

# HANNIBAL 218 Av. J.C.



## INTRODUCTION

Hannibal 218 BC covers the Second Punic War, a major conflict in the Ancient times which opposed the Roman Republic and the city of Carthage between 218 and 201 BC. Two players, Rome and Carthage, are fighting to get the domination of the Western Mediterranean world.

The **Roman** goal is to resist the initial enemy onslaught then to attempt capture of enemy territory, and to eliminate their most famous general, the legenday Hannibal

The objective of the **Carthaginians** is to crush Roman power while keeping their own empire.

The forces of both sides are rather different but balanced:

- **Rome** has powerful and numerous Legions, and mastery of the seas
- **Carthage** has tons of mercenaries from everywhere, the rich Iberian mines in Hispania and a real asset in the person of its greatest general: Hannibal Barca.

Cards will affect the gameplay and flow, and allow a large replayability. They cover a vast range of events and facts, such as weather, diplomacy, military events and tactics or reinforcements, such as the arrival of Scipio Africanus.

## DURATION

Average Duration: 8h00

Favored Side: None

Most Difficult Side to Play: Carthage

The scenario lasts **54 turns** (between 218 and 201 BC), each turn being the equivalent of four months.

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



## FORCES

The **Roman player** controls the **Roman (red)**, Massalia (light red), Illyrii (light olive green), Venetii (light gray), Cénomanii (brown) and Celtiberii (light yellow) units.

The **Carthaginian player** controls the **Punic (violet)**, **Boii (light green)**, **Sardinian (kaki)**, Insubrian (dark orange), Macedonian (violet blue), Epirote (light blue), Mauretanii (egg white), Bruttium (turquoise), Tarentine (dark blue) and Pharos (olive green) units.

The Neutral Side (played by ai only) has the Arvernii (green), Istrii (dark gray), Dardanii (light turquoise), Turdetanii (kaki), Taurinii (field green), Ligurii (light kaki), Cyrene (dark yellow), Lusitanii (pink), Aquitanii (light violet) and Vascones (lime) units.

The **Syracusean (grey)**, **Massylii Numid (beige)**, **Massaesylis Numids (brown)** and **Illergetii (yellow)** units can be controlled by either side, depending on events. Syracuse starts the game at peace and controlled by Rome.

## MAPBOARD

The mapboard covers the Western Mediterranean, with its northern and southern shores.

It is divided into 4 theaters, covering the following different areas : Italy, Hispania, Gaul and (Northern) Africa.

Two types of sea zones are distinguished: the coastal seas (light color, minor danger, 1 movement point to cross) and the high seas which are shown in darker blue (and where the risks are higher, as well as a movement post of 3 MP to cross).



Naval trade zones are present (showing a ship icon and a number) and belong either to Carthage or Rome.

The Sicilian Straits (Fretum Siculi) can be crossed by land units at the cost of 2 PM as long as Rome controls the fortress in Messana, even if an enemy fleet is present in the sea zone between Messana and Rhegium. The Sardinian Strait (between Corsica and Sardinia) and the Pillars of Hercules (between Africa and Hispania) can be crossed by all land units at the cost of 2 MP.

Some regions start the game forbidden to both players. Some event cards will be required to allow their access.

Regions of Massalia and Nicae are forbidden to both sides as long as the nation Massalia has not joined the war on the side of Rome.

Other regions are open but unstable, such as Gaul, the Alps or Liguria, where hostile tribes (controlled by the Neutrals) may appear and reclaim the land for themselves.



# VICTORY

## IMMEDIATE VICTORY IF

- 1) The **Roman player** controls the fortress of Carthage.
- 2) The **Carthaginian players** controls Rome, or all the fortresses of Italy except Rome.
- 3) One player reaches or exceeds 40 VP at the end of a turn.

## VP BONUS

In addition to all standard victory points rules, the following exist in this game:

+2 **Roman** VP for the control of each of the following regions: Gades / Carthago Nova / Saguntum / Utike / Hippo Akra /

+1 **Roman** VP for the control of each of the following regions: Tingis / Russadir / Iol / Thapsus / Hippo Rhegius / Baecula / Abdera / Malakka / Bononia / Mediolanum / Phoinike / Pelion.

+2 **Carthaginian** VP for the control of each of the following regions: Messina / Lilybaeum / Neapolis / Capua / Tarentum / Rhegium /

+1 **Carthaginian** VP for the control of each of the following regions: Emporion / Massalia / Caralis / Olbia / Aleria / Panormus / Henna / Agrigentum / Pisa / Ariminum / Perugia / Placentia / Pharos / Epidamnus / Appolonia / Scodra / Cyrene.

At the end of the game, **Rome** earns 1 VP for the control of each of : Cirta / Theveste / Siga.

At the end of the game, **Carthage** earns 2 VP for the control of each of : Cirta / Theveste / Siga.

At the end of the game, **Carthage** earns 5 VP for the control of each of : Syracuse / Tarentum / Capua / Neapolis / Rhegium/ Carthago Nova / Gades.

## REINFORCEMENTS

### CARTHAGE

- Turn 8 : General Himilcon in Gades.
- Turn 13 : General Hasdrubal Calvus and Admiral Hanno Bomilcar at Carthage.
- Turn 29 : General Adherbal in Gades.
- Turn 45 : Général Hasdrubal Haedus at Carthage.

### ROME

CONSULAR ELECTIONS : all the 2 stars \*\* Roman leaders are Consuls. They can be used as Generals or Admirals indifferently.

At the end of each purchase phase (every second turn), the Roman player automatically replaces the 2 current Consuls by 2 new ones. If a Consul was eliminated in a battle, his replacement appears only in the next purchase phase.

### PRAETORS :

The « Praetors » Roman leaders are non-Consul generic leaders. When eliminated in a battle, they automatically re-enter play in a region of Italy at the choice of the Roman player during the next reinforcement phase.

### TRIERARCHUS :

Roman and Carthaginian « Trierarchus » naval leaders are generic. When eliminated in a battle, they automatically re-enter play during the next reinforcement phase.

# SPECIAL RULES

## ECONOMIC PHASE

Every fourth turn (turns 4, 8...), players receive income, must maintain their forces, and can buy new units.

Cost for units and cards:

- **Impedimenta / Liburnae / Skirmishers / Roman Legion / Roman Alae:** \$1
- **Phalanx/ Quinquermis / Cavalrye / Elephant / Siege engine / Mercenaries / extra Card:** \$3
- **Other units:** \$2

## 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).



## MARITIME TRADE AND NAVAL RAIDS

The income from the naval trade regions of each side can only be collected if NO ennemy 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 units 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

All those units are identified by a golden coin symbol but are treated as **Carthaginian** for all purposes.

## SUPPLY PHASE

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

## MOVEMENT PENALTIES AND LIMITATIONS

Embarking for long-range destination was not a favored idea among troops at the time. As a consequence, in this game, tribes are not allowed to travel by sea or to move into regions far away from their home territories.

Some nations troops, like those of Syracuse or Massalia may not embark on naval transports.

Last, for domestic political reasons of opposition to Hannibal, the Carthaginian leaders Hanno Magnus and Hasdrubal Haedus are not allowed to leave Africa.