First Punic War (264 - 241 B.C.)

This scenario starts after the initial Roman landing in Messana, driving the Carthaginians and Syracusans away. This is represented by a garrison in Messana and a Roman army across the strait. The other Roman army is poised at removing the rebellious tribe from Etruria. Carthage has military presence in Lilybaeum and Agrigentum.

2.3. Scenario Components

- Remove all of the Generals and Strategy Cards with the [elephant] icon as they will not be used in this scenario.
- All Generals who have the Ship icon on their cards are Admirals. The number of ships is their Naval Rating.
- Place the ‘Forgotten Tactics’ marker in Carthage as a reminder.

4. Scenario setup

- Use the Hamilcar side of the board.
- Place the Turn marker on the Turn 1 space (264-263 B.C.) on the Turn track, and set up the playing pieces as indicated below.
- Numidia, Etruria, and Sicilia are neutral at the start of the game.

4.1. Roman setup

- Place Roman PCs in each space on the map marked Roman Coat of Arms (golden wolf in red circle).
- Place Walled City markers (including the Roma marker), in the square spaces marked with
Roman CoA.
- Rome controls 5 provinces in Italy
- Rome controls Messana in Sicilia and Cosa in Etruria.
- Place 1 Ready Roman Ship in the At Port box.

1. 6 Roman CUs and Consul Valerius in Regium.
2. 2 Roman CUs and Consul Claudius in Messana (Sicilia)
3. 4 Roman CUs and Proconsul Fulvius in Roma

4.2. Carthaginian setup
- Place Carthaginian PCs in each space on the map marked with Carthaginian CoA (silver horse in blue circle).
- Place Walled City markers (including the Carthago, and Syracusae markers) in the square spaces marked with Carthaginian CoA.
- Carthage controls CARTHAGO, LIBYA, SYRACUSAE and SARDINIA.
- Place one PC in the upper left corner of the Miat box.
- Place 1 Ready Carthaginian Ship and 2 Spent Carthaginian Ships in the At Port box.
- The Naval Supremacy marker is placed with the Carthaginian (blue) side up.

1. 2 CU and H. Gisgo in Lilybaeum (Sicilia)
2. 2 CUs in Agrigentum (Sicilia)
3. 2 CUs (one of which is CU with Elephants) and 1 Supply Train and Hanno in Carthago.

4.3. Tribe Setup
- Place neutral Tribe markers in Brutti, Volsinii, Cirta, Madauros, Sigus, and Thevestis

6. Reinforcement Phase
(Skip this phase on Turn 1)

6.1 Carthaginian Reinforcements
- Place 1 CU in Carthago
- Place 1 CU with any General or in a Walled City controlled by Carthage
- Place any other arriving CUs in Carthago
- Place 1 Ready Ship in the At Port box

Note: Carthaginian Ships may not be converted to CUs, but CUs may be converted to Ships.

6.1.1. Carthaginian Generals
Remove all Generals at the beginning of each Turn. Then place any arriving Generals (Xanthippus and Hamilcar have priority) with any Carthaginian CUs already on the map or in Carthaginian-controlled Walled Cities. Then draw a number of Generals from the Pool to reach the current number of available Generals shown in the Miat box.
6.1.2. Xanthippus
In order to trigger the Xanthippus Event, the Carthaginian player must accumulate 5PC on the Xanthippus Card. Only once per Turn PC markers may be placed on the card (via card play or War Chest). Once the Event is triggered, the Forgotten Tactics marker is removed from play the Xanthippus Card is turned over to the Hamilcar Card.

6.1.3. Hamilcar
In order to bring Hamilcar to play, the Carthaginian player must accumulate 5 PC on the Hamilcar Card. Carthage may start accumulating the PCs only after Xanthippus has been hired and likewise, only once per turn PC markers may be placed on the card. Hamilcar is then placed in any Carthaginian-controlled, unbesieged port in Sicilia. Hamilcar arrives in Turn 7 as a Reinforcement if has not yet been brought into play earlier.

