PAPER WARS

HANNIBAL

The Italian Campaign 218-206 B.C.

Rules of Play

In 218 B.C. the great Carthaginian general Hannibal crossed the Alps with the avowed intention of bringing Rome to her knees. Gathering allies in Northern Italy he out maneuvered, ambushed, and out fought the Roman armies sent out to defeat him. Moving south he inflicted upon Rome her greatest defeat at Cannae in 216 B.C. Roman resolve wavered but never crumbled as she witnessed her armies defeated with apparent ease. Time and again, Rome was forced to regroup to meet the challenge. But she always did. For 13 years this continued. With little support from Carthage and relying mainly on disaffected Roman allies, Hannibal wreaked havoc in Italy. Yet, in the end, Rome remained unconquered.

HANNIBAL is a medium complexity strategic study of Hannibal's campaign in Italy during the Second Punic War. Players must face the same decisions that confronted Hannibal and the leaders of Rome. Hannibal must survive year after year in hostile territory. Roman armies must face and hold off a powerful and determined foe. Field combat, sieges, siege combat, recruitment, and Roman elections are all taken into account.

Each turn represents one year.

Map hexes are scaled to 40 kilometers.

Non-diagonal hexes are the following provinces: Latium, Etruria, Sabini, Umbria, Picenum.

1.0 INTRODUCTION

HANNIBAL is a game type simulation of the Carthaginian general's campaign in Italy during the Second Punic War. The game is a strategic Level simulation with each turn representing one year and military units representing armies of various types and strengths.

2.0 GENERAL COURSE OF PLAY

HANNIBAL is a two- player game; one player controls the Roman forces and the other player controls the Carthaginian and Gaulish forces. In each turn the players move and engage in combat the units under their command with the idea of controlling Roman provinces and cities and fortresses while keeping in mind the victory conditions of the game.

3.0 GAME EQUIPMENT

3.1 Map

The map depicts Italy circa 218 B.C. A hex grid has been superimposed on the map to regulate movement and other functions. The map has been divided into Roman provinces and diagonal line hexes to indicate the different loyalties of these provinces. Each hex is approximately 40 kilometers across.

3.2 Playing Aids

The playing aids are a series of charts and tables that are used in conjunction with the rules and map to facilitate play. These charts and tables have been printed on unused portions of the map and rule book so as to be convenient for use.

3.3 Playing Pieces

The playing pieces are the die cut counters. The sword and spear symbols are infantry units, the horse head symbols are cavalry, and the elephant head symbols are elephant units. These counters must be broken from the frame to be used individually. Those used to represent the armies will be referred to as units. Those used to represent other game and record keeping functions will be referred to as markers.

3.4 Randomizers

Some game functions require the generation of random numbers in the range of one through six. A die may be scavenged from an old game or the three numbered randomizers may be used. If using the randomizers, place them in a cup and draw one, read it, and replace it in the cup each time a die roll is called for in the rules.

3.5 Example Counters

See map.

4.0 SEQUENCE OF PLAY

4.1 General

HANNIBAL is played as a sequence of turns composed of phases as outlined below. The sequence of play is rigid and must be strictly maintained. The player whose phase is in progress is termed the phasing player.

4.2 Sequence of Play

SUMMER SEGMENT:

A. **Roman Election Phase**
   1. The Roman player elects new Consuls, Praetors and may create Proconsuls

B. **Carthaginian Reinforcement Phase.**
   1. The Carthaginian player checks if any reinforcements are due

C. **Carthaginian Initiative Determination Phase**
   1. The Carthaginian player determines which player will move first in the upcoming movement phase

D. **First Player Movement Phase**
   1. The First player, as chosen above, recruits new units
   2. The First player moves and conducts diplomacy

E. **Second player Movement Phase.**
   1. The Second player recruits new units
   2. The Second player moves and conducts diplomacy

F. **Joint Combat Phase**
   1. Control Determination
   2. Field Combat
   3. Siege Combat
   4. Siege Construction and Maintenance

WINTER SEGMENT:

A. **Second Player Movement Phase**
   1. The Second player moves and conducts diplomacy

B. **First Player Movement Phase**
   1. The First player moves and conducts diplomacy

C. **Joint Combat Phase**
   1. Control Determination
   2. Field Combat
   3. Siege Combat
   4. Siege Construction and Maintenance
D. **Control Determination**
E. **Elephant Attrition Phase**
F. **Carthaginian Victory Point Determination Phase**

5.0 ROMAN ELECTIONS

5.1 General

Beginning the Summer Segment of 217 B.C., the Roman player must hold elections each summer to determine the new consuls, praetors, and proconsuls.

5.2 Election Procedure

The Roman player removes the praetors and one or both consuls from the map (See Proconsuls) and places them in the Senate Election Box. Three additional eligible leaders are taken randomly from the Senate and also placed in the Senate Election Box. A die is rolled for each leader and the Election Modifiers (See map) are added and subtracted to each leader's die roll. The leaders with the two highest die rolls, after modifications, are the new consuls. A consul marker should be placed in those leaders' boxes to note their rank. The next two highest are the praetors and praetor markers should be placed in their boxes to note rank. Any remaining leaders are placed back in the Senate.

