

»»THE PUNIC WARS««

Rome vs. Carthage, 264-146 B.C.

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[1.0] INTRODUCTION

Punic Wars is an historical simulation of the three great conflicts waged between 264 and 146 B.C. by Rome and Carthage for control of the Mediterranean world. The game is scaled on a strategic level; each scenario simulates an entire war of many years duration; each Game-Turn represents the military and political events of a full year; each Army Combat Strength Point represents about five thousand troops (the approximate strength of the Roman **legion** in this era); each Naval Combat Strength Point represents twenty warships and an unspecified number of naval transports. A total of three Scenarios, each constituting a separate game, are included.

[2.0] GENERAL COURSE OF PLAY

Punic Wars is basically a two-Player game, in which one of the Players controls the Roman forces, while his opponent controls the Carthaginian forces (as outlined by the particular Scenario being played). The game is played in sequenced Game-Turns. Each Game-Turn is composed of two Player-Turns. Each Player uses his Player-Turn to maneuver his forces and participate in combat for the purpose of reducing the Enemy's overall strength and/or gaining or securing various geographical objectives. During each Game-Turn, control of each of the geographical **regions** on the mapsheet is determined, and financial assessments and expenditures are made by each Player in preparation for the next Game-Turn. Combat **may** occur between opposing units occupying the **same** hex during either Player's Campaign Phase. Combat is resolved by comparing the total Combat

Strength Points of the attacking force to the total Combat Strength Points of the defending force. Unit types (Army, Fleet and Leader) play an important part in determining both the permissibility and the outcome of a given situation.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The 17" x 22" mapsheet depicting the western Mediterranean is the playing area on which the unit counters are maneuvered. A hexagonal grid is superimposed on the mapsheet to regularize the movement and positioning of the playing pieces and to delineate the various political boundaries and terrain features.

[3.2] THE PLAYING PIECES

The differently colored playing pieces (henceforth known as "markers" and "units") are used to record certain game functions and to represent the military forces of Rome and Carthage. The units are distinguished by the numbers and symbols printed on their faces.

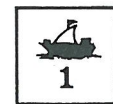
IMPORTANT: Units represent a collection of Strength Points of a certain type and nationality. Like money, they are completely interchangeable, so long as their type (Army or Navy), nationality (Rome or Carthage), and total value remains the same. A Roman Fleet unit worth five Strength Points may be exchanged for two Roman Fleets worth two Strength Points apiece and one worth one Strength Point. Both the original unit and the substitute group of units represent a Roman naval force worth five Strength Points and are equal in every way. Players may alter the composition of units on a given hex at any time as long as the Strength Point total of each type of national force remains constant.

[3.21] Sample Army Unit



Strength

[3.22] Sample Naval Unit



Strength

[3.23] Sample Leader Unit



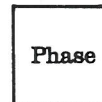
Identity Letter

Leadership Value

[3.24] Game Markers



Treasury
Marker



Phase
Marker



Defection
Marker

[3.25] Definition of Basic Terms

Combat Strength is the basic offensive and defensive power of a Fleet or Army unit quantified in Combat Strength Points.

Leadership Value represents a given Leader's ability as a troop commander in comparison with other Leaders in the game.

Movement Allowance is the maximum number of hexes which a unit may be moved in a single Campaign Phase. Non-Leader units have no Movement Allowance. All Leader units have a Movement Allowance of twenty Movement Points. The Movement Allowance is not printed on the Leader units.

[3.3] GAME CHARTS AND TABLES

The game makes use of various charts and tables as part of its play system, to organize data into an easily retrievable form. The use of these graphic aids is explained in the appropriate rules sections. Players should examine charts and tables on the mapsheet before reading further. The charts are: Turn Sequence Track, Terrain Key, Combat Results Table, Percentage Loss Table, Attrition Table, two Diplomacy Tables, and Treasury Point Track.

[3.4] GAME EQUIPMENT INVENTORY

A complete game of **Punic Wars** should include the following parts:

- One Game Map
 - One Rules Folder
 - One Set of Die-Cut Counters (100 pieces)
 - Folio [Folio Edition only]
 - One Set of Randomizer Chits [Folio Edition only]
- If any of these parts are missing or damaged, write to:

Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

Questions regarding the rules of the game will be answered if accompanied by a stamped, self-addressed envelope. Send questions to the above address and mark the envelope, "Rules Questions: **Punic Wars**."

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

Punic Wars is played in sequenced **Game-Turns**. Each Game-Turn consists of two Player-Turns. Each Player-Turn consists of five Phases. The Player whose Player-Turn is in progress is called the Phasing Player. All action must take place in sequence as outlined below. Any action taken out of sequence is a violation of the rules. All Game-Turns are identical and follow one another until the game is ended (exception: see 19.0). Note: There is no set Game Length for any Scenario.

[4.2] SEQUENCE OUTLINE

The Carthaginian Player-Turn occurs first in all Scenarios.

A. CARTHAGINIAN PLAYER-TURN

1. **Diplomacy Phase.** The Carthaginian Player rolls a die and consults the appropriate line on the Diplomacy Table for the particular Scenario being played. Diplomacy Table results are immediately effected as outlined in the Diplomacy Rules.
2. **Revenue Phase.** The Phasing Player determines which Regions he controls and adds the appropriate number of Treasury Points to his accumulated total recorded on the Treasury Track, as explained in the Treasury and Revenue Rules.
3. **Campaign Phase.** The Phasing Player moves his units and uses them to attack Enemy units. Leaders and the forces they command are moved according to the restrictions of the Movement Rules. Combat requires the expenditure of Movement Points and is executed during the Campaign Phase, according to the restrictions of the Combat Rules.

4. **Supply Phase.** The Phasing Player deducts one Treasury Point from the Treasury Track for each supplied Friendly Combat Strength Point deployed on the map. Unsupplied Combat Strength Points are subject to attrition, as outlined in the Supply Rules.

5. **Recruitment and Fleet Construction Phase.** The Phasing Player "raises" new Army Strength Points and constructs new Fleet Strength Points, according to the restrictions of the Recruitment Rules.

B. ROMAN PLAYER-TURN

1. **Election Phase.** The Roman Player determines which Roman Leaders must (or may) be removed from play, according to the restrictions of the Roman Election Rules. New Roman Leaders are then selected and deployed.

2. **Revenue Phase.**

3. **Campaign Phase**

4. **Supply Phase**

5. **Recruitment and Fleet Construction Phase.**

C. PHASE-MARKER PHASE

One of the Players returns the Phase Marker to the first position on the Turn Sequence Track, signalling the start of a new Game-Turn.

[5.0] MOVEMENT

COMMENTARY:

Movement and combat are executed by the Phasing Player during the same Phase (the Campaign Phase). Combat is a form of movement, in that it requires the expenditure of Movement Points. The combat rules, however, are covered separately in Case 9.0.

There are three basic types of units in the game: Army units, Fleet (naval) units and Leader units. There are several minor differences in the movement capabilities and movement restrictions that affect the different unit types. These will be cited in later rules. In general, all units are subject to the following Movement Rules. There is no set sequence in which a Player must move his varying unit types. He is not forced to move all of his Army units before moving any of his Fleets, etc. He must strictly obey the general and specific rules governing the movement of specific unit types.

There are no Movement Allowances printed on the unit counters. Combat units (Armies and Fleets) may only be moved by an accompanying Leader of the same nationality. In effect, a Leader may attach and transport the otherwise immobile combat units. While Leaders have the ability to move independently, combat units cannot. All Leaders have a Movement Allowance of twenty Movement Points.

