

CAMPAIGN COMMANDER SERIES RULES

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1. INTRODUCTION

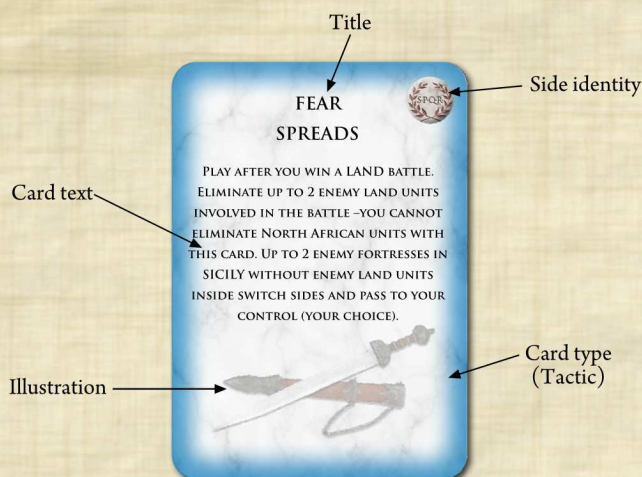
We designed the games in the Campaign Commander Series with three guidelines in mind. #1) Create a realistic gaming simulation of the greatest campaigns of military history so that each time the games are played a different result would be had; #2) our gaming simulations should be playable by two players in under four hours; #3) our games should allow for flexibility in outcomes as players react to the environmental conditions facing the real commanders of the campaigns being simulated. Our game scale is operational, and the players represent the field commanders of the opposing armies. Players must use their forces judiciously as they strive to achieve victory by acquiring Victory Points through the attainment of objectives. Players will direct their strategies through the use and management of resources, the use of their combat units, the impact of random events, and of course, the enemy's strategies. The rules described below govern all the games in the Campaign Commander Series. Each game is accompanied by its own Campaign Specific Rules which will indicate special guidelines for the specific game.

2. COMPONENTS

2.1. Game Board: The area in which the military campaign historically took place is printed on the Game Board. Both sea and land are divided in areas in order to regulate movement and locate the units on the map. There are spaces left aside on the game board for the placement of Campaign Cards, discards, destroyed units, and other counters used in the game. The Map's terrain legend describes the various terrain features, and effects, as well. All of these elements affect game play and should be considered in player's choices.

2.2. Game Counters: There are four different types of Game counters. They represent ground units, naval units, leaders, and other markers used in the game (Card/Map, Isolated, Disorganized, Resource Points, Battle Chits and others). The markers are used to indicate information on the board or for the resolution of a game process (ie: Card/Map, Battle Chits.)

2.3. Cards: They are used during the game for several purposes. You can have up to 5 in your hand at any one time.



2.3.1. There are four types: -Tactics (blue edge) affect the outcome of a battle. You can only play them during a battle. -Attack (yellow edge) supports the attacker in a battle. You can only play them during a battle you initiate. -Events (red edge) have strategic impact, and are played exclusively during an on-board operation. -Operational (green edge) dictate the impact and availability of resources reinforcements, replacements, and other strategic options.

2.3.2. The descriptions on the Campaign Cards take precedence over the Campaign Commander Series, and Campaign Specific Rules.

2.3.3. The effects of the Campaign Cards are applied by the player who plays them, unless otherwise specified on the Card.

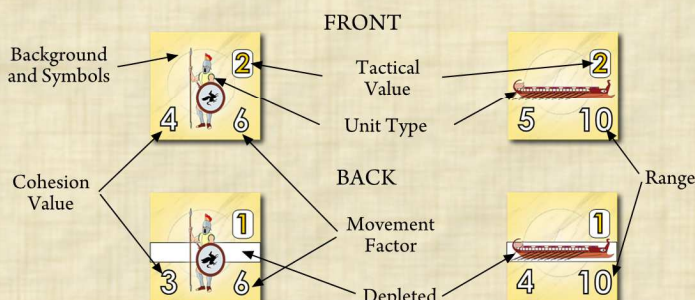
2.3.4. If a Tactics, or Event Campaign Card is played while an opponent is taking an action, it is recommended that the opponent be given ample time to react to the impact of the card's actions as they may be severe.

3. UNITS

3.1. According to the campaign, there may be up to two types of combat units used in the game: Ground and Naval.

3.2. Ground Units have the following indicators on their counters: Unit's type indicator, which may affect combat (infantry, armor, cavalry, etc.); historical identification (if any), helpful in understanding the historical elements of the game; Cohesion Value, utilized to determine combat outcomes; Movement Factor, consumed when the unit is activated to move from place to place on the map-board, Tactical Value, utilized to resolve battles.