6.2 Roman Reinforcements
- Place a number of CU equal to the number allowed by the Senate.
- Up to 2CUs may be placed with any (Pro-)Consul. Any other CUs are placed in Roma.
- Roman reinforcements may be converted to Ships with a 1:1 ratio.
- The ships are placed as Ready in the At Port box.

6.4. Consuls Election procedure.
1. Draw 2 new Consuls Cards from the pool of eligible Consuls.
2. Remove current Proconsul.
3. Nominate a Proconsul form one of the last-turn Consuls.
4. Remove the other Consul from the map.
5. Place both new Consuls on the map.
6. Return all removed, eligible Generals to the Pool.

7.3 Who Goes First
The Roman player decides who will play first, unless preempted by play of a Campaign Card (#7.31).

8.2.1. Supplies
Whenever playing a card for PC placement, a player may decide to ‘save and store’ some of the OP from the card in the form of Supply Train (also referred to as Supplies). Each OP saved this way is placed in a chosen friendly-controlled Walled City or with his Army. Supply Train behaves just as Siege Train and does not count towards the Army size limit.

However, the garrison limit of the city is also a limit for the amount of Supply which can be held within the walls (Rome may hold up to 5CU AND 5 Supply). Supply Train may be moved and transported by sea just like CUs. Supply Train can never be voluntarily destroyed but can be removed from controlled cities in the reinforcement phase of each turn in addition to any removed Supply as a result of Bonus Cards and the “War Chest” rule. A retreating army leaves any Supply in the the space where the battle occurred. Supply can be captured when the city is taken or when left behind by a retreating army. Supplies may also be spent to increase the value of played cards for land and naval movement. A card must always be played for activation but the balance may be covered with Supplies.

Example.
A Roman (3) General is in Neapolis. The Roman player plays 1 OP to place 1 Supply Train in Neapolis and in a future turn plays a 2OP card and removes the Supply to activate the General in Neapolis.

8.2.2. Dockyard
Similar to Supplies, when playing a card for PC placement, a player may accumulate OP in the Dockyard. Place one PC in the Dockyard for each OP spent for this purpose. Once the Dockyard is
8.2.3. Naval Builds
If a 3 OP card is played for Shipbuilding, the number of Ready ships equal to the number of triremes shown on the card is placed in the At Port box. (2 ships for a Campaign card).

10.10. Prisoners of War.
Consuls and Generals who become displaced are removed from play.

11. NAVAL MATTERS

11.1. Ships
Ships are Naval Combat Units. The maximum number of ships allowed at any time in the game is 10 per player. Ships can either be Ready or Spent. They are usually kept in their respective At Port box except when moving, in which case they are place in the At Sea box.

11.1.1. Ship Damage
Ships may be damaged in battles and in storms. A ship that takes one damage is immediately Spent (flip the ship counter to indicate this). A ship that takes two damage or a Spent ship that takes one damage is sunk and removed from the board.

Example: Carthage has 3 ships and has to distribute 3 hits (damage). Those may be taken as 1 sunk and 1 spent or 3 spent.

11.1.2. Spent Fleet & Refit
Spent Ships can be Refit (flipped from the Spent to Ready side) at cost of 1 OP per ship. Ships may also be Refit using OP obtained from the War Chest.

11.2. Roman Seamanship & Corvus

11.2.1. Seamanship
Rome starts with Poor Seamanship, which gives them a disadvantage in Naval Battles and Storms. Improving the Seamanship will remove those penalties. Seamanship can be improved either by playing an Event (Shipwreck, Naval Training) or discarding a card with 2 ship icons (Campaign). The Seamanship decreases if 5 or more ships are sunk or lost as Prizes in any single Turn.

Note: You may want to set aside PC counters for each Roman ship sink over the duration of the Turn as a reminder.