GENERAL RULE:

During the Campaign Phase of his Player-Turn, the Phasing Player may move as many or as few of his Leaders (and any combat units they attach and transport) as he desires. Each Leader may be moved as many or as few hexes as the Player desires, so long as an individual Leader's Movement Allowance is not exceeded in a single Campaign Phase. Unused Movement Points may neither be accumulated from Phase to Phase nor transferred from unit to unit.

PROCEDURE:

Move each Leader individually, tracing the path of its movement through consecutive hexes across the hexagonal grid of the mapsheet. Leaders may be moved in any order; however, an individual

Leader's movement must be completed before another Leader's movement is begun. A Leader may be moved independently, or in company with Fleet and/or Army combat units. An aggregation of combat units, accompanied by a Leader, and moved together as one stack, is considered a "force." Forces must be moved one at a time. When a given force (or Leader alone) has completed its movement, the Phasing Player must announce this to his opponent. Thereafter, that force may not be moved again during the same Campaign Phase. During a Campaign Phase, a force of the Phasing Player may participate in combat and then resume moving up to the limit of the force Leader's Movement Allowance.

CASES:

[5.1] HOW TO MOVE UNITS

[5.11] During a Player's Campaign Phase, only that Player's units may be moved; all, some or none of his units may be moved. The non-Phasing Player is not permitted to move his units during a Campaign Phase (exception: see 9.16). Combat may occur during a Campaign Phase at the Phasing Player's option.

[5.12] Movement is calculated in terms of Movement Points. A Leader expends Movement Points from its Movement Allowance when moving across the map at the rate of one Movement Point for each hex it enters.

[5.13] A Leader may attach and/or detach any eligible combat units of the same nationality in any hex during his movement (including the hex the Leader occupies at the start of his movement). Combat units moved by a Leader are considered "under the command" of that Leader; a Leader and his attached combat units are referred to as a "force." There is no additional Movement Point cost for a Leader to attach, transport or detach combat units.

[5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[5.21] One Movement Point must be expended when a force enters a hex.

[5.22] A force may freely enter and/or move through hexes containing other Friendly units. A force does not expend any extra Movement Points to enter or leave Friendly occupied hexes.

[5.23] A force may enter an Enemy occupied hex at no additional Movement Point cost. A force may be subject to attrition when it leaves an Enemy occupied hex (see 5.4). A force is not required to cease movement upon entering an Enemy occupied hex. Opposing forces may occupy the same hex at the end of a Campaign Phase.

[5.24] A combat unit may only be attached to one Leader during the course of a single Campaign Phase. A given combat unit may not participate in combat "under the command" of different Leaders during a single Campaign Phase. Nor may a unit moved by one Leader participate in combat under the command of a different Leader during the same Campaign Phase.

[5.25] A force may never be moved off the mapsheet. A force may never occupy an all-Sea hex or a Mountain hex at the end of a Campaign Phase.

[5.3] TERRAIN EFFECTS ON MOVEMENT

[5.31] The Movement Point cost to enter a given hex is never modified, regardless of the terrain in the hex. A Leader always expends one Movement Point to enter a hex, regardless of the terrain in the hex, the type of units entering the hex, or the presence of Enemy units in the hex.

[5.32] Certain types of units are inhibited or prohibited from entering certain hexes or moving

through certain hexsides. A Fleet unit may neither enter an all-Land hex nor be moved through an all-Land hexside. An Army unit may never enter an all-Sea hex or be moved through an all-Sea hexside (exception: see 5.33).

[5.33] Army Strength Points may only enter an all-Sea hex when accompanied by an equivalent number of Fleet Strength Points, and all Army and Fleet Strength Points are being moved as a single force. A Force is always subject to attrition at the instant it enters an all-Sea hex (see 11.0).

[5.34] Army Strength Points, which are not accompanied by Fleet Strength Points (in a coastal hex) are subject to attrition at the instant they enter a Mountain hex.

[5.35] Any number of Fleet and Army Strength Points may be moved into and/or through Coastal hexes as a single force under the command of one Leader. There need not be an equal number of Fleet and Army Strength Points in a force which enters a Coastal hex. However, when such a force enters a Mountain Coastal hex, those Army Strength Points in excess of the number of Fleet Strength Points in that force are subject to attrition.

[5.36] A Leader may freely enter any hex without an accompanying combat unit. A Leader moving alone is never subject to attrition.

[5.37] Hexes 3314, 2408 and 0214 are special Ferry Hexes. Units in hex 3314 are considered in Sicily. Units in hex 2408 are considered in Corsica. Units in hex 0214 are considered in Gades. Certain hexsides adjacent to these hexes have been distinguished as Ferry hexsides on the mapsheet. Army units may **only** be moved through a Ferry hexside when the Ferry hex is occupied by at least one Friendly Fleet Strength Point and no Enemy Fleet Strength Points. An unlimited number of Army Strength Points may traverse a Ferry hexside as long as the above requirements are satisfied. Movement through a Ferry hexside **per se** is not subject to attrition.

[5.4] EFFECT OF ENEMY UNITS ON MOVEMENT

[5.41] The presence of face-down Enemy units in a hex never inhibits the movement of Friendly units leaving that hex. A force is never subject to attrition when leaving a hex occupied solely by face-down Enemy units.

[5.42] Friendly Strength Points of a single type (Army or Fleet) are never inhibited in movement nor subject to attrition as a result of entering, moving through or exiting a hex containing solely Enemy Strength Points of a different type.

[5.43] A force which consists solely of Fleet Strength Points is subject to attrition at the instant it leaves a hex occupied by any face-up Enemy Fleet Strength Points (exception: see 5.44). A force which consists solely of Army Strength Points is subject to attrition at the instant it leaves a hex occupied by any face-up Enemy Army Strength Points (exception: see 5.44 and 5.45).

[5.44] A force is never subject to attrition if the total Strength of the Phasing (moving) force is at least ten times as great as the total Strength of the non-Phasing force. For example, a Phasing force of ten Army Strength Points is not subject to attrition when leaving a hex occupied by one Enemy Army Strength Point.

[5.45] When a single force, which consists of both Fleet and Army Strength Points, leaves a Coastal hex occupied by any face-up Enemy Army Strength Points, only those Phasing Army Strength Points in excess of the number of Phasing Fleet Strength Points in that force are subject to

attrition. For example, when a force of five Army and three Fleet Strength Points (moving under the command of one Leader) leaves a hex occupied by two Enemy Army Strength Points, two of the Phasing Army Strength Points are subject to attrition. (See case 11.0 for details on the Attrition procedure.)

[6.0] ZONES OF CONTROL

GENERAL RULE:

Unlike many other SPI games, there are no Zones of Control in **Punic Wars**. Units may freely move through hexes adjacent to Enemy units, and may also enter Enemy-occupied hexes.

[7.0] STACKING

GENERAL RULE:

An unlimited number of Leader and combat units (both Roman and Carthaginian) may occupy a single hex at any time during the game.

CASES:

[7.1] EFFECT ON MOVEMENT

[7.11] There is no additional Movement Point cost to stack or unstack with Friendly or Enemy units. All units controlled by a single Player are considered "Friendly" to each other.

[7.12] A force may be subject to attrition when it leaves an Enemy occupied hex.

[7.2] EFFECT ON COMBAT

[7.21] All Friendly units of the same type, which are stacked in the same hex, and are in the same posture (either face-up or face-down) participate in combat as a group; their Combat Strengths are totalled and this combined strength is used to resolve the combat.

[7.22] Friendly units stacked in a single hex may attack only Enemy units stacked in the **same** hex.

[7.3] STACKING ORDER AND UNIT TYPES

[7.31] Units of different types may be stacked together in the same hex.