3.3. Naval Units have the following indicators on their counters: Unit's type indicator which may affect combat; historical identification (if any), helpful in understanding the historical elements of the game; Cohesion Value, utilized to determine combat outcomes; Range, utilized to determine the extent to which a Naval Unit may move; Tactical Value, utilized to resolve battles.



4. GAME SEQUENCE

4.1. Game Preparation: After setting up the game each Player shuffles his/her own Campaign Card deck, and places it on the space provided on the Game Board face-down. Each player draws five cards from their Campaign Card deck. They may look at their own cards to familiarize themselves with their starting strategies. Campaign Specific Rules will indicate further Game Preparation.

4.2. Operational Sequence:

4.2.1. The Campaign Commander Series does not utilize a conventional 'turn-based' system found in most board game combat simulations. Players instead decide whether they will play a Strategic Effect, or Conduct an On-Board Operation. Based on each player's choice there may be different Operational Sequences involved.

4.2.2. At the beginning of each Operational Sequence both players select the Card/Map Counter, secretly choosing Card or Map operational option, then simultaneously showing each other their choice.



Operational Options Chosen. Procedure.

Operational Options Chosen	Procedure
Both chose "Map"	<ul style="list-style-type: none"> Both players Roll 1d10 The player with initiative adds +2 to his result. Both sides add any other modifiers that are available. The player with the highest modified die roll may conduct one <i>On-Map Operation</i>. Initiative side wins ties. <ul style="list-style-type: none"> Whenever a player conducts one <i>On-Map Operation</i>, he must spend one Resource Point from those located on the map to conduct any actions with his units. The player with the lowest modified die roll must wait for the next <i>Operational Sequence</i> and try again. He cannot do anything.
Both chose "Card"	<ul style="list-style-type: none"> The player with the initiative can play a Campaign Card from his hand or draw a card from his face-down deck, or discard a card. The player can only choose one of these options. The other player may now do the same.
One chooses "Card" the other chooses "Map"	<ul style="list-style-type: none"> The player choosing "Map" will resolve ONE <i>On-Map Operation</i>. Whenever a player chooses the "Map" option, he must spend one Supply Point from those located on the map to conduct any operation with his units. Then the other player may play a card from his hand, draw a card from his face-down deck, or discard a card.

4.2.3. When a player chooses the Card Operational Option, they may do one of three things;

a) Play a card: now you can play one Operational Card from your hand. Some cards play require certain pre-requisites (ie: Sudden Death). Playing these cards may result in new resource points, reinforcements and other aids.

b) Draw a Card: When a player has less than five cards in their hand, they may draw a new card from their face-down deck. When a player draws the last card from their face-down deck, the game ends.

c) Discard: A player who has cards in his/her hand can discard a card and obtain one Resource Point that he can place on the map according to the Campaign Specific Rules. These cards are discarded, facedown on the Discard pile and their descriptions cannot be referenced by either player during the game.

4.2.4. The operational sequence is repeated until a game ending event occurs.

a) When a player draws the last card from their facedown deck, the game ends.

b) Some Strategic Campaign Cards may dictate a game ending event (ie: Sudden Death). If the conditions on the card are met, the game is over.

4.3. Victory Point Calculation

4.3.1. Players total their accumulated Victory Points (VP) and the one with the highest point total wins.

4.3.2. In the case of a tie in VP total, the game is a draw.

4.3.3. The Campaign Specific Rules will indicate the specific objectives for each player and their associated Victory Points. Generally, these will be tied to the occupation of map areas, the destruction of enemy units, and the attainment of objectives that appear in Campaign Cards.



5. RESOURCE POINTS, OPERATIONS AND SUPPLY POINTS

5.1. Resource Points (RP's) markers are used on the board to supply On Board Operations.

5.2. Whenever a player conducts an On-Board Operation he/she will spend One Resource Point -just one, no more. Each RP is used to help supply units within their reach. Put the marker "Active Operation" in the area to mark where the RP was spent.

5.2.1. Each RP provides 6 Supply Points.

5.2.2. Units cannot take part in On-Board Operations without the expenditure of Supply Points (SP's).

5.2.3. SP's are used by units that can trace a path consisting of no more than 3 ground areas free of non-besieged enemy units from their location to the "Active Operation" area.