11.2.2. Corvus.
Upon activating a Consul who is an Admiral, the Roman player has the option to declare mounting or dismounting Corvi on Roman ships. When the Corvi are mounted, the ships are less seaworthy and Rome adds 1 to all naval attrition rolls.

11.3. Naval Supremacy
Naval Supremacy provides a player with both strategic and tactical advantages
- The player who holds Naval Supremacy may intercept enemy naval movement that passes through a space adjacent to any space he controls.
- A player who holds Naval Supremacy may give it up in order to retreat from battle.
- When conducting a siege, the player holding Naval Supremacy rolls the Red siege die, while player without Supremacy rolls the White siege die.
11.4. Naval Movement

**Once** during activation, an Army (or lone General) may move using the Sea Lanes. This part of the activation is called a Naval Movement. To move by sea, the layer traces the Naval Movement from the port of departure to the port of arrival. Then any possible Interceptions are announced, battles fought, and the moving force must check for Storms before arriving safely at the destination.

It costs 1 Movement Point to cross a Sea Lane. Land and Naval movement may be combined, but a maximum of 3 Sea Lanes may be travelled in a single activation (unless this is overridden by a card or General's Abilities). Dropping off or picking up CUs is not allowed during Naval Movement. It is assumed, the move is finished with the first CU dropped or picked.

11.4.1. Ship requirement

At least one Ready Ship must be added to the Naval Movement for each CU travelling by sea. A lone General doesn't need a Ship assigned in order to move, but if there are no Ready ships available in the At Port box, Naval Movement cannot be performed. Ships that took part in the Naval Movement return to the At Port box.

Example:
* Fulvius is activated and travels to Corsica alone. No ships are added to his move, but there must be at least one Roman ship in the At Port box Ready Box for the move to be allowed.

Note: To make things easier, it is advisable to move the whole force performing the Naval Movement (including any Generals, CUs, or Supplies) to the Sea box.

11.4.2. Enemy-Controlled Ports

Naval Movement is allowed into and out of any Port space, including a Port that contains an enemy PC or CUs.

11.4.3. Naval Movement and Walled Cities

Naval Movement directly into a Walled City is allowed if the Walled City is friendly-controlled. Naval Movement into and out of besieged Walled Cities is subject to Interception by the besieging player.

11.4.4. Safe Sea Travel

Naval Movements are relatively safe if they sail from a friendly-controlled, unsieged port to another such port. No Interception is possible unless a Naval Interception Card is played or Supremacy is staked by the other player. Such non-intercepted movement doesn't change Naval Supremacy. Beware of Storms, though!

11.4.5. Africa

Rome may only land in Africa if one of the following is true:
- their Seamanship is Excellent
- their Seamanship is Good and they control Syracuse
- the Consul in charge of the fleet landing is 'Africanus'
- they play the Imperium card.

11.4.6. Storms

Whenever a force is using Naval Movement, there is a danger of passing through Storms. This is checked before the force arrives at the destination (but after any Battles).

Add the number of thunderbolts (shown on the Sea Lanes used for movement, on the Roman Seamanship table, and on any played cards) to the number of Sea Lanes travelled.

Use the resulting number to roll on the respective column on the Naval Attrition Table, which will be used for checking loses due to Storms and found in the bottom of the Attrition Table.

Deduct from the die roll the Naval Rating of any Admiral present with the moving force, but add 1 if the fleet is equipped with *Corvus*. The result is the number of ships sunk in the Storm.

If CUs and/or Supply were being transported, then one CU and one Supply must be removed for each sunk ship.
11.5. Naval Interception

11.5.2. Moving into an enemy controlled
An army moving by sea may be subject to Interception if the move is traced through or ending in an enemy-controlled space. If the Interception is announced, then Naval Battle ensues. Lone Generals moving by sea may not be Intercepted.