[7.32] Units are always stacked in a hex according to type. The stacking order from top to bottom is: (1) Leader units, (2) Army units, (3) Fleet units. The stacking order is reversed when units are face-down. When opposing units occupy the same hex, each Player maintains his own units in the proper stacking order. As a memory aid, it is recommended that the Player who controls a given Town or City always stack his units beneath all Enemy units stacked in the hex in which the Town or City is located.

[7.33] The order in which units are stacked has no effect on combat. The stacking order merely serves to regularize the positioning of each Player's forces.

[7.34] Friendly units of the same type which are stacked in a single hex must all be arranged in the same posture (either face-up or face-down).

[7.35] The Player may change the composition of his stacks (as explained in Case 3.2) at any time he desires. Combat units may be replaced with other combat units of the same type and nationality as long as the Strength Point total remains constant. If the need arises for combat unit denominations in excess of those provided with the game, the Players may "coin" additional units as long as the Strength Point **total** in play for each **type** and **nation** does not exceed the number of Strength Points possible with the units provided in the game.

[8.0] LEADERS

GENERAL RULE:

Leadership effects on Movement, Combat, Attrition and Recruitment are explained in the appropriate sections. Other Leadership effects are detailed in the following Cases.

CASES:

[8.1] IDENTITY OF LEADERS

[8.11] Each Leader unit has an Identity Letter printed on it. The Leader Counters represent different historical figures in each Scenario. In addition, a given Leader unit may represent a number of different individuals due to casualties and elections which occur during the course of a single Scenario. For these reasons, Leader's names are not printed on the units. A Leader's Identity Letter does **not** denote rank or priority. A Player may move his Leaders in any order he desires. The Identity Letter merely serves as an aid to help the Player remember whether or not a given Leader has previously completed its Movement.

[8.2] COMMAND

[8.21] A Leader may attach and transport combat units of the same nationality only. A unit may never be attached to a Leader of a different nationality.

[8.22] For combat purposes, only **one** Leader is considered the commander of all Friendly units which are participating in a given combat. If two or more Friendly Leaders occupy the same hex, the Owning Player may nominate the Leader of his choice as commander subject to the restrictions of Cases 5.24 and 9.11.

[8.3] ELIMINATION AND REPLACEMENT OF LEADERS

[8.31] A Leader is automatically eliminated at the instant it is in a hex containing an Enemy combat unit and no Friendly combat units (even if the Leader is in a face-down posture). A Leader can never be eliminated in any other manner. Eliminated Leaders are immediately removed from the map.

[8.32] An eliminated Carthaginian Leader is returned to play at the beginning of the first Carthaginian Campaign Phase following the Phase in which it was eliminated. An eliminated Roman Leader is replaced through Roman Election process during the first Roman Election Phase following the Phase in which it was eliminated. The restored Leader may be placed in any hex occupied by at least one Friendly Combat Strength Point.

[8.33] The replacement of an eliminated Leader does not require the expenditure of Movement Points.

[8.4] ROMAN ELECTIONS

The Roman Consuls (Leaders) were elected each year by the Roman Senate. The following rules simulate the Roman system for electing military commanders. During each Election Phase, the Roman Player must remove **two** Roman Leaders from the map. The Roman Player should place these Leader units adjacent to the mapsheet. He then adds all of the Roman Leader units provided in the counter mix (excluding any which remain on the map) to those he just removed from play (exception: see 19.0). After turning all of these Leader units **face-down** and thoroughly mixing them, he chooses two of the units and places them in any hex occupied by at least one Roman Combat Strength Point.

[8.41] The maximum number of Roman Leaders which may be in play is limited to the number of

Roman Leaders deployed at the start of the Scenario.

[8.42] The Roman Player may choose which two Leaders to remove if there are more than two Roman Leaders on the map during the Election Phase. The Leaders may be removed from anyplace on the map. Removing and replacing Leaders does not require the expenditure of Movement Points.

[8.43] The Roman Player may "elect" one Leader as replacement for each Roman Leader which was eliminated during the period since the last Election Phase.

[9.0] COMBAT

GENERAL RULE:

Unlike most other SPI games, there is no distinct Combat Phase in **Punic Wars**. Combat occurs between opposing forces which occupy the **same** hex, at any time during the Campaign Phase, at the Phasing Player's option. Combat resolution requires the expenditure of Movement Points which are deducted from the Movement Allowance of the Leader unit of the Phasing Player. The units of the Phasing Player are used to attack, and the units of the non-Phasing Player defend.

PROCEDURE:

Total the Combat Strength Points of all attacking units involved in a specific attack (against the same defending unit or group of defending units). Compare this total to the total Combat Strength of all the defending units which are the object of that specific attack. State the comparison as a ratio: Attacker's Strength to Defender's Strength. Round off the ratio in favor of the defender to conform to the simplified odds found on the Combat Results Table. The attacker then rolls the die. The die roll is modified for Leadership and Terrain Effects, and the modified die roll result is cross-referenced to find the Combat Result (given in terms of a **percentage loss** for each of the opposing forces), which is immediately applied to the forces involved before any further movement or combat is executed.

CASES:

[9.1] HOW COMBAT IS EXECUTED

[9.11] During the Campaign Phase, the Phasing Player's Leaders and forces are moved individually. All combat units placed under the command of a given Leader for movement purposes are considered under the command of that Leader for combat purposes as well. A combat unit may be under the command of only one Leader during a Campaign Phase.

[9.12] When a Leader enters an Enemy occupied hex, **both** Players may examine all Enemy forces contained in that hex.

[9.13] Combat is treated as a special type of movement. The Phasing Player may attack only those Enemy units which occupy the same hex as a Friendly Leader. Only Friendly units which occupy the same hex as an Enemy unit (or force) may participate in an attack against that Enemy unit (or force). To resolve an attack against a given Enemy force requires the expenditure of Movement Points, which are deducted from the Movement Allowance of the Leader in command of the attacking units. An attacking force must therefore contain a Leader. No Movement Points are expended by defending units, nor is a defending Leader's presence required in a hex under Enemy attack.

[9.14] The number of Movement Points which must be expended to resolve an attack against a given Enemy force varies according to the posture

of the defending force. **Five** Movement Points are expended for each attack resolved against a **face-up** Enemy force. **Ten** Movement Points are expended for each attack resolved against a **face-down** Enemy force. An attack may not be resolved if the Leader of a force does not possess sufficient remaining Movement Points to pay the full cost dictated by the posture of the defending Enemy force.

[9.15] Although a hex may be occupied by both Fleet and Army Strength Points belonging to either or both Players, an attacking force must consist solely of combat units of the same type. Such a force may only attack Enemy units of the same type. In other words, Army Strength Points may never attack Fleet Strength Points and vice-versa. When a hex is occupied by both Fleet and Army Strength Points belonging to both Players, the Phasing Player may attack both types of Enemy units. Each type, however, must be attacked separately at the appropriate Movement Point cost. A single Leader may command attacks against both types of Enemy units subject to the restrictions of Cases 5.24 and 9.11.

[9.16] Any time the Phasing Player attempts to attack a face-up force in a Town or City hex, the non-Phasing Player has the option of turning that force face-down (inverted) before the attack is resolved (see 10.3). If the non-Phasing Player does not invert the "threatened" force, the Phasing Player must immediately resolve at least one attack against that force. If the non-Phasing Player wishes to invert the "threatened" force, the entire force must be inverted (excluding units of a different type). If the non-Phasing Player's force is inverted, the Phasing Player is then not obligated to attack it, and no Movement Points are deducted from the Leader of the Phasing force. Once the non-Phasing Player inverts a force, he may not turn that force face-up until his own Campaign Phase (see 10.2). Turning a "threatened" force face-down is not considered movement, and does not require the expenditure of Movement Points or the presence of a Leader-unit.

