool.

**Designer's Note:** Roman leaders are cheaper than Carthaginian because of the number of patriotic citizens who would come forward to lead armies, but Carthaginian leaders are on the average stronger.

## 10.0 STACKING

Having more than one unit in the same hex at the same time is called "stacking".

- Any number of combat units may stack in a single hex.

**Exception:** See Garrisons (21.0).

- All friendly units regardless of contingent can stack together.

**Important:** The number of units in a hex may affect the number of units affected by supply attrition (18.0).

- Markers have no effect on stacking.
- Players are free to arrange stacked units in any order they choose.

**Exception:** Markers must be placed at the top of a stack, with all combat units placed beneath the markers.

## 11.0 ZONES OF CONTROL

The six hexes immediately surrounding a hex occupied by a combat unit constitute that unit's Zone of Control (ZOC). ZOCs influence movement and specific rules as stated.

- All non-neutral combat units exert a ZOC (naval, mobile, static).
- The projection of ZOC is not negated by other units, enemy or friendly.
- Both friendly and enemy units may project ZOC into the same hex.
- There is no additional effect if more than one unit projects a ZOC into the same hex.
- With the exceptions noted below, ZOC extend into and out of all types of terrain and across all types of land hexsides:
  - 1) ZOC do not extend into or out of fortress hexes.
  - 2) Land unit ZOC do not cross all-sea hexsides, nor into all-sea hexes.
  - 3) A fleet unit's ZOC does not extend across all-ground hexsides or into all ground hexes.
  - 4) Units of neutral minor powers do not project ZOC (24.0).

### 11.1 ZOC Effects

ZOC have the following effects:

- 1) Units must cease movement when entering an EZOC.
- 2) Units that begin their movement in an EZOC may not move directly into another hex in an EZOC; however, after entering a hex not in an EZOC, the unit may then enter another EZOC and stop its movement.
- 3) A unit may also always leave a hex in an EZOC and enter a hex not in an EZOC.
- 4) There is no requirement for units to attack enemy units because they are in an EZOC.
- 5) See 16.0 and 17.0 for the effect of EZOC on retreat and pursuit.
- 6) Reinforcement units may not be deployed in hexes containing EZOC (9.2).

## 12.0 OPERATIONS

A player conducts an operation by paying the AP cost and then moving and/or attacking with a single force.

- A player conducts operations sequentially within the Player's Turn, using one force at a time.
- The phasing player must expend one AP for each operation. Once the AP is expended the player then conducts the operation.

### 12.1 Forces

A force can consist of a single unit up to all units stacked in a hex.

- All units in a force must start stacked in the same hex, then move together.
- If a player has more than one unit starting in a hex, the player may form one or more of them into one force and leave the rest behind in the starting hex.

**Example:** A player has three units in a hex. The player could form them into one combined force (of three units), or two forces (one of two units which then moves, and a second of one unit which stays behind, or vice versa).

### 12.2 Multiple Operations

An individual force may conduct any number of operations each GT, if the owning player has the number of AP required to conduct each operation.

- Operations may be conducted in any order.
- A player is not required to initiate any operations in a GT.

**Example:** The Roman player initiates one operation (by expending one AP). The Romans moves one force to a hex adjacent to a Carthaginian force. The Roman player may initiate combat against that Carthaginian force (the combat costs no additional AP). Following the combat, the Roman player could initiate another operation by expending another AP. Or the player could initiate an operation with a second force, then come back to the first force and initiate another operation (by expending AP).

### 12.3 Concentrate on a Leader

Concentrate is a special movement action. The player may move any or all ground units that can reach one hex occupied by a friendly leader providing they can reach the hex in that Movement Segment.

- A player may not move the leader in that same Movement Segment.
- Concentrate can be done only via land, not naval movement.
- At the conclusion of the concentration, the moving force can attack if other conditions are met (14.0).

### 12.4 Combat

Any units in the final hex of a force's movement may participate in an attack (14.0) even if they were not part of that force's move. The owning player can exclude any unit in a force from participating in an attack.

**Example:** The Roman player moves a force of three units into a hex containing one other Roman unit. The Romans could then initiate an attack using from one to four units in that hex as one combined force.

**Important:** Players may not have forces in different hexes coordinate in the same attack. This is owing to the usual command control issues in this era. But see the Concentration on a Leader action (12.3).

### 13.0 LAND UNIT MOVEMENT

A player moves their forces during the friendly Movement Segment of an operation. See 11.0 for the effect of EZOC on movement.

**Important:** Land units cannot enter hexes containing enemy fleet units, which are in coastal hexes.

- Each unit has a printed movement allowance (MA). The MA of a unit is the number of movement points (MP) that unit can expend in one Movement Segment.
- Units move from hex to adjacent hex, expending movement points as they do so.
- A unit may move in any direction via adjacent hexes.
- A unit may not enter a hex occupied by enemy units (see (11.1) EZOC).
- Units are moved as a force, and only one force can move per operation (per AP expended).
- A moving force may drop off units during the conduct of a single movement. The dropped off units may not move further, nor may they attack in that operation.
- A moving force cannot pick up units during the conduct of a single operation.
- Only mobile units may move (units with a movement factor of one or more). A unit may expend up to the number of MP equal to the unit's printed (or modified) MA of the unit.

- Static units may not move.
- If units in the same force have different movement allowances, then the units with lower MA, may be dropped off.
- A unit may always move one hex per friendly Movement Segment even if entering the hex would exceed the unit's MA.
- Units may not move from one hex in an EZOC directly to another hex in an EZOC, nor may a unit move into prohibited terrain or across a prohibited hexside.

### 13.1 Terrain Effects

Units pay the number of MPs to enter a hex per the Terrain Effects Chart (TEC). A unit must have sufficient MPs to enter a hex (**Exception: Minimum one hex movement**).

- A unit which crosses hexside terrain (**Example: rivers**) pays the additional MPs indicated on the TEC. This cost is in addition to the terrain on the other side of the river.
- Land units may not enter all-sea hexes.

**Exception:** Naval movement and amphibious operations (19.0).

- A force which moves from one road hex to another road hex (along a hexside bisected by those roads) pays one half (0.5) a MP per hex. This is regardless of other terrain in the hex. Further, a road negates any effects of a hexside on costing extra movement (such as rivers).
- Only leaders, cavalry and auxiliary infantry can enter mountain hexes.

### 14.0 COMBAT

Players conduct combat to destroy enemy forces and seize hexes. Combat occurs during the Combat Segment of an operation.