5.20 Eligible Leaders

Prior to play, the Roman player should place all his leaders in the Senate Box with the corresponding leader's name. All leaders with an "S" on their marker are always eligible for election. All other leaders become eligible for election beginning the year listed after their name.

5.22 Ties

In the case of ties for positions (after die roll modifications) the most senior leader, defined as having served before, is chosen. If there is still a tie, then the Roman player may take the leader of his choice.

5.23 Placement of Elected Leaders

New consuls and praetors may be placed in the same hexes as the old consuls and praetors OR they may be placed with the new legions the Roman player recruits that year.

5.24 Served Markers

Only Roman leaders with an "S" have served as consuls before. Whenever a previously elected Leader is made a consul, the Roman player should place a Served marker in that leader's box to note that fact for future elections.

5.3 Proconsuls

Proconsuls were titles given to exceptional leaders in order to get around the rigid election system. Rather than removing both con-

suls for an election, the Roman player may leave one consul on the map and make him a proconsul simply by placing a proconsul marker in his leader box. A proconsul may remain, so for, as long as the Roman player wishes. To replace a proconsul, the Roman player removes him from the table when an election occurs. The Roman player may create only one proconsul per turn and may only have a maximum of 2 proconsuls in play.

5.4 Dictator & Master of Horse

At the end of any Summer Segment in which the Roman player has had 4 or more legions or their equivalent in strength points (SPs) and/or both consuls killed, the Roman player may appoint a Dictator and Master of Horse to replace his dead and/or inept consuls. The Roman player removes the consuls from play and replaces them with ANY two eligible leaders of his choice to act as consuls for the rest of the year. The most senior leader will be the Dictator and the other leader will be the Master of Horse. They will act as consuls for purposes of combat and stacking with the Dictator as the superior officer but they only serve the six months and once chosen, a Dictator may never serve as Dictator again.

5.5 Optional Elections

Players may wish to use the optional election procedure if they find the election procedure too time consuming. The Roman player removes the consuls and praetors and places them in the Senate Election box along with three other eligible leaders taken randomly. He then randomly chooses two leaders to be the consuls and two leaders to be the praetors. No dicing is involved. This procedure is faster but a rather poor simulation.

6.0 RECRUITIMENT

6.1 General

Each Summer Movement Phase recruit new units. The Roman player refers to the Roman Recruitment Schedule (See map) and the Carthaginian player refers to the Allied and Gaulish Recruitment Schedule (See map) to determine how many recruits are due. The players recruit units from unused and eliminated units.

6.2 ROMAN RECRUITMENT

The Roman player refers to the Roman Recruitment Schedule and cross references the year listed with the province listed to determine the amount of legions due. Legions are placed in the provincial recruiting centers for that province (See map). When more than one city is available in a province the Roman player may place the legions in any city or cities he desires.

NOTE: In this and all further cases cities refer to fortresses as well. Legions may not be placed in a city under siege, belonging to the Carthaginian player, or in a province not controlled by the Roman player. Legions may not be accumulated from turn to turn and if they cannot be placed in a province for any reason they are lost for that year.

NOTE: All Roman recruits are expressed in legions. A legion is defined as 1 (one) Roman infantry unit and 1 (one) Roman horse unit. If the Roman player cannot recruit a full legion, he may not recruit a partial legion.

6.21 Rome

Recruits raised in Latium are placed in the city of Rome. For convenience, the Roman player should place those units in the Rome Holding Box on the map.

6.22 Roman Slaves

After any Combat segment in which the Roman player has lost at least 4 legions or their equivalent in SPs, due to combat only, he may recruit the Slave legion (1 unit only). It is placed under the command of any leader in play and must remain with him for the remainder of the game. If that Leader is killed or removed from office, the slave Legion is permanently removed from play. The slave legion may only be raised once per game but the Roman player is not required to raise it the first time 4 or more legions are lost.

6.3 Carthaginian Allies

Carthaginian Allied units may only be recruited in the diagonal line hex provinces EXCEPT Cisalpine Gaul and Liguria. Prior to play the Carthaginian player should place aside all the Allied units and turn them face down so as to take them randomly. The Carthaginian player rolls a die for each Carthaginian leader in a diagonal line hex province except Cisalpine Gaul and Liguria and refer to the Allied and Gaulish Recruitment Schedule. The number listed is the number of Allied units the Carthaginian player may take randomly from the cup. They are placed with that Carthaginian leader's units. Whenever Allied units are eliminated, EXCEPT 5 SPs Allied units, they are returned to the Allied units pool. The 5 SPs units, once eliminated, are permanently lost.

NOTE: If more than one leader is in the same province ONLY ONE die roll is made.

6.31 Gaulish Units

Gaulish units should also be placed face down prior to play the same as the Allied units. Gaulish units are always under the control of the Carthaginian player. Gaulish units may only be raised in Cisalpine Gaul or Liguria by the Gaulish Leader. The recruitment procedure is the same as Allied Recruitment, that is, randomly, except that Gaulish units are taken and they are placed with the Gaulish Leader and ALL eliminated Gaulish units are placed back for further recruitment.