[9.17] A Leader (and any attached combat units) is **not** required to cease movement after an attack is resolved under his command. A Leader (and attached units) may always continue to move and/or resolve attacks up to the limit of his Movement Allowance.

[9.18] The Phasing Player's option to attack Enemy units in a hex occupied by a Friendly Leader is completely voluntary (exception: see 9.16 10.28 and 10.29). If the Phasing Player refrains from attacking, opposing forces may freely coexist in the same hex throughout the Campaign Phase.

[9.19] A combat unit may participate in **more** than one attack per Campaign Phase. A combat unit may be attacked **more** than once per Campaign Phase. A given combat unit, however, may not participate in combat under the command of more than one Leader during a single Campaign Phase.

[9.2] DIE ROLL MODIFICATION

[9.21] A unit's Combat Strength is never affected nor altered for any reason.

[9.22] One (1) is subtracted from the Combat Resolution die roll when **face-down** Army Strength Points are attacked in a Town hex.

[9.23] Two (2) is subtracted from the Combat Resolution die roll when **face-down** Army Strength Points are attacked in a City hex (exception: see 9.24).

[9.24] Three (3) is subtracted from the Combat Resolution die roll when **face-down** Army Strength Points are attacked in either Rome (hex 2908), Syracuse (hex 3315), or Carthage (hex 2516).

[9.25] The modified die roll is found in the column heading corresponding to the Combat Odds. This is then cross-referenced to the columns showing losses for attacker and defender. **Note:** An adjusted die roll of less than minus 4 is impossible.

[9.26] Only combat and Leader units may participate in combat. A Leader unit has no Combat Strength **per se**. The commanding Leader of an attacking force participates in the attack by contributing his Leadership Value, which is **added** to the die roll used to resolve the attack. The commanding Leader of a defending force (if any) participates in the defense by contributing his Leadership Value, which is **subtracted** from the die roll used to resolve the combat. A maximum of **one** attacking Leader and **one** defending Leader may participate in a single combat in this manner (see 8.22).

[9.27] Modifications applied to a single Combat Resolution die roll are cumulative. For example, when three Army Strength Points, commanded by a Leader whose Leadership Value is two (+2) attack one face-down Army Strength Point in a Town hex (-1), commanded by a Leader whose Leadership Value is one (-1), the odds would be 3 to 1, with no net change in the die roll.

[9.3] EXPLANATION OF COMBAT RESULTS

[9.31] Combat Results are given in terms of percentage loss for both the attacking and defending forces involved in the combat. The actual Strength Point loss to a force is determined by cross-referencing the percentage loss with the total Combat Strength of the force on the Percentage Loss Table (9.5). For example, a 75% loss to a force of nine Strength Points is seven (7) Strength Points.

[9.32] No attack may be made at less than 1:2 odds. An attack made at greater than 9:1 odds is resolved as though the odds were 9:1. In all other instances, a Player must resolve his attacks at the actual computed odds.

[9.4] COMBAT RESULTS TABLE

(See the mapsheet.)

[9.5] PERCENTAGE LOSS TABLE

(See the mapsheet.)

[10.0] TOWNS AND CITIES

GENERAL RULE:

Certain hexes are distinguished by Town or City symbols printed on the mapsheet (see the Terrain Key). Units in a Town or City hex are considered to be either "inside" or "outside" the Town or City itself, depending on the posture of those units; i.e., whether those units are face-up or face-down. Face-up units are outside, and face-down (inverted) units are inside. Face-down units in a Town or City hex derive protection from the intrinsic fortifications that exist in that hex.

CASES:

[10.1] CONTROL OF TOWNS AND CITIES

[10.11] A Town or City is always considered controlled by the Player whose **Army** Strength Points were the last to solely occupy the hex in which the Town or City is located. Fleet Strength Points may **not** be considered to control a Town or City.

[10.12] A Town or City in a hex never previously occupied by Army Strength Points is controlled by the Player who last controlled the Region in which the Town or City is located.

[10.2] HOW TOWNS AND CITIES AFFECT MOVEMENT

[10.21] A unit may only be turned face-down in a Town or City hex. This signifies that the unit is **inside** the Town or City itself.

[10.22] Only the Player who **controls** a given Town or City may turn units face-down in the hex in which that Town or City is located.

[10.23] The controlling Player may only turn a given unit or force face-down when that unit or force is "threatened" by the Enemy Player (see 9.16). A Player may never turn a unit face-down during his own Campaign Phase (exception: see 10.26).

[10.24] All types of units may be inverted in a Town or City hex. There is no limit to the number of units or Combat Strength Points which may be inverted in a given Town or City hex.

[10.25] A face-down unit may only be turned face-up during a Friendly Campaign Phase (exception: see 10.26 and 10.29).

[10.26] The controlling Player may freely reposition a Leader unit either face-up or face-down in a Town or City hex at anytime he desires.

[10.27] Turning a unit face-up or face-down in a Town or City hex is not considered movement and does not require the expenditure of Movement Points or the presence of a Friendly Leader unit.

[10.28] Units inside a **non-besieged** Town or City may leave that hex during any Friendly Campaign Phase (subject to the restrictions of Case 5.4). Units inside a **besieged** Town or City (see 10.4) may only leave that hex during a Friendly Campaign Phase in which the besieging Enemy force is attacked at least once. If the besieging force is composed of both Fleet and Army Strength Points, either type may be attacked to fulfill this requirement.

[10.29] At the instant a force enters a hex occupied by besieged **Friendly** units, all of the besieged units must be turned face-up and the Phasing Player must immediately attack the besieging force at least once. A force may not enter a hex occupied by besieged Friendly units unless the arrival of that force will enable the Phasing Player to attack the besieging force by raising the odds to at least 1 to 2.

[10.3] HOW TOWNS AND CITIES AFFECT COMBAT

[10.31] Units **inside** a Town or City (face-down) cannot attack Enemy units. Only face-up units may attack.

[10.32] Units in a Town or City hex may be inverted at the instant they are "threatened" by an Enemy attack (see 9.16).

[10.33] A Leader must expend **ten** Movement Points to resolve an attack against face-down Enemy units (exception: see 10.35). A Leader expends **five** Movement Points to resolve an attack against face-up units.

[10.34] The die roll used to resolve an attack against face-down Enemy units is modified as explained in case 9.2.

[10.35] Fleet Strength Points **inside** an Enemy controlled Town or City are automatically eliminated. In other words, face-down Fleet Strength Points are eliminated when there is at least one Enemy Army Strength Point and no Friendly Army Strength Points in the **hex** they occupy.

[10.4] HOW TOWNS AND CITIES ARE BESIEGED

[10.41] Only combat units **inside** a Town or City may be besieged.

[10.42] Strength Points **inside** a Town or City are considered besieged when all of the following conditions are obtained:

1. There are no Friendly Strength Points outside of that Town or City in the same hex.

2. The hex is occupied by an number of Enemy Army Strength Points which is at least equal to the number of Friendly Army Strength Points inside the Town or City.

3. The hex is occupied by a number of Enemy Fleet Strength Points which is at least equal to the number of Friendly Fleet Strength Points inside the Town or City.

NOTE: If any of these conditions are unsatisfied, the units inside the Town or City are **not** considered besieged.

[11.0] ATTRITION

GENERAL RULE:

During a Friendly Campaign Phase, a force may be subject to attrition when it enters an all-Sea hex or a Mountain hex, or when it leaves an Enemy occupied hex. During the Friendly Supply Phase, each unsupplied Friendly force is subject to attrition. During the Diplomacy Phase, all forces in a revolting Region are subject to attrition.