- A combat consists of the one force conducting an operation that attacks a single adjacent enemy force (one hex).
- Combat is resolved on the two Combat Results Tables (CRT): Battle Results Table (BRT) and Raid Results Table (RRT).
- Attacking is voluntary, the player may choose to attack with the activated force or not. The player conducting the operation is termed the "attacker" and the other player is the "defender".
- All units with a combat factor can attack. This includes leaders whether they apply their command value or not.
- A single unit's attack and defense strengths are always unitary.
- If there were other units in the same hex as the operating force at the start of the combat, then the attacker may add those into the attack.
- A single attack can be initiated only against a single defending hex, even if the operating force is adjacent to more than one potentially defending hex. Multiple forces in different hexes cannot be combined into a single attack.
- Static units may not attack. They defend and conduct counterattack normally.
- All defending units in a hex defend as a single combined force. No units can be withheld from a defense.

### 14.1 Combat Sequence

For each individual combat, follow the sequence below.

**1) Attack Declaration:** The phasing player declares which friendly units will be attacking which defending enemy units. Reveal all units on both sides.

**2) CRT Selection:** The attacker selects the CRT that will be used, Battle (BRT) or Raid (RRT).

- a) The attacker can always select the BRT.
- b) The attacker can select the RRT only if all participating attacking units are cavalry, auxiliary infantry, marines, and/or leaders.

**Important:** If a force has other types of units, it can still use the RRT, but the non-cavalry, auxiliary infantry, marines, and leader types may not participate.

**3) Combat Percentage Determination:** Determine the column corresponding to the ratio of attacker to defender combat strength. The percentage is determined by dividing the attacker's strength by the defender's strength and then multiplying that result by 100. Then reference the corresponding column on the CRT when rolling the die.

**Example:** The attacker has 20 combat factors and the defender 13, divide 20 by 13 and get 1.53. Then you multiple 1.53 by 100 to convert it to a percentage, which yields 153. That combat would be resolved on the 150–199% column of whichever CRT is chosen.

**4) Stratagem Marker Play:** The attacker may play (and reveal) one stratagem marker which generates combat shifts. The defender may then play (and reveal) one stratagem marker which generates combat shifts.

**5) Shift Determination:** Determine shifts.

- A CRT percentage column shift to the right means the column is increased by the number of columns indicated (that is, in favor of the attacker). A shift to the left means the column is decreased by the number of columns indicated (that is, in favor of the defender).
- If both the attacker and defender have shifts, use the cumulative difference.
- If the starting percentage is less than 49% or greater than 600%, use the 49% or 600% columns respectively as the base line for shifts.

**Leader Shifts:** Each player can designate one (and only one) leader per combat to provide a combat shift.

- a) An attacking leader provides the number of shifts to the right equal to the leader's command value.
- b) A defending leader provides the number of shifts to the left equal to the leader's command value.

**In-Hex Terrain Shifts:** Defending units benefit from the terrain in the hex they occupy. The TEC gives the defensive shifts. Only one in-hex terrain type (defending player's choice) may be used to generate shifts.

**Important:** Fortresses are in-hex terrain.

**Hexside Terrain Shifts:** A force receives the benefit for defending behind a hexside (TEC).

**Camp Shifts:** A camp in a hex provides one column defensive shift (14.1). This is in addition to any terrain shifts.

**Tactical Stratagem Shifts:** Each player may play one tactics stratagem marker per combat.

- a) A tactics marker provides the number of favorable shifts to the side playing the marker equal to the number on the marker.
- b) A tactics marker may not be played when conducting a counterattack.

**Siege Train Shifts:** The attacker receives one favorable shift for a siege train involved in an attack if the defender is in a fortress or a hex with a camp. No more than one shift may be applied regardless of the number

of attacking siege units. Defending siege units do not provide bonuses for the defense (other than contributing their combat factors).

**Elephant Shifts:** The attacking player may receive one favorable shift if the attacking force contains at least one elephant unit, and the defending force is in an open or town hex that does not contain a fortress.

**Marine Unit Attacking Port:** The attacking player receives one favorable shift when making an amphibious assault (21.0). This may apply to the BRT or RRT.

**Counterattack Shift:** If a defending force is conducting a counterattack (15.1) the counterattacking force receives one favorable shift.

**Counterattack Cavalry Edge Shift:** Cavalry edge may be used if:

- a) A counterattack is being conducted; **and,**
  - b) One force has at least twice the number of cavalry combat factors than the other side or if one side has cavalry and the other side does not; **and,**
  - c) The original defending hex is an open or town hex.
- The side with a cavalry edge receives one favorable shift. This shift is cumulative with the counterattack shift.

**Example:** The attacker has one combat factor and the defender 10, which would normally give  $\leq 49\%$  odds. The attacker has three shifts to the right, and the defender one to the left, giving a result of two shifts to the right. The final percentage column is therefore 100–159% because the starting column ( $\leq 49\%$ ) shifted two to the right is the 100–159% column.

*Designer's Note:* Yes, the effect is intentional, to allow small forces the chance to win improbable victories and large forces the chance to go down in pitiful disasters.

**6) Final Percentage Determination:** Consult the CRT under the corresponding percentage column heading. Apply all applicable shifts to the initial percentage column.

**7) Combat Resolution:** The attacker rolls 1d6 and cross-indexes the result with the final percentage column. Implement the combat result immediately. Execute any retreats and pursuits.

## 15.0 COMBAT RESULTS & MORALE CHECKS

Combat results are listed below in alphabetical order.

- Apply the effects for each result in the order listed.
- The owning player determines which friendly units are affected.

**AC:** Attacker Catastrophe:

- 1) Eliminate all attacking units.
- 2) Defender may pursue.

**AR:** Attacker Routs:

- 1) Make a morale check (15.2) for all attacking units, then apply withdrawals and/or routs (16.0).
- 2) The defender may not pursue.

**AW:** Attacker Withdraws:

- 1) Attacking units withdraw (16.0).
- 2) The defender may not pursue.

**CA:** Counterattack:

- 1) Defender conducts a counterattack (15.1).
- 2) The counterattacking force may pursue if the result allows (15.1).

**DC:** Defender Catastrophe:

- 1) Eliminate all defending units.
- 2) Attacker may pursue.

**DR:** Defender Routs:

- 1) Make a morale check (15.2) for all defending units, then apply withdrawals and/or routs (16.0).
- 2) Attacker may pursue.

**DW:** Defender Withdraws:

- 1) Defending units withdraw (16.0).
- 2) Attacker may pursue.

## 15.1 Counterattack (CA) Procedure

The defender must immediately launch an attack against the attacking force.

- The former defenders become the attacker and the former attackers the defenders. This combat is resolved on the same CRT as the one used in the original attack regardless of unit types (14.1), with the following special cases:
  - 1) The counterattacking force gains one favorable column shift and may gain cavalry edge shift (14.1).
  - 2) Do not apply defensive shifts for in hex or hexside terrain.
  - 3) Apply all other shifts (Leaders, etc.).
  - 4) The counterattacking force may conduct a pursuit if the result allows for it.
  - 5) Static units may conduct a counterattack; however, they may not pursue.
  - 6) Any shifts for stratagems used in the original combat are applied, no additional stratagems may be employed. A stratagem originally applied for the attack would now shift left, a stratagem originally applied for the defense would now shift right.