5.2.4. RP's on board naval units in a naval area can only be used by those naval units in the area and any ground unit in a land area adjacent to that naval area.

5.2.5. A unit cannot perform more than one action in the same On-Board Operation.

5.3. Movement of RPs

5.3.1. RP's cannot be moved by ground except through the use of a Strategic Card.

5.3.2. Naval units can transport RP's. (see: #7 NAVAL TRANSPORT)

5.4. RPs and Combat.

5.4.1. If a unit finds itself alone in a area with an enemy RP, the unit immediately captures HALF of the RP's (rounding down) stored in the area placing his/her own RP's markers, and destroys the rest.

5.4.2. A RP in a fortress that is under siege can only be utilized by the units within that fortress.

5.5. Use of Supply Points.

5.5.1. SP's are used to move units, stack units, conduct combat, play Campaign Cards (if they require it), to reorganize units and to rebuild units that have become Depleted.

5.5.2. The SP costs are listed in the following table, however Special Campaign Rules may have modifications to this list:

Action	SP Cost
To move 1 unit or stack	1 SP
To move 1 naval unit or stack	2 SP
Apilar unidades en zonas terrestres.	+2 SP (se añade al coste de realizar el movimiento que produce el apilamiento)
To reorganize 1 unit that is disorganized*Naval units must be in port.	1 SP
To rebuild a Depleted unit (only 1 unit per operation) *Naval units must be in port.	1 SP
To besiege	4 SP
Promote, remove uprising.	3 SP

5.5.3. Usually every game map will provide a SUPPLY TRACK for each side to track down supply points expenditure.

6. MOVEMENT

6.1. Ground units can only move through land areas, including islands and naval units can only move through naval areas.

6.2. Naval units can also be inside ports that are in ground areas.

6.3. Ground units conducting an On-Board Operation can move as many areas as allowed by their Movement Factor, and the terrain they have traversed, according to Campaign Specific Rules.

6.3.1. The normal cost for moving into a land area is One Movement Factor.

6.3.2. In the case that ground units enter into a land area with a port and the only enemy units are naval units that naval units must leave the area according to the rule regarding naval retreat (See: 9.6.3.e. Concerning Naval Retreats)



6.4. Naval units can move through naval areas and ports in the same way that ground units move through land areas.

6.4.1. However, naval units must start and finish their movement inside a port or in a naval area adjacent to a port. Unless Campaign Specific Rules state otherwise.

6.4.2. The Naval Unit's Range is the number of areas and ports which they can enter whenever they are activated.

6.4.3. Each naval area or port passed through costs one point of their Range.

6.4.4. A Naval Unit cannot enter a port if it is enemy-occupied (i.e. contains any type of enemy units)

6.5. When ground or naval units move into an area containing opposing units of the same type (ground/naval) a battle must immediately take place, and is solved before continuing to conduct the remainder of the On-Board Operation.

7. NAVAL TRANSPORT

7.1. Embarkation and Debarkation.

7.1.1. A naval unit or stack can suspend its movement to either embark or disembark ground units from or into ONE land area adjacent to the naval area it occupies, but not both during the same On-Board Operation. Just one embarkation/debarkation per On-Board Operation.

7.1.2. Naval units that embark, or disembark, may continue their movement assuming they have Range Factors left.

7.1.3. Naval units can only embark, or disembark the units they are transporting onto a single area per On-Board Operation.

7.1.4. Ground units that have disembarked from a naval area cannot be activated during the same operation.

7.1.5. Ground units stacked with naval units in a port at the beginning of an On-Board Operation can be transported by those naval units.

7.1.6. Naval units use 2 Range Factors at the moment of embarkation, due 7.1.1. or 7.1.5. So your naval unit/stack must have at least 2 Range Factors left in order to embark land units. Debarking do not consume Range Factors.

7.1.7. Naval units stacked with any land unit on a naval area have its Range Factor reduced by 2 (-2), during an On-Board Operation. (In addition to 7.1.6. above). 7.1...Naval units may disembark any Ground Unit they are transporting in any Port they pass through during their movement.

7.1.8. Ground Units transported by naval units that finish their movement within a port disembark automatically.

7.2. If at the end of any operation, there are ever more than three ground units in any one naval area, the excess ground units are eliminated at the discretion of the owner.

7.3. Naval units may transport RP's.

7.3.1. The Naval Units and the RP's must begin the operation in the same port or naval area.

7.3.2. The naval units can debark the RPs into any port which they enter throughout their movement during the operation. 7.3.3. RP's transported by naval units that finish their movement within a port disembark automatically.