PROCEDURE:

At the instant a given force becomes subject to attrition, the Owning Player rolls the die. The Leadership Value of the Leader in command of the subject force is **added** to the die roll. The adjusted die roll is then compared to the Attrition Table. The indicated result (given as a percentage loss) is immediately applied to the force involved (see 9.3). The basic Attrition Procedure is modified in several of the following Cases, according to the circumstances under which a given force becomes subject to attrition.

CASES:

[11.1] CAMPAIGN PHASE ATTRITION

[11.11] When a force composed of both Fleet and Army Strength Points suffers attrition in an all-Sea hex, the percentage loss is calculated solely upon the number of **Fleet** Strength Points in that force. The required loss is satisfied by eliminating the proper number of **Fleet** Strength Points. After this loss has been removed, those Army Strength Points in **excess** of the number of remaining Fleet Strength Points in the subject force are automatically eliminated.

[11.12] When a force composed of both Fleet and Army Strength Points suffers attrition in entering a coastal Mountain hex, the percentage loss is calculated solely upon the number of **Army** Strength Points in **excess** of the number of Fleet Strength Points in that force. The required loss is satisfied by eliminating the proper number of **Army** Strength Points.

[11.13] When a force suffers attrition in leaving an Enemy occupied hex, the percentage loss is calculated solely upon the number of **Enemy** Strength Points which occupy the hex the moving force is leaving. The required loss is satisfied by eliminating the proper number of Friendly Strength Points. Only **Enemy** Strength Points of the **same type** as the exiting force are taken into account in the percentage loss calculation. If a force composed of both Fleet and Army Strength Points is leaving a hex occupied by Enemy Fleet and Army Strength Points, the percentage loss is calculated upon the **total** number of Enemy Strength Points in the hex. In such a case, the required loss may be satisfied by eliminating the proper number of **Friendly** Strength Points in any combination the Phasing Player chooses. Because attrition is based on Enemy Strength, losses called for which exceed the total Combat Strength of a force, are ignored.

[11.14] For attrition purposes, **face-down** Enemy units are never taken into account in the

percentage loss calculation during a Friendly Campaign Phase.

[11.15] The forces of the **non-Phasing** Player never suffer attrition during a Campaign Phase.

[11.16] The Leadership Value of an Enemy Leader (which occupies a hex a Friendly force attempts to leave) is **subtracted** from the die roll used in conjunction with the Attrition Table [this is not done if the Phasing force is not subject to attrition when leaving the hex].

[11.2] SUPPLY PHASE ATTRITION

[11.21] During each Friendly Supply Phase, each unsupplied Friendly force is subject to attrition. The Phasing Player rolls the die once for each hex occupied by unsupplied Friendly units. The percentage loss for each unsupplied force is calculated upon the **total** number of Friendly Strength Points in the hex. The required loss (from a given hex) may be satisfied by eliminating the proper number of Strength Points (from that hex) in any combination the Phasing Player chooses.

[11.22] The Leadership Value of a Leader in command of an unsupplied force is **added** to the die roll used in conjunction with the Attrition Table.

[11.3] DIPLOMACY PHASE ATTRITION

[11.31] During the Diplomacy Phase **all** forces in a **revolting** Region are subject to attrition. The **Owning** Player rolls the die once for each hex occupied by Friendly units in a Region in revolt. The percentage loss for each force is calculated upon the **total** number of Friendly Strength Points in the hex. The required loss (from a given hex) may be satisfied by eliminating the proper number of Friendly Strength Points (from that hex) in any combination the Owning Player chooses.

[11.32] The Leadership Value of a Leader in command of a subject force (in the same hex) is **added** to the die roll used in conjunction with the Attrition Table.

[11.4] ATTRITION TABLE (See the mapsheet.)

[12.0] SUPPLY

GENERAL RULE:

During the Friendly Supply Phase, the Phasing Player must expend one Treasury Point for each Friendly Combat Strength Point which can be supplied.

CASES:

[12.1] WHICH UNITS CAN BE SUPPLIED

Non-besieged Combat Strength Points which occupy any hex in a Friendly controlled Region can be supplied. Besieged Strength Points and Strength Points which occupy a hex in a Region which is not under Friendly control cannot be supplied.

[12.2] EFFECTS ON UNSUPPLIED UNITS

A unit (or force) which cannot be supplied is subject to attrition during the Friendly Supply Phase. No Treasury Points are expended for Combat Strength Points which cannot be supplied. Only combat units are affected by supply. Supply has no effect on either movement or combat.

[12.3] ATTRITION

[12.31] If the number of Friendly Combat Strength Points which can be supplied exceeds the total number of Treasury Points available, the number of Strength Points in excess of the number of Treasury Points is totalled. The Phasing Player

then rolls the die and compares the (unadjusted) result to the Attrition Table.

[12.32] The percentage loss is calculated upon the total number of Strength Points in excess of the number of Treasury Points available. The required loss may be satisfied by eliminating the proper number of Friendly Strength Points in any combination and from any hexes the Phasing Player chooses.

[12.33] The Phasing Player may **not** elect to leave Strength Points unsupplied in order to preserve his Treasury.

[13.0] RECRUITMENT AND FLEET CONSTRUCTION

GENERAL RULE:

There are no scheduled reinforcements in the Scenarios. Instead, the Phasing Player may augment his forces by recruiting additional Army Strength Points and constructing additional Fleet Strength Points during the Recruitment and Fleet Construction Phase of his Player-Turn. The number of Friendly Strength Points which can be "raised" in this Phase depends upon the number of Treasury Points in the Phasing Player's Treasury, and the **Control Status** of each Region in which the new Strength Points are to be recruited.

CASES:

[13.1] RECRUITMENT AND FLEET CONSTRUCTION COST

[13.11] The Phasing Player must expend two (2) Treasury Points for each Combat Strength Point he "raises" during the Recruitment and Fleet Construction Phase of his Player-Turn.

[13.12] A Fleet or Army unit may be "raised" in any Strength Point Denomination so long as **two** Treasury Points are expended for each newly raised Strength Point. A Strength Point may never be raised at a cost of less than **two** Treasury Points (no deficit spending is permitted).

[13.2] REGIONAL CONTROL STATUS

[13.21] For recruitment purposes, the Control Status of a Region is determined at the **beginning** of each Recruitment and Fleet Construction Phase.

[13.22] The Region Value of a **Friendly** controlled Region dictates the maximum number of **Treasury Points** which may be **expended** to raise Combat Strength Points in that Region during any single Friendly Recruitment Phase. For example, two Strength Points (which cost four Treasury Points) may be raised in a Friendly controlled Region which has a Region Value of "4" during the Friendly Recruitment Phase.

[13.23] The maximum number of Treasury Points which may be expended (by the Phasing Player) to raise Combat Strength Points in a Region which is **not** under Friendly control is **one-half** of the Region Value of that Region.

[13.24] Regardless of Control Status, the Carthaginian Player may **never** raise Strength Points in the following Regions: Latium, Syracuse, Illyria.

[13.25] Regardless of Control Status, the Roman Player may **never** raise Strength Points in the following Regions: Zeugitana, Syracuse, Illyria.

[13.26] Regardless of the Control Status of a given Region, neither Player may raise Strength Points **inside** a **besieged** Town or City.

[13.27] Friendly Strength Points may **not** be raised in a hex unless that hex is occupied by a Friendly Leader, or the hex is in a Pro-Friendly Region (see 14.0).

[13.28] Friendly Strength Points may never be raised in an **Enemy** controlled Region.

[13.3] PLACEMENT OF NEWLY RAISED UNITS

[13.31] Strength Points may only be placed on the map (raised) during a Friendly Recruitment Phase.

[13.32] Fleet Strength Points may only be raised in a coastal Town or City hex.