**Designer's Note:** *The automatic one column rightward shift for counterattacks plus the possible cavalry edge shift means that a small force can often defeat a larger enemy force, representing Cannae type of situations (from a later Punic War).*

- If the result of a counterattack is another counterattack, then:
  - 1) Apply an AR result to the side that launched the original attack.
  - 2) Apply a DR result to the original defending side.
  - 3) Neither side may pursue.

## 15.2 Morale Check

When a combat result (or other game action) requires a morale check, the player controlling the affected units follows the below procedure:

- 1) If there is more than one leader in the checking force's hex, declare which leader will be used to affect the morale check. Only one leader may affect a force's morale.
- 2) The player then declares which units the leader will influence. A leader may affect the number of units equal to the leader's command value by increasing that unit(s) morale value by one. A leader may not increase its own or other leader's morale value.
- 3) Roll 1d6 and compare the DR (do not make a separate DR for each unit) to each unit's (modified) morale value:
  - a) If the DR is less than or equal to the unit's morale value, the unit passes the morale check and there are no additional effects to that unit.
  - b) If the DR is greater than the morale value, the unit routs (16.0).

**Important:** A DR of six automatically routs all units in the force.

**Example:** A force has three units with morale of 4, 3 and 2, plus a leader with a command value of 2 and a morale value of 4. The player decides to raise the morale of the 4 and 3 units. The player rolls 1d6 with a result of 4.

- The first unit (morale of 4+1) passes.
- The second unit (morale of 3+1) passes.
- The third unit (morale of 2) routs.
- The leader (morale of 4) passes.

## 15.3 Major Combat & AP Effects

A major combat is one in which one side has four or more units eliminated. At the conclusion of the combat:

- 1) The winning side gains one AP (total, not per unit).
- 2) The losing side loses one AP (to a minimum of zero).

**Important:** If both sides lose four or more units, then neither side gains or loses AP.

**Designer's Note:** *The AP includes unit lost for any reason, including retreats through EZOC (17.0). Obviously, winning or losing a major battle is going to be a significant event in the game, so maneuver wisely!*

## 16.0 WITHDRAWAL & ROUT

Withdrawal and rout are forms of retreat. When a combat result dictates a withdrawal or rout, the player controlling the affected units must immediately move them the indicated number of hexes away from their combat position. Withdrawal and rout are not regular movement and is in terms of hexes, not MP cost.

**Withdrawal:** Units receiving a withdrawal must retreat one hex.

**Rout:** A rout is applied to all units in a force that failed a required morale check. The owning player must retreat routed units the number of hexes equal to the morale check DR.

**Example:** Using the example in 15.2, the routed unit would retreat 4 hexes. The remaining units (those that passed the morale check) would conduct a withdrawal of one hex.

## 16.1 Retreat Procedures

The owning player conducts retreats for all friendly units.

- Units can never retreat:
  - 1) Into hexes occupied by enemy or neutral units.
  - 2) Into hexes containing prohibited terrain or across prohibited hexsides.
  - 3) Off the map.
- A retreating unit must end its retreat the indicated number of hexes away from its combat position.
- A unit that cannot retreat the indicated number of hexes for any reason is eliminated.
- Players may not retreat a unit into a hex that would cause it to be eliminated if another retreat path is available.

## 16.2 Special Retreat Rules

Special circumstances may cause a retreating unit to be eliminated or avoid retreat completely.

- If a unit or units retreat into a hex containing an EZOC (regardless of the presence of friendly units), the retreating player must eliminate one retreating unit.

**Important:** When conducting a rout, one unit must be eliminated for each hex containing an EZOC.

- Siege trains withdraw normally; they are eliminated if routed.
- Static units are eliminated if forced to retreat.
- Fleets can only retreat into all-sea or contiguous coastal hexes; they can also retreat across strait hexsides. If they are transporting land units, those units retreat with the fleet.
- Units in fortresses or camps ignore DW and AW combat results. Treat the result as a no effect.
- Units in fortresses or camps which receive a DR or AR conduct a withdrawal. They do not check morale.

## 17.0 PURSUIT

Pursuit is a special form of movement that may occur after a battle if allowed by its combat result (15.1) and all enemy units are cleared from a hex. Pursuit can be applied to both attackers and defenders.

- Pursuit is at the player's option. The player controlling the pursuing units moves any or all the pursuing units the designated number of hexes.

**Designer's Note:** *Since the defending units can pursue if they win the battle under certain results, this is a way to pre-empt certain phasing player operations.*

- Pursuit does not expend MPs; it is in terms of the number of hexes.
- Pursuit must be made into hexes into which the pursuing units could normally move.
- Pursuing units ignore EZOC.
- If pursuing units end their pursuit adjacent to an enemy force, they cannot attack that force as part of the same operation.
- All mobile units may pursue one hex into the hex formerly occupied by the opposing player.
- Leaders and cavalry (any type) can pursue up to two hexes. The first hex entered must be the hex formerly occupied by the opposing units. The second hex may be in any direction.
- Static units may never take part in a pursuit.

## 18.0 SUPPLY

During the Supply Phase the phasing player checks all friendly units on the map to determine if they are in supply. Stacks which are not in supply are subject to attrition.

**Exception:** Leaders are never affected by their supply status, nor do they count as a unit when determining supply attrition.

- A force is in supply if any of the following conditions apply:
  - 1) It is in a fortress hex and there are no enemy ground units adjacent to it; **or**,
  - 2) It is in a port hex and there are no enemy naval units adjacent to it; **or**,
  - 3) The owning player expends one AP (per hex). This is regardless of the stack's location or number of units.

**Important:** Camp markers do not count as a unit, and do not require supply; however, see below for the effect of units being in a hex with a camp marker.

- If a unit or stack of units does not meet the above criteria and the number of units in the hex exceeds the Supply Limit for that hex

(the owning player chooses the terrain to be used if more than one in-hex terrain exists in the hex) listed on the TEC, the owning player must conduct a supply attrition check for units in each hex using the following procedures:

- 1) The player designates the number of units that exceed the supply limit. The units must be units that are affected by their supply status.

**Important:** If the hex contains a camp marker the supply limit for that hex is increased by two.

- 2) The player then makes a morale check (15.2). Leader bonus applies.
- 3) Units which pass are not affected. Units which fail are eliminated.

## 19.0 FLEETS & NAVAL OPERATIONS



Players use fleet units to conduct naval operations.

- Fleets operate in the same manner as land units and with the rules in this section.
- They have special rules for movement, representing the vagaries of storms and other factors affecting naval operations at the time.
- Fleet reinforcements are deployed in friendly controlled ports (9.2).

### 19.1 Movement

Fleet units may only move into sea and coastal hexes. The hexsides they cross must be full or partial sea hexsides.