7.4. Effects of Combat on Transported Units and RP.

7.4.1. Whenever a naval unit becomes disorganized a ground unit being transported, chosen by the owner, also becomes disorganized.

7.4.2. If a naval unit becomes Depleted, one ground unit being transported, chosen by the owner, is also Depleted.

7.4.3. If a naval unit is destroyed, a ground unit is destroyed, chosen by the owner.

7.4.4. If the naval stack is eliminated completely all the ground units and RP they are transporting are destroyed.

8. STACKING

8.1. Any number of units may be stacked in any naval or ground area. (See: #7 NAVAL TRANSPORT)

8.2. During an On-Board Operation, to stack units in a ground area a player must expend Two Supply Points.

8.2.1. The cost to stack units is paid immediately, at the moment the stacking is accomplished, regardless of how many units are stacking together.

8.2.2. The moment at which the stack is made is the moment in which a unit/stack finishes its movement in an area in which there is another friendly stack or unit.

8.2.3. This cost is independent of the distance from the stack to the place where the "Active Operation" marker is located.

8.3. Units that begin stacked at the start of a campaign are assumed to have been stacked prior to the game start, so the cost of stacking the units has already been consumed prior to the game start.

8.4. When a stack of units is moved simultaneously, the stack must begin in the same area/port, and remain together throughout the operation, finishing in the same area together.

8.5. You don't need to move every unit in an area as a stack. It is possible to move only a portion of them or some individually and some stacked or whatever combination you want.

9. COMBAT

9.1. A unit can only conduct a battle by way of an On-Board Operation.

9.2. When opposing ground or naval units are in the same area with units of the same type (land/naval) battle immediately ensues before continuing the

9.2.1. In naval areas, naval units may only battle other naval units, any transported ground unit will be subject to the battle results, but do not take part in the actual naval combat.

9.2.2. If the attacker wishes to attack with several units, they must first be stacked together in previous operations since combat occurs DURING an operation, in which the attacker has moved a unit or a stack of units into an area occupied by enemy units.

9.3. After resolving a battle the side who was involved in an On-Board Operation can continue spending SP's in that operation. However, the units that have participated in the battle have already acted, and cannot continue the On-Board Operation, or spend any further SP's.

9.4. During battles that you initiate "Attack" Campaign Cards can be played and they may have an SP cost attached.

9.4.1. In order to play them, and the actions described, this SP cost will have to be paid.

9.4.2. This cost does not depend on the distance from the area the Battle is in, to the area where the "Active Operation" marker is.

9.5. Battle Mechanics.

9.5.1. Each side places a number of Battle Chits (BC's) into a cup of their own. The number of Battle Chits they place will be determined by the Campaign Specific Rules.

9.5.2. Each side then draws a number of BC's from their cup equal to the highest Tactical Value present among their units involved in the combat. Each player can inspect the BC he/she has drawn.

9.5.3. Alternatively, each side then reveals a BC from those he just drew from his cup to the other player. The Attacker reveals his BC first, then the defender. A player with several Chits choose which one he will play.

9.5.4. Each BC will produce a specific effect or will force a die roll which may result in Depleted or disorganized units. All Combat Effects are resolved first on the defending player's units, then the attacking player's units. Usually owner choose which units check and suffer effects of combat, unless stated by the BC or any Campaign Card played.

9.5.5. When a side is out of BC's, he/she then draws a number of BC's out of their cup equal to the current highest Tactical Value of their units involved in the combat. If there are no more BC's in a cup, the player then refills the cup with the prescribed number of FB's, and continues playing (as in 9.5.2. above).



9.5.6. The battle finishes when all the units on one side have become disorganized, and retreat or are eliminated.

9.6. Combat Effects

9.6.1. During a battle units are required to check for Cohesion: a Cohesion check is made by rolling a D10, and comparing the result (modified by any effect of any BC's in play) with the unit's Cohesion Value. If the modified die roll is equal to or less than the Cohesion Value of the unit, the unit has passed its Cohesion check. Otherwise it has failed. Read "0" as "10".

9.6.2. Units can either become both Disorganized and Depleted during the course of the game. a) If a unit gets both the effects of Disorganization are combined with the effects of Depletion resulting in a cumulative effect on the unit. b) When a unit that is Depleted becomes Depleted again, it becomes Disorganized instead (in addition to its existing Depleted state.) c) None of the unit's value can ever be reduced below one.