[13.33] Army Strength Points may only be raised in a Town or City hex.

[13.34] Friendly Strength Points may be raised in an Enemy occupied hex (exception: see 13.26). Friendly Strength Points may not be raised in a hex which is solely occupied by Enemy units.

[14.0] CONTROL OF REGIONS

GENERAL RULE:

The land areas on the mapsheet are divided into thirty Regions. The name (and numerical value) of each Region is printed inside each Region. The numerical value of a Region is called the "Region Value." The objective of each Player is to control as many Regions as possible. Control of Regions affects Revenue, Supply, Recruitment, Diplomacy and the Scenario Victory Conditions.

CASES:

[14.1] HOW A REGION IS CONTROLLED

[14.11] At the beginning of any Scenario, all Regions are divided into three categories: Pro-Roman Regions, Pro-Carthage Regions and Neutral Regions. At any time after the initial set-up, the Control Status of any Region is determined (as explained in the following Cases).

[14.12] A Pro-Friendly Region is **always** considered under Friendly control unless the Region has defected to the Enemy Player (see 16.3) or is presently controlled by the Enemy Player (see 14.13, 14.14 and 14.15).

[14.13] Regardless of its original (or previous) Control Status, a given Region is controlled by the Player when:

1. There are no **non-besieged** Enemy **Army** Strength Points in the Region.
2. The Region is occupied by a number of Friendly **Army** Strength Points equal to or greater than one-half the Region Value of that Region.

Example: If there are **two** Carthaginian Army Strength Points, and **no** Roman Army Strength Points in Latium, the Carthaginian Player controls Latium. If **two** Roman Army Strength Points are besieged in Rome by two Carthaginian Army Strength Points, Latium is also considered under Carthaginian control.

[14.14] Fleet Strength Points and **besieged** Army Strength Points cannot affect the control of a Region.

[14.15] Regardless of its original (or previous) Control Status, if a Region is occupied by Army Strength Points of both Players, the Region is controlled by a Player when:

1. The Region is occupied by a number of non-besieged Friendly Army Strength Points equal to or greater than one-half the Region Value of that Region.

2. The number of non-besieged Friendly Army Strength Points in the Region is equal to or greater than twice the number of non-besieged Enemy Army Strength Points in the Region.

Example: If Hispania is occupied by **ten** non-besieged Roman Army Strength Points and

five non-besieged Carthaginian Army Strength Points, the Roman Player controls Hispania.

[14.16] A Region is considered **non-controlled** (neutral) if neither Player controls it.

[15.0] REVENUE AND TREASURY POINTS

GENERAL RULE:

During the Revenue Phase, the Phasing Player receives a number of Treasury Points equal to the **total** Region Value of each Region under his control. The Phasing Player receives **no** Treasury Points for neutral or Enemy controlled Regions. Treasury Points are accumulated on the Treasury Point Record Track. Treasury Points may be expended during the Friendly Recruitment Phase and the Diplomacy Phase. Treasury Points **must** be expended during the Friendly Supply Phase. At the instant a Treasury Point is expended, it is subtracted from the accumulated total on the Treasury Point Record Track. Treasury Points **may** be accumulated from one Game-Turn to another.

CASES:

[15.1] HOW TO USE THE TREASURY TRACK

[15.11] The Treasury Point Record Track is used to keep track of the accumulation and expenditure of each Player's Treasury Points. The Track is divided into two columns. Each box in the "tens" column is used to record the accumulation of **ten** Treasury Points. Each box in the "ones" column is used to record the accumulation of **one** Treasury Point. At the beginning of the game, each Player places one marker in each column of the track in the box labelled "0". During the game, as Treasury Points are accumulated or expended, each Player repositions the markers on the Track to reflect the current total in his Treasury. For example, if at the start of the Roman Revenue Phase, the Roman Player has a total of 42 Treasury Points, the marker in the "tens" column of the Treasury Point Track would be in the box labelled "4," and the marker in the "ones" column would occupy the box labelled "2."

[15.12] Treasury Points **may** be accumulated above the 99 Point maximum which can be recorded on the Treasury Track. The Player simply makes a note that 100+ Points are in his Treasury, and indicates any above 100 on the Track.

[15.2] TREASURY TRACK

(See the mapsheet.)

[16.0] DIPLOMACY

GENERAL RULE:

During the Diplomacy Phase of each Game-Turn, the Carthaginian Player rolls a die. After modifying the die roll (see 16.1 and 16.2), the Carthaginian Player compares the adjusted roll to the proper Diplomacy Table keyed to the particular Scenario being played. The indicated result is immediately effected according to the explanations given in Case 16.3.

[16.1] FINANCING DIPLOMACY

[16.11] At the beginning of each Diplomacy Phase, **each** Player should check the total number of Treasury Points he has available on the Treasury Track. After this has been done, each Player should secretly write on a piece of scratch paper the number of Treasury Points he wishes to expend to influence diplomatic events. As soon as both Players have done this, they should expose the

figure and immediately subtract that number from the Treasury Track.

[16.12] If the Roman Player expends the most Treasury Points, one (1) is **subtracted** from the Diplomacy Table die roll during the current Diplomacy Phase. If the Carthaginian Player expends the most Points, one (1) is **added** to the Diplomacy Table die roll. Naturally, if both Players expend an equal number of Treasury Points, there is no effect on the die roll.

[16.13] There is no minimum or maximum number of Treasury Points a Player must expend to influence Diplomacy. It is perfectly permissible to refrain from spending any Treasury Points for this purpose. Regardless of which Player gains the diplomatic advantage, Treasury Points expended to influence the Diplomacy Table outcome are permanently deducted.

[16.2] HOW LOSSES AFFECT DIPLOMACY

[16.21] During each Game-Turn, as combat units are eliminated (either by combat or attrition), the Players must keep track of the total number of Roman and Carthaginian Combat Strength Points eliminated each Game-Turn on a piece of paper. At the end of each Diplomacy Phase, the previous totals are discarded and a new count is begun.

[16.22] During the Diplomacy Phase, the total number of destroyed Carthaginian Strength Points is **subtracted** from the total number of destroyed Roman Strength Points. The net result is **added** to the Diplomacy Table die roll made during that Phase.

Example: If the total number of destroyed Carthaginian Strength Points is six and the total number of destroyed Roman Strength Points is four, the net result obtained by subtracting the Carthaginian losses from the Roman losses is minus two (-2). This result is added to the Diplomacy Table die roll; if a roll of "1" is made, the adjusted die roll would be "-1." If, during the same Diplomacy Phase, the Carthaginian Player had expended more Treasury Points, the final adjusted die roll would be zero.

[16.3] EXPLANATION OF DIPLOMACY TABLE RESULTS

[16.31] There are actually two different Diplomacy Tables. Diplomacy Table One is used when Scenario One is being played. Diplomacy Table Two is used when Scenario Two is being played. Between the two Diplomacy Tables there are a total of five possible results: No Effect, Revolt, War, Alliance and Defection. Each of these results is fully explained in the following Cases.

[16.32] **No Effect** : There is no change in the political situation.

[16.33] **Revolt**: The action to be taken when a Revolt result is indicated is fully explained in Case 11.31. Note that **all** forces in a Revolting Region are immediately subject to attrition.

[16.34] **Rome-Illyrian War**: This result may only occur when playing Scenario Two. After this result occurs, Illyria is considered a Pro-Carthage Region for the remainder of the game. Once this result occurs, Illyria is **always** considered under Carthaginian control, unless it is placed under Roman control according to the restrictions of Cases 14.13, 14.14 and 14.15. Neither Player's units may enter any hex in Illyria until this result occurs. This result may only occur once per game. A Rome-Illyrian War result is ignored if it has already occurred during a previous Diplomacy Phase (treat it then as a "No Effect" result).