6.32 Hannibal

The Carthaginian leader Hannibal always receives a +1 die roll modifier to his Recruitment die roll.

7.0 MOVEMENT

7.1 General

The phasing player may move all, some, or none of the units under their control. Units in the same hex as a leader should be placed in the Leader Box (See map) corresponding to the leader controlling them and the leader marker is placed on the map. Units in such boxes are considered to be located in the same hex as the leader marker. Movement is done by moving the leader marker[s] hex by hex to the limit of his movement ability. During movement, players may conduct overruns, diplomacy, and trap enemy units.

7.2 Procedure

In order for a unit to move. it must begin its movement phase in the hex [stacked] with a friendly leader marker. Units may be dropped off during movement but not picked up. A unit may not accumulate movement points (MPs) or lend MPs to another unit. A leader must end his movement phase upon entering a hex containing an enemy unit (exception see Overruns). Various types of terrain require various MPs (See Terrain Effects Chart on map).

7.3 Unit Movement Allowance

The movement rate for infantry and elephant units is 20 MPs per segment and for horse units and leader markers is 30 MPs per segment. When a leader marker has more than one type of unit with him, the movement rate is that of the slowest unit.

7.31 Road Movement

Roads negate the MP cost of other terrain when a leader is moving along a road. Ungarrisoned, unfriendly cities may be entered and passed through by friendly leaders but the leader[s] must pay the full movement cost to enter the city hex regardless of whether the leader or unit is using road movement,

7.4 Diplomacy

The phasing player may attempt to win cities and fortresses, i.e. conduct diplomacy during movement by testing the city's loyalty. A city's and fortresses loyalty number is listed below the name of each city on the map except class 1 fortresses. The phasing player attempts to take a city or fortresses by diplomacy by moving adjacent to it during movement and rolling a die. If the die roll is equal to or greater than the loyalty number of that city or fortress. the city or fortress goes over to the control of that player. A city control counter is placed on that city or fortress to note its status. Diplomacy may be conducted with the same city or fortress only once per segment at a cost of 5 MPs per city or fortress.

7.41 Diplomacy Modifiers

The Carthaginian player may modify the loyalty die roll by +1 for each 20 SPs with Hannibal, only if the attempt is made in a tan province. The Carthaginian player may never modify the loyalty in non-diagonal line hexes provinces or without Hannibal. The Roman player may modify loyalty die rolls by +1 for each friendly 10 Strength points with a Roman leader in the same province in which the attempt is being made.

7.42 Diplomacy Cities

If a city or fortress is occupied by at least 10 SPs, diplomacy cannot be conducted with that city or fortress. If an occupied city or fortress falls during diplomacy, any opposing units in the city are eliminated.

7.5 Intelligence

The Carthaginian player may always examine the unit(s) with a Roman leader. The only time the Roman player may examine units with a Carthaginian leader is when a Roman leader occupies the same hex as a Carthaginian leader before combat.

7.6 Trapped Units

As the moves in *HANNIBAL* are staggered, that is, one side moves first, a phasing player may find a leader or leaders under an unfriendly leader at the beginning of his movement phase. To move or be considered inside a city or fortress, if the leader is on a city or fortress hex, that leader must make a "withdrawal roll" (See leadership). If the leader passes his withdrawal roll, he may move normally in the phase but if he fails this test, he may not move or be considered inside a city or fortress. If there is no leader present, the unit(s) may not move if the terrain is non-city or fortress BUT is considered to be in the city or fortress if the unit(s) is in a city or fortress hex.

7.7 Overruns

Normally, a leader ceases movement when entering a hex containing unfriendly leaders or units. An overrun is an exception to this rule. Whenever a situation occurs in which a moving leader and units with him have at least an 8:1 superiority over opposing units and/or leaders in a hex entered, the smaller force is automatically eliminated if it is a clear terrain hex. The larger force may continue its movement. The cost to overrun is 3 extra MPs over the cost to enter the hex.

7.8 Stacking

There is no limit to the amount of SPs that may be with a Carthaginian leader, but the Roman leaders are limited to the amount of legions or their equivalent in strength points (SPs) according to their rank. A consul may not have with him more than eight legions or the equivalent in SPs. A proconsul may not have more than six legions or the equivalent in SPs with him and a praetor may not have more than four legions or the equivalent in SPs. There may never be more than three leaders, Roman or Carthaginian stacked in the same hex.

8.0 CONTROL

8.1 General

Control of the provinces determine whether a player's units will have to forage (See forage) before combat and will give the Carthaginian player Victory Points. Prior to combat, players must determine the control status of the province where the combat occurs and in the Control Phase, control is again determined when awarding Carthaginian Victory Points.

8.2 Procedure

To control a province, a player must meet ONE of the two following conditions: he must control ALL the cities or fortresses in a province OR he must have twice as many un-besieged SPs in the province as the other player.

8.21 Uncontrolled Provinces

If both players meet the control conditions, the province is uncontrolled. If neither player meets the control conditions, the province is likewise uncontrolled.