9.6.3. When a unit becomes Disorganized all of its values are reduced by ONE.

a) Place a Disorganized marker on the unit.

b) A unit may only have one disorganization marker.

c) A disorganized unit that becomes disorganized again only is affect if it is in the middle of battle.

d) As soon as a unit becomes disorganized it must retreat immediately from the battle. e) Naval Units must retreat inside of a friendly port within Range of its current position. If there are no friendly ports within range, then they must move towards the nearest friendly port to the extent of their Range. f) Ground Units retreat two areas towards their nearest RP. If they cannot retreat more than one area they must do so, and conclude their retreat. If a retreating Ground Unit retreats into a area with a friendly RP, then they may end their retreat in that area. The same happens if the retreating unit retreats into an area that has a friendly fortress. If there are no friendly RP's on the map, then the retreating units must retreat towards the board edge indicated in the Campaign Specific Rules. A unit may never retreat into an Enemy Occupied Area (whether it is occupied by an enemy unit or RP makes no difference.) A defending unit cannot retreat into the area that the Attacking Units came from. An attacking unit must retreat, initially, into the area that it came from to enter the battle.

9.6.4. A Depleted unit's counter is flipped over to show its Depleted values.

9.6.5. Units are usually only destroyed if they must retreat but cannot.

a) Naval units are also destroyed if they were Depleted and Disorganized and receive another Depleted result.

b) Destroyed units cannot return to the game unless stated in Specific Campaign Rules or Campaign Card text.

9.6.6. Isolated Units.

a) A unit surrounded by Enemy occupied or impassable areas is considered Isolated.

b) An Isolated marker is placed on this unit the MOMENT the unit becomes isolated.

c) An Isolated unit applies a -1 to its Cohesion Value, and will be destroyed if it becomes disorganized during combat.

d) The unit is still considered isolated if one or more of the units surrounding it, attack it.

e) When the prior conditions cease to exist, the unit is no longer considered isolated; remove the marker.

f) An isolated unit ceases to be considered isolated if it leaves the area it occupies -the area it leaves is not enemy held-, so 9.6.6.a. above no longer applies.

g) An isolated unit cannot be reorganized or rebuilt.

10. REORGANIZATION, AND REBUILDING

10.1. When SP's are used to reorganize a Disorganized unit, the reorganization is automatic, and it is not necessary to roll dice.

10.2. One SP per On-Board Operation can be used to rebuild a unit that is Depleted.

10.3. Only ONE SP, on ONE unit, may be spent this way per On-Board Operation.

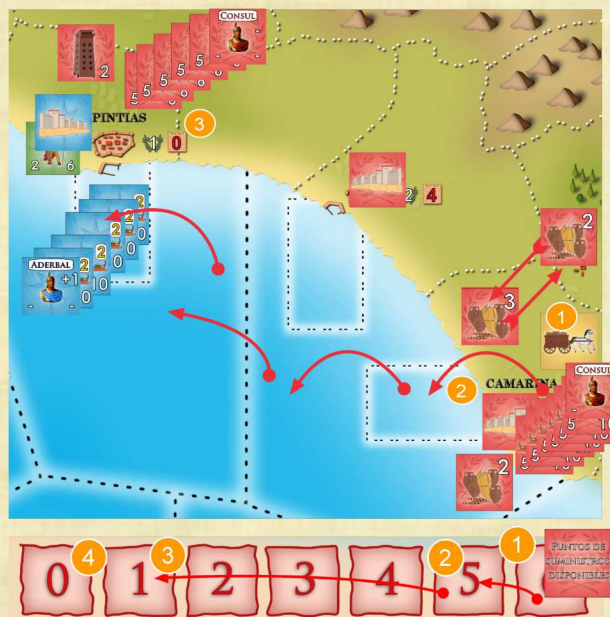
On-Board Operation Example

1 The Roman player is going to conduct an On-Board Operation. The first thing he does is spending one Resource Point from the RP he has on the map. He decides to spend one RP from Camarina. He replaces the "3" RP marker by another with "2". He places the Supply Points Available marker in the number "6" on the Supply Track and the "Current Operation" marker in the Camarina area. Now he can begin using Supply Points and conducting activities with his units.

2 He spends 1 SP to move the naval stack of 6 units with the Consul at Camarina. That stack transports the remaining RP at Camarina. After spending 4 Range Factors the stack enters the port area besides Pintias, initiating a naval battle with the Carthaginians stacked there (see the Battle example). The Roman fleet wins the battle and ends its movement in that naval area.