[16.35] **Alliance**: This result may only occur when playing Scenario One. At the beginning of Scenario One, Syracuse is a Neutral Region. During the game, Syracuse may only form one

alliance, either with Rome or Carthage. [This alliance can occur as a Diplomacy Table result or due to an invasion of Syracuse by either Player while Syracuse is still Neutral (see 17.0).] If a Syracuse-Rome Alliance is formed, Syracuse becomes a Pro-Roman Region (it is always considered under Roman control unless it defects to Carthage or is presently controlled by the Carthaginian Player). If a Syracuse-Carthage Alliance is formed, Syracuse becomes a Pro-Carthage Region (it is always considered under Carthaginian control unless it defects to Rome or is presently controlled by the Roman Player, according to the restrictions of Cases 14.13, 14.14 and 14.15). Once Syracuse forms an alliance with either Rome or Carthage, it may only realign if the appropriate **Defection** result occurs during a subsequent Diplomacy Phase. Once Syracuse forms an alliance, "Alliance" results are treated as "No Effect" results.

[16.36] **Defection**: In Scenario One, Syracuse is the only Region subject to a Defection result. In Scenario Two, several Regions are subject to "Defection" results.

1. In Scenario One, Syracuse is only subject to a Defection result if it **previously** formed an alliance with either Rome or Carthage. If Syracuse is a Pro-Carthage Region, the **first** time a Diplomacy result of "-1" or less occurs, Syracuse immediately becomes a Pro-Roman Region **for the remainder of the game**. If Syracuse is a Pro-Roman Region, the **first** time a Diplomacy Table result of "8" or greater occurs, Syracuse immediately becomes a Pro-Carthage Region **for the remainder of the game**. Note that Syracuse is not subject to Defection results unless already in alliance with either Rome or Carthage, and may defect no more than once per game. Once Syracuse defects, "Defection" Diplomacy results are treated as "No Effect" results.

2. At the beginning of Scenario Two, Syracuse is a Pro-Roman Region. During Scenario Two, the **first** time the Syracuse Defection Diplomacy Table result occurs, Syracuse immediately becomes a Pro-Carthage Region. Once Syracuse defects to Carthage in Scenario Two, a later "Syracusa Defection" Diplomacy Table result is treated as a "No Effect" result.

3. In Scenario Two, Massaesylii and Massylii are Pro-Carthage Regions at the start of the game. If a Defection result pertaining to either of these Regions occurs at a time when a Roman Leader is present in the "defecting" Region, that Region immediately becomes a Pro-Roman Region. Each of these Regions may only defect once; if a "Defection" result occurs after the Region has defected, or if there is no Roman Leader present in the Region, it is treated as a "No Effect" result.

4. The following Regions compose South Italy: Campania, Lucania, Bruttium and Apulia-Calabria. All of these are Pro-Roman Regions at the beginning of Scenario Two. If the South Italy Defection result occurs at a time when a Carthaginian Leader is present in any of these Regions, **all four of these Regions immediately become Pro-Carthage Regions**. A South Italy Defection may only occur once per game; if this result occurs after South Italy has defected once, or if there is no Carthaginian Leader present in any of the Regions, it is treated as a "No Effect" result (even if part or all of South Italy has been reconquered by Rome).

[16.4] HOW TO USE

THE DEFECTION MARKERS

[16.41] At the instant a Region defects, a Defection Marker should be placed in any unoccupied hex in that Region, to remind the Players of the status of that Region.

[16.42] There is only one circumstance in which a Defection Marker can be removed. If a defected

Region was a **Pro-Roman** Region at the beginning of the Scenario, the Defection Marker is removed from that Region at the beginning of the first Roman Revenue Phase in which the Roman Player recontrols that Region by fulfilling the requirements of Case 14.13 or 14.15. Similarly, if a defected Region was a **Pro-Carthaginian** Region at the beginning of the Scenario, the Defection Marker in that Region should be removed at the beginning of the first Carthaginian Revenue Phase in which the Carthaginian Player recontrols that Region.

[16.43] If a defected Region was a Pro-Roman Region at the start of the Scenario, it reverts back to a Pro-Roman Region at the instant the Defection Marker is removed. If a defected Region was a Pro-Carthage Region at the start of the Scenario, it reverts back to a Pro-Carthage Region at the instant the Defection Marker is removed.

[16.44] A Defection Marker may **never** be removed from a Region if that Region was a Neutral Region at the start of the Scenario.

[16.5] DIPLOMACY TABLE

(See the mapsheet.)

[17.0] SYRACUSA

COMMENT:

Syracusa, an independent Greek city-state located in the eastern part of Sicily, played a crucial role in the long struggle between Rome and Carthage. Initially neutral, Syracuse was briefly allied with Carthage early in the First Punic War. Almost immediately, however, Syracuse switched her alliance to Rome and thereafter remained a Roman ally until the middle of the Second Punic War. In 215 B.C., Syracuse then defected to Carthage. The Romans responded by dispatching a consular army which besieged and finally captured the Greek city in 211 B.C. In addition to the Diplomacy Rules, the following rules are incorporated to accurately simulate Syracuse's role.

GENERAL RULE:

At the beginning of each Scenario, the Syracusan units (two Army Strength Points and two Fleet Strength Points) are deployed (face-up) in Syracuse (hex 3315). These units may never be moved out of hex 3315. The control of these units is determined by the Syracusan political policy at any point in the game. Syracuse may either be a Neutral Region or a Pro-Roman Region at the start of any Scenario. The special Scenario rules indicate Syracuse's initial policy. This policy may be changed by Diplomacy or by either a Roman or Carthaginian invasion of Syracuse.

CASES:

[17.1] INVASION OF SYRACUSA

[17.11] If Syracuse is a Neutral Region, it immediately becomes a Pro-Carthage Region at the instant a Roman combat unit enters any hex in the Syracuse Region. Similarly, if Syracuse is Neutral, it immediately becomes a Pro-Roman Region at the instant a Carthaginian combat unit enters any hex in Syracuse.

[17.12] If Syracuse forms an alliance as a result of an invasion, the alliance remains in effect **for the remainder of the game**. All Diplomacy Table results concerning Syracuse are then treated as "No Effect" results for the remainder of the game.

[17.13] Units which belong to a Player who is Syracuse's ally are considered "Friendly" to the Syracusan units. There is no effect on Syracusan policy when such "Friendly" units enter the Syracuse Region.

[17.2] EFFECT OF SYRACUSAN POLICY ON THE SYRACUSAN UNITS

[17.21] Whenever Syracuse is a Pro-Roman Region, the Syracusan units are considered Roman units for all purposes, but may never be moved out of hex 3315. Similarly, whenever Syracuse is a Pro-Carthage Region, the Syracusan units are considered Carthaginian units.

[17.22] When Syracuse is a Neutral Region, all the Syracusan units are automatically considered in supply (no Treasury Points are expended for these units and they are not subject to attrition while Syracuse is Neutral). When Syracuse is an ally to either Player, that Player **must** expend Treasury Points to supply the Syracusan units.

[17.3] SPECIAL SYRACUSA DEFECTION RULES

[17.31] Syracuse may **never** defect if there are no Syracusan Army Strength Points remaining on the map. If there are no Syracusan Army Strength Points, a Syracusan Defection Diplomacy result is treated as a "No Effect" result.

[17.32] All non-Syracusan units inside the city of Syracuse are immediately turned face-up (outside the city) in the same hex at the instant Syracuse defects.

[17.4] RECRUITMENT

[17.41] Regardless of the Control Status, neither Player may recruit in Syracuse.