8.22 Control Markers

At the start, all provinces in Italy have Roman provincial control markers placed in them. As the Carthaginian player takes provinces, the control markers are flipped to the Carthaginian provincial control side. When a province is uncontrolled, the marker is removed from play until one side controls the province.

8.3 Units in Uncontrolled Provinces

At the end of the Winter Segment, units not in controlled provinces lose 1/2 their SPs, unless they are in a friendly city or fortress in that province. If units of both players are in the same uncontrolled province, both players' units lose 1/2 their SPs, unless they are in a friendly city or fortress in that province.

9.0 COMBAT

9.1 General

Combat takes place between leaders or units in the same hex during the Combat Phase. Combat is voluntary. If neither player wishes to have combat, none will occur. If one or both players wish to have combat, it occurs unless one player withdraws. Field combat takes place between units not considered to be in a city or fortress (See trapped) or in non-city or non-fortress type terrain. Siege and siege assault combat occurs after field combat when one side is in a city or fortress and the other side attempts to besiege it or take it by force. Field combat is executed as a series of rounds. Before field combat, and, after each round of combat, a leader may attempt to withdraw his units from combat (See leadership). Siege combat consists of one round only and players may have to construct and maintain siege works.

9.2 Field Combat Procedure

Players first determine the attacker. The attacker is defined as the player who wishes to have combat. If both players wish to have combat, the attacker is the player who moved second in the movement phase. The control status of the province is determined in case one or both players must forage (See forage). Both players then reveal the amount of SPs with each leader for the initial round of combat. A ratio is then made between the attacker and the defender, rounding up to the nearest whole number. A die is rolled and players refer to the Field Combat Results Table (Field CRT), cross reference the die roll with the correct ratio. The die roll may be modified by leaders, ambushes, elephants, and terrain. The modified die roll is the combat result, which is applied immediately. After losses have been removed, a new ratio is again made between attacker and defender, and another round of combat fought using the same procedure. Combat continues until one side withdraws (See withdrawal), one side is eliminated, or both players wish to cease combat. When both players agree to cease combat, one side must agree to withdraw to an adjacent hex. Units eliminated by combat are placed in players' unused units pool and are used for further recruitment.

9.3 Losses

Losses are taken in steps. Most combat units have steps on both sides of their counter. When the Field CRT call for loses, the

number listed is the number of steps lost. For example, a leader with 2 full legions (2 x 10SP foot and 2 x 3SP horse) must lose 3 steps. The Roman player could eliminate the 2 x 3SP horse (horse units have only one step each) and flip one 10SP foot to satisfy the 3 steps lost.

9.4 Foraging

Before Field and Siege combat, control must be determined. If a player does not control the province where the field combat is being fought, 1/4 of the total SPs with his leader(s) must be placed in the forage box (See map). They are not counted when totaling SPs for the upcoming combat. If the units are eliminated in combat, the foragers are also eliminated. If the units withdraw from the combat, or are successful in the combat, they rejoin the leader. NOTE: A single unit does not have to forage.

9.5 Ambush

An ambush will modify the Carthaginian combat die roll (+or-2) the round of combat it arrives. Before an initial round of combat, units with Hannibal ONLY may set up an ambush. After the Roman player has revealed the number of SPs in his force, Hannibal may then take at least 1/4 of this total from his total SPs and place them in the Ambush Box (See map). An initial round of combat is fought with the ambushing units NOT taking part. In the second round of combat, after withdrawal rolls have been made, the Carthaginian player rolls a die for the ambushing units. On a roll of 1-4, they arrive immediately and are added to Hannibal's total SPs. On a roll of 5, they are delayed until the third round of combat. If a 6 is rolled, the units in the Ambush box never enter the combat, although, they are placed back with Hannibal if he withdraws from the combat; the Roman withdraws from the combat, the Roman units are eliminated, or combat ceases in the hex. If all the units with Hannibal are eliminated, the ambushing units are also eliminated if they have failed to appear.

9.6 Carthaginian Light Units

Due to Carthaginian light troop advantages, when Carthaginian units attack Roman units in rough terrain, ignore the column shift for rough terrain (See Terrain Effects Chart).

9.7 Sieges

Sieges are conducted after Field combat. Unit(s) may attack units outside a city or fortress, and after defeating them, may siege the city or fortress. In order to besiege a fortified city, a walled city, or a class 2 fortress, the player moves a leader onto the city or fortress hex. An unfortified city hex may simply be entered if it is free of enemy units. If occupied by enemy units, the combat is fought as a field combat. In order to besiege a class 1 fortress, siege works must first be constructed (See Siege works). The besieging player must have at least the same number of SPs as are in the city in order to conduct a siege. Fortified cities, walled cities, class 1 and 2 fortresses have intrinsic defenses when empty or occupied (See Terrain Effects Chart). If after the amount of SPs in the city are revealed, the besieging players fails to meet the siege requirement, he must retreat one hex and remain there for the segment. If the requirements are met, a #6 siege marker is placed on the city and the besieging player rolls a die. If he rolls a 6, the city surrenders and a city control marker is placed on the city. If a 6 is not rolled,

the siege marker is flipped over to its #5 side and the siege continues into the next segment. In the next segment, the city will surrender on a roll of 5 or 6. The process is repeated until a #3 siege marker is placed. There are no siege markers below a #3 siege marker. The die roll of 3 or greater, is the minimum requirement for a city or fortress to surrender. A player may abandon a siege by simply removing the siege marker. For the SP requirements to besiege cities or fortresses, refer to the Terrain Effects Chart.

