



HAMILKAR 264

INTRODUCTION

Hamilkar 264 BC replays the First Punic War, a long land and naval war opposing the young **Roman Republic** to the **Carthaginians**, between 264 and 241 BC. The goal of the **Roman** Legions is to conquer the whole of **Sicily**, or capture **Carthage**. The **Carthaginian** objective is to repulse the **Romans** from the island thanks to her powerful fleet and its war elephant.

Hamilkar 264 BC lasts 18 turns each representing about one to two years, from 264 to 241 BC. The **Roman** and **Carthaginian** players are facing each other for the conquest of **Sicily**.

The forces of both sides are rather different:

- **Rome** has the powerful Legions but no war fleet at start;
- **Carthage** has tons of mercenaries from everywhere and a strong navy.

The goal of **Rome** is to capture with her legions and allies the whole of **Sicilia** or take **Carthage**.

The objective of **Carthage** is to expell its opponent from the island, thanks to its powerful fleet, its mercenaries and the war elephants.

The scenario lasts 18 turns (between 264 and 241 BC), each turn being the equivalent of one year.

The **Roman** player always plays first, followed by the **Carthaginian** player.

DURATION

Average Duration: **1h 45m**.

Favored Side: None.

Most Difficult Side to Play: **Carthage**.



FORCES

The **Roman** player controls the **Roman** and **Allied units (red)**.

The **Carthaginian** players controls the **Punic units (purple)**, **Numids (tan)**, **Celts (green)**, **Iberic (yellow)**, **Ligurian (khaki)** and **Italic (light blue)**.

The **Syracusean units (grey)** can be controlled by one side or the other depending on cards play. They start the game under control of **Carthage**.

MAPBOARD

The map shows the island of **Sicily**, as well as parts of neighboring **Sardinia**, **Tunisia (Africa)** and southern **Italy**.

It is split unto 4 theaters containing the different regions: **Italia**, **Sicilia**, **Sardinia** and **Africa**.

Two of the sea regions are unpassables (*grey stripes*). Four contain merchant ships pictures and values (*used for naval trade income*).

The **Carthaginian** player may never enter any region in **Italia** (*Neapolis, Rhegium, Tarentum*).

Two of the naval trade regions belong to **Carthage** (*West*) and the two other to **Rome** (*East*).

The Straits of **Messana** (*Fretum Siculi*) may be crossed by **Roman** land unit at the cost of **2 PM** as long as **Rome** controls the fortress of **Messana**, even if an enemy fleet occupies the sea region between the land regions of **Messana** and **Rhegium**.



VICTORY

IMMEDIATE VICTORY IF AND WHEN

- 1) The **Roman** player controls the fortress of **Carthage**, or all the fortresses in **Sicilia**;
- 2) The **Carthaginian** players controls all the fortresses of **Sicilia** (*without losing Carthage*);
- 3) One player reaches or exceeds **20 VP** at the end of a turn.

Otherwise the player having the most **VP** at the end of the scenario wins the game.

BONUS VP

+1 Roman VP for the control of each of the following regions: **Syracusae / Acragas / Lilybaeum / Panormus / Caralis / Utike**.

+1 Carthaginian VP for the control of **Messana**.

SETUP

The Carthaginian VP marker is placed on 6, the Roman marker on 3. Regions controlled at the start are:

Rome: Italy and Messina.

Carthage: Africa, Sardinia, and Sicily except Messina.

Prepare three cups for the draws. In the first, place the Roman consuls (except Duilius and Lutatius), in the second the Carthaginian generals Himilco, Gisco, Adherbal, and Bostar, and in the third the Carthaginian admirals Hanno Ae, Carthalo, and Boodes.

Romans - ROMAN TREASURY: \$4.

- **Rhegium:** Consul Claudius, Legio I, Alae I, Legio II, Alae II, 1 Equites, 1 Impedimenta.
- **Messana:** Fortress (under siege at the start of the game).
- **Tarentum:** 1 Triremis, 1 Ponto.
- **Neapolis:** 1 Liburna.

Reinforcements: on Turn 2 in Rhegium: Consul?, Praetor, Legio III, Alae III, Legio IV, Alae IV, 1 Equites, 1 Impedimenta. Legion and Alae V can only enter play via an event card.

Order of the Roman player's draw: first card: Night Passage, second card: Election of Consuls, third card: Hiero Accepts Peace. The other cards are placed in random order.

Carthaginians - CARTHAGINIAN TREASURY: \$2

- **Lilybaeum:** Leader Hannibal, 1 Quinqueremis, 2 Ponto.
- **Heraclea Minoa:** Leader Hanno (1/1), 1 Iberii Infantry, 1 Italii, 1 Elephantidae, 1 Gallii, 1 Impedimenta.
- **Carthage:** Fortress, leader Hanno Magnus, 1 Libyphoenicii, 1 Libyii, 1 Quinqueremis.
- **Fretum Siculi** (maritime zone between Rhegium and Messina): 1 Triremis.
- **Syracusae:** Fortress, 1 Triremis (SYR).
- **Besieging Messana:** leader Hiero II (SYR), Phalanx, hoplites, Prodromoi, Psiloi (SYR).
- **Caralis:** 1 fortress, 1 Liburna.
- **Fortresses:** 1 each at Carthage, Utike, Syracusae, Panormus, Caralis, Akragas



SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), players receive income, must maintain their forces, and can buy new units.

Cost for units and cards:

- **Impedimenta / Liburnae / Tirailleurs: \$1;**
- **Roman Legion / Roman Alae: \$0** (*automatically recreated at **Neapolis** or **Tarentum** when destroyed*);
- **Phalanx/ Quinquermis / Cavalrye / Elephant / Siege engine / Mercenaries / extra Card: \$3;**
- **Other units: \$2.**

New land units are placed on the regions named on their reverse side, otherwise, Carthage for the Carthaginians, Syracuse for the Syracusans, Neapolis for the Romans.

Purchased naval units are initially placed in a friendly port on their construction side and will only be turned over at the end of the next economic phase. Until then, they are inert and are destroyed immediately if an opposing land combat unit enters their structure (fortress or port).

SIEGE OF COASTAL FORTRESSES



No test siege is made against a coastal fortress that is *NOT* blockaded by sea as well (*i.e. if the adjacent sea zone is NOT containing a naval unit of the besieging player*).

NAVAL RAIDS

The income from the naval trade regions of each side can only be collected if *NO* enemy naval unit is present in the said sea zone during the income phase. The enemy prevents the income collection but does not gain anything for himself for the raid.

ELEPHANTS

An **Elephants** unit inflicts **2** hits to the enemy everytime it is succesful (*2 hits or 2 panics*).

But if it itself suffers a Panic result, it will inflict **2** hits on units of its *OWN* side.



CARTHAGINIAN MERCENARIES

With the exception of **Numids**, which can only be raised in **Africa**, all the **Carthaginian** Mercenaries («M» symbol or a gold coin  indicator on the unit) can be built on any port controlled by **Carthage**.

SUPPLY PHASE

The supply phase is absent as no supply rules are applied in this scenario.

HIERO ACCEPTS PEACE

The “Hiero Accepts Peace” card must be placed randomly among the first 5 cards to be drawn from the Roman deck. This card can be used even if there is no Roman fleet blockading the port of Syracuse.

Syracusan land units (except for the siege train until the card has been played) and naval units may be raised by the Roman player after this card has been played, at the normal cost of purchasing troops.

OTHER SPECIAL RULES

Those are optional, although highly recommened. Check the game's manual section **Optional Rules**.