- Each hex entered costs one MP. Fleet units do not expend MP for hexside MP costs.
- The number of MP a fleet will have for the operation is generated by the Fleet Movement Table using the following procedure:
  - 1) The owning player designates the naval force to be moved and expends the AP for the operation.
  - 2) The naval force may embark units for naval transport (19.3).
  - 3) The player then consults the Naval Movement Table and rolls 1d6 modifying the result by the die roll modifiers (DRM) listed below the table.
  - 4) The player cross references the modified DR result with the number listed at the bottom of the corresponding box. The number listed is the number of hexes that all fleet units in the force may move.
  - 5) If the result is followed by a "+S" the player must after completion of the fleet force's move resolve the effect of storms (see Naval Movement Table).

**Important:** When conducting naval transport (19.3), the effect of storm is resolved prior to debarking the transported ground units.

- Fleet units may not enter hexes containing enemy fleet units.
- Fleet units may not enter hexes containing enemy occupied fortresses.
- Fleet units may move through hexes containing only enemy ground units (other than situations above). They must always end their move in a hex that contains no enemy units (fleet or land).

**Important:** Ground units may not enter hexes containing enemy fleets.

### 19.2 Combat

Fleet units engage in combat with enemy fleet and ground units using the procedures in 14.0 through 17.0, with the following special cases:

**1)** Fleet units may attack enemy fleet units in any coastal, or all-sea hex. If an enemy fleet unit is stacked with land units, the entire force must be attacked.

**2)** Fleet units may attack enemy ground units in coastal and island hexes. Fleets may not attack units in all-land hexes.

**3)** Fleets can retreat and pursue only along contiguous sea and coast hexes. They may retreat and pursue through hexes per the limitations for fleet movement (19.1).

**4)** Land units may attack enemy fleets in coastal hexes. They may not attack enemy fleets in all-sea hexes.

**5)** If a fleet(s) is in a coastal hex containing friendly land units, both can participate in an attack against enemy units in adjoining coastal hexes.

## 19.3 Naval Transport

Each fleet unit may transport two friendly mobile land units of any type. Leaders do not count as a unit. A fleet unit may transport any number of leaders.

**Important:** Each fleet may only conduct one transport per Movement Segment. The fleet unit may conduct other operations prior to or after the naval transport operation; however, if the transported units are debarked the fleet may not transport any land units until the next friendly Movement Segment.

- Fleets transporting land units must begin the operation in the same hex as the units the player wishes to transport.
- The land units are embarked by being placed beneath the transporting fleet.
- The units move together using the fleet's movement allowance (19.1).
- The transported unit(s) may be debarked on a port or coastal hex; however, the fleet units and debarked land units may not move after the transported land units are debarked.
- Embarked units may remain embarked at the end of the force's movement.
- A fleet whose naval movement result is zero may embark or disembark units.
- A fleet and/or embarked units may conduct an attack at the end of the operation.

## 19.4 Naval Supply

Fleet units are affected by supply per (18.0).

- The supply limit for an all-sea hex is one. Do not count transported units.
- If a fleet unit is in a coastal hex, use the land terrain in the hex.
- Land units transported by fleets do not check supply separately. They are affected by any supply outcome for the fleet.
- Fleets in port or coastal hexes count against any non-embarked land units in the hex.

## 19.5 Amphibious Operations

Land units being transported by fleets add their combat factors to any combat in which the fleet engages. This includes fleets attacking enemy occupied all-sea hexes.

- Land units are not required to disembark to conduct combat into a coastal hex.
- All standard combat rules (14.0 through 17.0) apply with the following differences:
  - Embarked elephants have a combat factor of zero and provide no shift for combat. They take losses normally.

**2)** Embarked cavalry units are treated as non-cavalry units for all purposes.

**3)** Embarked siege units can conduct siege attacks (21.0).

- Disembarked land units may participate in combat if in the same hex as a fleet unit. In this case, the unit retreats on land.
- If a fleet unit is eliminated or retreated, then any transported units are eliminated or retreated with them.
- Embarked units do not make morale checks. Instead, the fleet unit transporting them makes the check and the outcome is applied to the embarked units.
- Embarked land units never retreat independent of the transporting fleet (they retreat or not with the fleet).

## 20.0 RECRUITS & VETERANS

Combat units may have two sides: the front is their Veteran status. The reverse side is their Recruit status.

- Scenarios will state which side of the unit will be placed on the map (if no instruction, then place on their veteran side).
- Reinforcement units (even those previously eliminated) are always deployed in their recruit status (9.0).
- A recruit land unit that is in a fortress stacked with a leader, or a recruit fleet that is in a port hex stacked with a leader, may be flipped to its veteran side during a friendly Recruit Segment by expending one AP per unit. One leader may train up to any number of units that it is stacked with.
- A unit may be mobilized (expending the required AP) and then trained (expending an additional AP) in the same segment.
- A leader may be mobilized in a Recruit Segment and then in the same segment train other units that it is stacked with.
- Units may be trained if they participated in a battle when the friendly force suffered no effect and enemy units were eliminated. One friendly unit may be raised to its veteran status for each enemy unit eliminated. This does not cost AP.

## 21.0 UNIQUE UNITS



**Light Troops:** Cavalry, auxiliary infantry, marines, and leader units are light troops. Light troops may enter mountain hexes and a force composed entirely of light units may use the RRT.



**Siege Trains:** If any unit in a force that is attacking an enemy fortress hex or camp unit is a siege train, then shift the combat one column to the right (cumulative with other shifts).



**Garrisons:** Garrisons are static units. There may be a maximum one garrison unit per hex. Garrisons may only be deployed in fortresses or towns.



**Carthaginian Sacred Band:** There are two Carthaginian Sacred Band units (one cavalry and one infantry). These units have the following special rules:

- They have a higher AP cost to mobilize (see the Mobilization Table).
- Any force which contains a Sacred Band unit requires one additional AP to conduct an operation if it starts outside of the Libya Region.



**Carthaginian Balearic Infantry:** The Carthaginian player may recruit the Balearic auxiliary infantry unit only if they control the Balearic Islands hex. Deploy it in any Carthaginian occupied fortress.



**Carthaginian Marines:** The Carthaginians have a Marine unit. If embarked on a fleet and it makes an attack against an enemy occupied port, then the combat is shifted one to the right (cumulative with other shifts). This shift applies to both the BRT and RRT.



**Mamertines (Roman) Unit:** If eliminated this unit may not return to play. In all other cases it operates as a Roman unit.

## 22.0 CAMPS



During the Camp Segment the phasing player may use the force conducting the operation to build a camp. Camps provide various combat and supply benefits. See also the Optional Siegeworks rule (30.0).