9.71 Defenders in a Siege

When a city or fortress is under siege, no units or leaders may enter or leave the city or fortress. No Carthaginian leader may recruit units and the Romans may not place recruited legions in a city or fortress under siege. Units in a besieged city or fortress may attack the besiegers in the field combat sub-phase, separately, or with outside units but if they withdraw from combat, they withdraw back into the city. If, after Field Combat, the besiegers do not have enough SPs to continue the siege, the Siege Marker is removed and the besiegers retreat to an adjacent hex of the owning player's choice.

9.72 Intrinsic Defense

Fortified cities, walled cities, and class 1 and 2 fortresses, all have intrinsic defenses when attacked. When these cities are UNOCCUPIED, the attacker must match the intrinsic defense in order to siege. To siege assault, the attacker must have at least a 3:2 ratio of SPs. When siege assaulting unoccupied cities or fortresses, the attacker refers to the 5:1 result table on the Siege CRT and rolls a die to get the result of the siege assault. When OCCUPIED, add the friendly SPs to the intrinsic defense of the city to increase the requirements for siege and siege assault. When siege assaulting occupied cities or fortresses, the combat is resolved as a normal odds ratio. See the Terrain Effects Chart for the intrinsic defenses.

9.8 Siege Assault

In order to siege assault a city or fortress, the attacking player must have at least a 3:2 superiority in SPs to that of the defender. The attacking player determines the ratio of attacking SPs to defending SPs, rolls a die and refers to the Siege Combat Results Table (Siege CRT). Modifications are made for leaders and Carthaginian units, and the modified die roll is cross referenced with the odds ratio to produce a result. NOTE: Siege Assault is NOT a series of rounds as in Field combat. There is only one round of combat. Results are applied immediately. If the attack is repulsed, it may continue in the next segment. If the city is stormed, it falls immediately and a city control marker is placed on the city. If the attacker falls below the minimum requirements to siege assault the city or fortress, and also cannot meet the requirements to siege the city, the attacking units must retreat to any adjacent hex.

9.81 Carthaginian Siege Assaults

Carthaginian units attempting a Siege Assault receive a -2 die roll modifier to reflect the fact they did not have a siege train the entire war.

9.82 Garrisons

A city is considered to be ungarrisoned if there is neither a garrison unit or combat unit in the city hex. Cities can be garrisoned

in two ways: a garrison unit may be placed in it at the start of the game or combat units may be placed there during the game. Garrisons add to the strength of a city when it is being besieged or siege assaulted. The garrison units of Tarentum, Rome, and Capua, if eliminated, are permanently removed from the game.

9.9 Class 1 Fortresses

There are only two of these on the map: Rome and Capua. A Class 1 fortress cannot be taken by Siege Assault and may only be sieged by first constructing Siege works.

9.91 Siege Works

In order to begin siege work construction, the attacking player must have at least the minimum requirement to siege the fortress plus garrison, if any, (See Terrain Effects Chart). During the siege construction sub-phase, the player places partial siege works marker on the city hex. In the following siege construction sub-phase, the marker is flipped over to its completed siege works side and the player rolls a die. If a 6 is rolled, the fortress surrenders and the defenders are eliminated. On any other die roll, the fortress will not surrender. As long as the siege works are maintained, the phasing player attempts to get the fortress to surrender by rolling a 6 during siege combat.

9.92 Siege Work Maintenace

Once started, siege works must be maintained. To maintain siege works, the attacker must keep the minimum amount of SPs required to maintain the class 1 fortress siege. If the attacker's SPs fall below the minimum, the siege work marker is removed and the attacker retreated to an adjacent hex.

9. 93 Defenders Uunder Siege Works

Units under a friendly siege work counter receive a 1 column shift in their favor when defending.

10.0 LEADERSHIP

10.1 General

Leaders are used to move units, modify combat die rolls, to withdraw units before and during combat, and to conduct diplomacy. Leaders may also be killed as a result of combat.

10.2 Leaders in Movement

For a unit to move, a leader must begin the movement phase stacked with that unit (See movement). A Roman leader may not move without at least 1 legion or its equivalent in SPs, unless that leader is being placed in Rome as a result of combat. If a Roman leader loses all the units with him in combat and is not killed, (See risk to leaders) he is automatically placed in Rome until the next movement phase.

10.3 Leaders in Combat

The leader in command, in a combat, uses his combat modifier to modify die rolls in Field and Siege Assaults, in his favor, and uses his withdrawal number when trapped or attempting to withdraw from combat (See Withdrawals). If both friendly and enemy

leaders have combat modifiers, these modifiers are subtracted. For example, Hannibal (+2 combat modifier) attacks Flavius Maximus (+1 combat modifier), the modified combat die roll for Hannibal would then become +1.