11.5.2. Moving adjacent to an enemy-controlled space
When an army moves by sea into a space adjacent to an enemy-controlled space, it can be Intercepted from that space, provided:
- An enemy Admiral is in the space from which the Interception originates or
- the Intercepting player holds Naval Supremacy and gives it to the opponent prior to the battle

11.5.3. Successful Interception
In the event of a Battle, the Intercepting player declares the size of the Intercepting fleet, moving Ready Ships from the At Port box to the At Sea box. He may also add Generals and CUs from the space from which the Interception originates. The number of CUs added may not be higher than the number of Ships involved in the Interception. The Intercepting ships and any CUs or leaders are placed in the At Sea box.

Note: CUs do not have much of an impact on the naval battle itself (there is only one Marines Tactic Card) but this way otherwise inactive army may move to a forward position.

11.5.4. Supremacy Alignment
If a Naval Movement enters an enemy-controlled space without being Intercepted, Naval Supremacy is awarded to the side that successfully completed that Naval Movement.

11.6. Naval Battle
When a Naval Battle occurs, all the Ships in the At Sea box must participate. The player with Naval Supremacy takes the Supremacy Token from the board. This will determine who goes first.

11.6.1. Tactic Cards
If Admirals are present with the fleet, that Player draws a number of Tactic Cards equal to the their combined Naval Rating (the number of ship icons on the Admirals card).

11.6.2. Who plays first?
The battle is fought in rounds. The player holding Naval Supremacy plays first. Should the Supremacy change during battle, so does the order in which the next round is resolved.

11.6.3. Battle Round
In each round, players follows the sequence below:
- Manoeuvre: play a Tactic Card.
- Engage: make a Battle Roll if eligible
- Regroup: draw a Tactic Card if eligible
- Optional Retreat for the player with Naval Supremacy

11.6.4 Manoeuvre: Playing a Tactic Card
A player may play one Tactic Card per round. The Tactic Cards are usually played in the Manoeuvre step but some cards may be played any time during the battle round (however, remember that a player may play only one Tactic Card per round).

11.6.5. Engage: Battle Roll
Players roll in the column corresponding to the current battle round (first round – first column, second round – second column etc). The result is the amount of damage that is immediately applied to the enemy fleet.
- Carthage adds 1 to the Battle roll if Roman Seamanship is Poor.
- Rome adds 1 to the Battle roll if Roman Seamanship is Excellent.

### 11.6.5.1 Corvus:
If the Roman ships are equipped with Corvus and their Battle Roll result is in the row with the Corvus icon, the first damaged Carthaginian ship is taken as a Prize and placed in the Roman At Port box. At the end of the battle, the Roman player must replace the Prizes with ships of his own. Any Prizes that cannot be replaced are lost.

### 11.6.6. Regroup: draw a Tactic Card
If the Battle Roll result is less than or equal to the Battle Rating (note: not Naval Rating) of an Admiral taking part in the Battle, that player draws one Tactic Card.

**Example:**
This is the second round of Naval Battle. The Roman player rolled 2. That has no effect on the Carthaginian fleet, but thanks to the presence of Duilius, an Admiral with a Battle Rating of 2, he draws a Tactic Card.

### 11.6.7. Retreat
Retreat is only available to the player with Supremacy. After each round, he may choose to retreat but must instantly yield the Supremacy Token to the other player. The ships of the retreating player are placed in the At Port box.

**Example:**
A Carthaginian Naval Movement has been Intercepted by the Romans. Both sides have Admirals present and each player gets 1 card. Carthage has Naval Supremacy so goes first in the battle. The Carthage player plays a Tactic Card, then makes a Battle Roll in the first Naval Column in the Attrition Table and applies the result. He then draws a Tactic Card if eligible (i.e., if the die roll was equal or less than the Carthaginian Admiral’s Battle Rating). Carthage may now decide to retreat but that would require passing the Naval Supremacy token over to the Romans. Carthage decides to continue, so it becomes Rome’s turn now.