- Only Roman legion units and Carthaginian hoplite (veteran or recruit) may build camps.
- The constructing force may conduct movement and/or combat in the same Operations Phase.
- Camps may not be built in hexes containing a fortress, mountain terrain, or in an all-sea hex.
- Only one camp may be in any one hex at any time.
- The phasing player must expend one additional AP and then may place a camp marker in the hex.
- A camp marker may remain in the hex if a friendly land unit of any type occupies the hex.
- Camp markers do not exert a ZOC.
- If there are no friendly land units in the hex, the camp marker is removed from the map and is available to be rebuilt.
- A camp provides a one column defensive shift for friendly defending units. This includes occupying land and naval units. Units inside camps attack normally.
- A camp adds two units to the supply limit of the hex.
- Camp markers do not require or count against supply.
- The number of camp markers in the counter mix is the maximum number of camp markers allowed on the map at any one time.

## 23.0 STRATAGEMS



Stratagem markers represent special abilities and any skullduggery. Stratagem markers are placed in the Stratagem Pool during initial setup.

- Players may purchase and randomly pick stratagem markers during a friendly Mobilization Phase (9.0).
- Stratagem markers are purchased on a sliding scale each GT:
  - 1) The first marker purchased during the current GT costs one AP.
  - 2) Each succeeding marker purchased during the current GT costs one additional AP.

**Example:** The first marker costs one AP, the second costs two AP the third marker costs three AP and so on.

- The only limit to the number of stratagem markers a player may purchase per GT is the number of markers in the pool and the availability of AP.
- Random events (Augurs (7.0)) may allow additional picks.

## 23.1 Playing Stratagem Markers

See the Stratagem Marker Chart. The chart lists the phase or segment that the marker may be played and the effect of the marker.

- Only one marker per player may be played per operation or action.

**Example:** A player may play one stratagem to provide a column shift in one combat, but not two stratagems for that same combat.

- Stratagems may be held by a player until played or an event causes their loss. In either case, the marker is immediately returned to the pool.

## 24.0 MINOR POWERS & DIPLOMACY

Minor powers in the game include Syracuse, Massilia, Gauls, Iberians, Numidia, and Mercenaries.

- All minor powers except for mercenaries may be allied to either player. Mercenaries may only be allied to Carthage or be neutral.
- Each minor power has a corresponding control marker. Place the control marker in the appropriate box on the Minor Power Control Track to show its status.
- Scenario instructions will designate the status of minor powers at the beginning of a scenario.
- If a minor power is neutral, neither side may move units into a town or fortress within the minor power's region. Players may not recruit neutral power units.
- Players may mobilize and conduct operations with allied minor powers' units. Allied minor power units are controlled (for all purposes) by the major power to whom they are allied.
- Minor power units that are allied to one player are treated as enemy units by the opposing player.
- Mercenaries may only be allied to the Carthaginian player.
- A player may gain control of a minor power by:
  - 1) Conducting diplomacy (24.1).
  - 2) Random Events (Augurs (7.0))
  - 3) Invading the minor power (24.2).

## 24.1 Diplomacy



The phasing player may conduct diplomacy attempts during the Diplomacy Phase. The player expends one AP and then:

- 1) Designates one neutral or enemy controlled minor power.
- 2) The phasing player must secretly commit one diplomacy (stratagem) marker. The non-phasing player then may commit one or no diplomacy markers.
- 3) Both players reveal their played diplomacy markers. The number on the marker is the marker's diplomacy value.
- 4) Subtract the non-phasing diplomacy value from the phasing player's diplomacy value. The result is the column on the Diplomacy Table that will be used to determine the outcome.
- 5) The phasing player then rolls 1d6 and modifies the DR using the modifiers listed below the table. The player then cross references the modified result with the column selected in step 4.
- 6) The phasing player then applies the result:
 

**A (Alliance):** The minor power is allied to the phasing player's forces (regardless of status).

**Important:** If a minor power's units are stacked with (allied to) one major power and a diplomacy result causes the minor power to ally with the other side, the player that controlled the minor power at the start of the phase conducts the following procedure:

- 1) Determine if the minor power or the major power has more units in the hex.
- 2) If the minor power has more units, the player must then move the remaining friendly units into one adjacent hex. If all adjacent hexes are enemy occupied, all friendly units are eliminated.
- 3) If the player has more friendly units in the hex, the player that conducted the diplomacy action must move the now allied minor power units into one adjacent hex. If all adjacent hexes are enemy occupied, the minor power's units are eliminated.
- 4) If both the minor and major player's units are equal, roll 1d6 to determine which side is moved into an adjacent hex. The player with the higher DR remains in the hex.

**N (Neutrality):** If the minor power is neutral, it becomes friendly controlled. If the minor power is enemy controlled, it becomes neutral (24.6).

**X (Double cross):** The opposing player gains one AP.

## 24.2 Invasions

A player may invade a neutral minor power.

- The instant the invasion occurs, that minor power immediately becomes allied to the opposing player.
- An invasion of a minor power occurs when a player's units (regardless of contingent):
  - 1) Attacks a neutral unit; **or**,
  - 2) Enters a fortress or town of a neutral (by movement, retreat, or pursuit)

**Important:** Units entering a neutral's region is not sufficient to constitute an invasion; one of the above conditions must apply.

## 24.3 Minor Power Deployment

Minor power units which are not part of initial setup are placed in the Minor Power Units display on the map. A player may mobilize units of an allied (controlled) Minor Power. The player pays standard AP costs for them (9.0). Deploy them as follows:

**Syracusa and Massilia:** Deploy in fortresses or towns in their region (9.0). The hexes may not contain enemy units or EZOC. There is no requirement for friendly forces to be present in the hex.

**Numidia, Iberia, and Gallia:** Deploy in any hex in the corresponding neutral power's region that is not enemy occupied or within an EZOC. The hex may or may not be a fortress or town hex and does not need to be friendly occupied.

## SCENARIOS

Players select one scenario then set up in the order listed.

- All two status units are deployed in veteran status unless otherwise stated (20.0).
- Units may start embarked on fleets.
- Army markers may be used as part of initial setup.
- Place all stratagem markers in the Stratagem Pool.

**Mercenaries:** When the Carthaginian player initially gains control of the mercenaries, the Carthaginian player deploys all mercenary units in any Carthaginian occupied fortress (9.0). There is no AP cost for this initial deployment. Thereafter, the Carthaginian player must pay the normal AP costs to replace them. They may be placed using the same criteria as the initial deployment.

## 24.4 Minor Power Fortresses & Towns

Minor power fortresses and towns are controlled by the side that has friendly units in the hex using the procedures in 3.0. There is no requirement that the units belong to the minor power whose region the fortress or town is located in.

## 24.5 Minor Power Operations

Allied minor power units operate freely with all friendly units.

**Exception:** Minor power fleet units may not transport units of other friendly contingents and vice-versa. Fleet units can otherwise stack together.