10.31 Command Structure

For the Romans, the senior leader is in command if there is more than one leader present in a hex. The senior leaders are always consuls. After consuls come the proconsuls and then praetors. For example, if the Roman player has a stack of units with a consul, proconsul, and praetor, the consul's die roll modifier will be used in combat. When there are two consuls present, the Carthaginian player has the choice of which consul is in command. For the Carthaginian army, Hannibal is always in command when he is with more than one Carthaginian leader. If he is not in a stack and there is more than one Carthaginian leader present, the Carthaginian player has the choice of which leader is in command.

10.4 Withdrawal

Each leader has a withdrawal number on their counter. It is used to avoid being trapped, to avoid combat, and to withdraw from a combat. To avoid being trapped, a leader must roll a die and meet or exceed his withdrawal number. To withdraw before combat, a leader must again meet or exceed his withdrawal number. After each round of combat, the leader may again attempt to withdraw by meeting or exceeding his withdrawal number. When a leader fails to make his withdrawal number, he will remain trapped or be forced to fight. Leaders with an asterisk instead of a withdrawal number, may always avoid being trapped and always have the option to withdraw before and during combat. When an attacker withdraws from combat, he withdraws one hex in the direction he was moving. When a defender withdraws from combat, he must withdraw towards the nearest friendly controlled city.

10.5 Risk to Leaders

There is no risk to a leader if he withdraws before combat, but if a leader withdraws during a combat and all leaders that were with him must roll to determine if any of them were killed. For each leader withdrawing, the owning player rolls a die. If a 1 is rolled, that leader is killed and removed from the game. If a leader is present in a city that either goes over to the other side during diplomacy, siege or siege assault, he is killed on a roll of 1 ,2, 3. If he survives, he is placed in Rome.

10.6 The Gaulish Leader

The Gaulish leader is the only leader that can recruit and move the Gaulish units. When stacked with a Carthaginian leader, he may never command Carthaginian units; he may only move in the provinces of Liguria and Cisalpine Gaul and, if killed in combat, he is removed from play and re-enters the game in the next year's summer segment.

11.0 ELEPHANTS

11.1 General

Elephants add +1 to the Carthaginian Field combat die roll modifier when attacking and -1 when defending.

11.2 Elephant Attrition

In the Elephant Attrition, the Carthaginian player rolls a die and refers to the Elephant Attrition Table (See map). The number shown is the amount of step losses for his total amount of elephant units.

11.3 Restrictions

Elephants may not be used to meet the foraging conditions, in siege assaults, or be the only units used to control a province.

12.0 VICTORY CONDITIONS AND SCENARIOS

12.1 General

The Carthaginian player receives Victory Points (VPs) at the end of each winter segment for control of provinces, cities, and elimination of Roman foot SPs (not horse SPs). Special VPs are also awarded for control of Capua and VPs are lost for failure to control Tarentum.

12.2 Procedure

After the Control Determination Phase, the Carthaginian player will receive the amount of VPs listed under the name of each province and city, or fortress he controls. The VPs awarded for control of a city are the same number as the city's loyalty number. He also receives 1 VP for each Roman foot SP he has eliminated during the year. The Roman player should keep track of eliminated Roman foot SPs. After VPs have been determined, the Carthaginian should record this total and keep a running total.

12.21 Capua (hex 2511) and Tarentum (hex 2904)

Beginning the Carthaginian player's movement phase in Summer 214 B.C. and every Summer Movement Phase thereafter, Capua will become Carthaginian controlled on a die roll of 1 or 2. Normal diplomacy is ignored. No Roman or Carthaginian unit may enter Capua before it becomes Carthaginian controlled. Once it is Carthaginian controlled, the Capua Garrison unit is placed in the city hex. Even when it is Carthaginian controlled, no Carthaginian unit may enter Capua. When Capua is controlled, the Carthaginian player receives 20 VPs per turn when counting VPs. The only way Roman units may enter Capua is by siege.

12.22 Tarentum

Beginning 216 B.C., the Carthaginian player loses 20 VPs for each turn Tarentum is Roman controlled. If the Carthaginian player takes Tarentum and then loses it, he again loses 20 VPs per turn.

12.3 The Scenarios

Hannibal can be played in two scenarios: a short scenario from winter 218 B.C. to the end of 212 B.C. or the entire Italian Campaign from winter 218 B.C. to the end of 206 B.C.

12.31 The Short Scenario Set-Up

The Roman player places the 14 Roman control markers in every province in Italy. All cities and fortresses in Italy are under Roman control. He places Leader Longus (consul) plus 2 x 10 SP Roman foot units in hex 0522. The Carthaginian player places leaders

Hannibal, Hanno, Hamilcar, the Gaulish leader, plus 3 x 6SP Carthaginian foot, 6 x 4SP Carthaginian horse, 3 x 3SP Carthaginian elephants, and 3 Gaul units taken randomly in hex 0227. The game begins in the winter segment of 218. There is NO recruitment. NOTE: There is only one Roman leader in play at start.