### 11.6.8. End of Battle.
The Battle is over when:
- one fleet is either sunk or spent. The winner is the player who still has Ready ships in the At Sea box
- one of the players retreats from the battle. The winner is the player who remains in the At Sea box.
- seven rounds of battle have been fought. The winner is the player holding Naval Supremacy.

### 11.6.9. After the Battle:
For each sunk ship, each player must remove one CU and one Supply if those were present in the battling fleets. If the last ship in the fleet is sunk or taken as a Prize, all transported CUs are removed and any remaining Supply is taken by the victor.

The player who is holding the Supremacy Token at the end of the battle returns it to the board with his marking on the top. He now enjoys Supremacy.

If the fleet that was conducting a Naval Movement was victorious in battle, it may either stop in the space where it was Intercepted or continue moving to the original destination. The fleet must roll for Storms before disembarking.

If the fleet that was conducting a Naval Movement was defeated in battle, it must return to the port of origin or any other friendly port on the route to the port of origin. The fleet must roll for Storms before disembarking.
11.7 Political Consequences
The loser must remove a number of his own non-Walled City PCs equal to half the number (rounded down) of the Ships and CUs lost in the battle. If the loser is unable to remove the required number of PCs, that player must instantly sue for peace, thereby losing the game.

14.1 Battle Cards (BC)
10 CARD LIMIT. In Hamilcar a player's maximum BC hand size is 10.

19.1.4. Miat
When playing a card for PC placement, Carthage may place PCs in the box representing the Council of Hundred and Four (Miat). When Carthage is forced to remove PCs due to Political Consequences of a lost battle, any PCs on the Miat box must be removed first.

For each PC in the first column of the Miat box, Carthage receives 1CU in reinforcements. For each PC in the first row in the Miat box, Carthage receives 1 General in reinforcements. If there are 3 or more PCs in the Miat box, the player is considered to be controlling the Miat. It is then treated as a Politically Significant Province and a marker is placed on the Provincial Display.

19.4 Removing Isolated PC Markers
- Carthage first, then Rome

20.2.3. Siege and Naval Supremacy:
The siege odds depend on Naval Supremacy:

Player without Naval Supremacy = roll white siege die
Player with Naval Supremacy = roll red siege die

20.2.7. Carthago, Roma, and Syracusae
These cities may only be besieged by a player with Naval Supremacy.
Note: A player who loses Naval Supremacy during a siege may not make another siege attempt until they reclaim Naval Supremacy.

20.2.8. CU in lieu of Siege Points
A player whose city is under siege may immediately remove one CU and one Supply from inside the City instead of accruing a Siege Point.

22.1 Victory Check Procedure
There are 14 possible Political Points: one for each controlled Politically Significant Province and one for
each of the following:

- Sicilia Magna. Control of Syracusae and all spaces in Sicilia
- For holding Naval Supremacy.
- For controlling the Miat (Carthage only)

### 22.2 War Chest

At the end of every turn, each player must compare the total value of the OP from all cards he played that turn to that of his opponent. Any resulting difference must be covered by removing or adding Supply, starting with the player who spent more OP. That player may remove Supply from the map to reduce the difference. The other player may then place Supply in his walled cities to balance any remaining difference or use it to finance Missions, Naval Builds, or Fleet Refit. The difference must be reduced to zero.

*Example: The Roman player has played cards with a total OP value of 12, and the Carthaginian player has played cards with a total OP value of 10. The Roman player removes 1 supply token from the map. Thus, the Carthaginian player can place one supply token on the map. If the Roman player had decided to remove 2 supply tokens instead, the Carthaginian player would not be allowed to place any supply tokens.*

*Design Note: Increased activity of one side of the conflict usually triggers more military expenditure on the other side. that’s how the War Chest works.*

### 22.4 End of Game

- If there is a tie, Carthage wins.