## 24.6 Return to Neutrality

If a minor power is allied to a major power and then returns to neutrality, follow the below procedure:

- Players remove all the minor power's units from the map.
- The player who formerly controlled that minor power then places those units in any fortresses or towns in their original region not occupied by any other power's units. Place one unit in each such fortress and/or town, then repeat the process until all units are placed.
- If all such fortresses or towns are occupied by the units of either player, place the units in the Minor Powers Units display. If a player later gains control of a that minor power, those units are available for mobilization as reinforcements per 24.3.
- For Mercenaries, place them in the Minor Power Units display. If the Carthaginians gain control of them again, they can be mobilized by paying AP per 24.3.

## 25.0 FOG OF WAR

Players may always examine all friendly units.

- Players may only examine the top unit in any enemy or neutral stack, in this one case, markers count as units.
- Once deployed on the map, players may not examine neutral units.
- Players may only examine enemy player forces under certain circumstances:

**Combat Units:** Units of both sides are revealed during the Attack Declaration segment of the combat procedure (14.0).

**Stratagems:** Stratagems may allow a player to examine enemy occupied hexes.

**Home Grounds:** The Roman player can always examine enemy units in Italia. The Carthaginians can always examine enemy units in Libya.

## 26.0 SCENARIO I: OPENING CLASH

This covers the war from the opening moves in Sicily until Regulus' invasion of Africa. The Carthaginian player sets up first.

**Game Length:** GTs 1 through 4.

**Neutral Deployment:** Deploy the following neutral units on the map:

## Numidian:

**Cirta:** 2× cavalry, 1× auxiliary infantry

**Volubilis:** 1× cavalry

## Iberian:

**Saguntum:** 1× auxiliary infantry, 1× cavalry, 1× garrison

**Baecula:** 1× auxiliary infantry

## Massilian:

**Massilia:** 1× hoplite, 1× garrison, 1× fleet

**Emporia:** 1× garrison

## Gallia:

**Placentia:** 2× auxiliary infantry

**Illiberis:** 1× auxiliary infantry, 1× cavalry

## Syracusa:

**Town of Syracuse:** 1× hoplite, 1× auxiliary infantry, 1× cavalry, 1× garrison, 1× fleet, Leader (Hiero).

**Mercenaries:** All mercenary units are placed in the Minor Power Units Display. They may enter the map if allied to Carthage.

**Carthaginians:** Deploy Carthaginian units as follows:

**1× garrison unit in each of the following:**

<b>Carthage</b>	<b>Tingis</b>	<b>Panormus</b>
<b>Utica</b>	<b>Gades</b>	<b>Lilybaeum</b>
<b>Leptis</b>	<b>Baleares</b>	<b>Melita</b>
<b>Megale</b>	<b>Aleria</b>	
<b>Cartenna</b>	<b>Karaly</b>	

**Carthage (fortress):** Sacred Band Infantry, 2× fleet, Leader (Hanno).

**Panormus and/or Lilybaeum:** 1× cavalry, 2× hoplite, 1× auxiliary infantry (Balearic), 2× fleet, Leader (H Gisco).

**Any Carthaginian fortresses or towns in Libya, Tartessos, Sardinia or Corsica (max one per hex):** 1× auxiliary, 1× cavalry (recruit).

**Embarked on any Fleet:** 1× marine.

**Reinforcement Display:** All other Carthaginian units. Leaders are placed in the Leader Pool.

**Stratagem Markers:** Randomly pick one marker from the pool.

**Starting AP:** 2.

**Romans:** Deploy Roman units as follows:

**1× garrison unit in each of the following:**

<b>Rome</b>	<b>Pisae</b>	<b>Ostia</b>
<b>Capua</b>	<b>Arminium</b>	<b>Brundisium</b>
<b>Neapolis</b>	<b>Sena</b>	<b>Rhegium</b>
<b>Tarentum</b>	<b>Gallica</b>	

**Any fortresses or towns in Italia (max one unit and one leader per hex):**

2× legions, 2× recruit status legions, 1× auxiliary infantry, 1× recruit status cavalry, Leader (Duilius), Leader (Valerius Max)

**Messana:** 1× hoplite (Mamertines).

**Reinforcement Display:** All other Roman units. Place all remaining leaders in the Leader Pool.

**Stratagem Markers:** Randomly pick one marker from the pool.

**Starting AP:** 2.

## Special Rules

- 1) The crisis marker is placed in Messana.
- 2) On GT 1: The Roman player automatically has the initiative.
- 3) On GT 1, do not make an Augurs check.

## 27.0 SCENARIO II: THE FIRST PUNIC WAR

This covers the entire war. Set up is the same as Scenario I. All rules remain the same.

**Game Length:** GTs 1 through 8.

## 28.0 SCENARIO III: REGULUS' WAR

This starts with Regulus' invasion of Africa and continues through to the final campaigns.

**Game Length:** GTs 4 through 8.

**Neutral Deployment:** Deploy the following neutral units on the map:

### Numidian:

**Cirta:** 2× cavalry, 1× auxiliary infantry

**Volopolis:** 1× cavalry

### Iberian:

**Saguntum:** 1× auxiliary infantry, 1× cavalry, 1× garrison

**Baecula:** 1× auxiliary infantry

### Massilian:

**Massilia:** 1× hoplite, 1× garrison, 1× fleet

**Emporia:** 1× garrison

### Gallia:

**Placentia:** 2× auxiliary infantry

**Illiberis:** 1× auxiliary infantry, 1× cavalry

**Carthaginians:** Deploy Carthaginian units as follows:

**1× garrison unit in each of the following:**

<b>Carthage</b>	<b>Cartenna</b>	<b>Karaly</b>
<b>Utica</b>	<b>Tingis</b>	<b>Panormus</b>
<b>Leptis</b>	<b>Gades</b>	<b>Lilybaeum</b>
<b>Megale,</b>	<b>Baleares</b>	<b>Melita</b>

**Carthage (fortress):** Sacred Band Infantry, 1× marine, 1× elephant, 2× fleet.

**Panormus and/or Lilybaeum:** 2× cavalry, 4× hoplite, 1× auxiliary infantry (Balearic), 1× auxiliary infantry, 1× siege train, Leaders (Hanno, Hamilcar).

**Any Carthaginian fortresses or towns in Libya, Tartessos, Sardinia or Corsica (max one per hex):** 2× auxiliary infantry, 1× cavalry (recruit).

**Embarked on any Fleet:** 1× marine.

**Mercenaries:** (start under Carthaginian control)

**Carthage:** Leader (Xanthippus), 2× hoplites, 1× auxiliary infantry

**Reinforcement Display:** All other Carthaginian units. Leaders: All remaining leaders except (H Gisco) are placed in the Leader Pool.