12.311 Carthaginian Reinforcements

The Carthaginian player receives 2 x 6SP Carthaginian infantry units, 2 x 4SP Carthaginian horse units, and 1 x 3SP Carthaginian elephant units as reinforcements in Summer 215 B.C., only if he controls the province of Bruttium. They arrive on any coastal hex in Bruttium. If the Carthaginian player does not control Bruttium when the reinforcements are due, they are withheld until a summer segment when he does control Bruttium.

12.312 Victory Conditions

The Carthaginian player wins the game if he has gained at least 601 VPs by the Winter segment of 212 B.C. The Roman player wins if the Carthaginian player has less than 500 VPs. The game is a draw if the Carthaginian player has between 500 and 600 VPs.

12.32 The Campaign Game

The set-up and the start are the same as the short scenario.

12.321 Carthaginian Reinforcements

The Carthaginian player receives the same reinforcements under the same conditions as the short scenario, plus in Summer 207 B.C., he receives 3 x 6SP Carthaginian foot units, 2 x 2SP Carthaginian horse units, 1 x 3SP Carthaginian elephant units, and leader Hasdrubal anywhere on the western edge of Cisalpine Gaul.

12.322 Victory Conditions

The Carthaginian player wins the game if he has at least 701 VPs by the end of Winter 206 B.C. The Roman player wins if the Carthaginian player has less than 600 VPs. The game is a draw if the Carthaginian player has between 600 and 700 VPs.

13.0 DESIGNER'S NOTES

There were two reasons for Hannibal's decision to cross the Alps. First, the Carthaginian fleet was no match for the Roman fleet and thus made a naval invasion impossible, and second, Hannibal hoped to persuade the disaffected tribes in the north to fight for him. Hannibal's strategy, once in Italy, was to isolate Rome from her allies by defeating her armies and inducing Rome's cities to either refrain from assisting Rome or to actively assist fighting for the Carthaginians. In this, Hannibal failed. He found that destroying Rome's armies only strengthened her resolve and that Rome's allies considered themselves Italian first and perceived the Carthaginians as invaders. For, however successful Hannibal was in the field, loyalty to Rome, lack of siege equipment, and extremely poor support from Carthage eventually defeated him. Players should note the main problem with elephants, they are fine in a fight but can't last the winter. In 21B B.C., Hannibal had 30+ elephants with him but by spring 216 B.C., there was only one left. Most of these had died after, and not during, the Battle of the Trebia in 217 B.C. from the extremely poor weather. The Roman

strategy should be to contain Hannibal rather than defeat him in battle. Also, the use of the proconsul system will greatly improve Roman leadership, if used properly. Hannibal's greatest advantage is his mobility. He can pick his time and place for a battle and can easily catch Roman forces left out in the open. Rash Roman strategy or timid Carthaginian play will court disaster.

SUMMER SEGMENT

A. Roman Election Phase
  1. The Roman player elects new Consuls, Praetors and may create Proconsuls.

B. Carthaginian Reinforcement Phase
  1. The Carthaginian player checks if any reinforcements are due.

C. Carthaginian Initiative Determination Phase
  1. The Carthaginian player determines which player will move first in the upcoming movement phase.

D. First Player Movement Phase.
  1. The First player, as chosen above, recruits new units.
  2. The First player moves end conducts diplomacy.

E. Second player Movement Phase
  1. The Second player recruits new units.
  2. The Second player moves and conducts diplomacy.

F. Joint Combat Phase
  1. Control Determination.
  2. Field Combat.
  3. Siege Combat.
  4. Siege Construction and Maintenance.

WINTER SEGMENT:

A. Second Player Movement Phase.
  1. The Second player moves and conducts diplomacy.

B. First Player Movement Phase.
  1. The First player moves end conducts diplomacy.

C. Joint Combat Phase.
  1. Control Determination.
  2. Field Combat.
  3. Siege Combat.
  4. Siege Construction and Maintenance.

D. Control Determination.
  E. Elephant Attrition Phase.
  F. Carthaginian Victory Point Determination Phase.

SIEGE COMBAT RESULTS TABLE

Roll	Odds				
	3-2	**2-1**	**3-1**	**4-1**	**5-1**
-1	R/A4	R/A4	R/A3	R/A3	R/A3
0	R/A4	R/A3	R/A3	R/A3	R/E3
1	R/A3	R/A3	R/A3	R/E3	R/E2
2	R/A3	R/A3	R/E3	R/E2	S/A2
3	R/A3	R/E3	R/E2	S/A3	S/A2
4	R/E3	R/E2	S/A3	S/A2	S/A1
5	R/E2	S/A3	S/A2	S/A1	S/DE
6	S/A3	S/A2	S/A1	S/DE	S/DE
7	S/A2	S/A1	S/DE	S/DE	S/DE

Attacks at less than 3-2 are not allowed.
Attacks at greater than 5-1 are treated as 5-1.