[17.42] Syracusan units may **never** be replaced by recruitment.

[18.0] VICTORY CONDITIONS

GENERAL RULE:

The same procedure is used to determine the winner, regardless of which Scenario is played. At the end of the game, each Player receives a number of Victory Points equal to the total Region Value for **each** Region he controls. No Victory Points are awarded for Neutral (non-controlled) Regions. After each Player has determined his Victory Point total, the Player with the larger Player-total compares his total to the Level of Victory Table for the particular Scenario being played to determine the level of victory he achieved.

CASES:

[18.1] HOW THE GAME IS ENDED

There is no limit to the number of Game-Turns in any of the **Punic Wars** Scenarios. Regardless of which Scenario is being played, a game may be ended by either of the following methods, only:

1. The game may be ended at any time by mutual agreement of **both** Players.
2. The game ends immediately when either Player achieves an **Automatic Victory** (see 18.2).

[18.2] AUTOMATIC DECISIVE VICTORY

[18.21] The Phasing Player wins an Automatic Decisive Victory during his Revenue Phase, if the total Region Value of all the Regions he controls equals or exceeds the Automatic Victory Level on the Level of Victory Table for the particular Scenario being played.

[18.22] The Carthaginian Player wins an Automatic Decisive Victory at the instant a Carthaginian Army Strength Point is placed **inside** the city of Rome (in hex 2908).

[18.23] The Roman Player wins an Automatic Decisive Victory at the instant a Roman Army Strength Point is placed **inside** the city of Carthage (in hex 2516).

[19.0] THE SCENARIOS

GENERAL RULE:

There are actually three different versions of **Punic Wars**. Each of these versions is called a Scenario.

Each Scenario simulates one of the three conflicts which together are known as the Punic Wars. Each of these Scenarios is a separate and complete game. All Scenarios use the standard game rules and components. However, there is **no** Diplomacy Phase or Election Phase during the First Game-Turn of any Scenario. These Phases are skipped in the First Game-Turn.

PROCEDURE:

After selecting a particular Scenario by mutual agreement, the Players simultaneously deploy their forces according to the Initial Deployment information given for that Scenario. The abbreviations used to convey this information are translated as follows: "ASP" = Army Strength Points, "FSP" = Fleet Strength Points, "L1," "L2," "L3" = a Leader having a Leadership Value equivalent to that shown. "In Latium" means the indicated units are initially deployed in any hex in the Latium Region. "In 2915" means the indicated units are initially deployed in hex 2915. Units must be deployed in a face-up posture, unless stated otherwise in the Initial Deployment instructions.

CASES:

[19.1] SCENARIO ONE

The First Punic War (264-241 BC)

[19.11] CARTHAGINIAN INITIAL DEPLOYMENT

2 ASP, 2 FSP, L2 in Zeugitana; 2 ASP, 2 FSP, L2 in 2915; 1 ASP, 1 FSP in 3015; 1 ASP, 1 FSP in 3013; 1 ASP in Sardinia; 1 ASP in Corsica.

[19.12] ROMAN INITIAL DEPLOYMENT

4 ASP, 2 FSP, L1 in 3314; 4 ASP, L1 in Latium.

[19.13] SYRACUSAN INITIAL DEPLOYMENT

2 ASP, 2 FSP in 3315.

[19.14] SPECIAL RULES

1. Syracuse is a **Neutral** Region at the start of the Scenario.
2. Both the Carthaginian and the Roman Leader units possessing a Leadership Value of "3" are **not** used in this Scenario.
3. Whenever a **Roman** force enters an all-Sea hex, two (2) is **subtracted** from the attrition die roll.
4. At the beginning of each Roman Recruitment Phase, the **Roman** Player rolls the die. No Roman Fleet units may be constructed **until** a "1" or "2" is rolled. Once a "1" or "2" is rolled, the Roman Player may construct Fleet units normally. However, if a Roman force suffers a 75% Attrition while entering an all-Sea hex, the procedure is repeated (i.e., no Roman Fleet units may be constructed until a "1" or "2" is rolled again).
5. All units are prohibited from entering any of the following Regions: Hispania, Saguntum, Tarraconensis, Narbonensis, Massilia, Gallia, Liguria, Gallia Cisalpina, Venetia and Illyria. Obviously, recruitment is prohibited in these Regions and no Victory Points are awarded for these Regions.

[19.15] LEVELS OF VICTORY

Number of Victory Points in Larger Player-Total	Level of Victory Achieved by Player with the Larger Total
31 or less	Draw
32 to 35	Marginal Victory
36 to 39	Substantive Victory
40 or more	Decisive (Automatic) Victory

[19.2] SCENARIO TWO:

The Second Punic War (218-201 BC)

[19.21] CARTHAGINIAN INITIAL DEPLOYMENT

10 ASP, L3 (Hannibal) in Tarraconensis; 4 ASP, 3 FSP, L2 in Zeugitana; 3 FSP, L2 in Nova

Carthago; 4 ASP, L2 in Hispania; 1 ASP in Saguntum; 1 ASP in Baleares Insulae.

[19.22] ROMAN INITIAL DEPLOYMENT

4 ASP, 4 FSP, L1 in Massilia; 4 ASP, 8 FSP, L1 in Sicilia; 4 ASP, L1 in Gallia Cisalpina; 2 ASP, L1 in Latium; 1 ASP in Sardinia; 1 ASP in Corsica.

[19.23] SYRACUSAN INITIAL DEPLOYMENT

2 ASP, 2 FSP in 3315.

[19.24] SPECIAL RULES

1. Syracuse is a **Pro-Roman** Region at the start of the Scenario.
2. If the **Carthaginian** Leader unit possessing a Leadership Value of "3" is eliminated, it is replaced with a Carthaginian Leader with a Leadership Value of "2" (see 8.3).
3. All of the **Roman** Leaders provided in the counter mix are used in this Scenario for Roman Election purposes. If the Roman "3" Leader is eliminated, it is permanently removed from play.
4. Units may not enter Illyria until there is a Rome-Illyria War (see 16.3).
5. Recruitment is prohibited in Illyria and Syracuse.

[19.25] LEVELS OF VICTORY

Number of Victory Points in Larger Player-Total	Level of Victory Achieved by Player with the Larger Total
59 or less	Draw
60 to 69	Marginal Victory
70 to 84	Substantive Victory
85 or more	Decisive (Automatic) Victory

[19.3] SCENARIO THREE:

The Third Punic War (149-146 BC)

[19.31] CARTHAGINIAN INITIAL DEPLOYMENT

8 ASP, 2 FSP, 2 L2 in 2516.

[19.32] ROMAN INITIAL DEPLOYMENT

17 ASP, 8 FSP, 2 L1 in 2515; 2 ASP, 2 FSP in Sicilia; 2 ASP in Latium; 2 ASP in Nova Carthago; 1 ASP in Sardinia; 1 ASP in Corsica.

[19.33] SYRACUSAN INITIAL DEPLOYMENT

2 ASP, 2 FSP in 3315.

[19.34] SPECIAL RULES

1. All of the Regions on the map are **Pro-Roman** at the start of the Scenario except Hispania, Gallia, Mauretania and Zeugitana.
2. Both the Carthaginian and Roman "3" Leaders are not used in this Scenario.
3. The Diplomacy Phase is omitted from the Sequence of Play.
4. The standard Victory Conditions are **ignored**. The game continues until a Roman Army Strength Point is placed inside Carthage, signifying a Roman Decisive Victory (and the death of Carthage). The Scenario presents the actual conditions present during the Third Punic War, and, thus, there is very little chance that Carthage can avoid the Roman Victory Conditions.

DESIGN CREDITS

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