**Stratagem Markers:** Randomly pick two markers from the pool.

**Starting AP:** 0.

**Romans:** Deploy Roman units as follows:

**1× garrison unit in each of the following:**

<b>Rome</b>	<b>Arminium</b>	<b>Brundi-</b>
<b>Capua</b>	<b>Sena</b>	<b>sium</b>
<b>Neapolis</b>	<b>Gallica</b>	<b>Rhegium</b>
<b>Tarentum</b>	<b>Ostia</b>	<b>Messana</b>
<b>Pisae</b>		

**Any fortresses or towns in Italia (max one per hex):** 2× legion (recruit), 1× auxiliary infantry, 1× cavalry (recruit)

**Messana, Agrigentum and/or Syracuse:** 2× legions, 1× auxiliary infantry, 1× cavalry, 1× siege train, 3× fleets, Leader (Tribune)

**Hadrumentum:** Leader (Regulus), 2× legions, 1× auxiliary infantry, 1× fleet

**Syracusa:** (start under Roman control):

**Syracusa fortress:** 1× hoplite, 1× auxiliary infantry, 1× garrison, 1× fleet, Leader (Hiero).

**Reinforcement Display:** All other Roman units. Place all remaining leaders in the Leader Pool.

**Stratagem Markers:** Randomly pick two markers from the pool.

**Starting AP:** 6.

## Special Rules

- 1) The crisis marker is placed in the Display.
- 2) On GT 4, The Roman player automatically has the initiative.
- 3) If playing with optional Pillage rule, place a pillage marker in Agrigentum.

## ACTION POINT EXPENDITURE CHART

Action	Phase	AP Cost	Effects
<b>Recruit Units &amp; Stratagems</b>	Mobilization	varies	See Mobilization Charts.
<b>Remove a Pillage</b>	Mobilization	2	Remove Pillage marker in hex with a friendly unit.
<b>Train Up</b>	Mobilization	1	Convert a Recruit status unit to Veteran (see rule for prerequisites).
<b>Build a Colony</b> (Optional Rules)	Mobilization	4	Place a friendly Colony marker.
<b>Diplomacy</b>	Diplomacy	1	Initiate a Diplomacy attempt (must also expend a Diplomacy Stratagem marker).
<b>Initiate a Land Operation</b>	Operations	1	Initiate one Move-Attack with one land force.
<b>Build Camp</b>	Operations	1	Place a Camp in the Operating force's hex.
<b>Conduct a Naval Operations</b>	Operations	1	Initiate one Move-Attack with one naval force.
<b>Concentrate</b>	Operations	1	Move any number of units to a hex containing a friendly Leader (who cannot move). The force in the final hex may initiate an attack if adjacent to an enemy force.
<b>Reaction</b> (Optional)	Enemy Operations	2	Initiate one Move-Attack with one land or naval force after the enemy completes an operation.

## STRATAGEM MARKER CHART

Stratagem	Phase	Explanation
<b>Levy</b>	Mobilization	<b>Romans:</b> play to mobilize two Roman units. <b>Carthaginians:</b> play to mobilize two Carthaginian units. These units cost zero AP. Deploy per Reinforcement rule.
<b>Dictator/Sufete</b>	Mobilization	Select one Leader in the Reinforcement display and deploy it on any friendly unit.
<b>Diplomacy</b>	Diplomacy	Right shift bonus for Diplomacy attack; left shift bonus for Diplomacy defense.
<b>Tactics</b>	Combat	Right shift bonus for CRT attack; left shift bonus for CRT defense; applies also to Counterattack results.
<b>Treachery</b>	Any friendly or enemy	Negate the play of one enemy Stratagem marker (after it has been revealed). No substitute marker can be played in the same phase. If used against a <i>Diplomacy</i> stratagem, that attempt is called off. If used against a <i>Tactics</i> stratagem, the combat continues without the shift.
<b>Spy</b>	Any friendly	Examine all enemy units in one region, or all enemy stratagem markers.
<b>Option</b>	–	Do not use; this is for future variants.

## ACTION POINT GENERATION CHART

AP Generation	AP Gain
<b>Turn Record Track</b>	Per die roll
<b>Control friendly capital</b>	2
<b>Control enemy capital</b>	1
<b>Control other major Fortresses</b>	2 each
<b>Win a Major Battle</b> (per Combat rule)	1
<b>Pillage</b> (Optional)	1 per town, 2 per fortress

## ROMAN MOBILIZATION CHART

Unit Type	AP Cost	Deployment
<b>Leader</b>	1	Hex with Roman legion or the fortress of Rome
<b>Legion</b>	2	Roman controlled fortress or town in Italia
<b>Hoplites</b>	2	Roman controlled Syracuse or Massilia (for same contingent)
<b>Auxiliary infantry</b>	1	Roman controlled fortress anywhere
<b>Garrison</b>	1	Roman controlled fortress or town anywhere
<b>Cavalry</b>	3	Roman controlled fortress anywhere
<b>Siege train</b>	2	Roman controlled fortress or camp anywhere
<b>Fleet</b>	4	Roman controlled port anywhere
<b>Camp</b>	1	Hex with Roman legion (during Operations)
<b>Stratagem</b>	1, 2, 3...	Roman Stratagem display

## CARTHAGINIAN MOBILIZATION CHART

Unit Type	AP Cost	Deployment
<b>Leader</b>	2	Hex with Carthaginian unit or the fortress of Carthage
<b>Sacred Band</b> (infantry or cavalry)	3	Fortress of Carthage
<b>Hoplite infantry</b>	2	Carthaginian controlled fortress anywhere
<b>Auxiliary infantry</b>	1	Carthaginian controlled fortress anywhere
<b>Marines</b>	2	Carthaginian controlled port anywhere
<b>Garrison</b>	1	Carthaginian controlled fortress or town anywhere
<b>Cavalry</b>	2	Carthaginian controlled fortress anywhere
<b>Elephant</b>	3	Carthaginian controlled fortress in Libya or Numidia
<b>Siege train</b>	2	Carthaginian controlled fortress or camp anywhere
<b>Fleet</b>	4	Carthaginian controlled port anywhere
<b>Camp</b>	1	Hex with Carthaginian hoplite (during Operations)
<b>Stratagem</b>	1, 2, 3...	Carthaginian Stratagem display

## DIPLOMACY TABLE

Die roll	≤Minus 1	0	Plus 1	Plus 2	≥Plus 3	Die roll
1	X	X	X	X	X	1
2	X	X	X	–	N	2
3	X	–	–	N	N	3
4	–	–	N	N	A	4
5	–	N	A	A	A	5
6	A	A	A	A	A	6

### Shifts (cumulative):

**Diplomacy marker value:** +/- # (one max)

**Targeted power is currently Neutral:** 0

**Targeted power is currently Enemy controlled:** -1

**Carthaginians targeting Numidia, Mercenaries:** +1

**Romans targeting Syracuse, Massilia:** +1

**Phasing player has a leader in a fortress in the designated Region:**

+1 (one leader max)

**Non-phasing player has a leader in a fortress in the designated**

**Region:** -1 (one leader max)

**A (Alliance):** The minor power is allied to the phasing player's forces (regardless of status).

**N (Neutrality):** If the minor power is neutral, it becomes friendly controlled. If the minor power is enemy controlled, it becomes neutral (24.6).