Explanation of Results:
R = Repulsed
S = Stormed
A# = The Attacker loses the number of steps called for on the CRT.
DE = All Defending units are eliminated.

FIELD COMBAT RESULTS TABLE:

Roll	Odds					
	1-2	**1-1**	**2-1**	**3-1**	**4-1**	**5-1**
-1	A5	A4	A4	A3	A2	A1
0	A4	A4	A3	A2	A1	E1
1	A4	A3	A2	A1	E1	E2
2	A3	A2	A1	E1	E2	D1
3	A2	A1	E1	E2	D1	D2
4	A1	E1	E2	D1	D2	D3
5	E1	E2	D1	D2	D3	D4
6	E2	D1	D2	D3	D4	D5
7	D1	D2	D3	D4	D5	D6
8	D2	D3	D4	D5	D6	D7
9	D3	D4	D5	D6	D7	DB
10	D4	D5	D6	D7	D8	D9

Combats of less than 1-2 are not allowed.
Combats of greater than 5-1 are treated as 5-1.
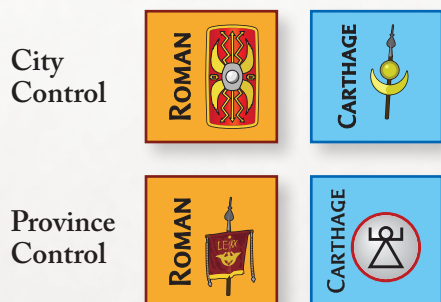Combat Modifiers: Leadership modifications +1/-1 Elephants and +2/-2 Ambush.

Explanation of Results:
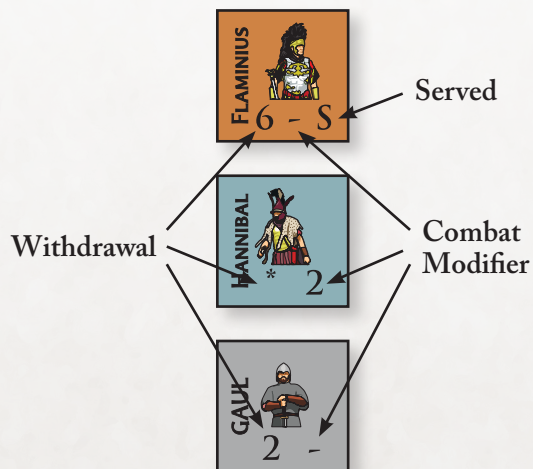A#/D# = The Attacker and Defender each lose the number of steps called for on the CRT.
E# = Both Attacker and Defender lose an equal amount of steps on the CRT.
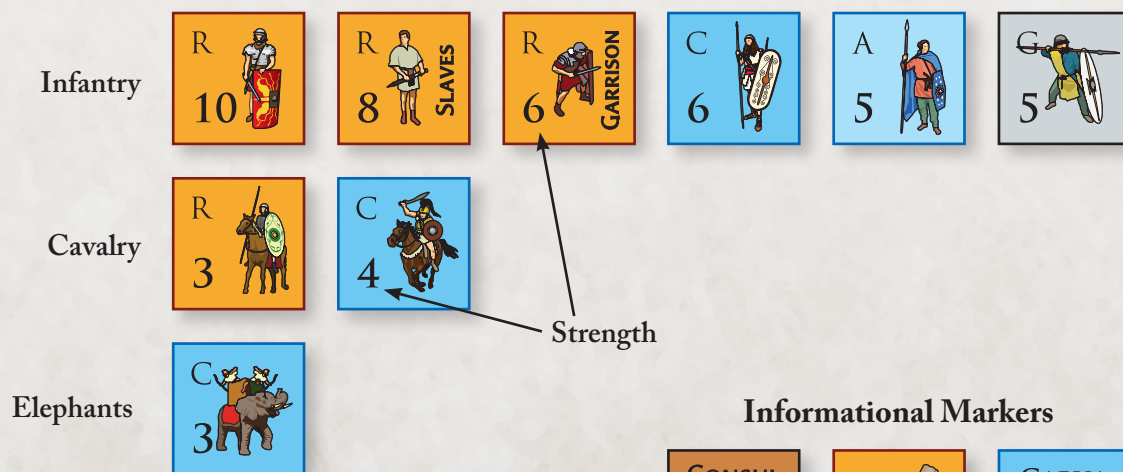
Control Markers

City Control

Province Control

ROMAN | CARTHAGE
ROMAN | CARTHAGE

Leader Counters

FLAMINIUS 6 - S

HANNIBAL * 2

GAUL 2 -

Served

Withdrawal

Combat Modifier

Combat Units

Infantry

R 10 | R 8 SLAVES | R 6 GARRISON | C 6 | A 5 | G 5

Cavalry

R 3 | C 4

Strength

Elephants

C 3

Informational Markers

CONSUL · S·P·Q·R ·

SERVED

CAPUA 20 GARSN.

1 | SIEGE 6 | SIEGE WORKS

HANNIBAL

Front

HANNIBAL ~ THE ITALIAN CAMPAIGN 218-206 B.C.

38