**X (Double cross):** The opposing player gains one AP.

**Important:** If a minor power's units are stacked with (allied to) one major power and a diplomacy result causes the minor power to ally with the other side, the player that controlled the minor power at the start of the phase conducts the following procedure:

- 1) Determine if the minor power or the major power has more units in the hex.
- 2) If the minor power has more units, the player must then move the remaining friendly units into one adjacent hex. If all adjacent hexes are enemy occupied, all friendly units are eliminated.
- 3) If the player has more friendly units in the hex, the player that conducted the diplomacy action must move the now allied minor power units into one adjacent hex. If all adjacent hexes are enemy occupied, the minor power's units are eliminated.

## AUGURS TABLE

Die Roll	Event Step 1	Event Step 2
2	<b>Barbarians on the Move!</b> Both players lose any accumulated AP.	
3	<b>Allies Go Home!</b> Roll one die for each player controlled Minor Power.	<b>Odd result:</b> the Minor Power returns to neutrality. <b>Even:</b> no effect.
4	<b>Bad Omens!</b> Each player picks one Stratagem marker from their available display and returns it to the pool.	
5	<b>Piracy!</b> Each player selects one friendly fleet and eliminates it (plus any transported units). Neutral fleets are not affected.	
6	<b>Plague/Uprising!</b> Each player rolls one die for each friendly occupied fortress.	<b>Odd result:</b> select one unit and eliminate it. <b>Even:</b> no effect. Do the same for each neutral occupied fortress (Initiative player checks).
7	<b>Crisis!</b> Roll a second die to determine a hex:	<b>1:</b> Baecula, <b>2:</b> Mastia, <b>3:</b> Volubitis, <b>4:</b> Illiberes, <b>5:</b> Placentia, <b>6:</b> Messana. See the Crisis Explanation 7.1
8	<b>Morale! Romans:</b> gain one AP for each friendly occupied fortress outside of Italia. <b>Carthaginians:</b> gain one AP for each friendly occupied fortress outside of initial Carthaginian set up (per Scenario I).	
9	<b>Rally!</b> If one player controls three or more fortresses than the other, the player with <i>fewer</i> fortresses gains two AP.	
10	<b>Alexander's Successors in the Eastern Empires Intervene!</b> Roll one die:	<b>Odd result:</b> the Romans gain that number of AP; <b>Even:</b> the Carthaginians gain that number of AP.
11	<b>Good Omens!</b> Each player picks two Stratagem markers from the pool.	
12	<b>Magna Graecia!</b> Each player gains one AP each for friendly forces occupying Syracuse, Massilia and Tarentum.	

## 29.0 LEADER LIMITS



Historically, the Romans would have two Consuls command armies at any one time. The various Carthaginian factions limited the number of generals in the field.

### 29.1 Politics

A player can recruit no more than two leaders in any one Mobilization Phase.

### 29.2 Roman Tribune



The Tribune leader represents the citizens who came forth to lead armies. When using this rule, the Tribune can always be replaced when eliminated.

### 29.3 Leader Disgrace

A player must check for Leader Disgrace if the following occur:

- 1) A player's force makes an attack or is defending; **and**,
- 2) The combat result is an AR (if attacking) or DR (if defending); **and**,
- 3) The player used a leader to provide a combat shift, and the leader survived the combat.
- 4) This also applies if these results are inflicted in a counterattack.
  - The player rolls 1d6 and applies the below result:

**Important:** the Carthaginian player applies a +1 DRM.

**1–3: Political connections:** Leader not affected.

**4–5: Leader relieved:** Remove the leader from the map and place in the Reinforcement Display.

**6 or Greater: Leader executed/exiled:** eliminate the leader.

## 30.0 SIEGE

If a player has a camp marker adjacent to an enemy occupied fortress, then that fortress is besieged.

### 30.1 Effects of Siegeworks

A besieged fortress:

- 1) Does not receive AP.
- 2) May not be used to deploy reinforcements.
- 3) Is reduced to the same supply limit as a town (TEC).

**Note:** All you need is one camp to initiate a siege, you do not have to surround the hex. This is owing to siege lines beneath the scale of the game.

### 30.2 Naval Blockade

If a fortress is also a port, the besieging player must also have a fleet adjacent to the port.

**Important:** Towns and camps cannot be put under siege.

## 31.0 PILLAGE



When an attacking force wins a battle against an enemy force in a fortress or town, and pursues into that hex, the attacker may declare pillage.

### 31.1 Pillage Procedure

Place a pillage marker in the hex. The player conducting pillage gains the below AP:

- 2: If the pillage marker is in a fortress.
- 1: If the pillage marker is in a town.

### 31.2 Restrictions

The pursuing force must end its pursuit in the town or fortress hex.

- Combat is the prerequisite for pillage. Players cannot otherwise pillage an undefended hex.
- A force cannot pillage a hex if any of its units are of the same nationality as the target hex.

**Example:** Roman units could not pillage a hex in Italia.

- A force cannot pillage a hex of a friendly controlled minor power.
- A hex with a pillage marker cannot be pillaged again.

### 31.3 Pillage Effects

A pillaged fortress or town does not contribute any AP. It does generate end-game VP.

- Reinforcements cannot be deployed on pillaged hexes.
- A pillaged port does not enhance naval movement.
- A pillaged hex provides no defensive shift. A pillaged fortress does not negate retreats.
- Reduce the supply value of the hex to one.

### 31.4 Removal of Pillage

A player may remove a pillage marker if they have a unit in the hex during a Mobilization Phase and expend two AP. The player may then remove the marker. This happens at the end of the phase (after any reinforcements have been deployed).

## 32.0 COLONIES

Players can build colonies in town hexes.

### 32.1 Procedure



Players build colonies during the friendly Mobilization Phase, after they have completed all other mobilization. The player must have a leader in a town hex and expend four AP. Place a colony marker in the hex. If a camp existed in the hex remove the camp marker, it may be used again.

### 32.2 Effects of Colony Markers

Treat the hex as a fortress for all game purposes including victory (4.0), AP (8.0), deployment (9.0), and combat (14.0).

### 32.3 Duration

Once placed in the hex, the marker remains in play for the remainder of the game. It can never be removed, even if the hex is pillaged.

## 33.0 REACTION OPERATIONS

This rule is highly experimental. It allows the non-phasing player to initiate an operation in the phasing player's turn.

### 33.1 Procedure

The non-phasing player may declare a Reaction Operation under the following conditions:

- 1) The phasing player completes an operation (12.0).
- 2) The non-phasing player designates one friendly stack containing a leader. Then expend 2 AP. The leader and the force then conduct an operation per (12.0).
- 3) At the completion of the Reaction Operation, the phasing player resumes conducting operations.

### 33.2 Restrictions

Land or naval forces can conduct Reaction Operations. The non-phasing player can conduct a max of one Reaction Operation per phasing operation, and only immediately after the phasing operation has been completed.