3 Next, the Roman player spends 4 SP to activate the land stack besieging Pintias. As he has a Consul in the stack, all the units can contribute to the siege die roll. As he already has naval units in the port's naval area (see Campaign Rule 8) he can roll the die to resolve the siege. His Siege marker has a siege number of "2", so he must roll a "2" or less with 1d10. He must modify the die roll by +1 for the Gallic infantry inside the city and by -5 for the number of Roman ground units performing the siege. He rolls the die, a "6", so Pintias falls. He turns the fortress' garrison face-down and eliminates the Gallic infantry inside the city.

4 There is 1 SP left but there is no other unit available to use it, so he must forfeit that SP. The Operation ends and play resumes.



11. FORTRESSES

11.1. Each fortress has an intrinsic garrison, and must be besieged in order to be taken over. The intrinsic garrisons are considered a ground unit but do not stop the movement of enemy units and cannot be attacked in the normal fashion. They also do not count for stacking, or against the limit of stacking of ground units inside the fortification.

11.2. In addition, up to 4 unit counters can be inside the fortification at any one time, and contribute to its defense.

11.3. When a unit/stack enters an area with a friendly fortress, the ground units stacked within the fortress can either engage in battle "outside" the fortress in the normal fashion, or take refuge "inside" the fortress in which case a siege will commence.

11.3.1. If a ground battle is fought in the area with a fortress, up to 4 units of the side who controls the fortress may retreat into the fortress instead of moving away from the area.

11.3.2. As soon as the enemy units finish their movement, or a ground battle in the area with a friendly fortress fails to clear the area of enemy units, the fortress is then placed under Siege. Place a Siege counter of the besieging side on the fortress. **11.3.3.** The siege is resolved by activating the stack that is carrying out the siege through an On-Board Operation. Upon activation, the player controlling this stack rolls a D10 against the number printed on the SIEGE counter. If the result of the modified die roll is equal to or less than that number, the fortress falls and all the besieged units are destroyed. The modifiers to this roll are: a). The factor of the fortress. b). Number of enemy units within the fortress. c)-Number of units that form the stack activated to besiege the fortress.

11.3.4. Remove the SIEGE counter once all Enemy Units have left the Area the friendly besieged fortress is in.

11.3.5. Besieged units and On-Board Operations.

a) Units that are inside a besieged fortress can conduct On-Board Operations normally, but can only use Resource Points that are in the Fortress, and can only carry out a battle with the units which are besieging them.

b) In the case that the besieged units need to retreat, they must retreat back into the besieged fortress.

c) They can also participate normally in a battle that is initiated by units that are coming to their rescue from another area.

12.LEADERS

12.1. Some counters represent the commanders that took part in the historical campaign and have a number of special abilities that produce modifications to the rules. These abilities and modifications are discussed in the Campaign Specific Rules.

12.2. Leaders always move as part of a stack of units, and may never move independently.

12.3. If all the units a leader is stacked with are eliminated, so is the leader.



CAMPAIGN RULES

1.TERRAIN

Relevant terrain features in "Punic Island" are sea areas, land areas, mountains, urban areas, ports and the Etna volcano.

a. Sea areas: Only naval units can move through sea areas. Sea areas are impassable by ground units unless they are being transported by Naval Units (see Series Rule 7). Naval units spend 1 RP per sea area entered during movement.

b. Land Areas: Only ground units can move through or be deployed in land areas. Naval units can also move into land areas with controlled cities that have a port. Ground units and naval units spend 1 MF / 1 RF per land area entered during movement.

c. Mountains: Mountains are considered land areas for all purposes. It cost 3MF to enter a Mountain area.

d. Cities: Cities are the only place where players can place Resource Points. All of them are FORTRESSES and own an intrinsic garrison – with a different color for Roman garrisons (red) and Punic-allied garrisons (blue). Cities have some symbols printed around them to give players important information about them: the red number inside the little tower is its Siege Modifier; the white number inside the laurel crown is its value in Victory Points. Some cities also show an ancient coin, those cities are owned by Syracuse and switch sides when the Roman player plays the "Syracuse switches sides" card.

e. Ports: Some cities include a "port symbol", they function as ports for the player controlling it – the player whose garrison is inside the city. Port symbols are shown next to the cities, in the small naval area adjacent to them. Naval units must enter and exit the port cities via the naval area with the port symbol.

f. Controlling an Area: During the course of the game it is necessary

to determine which player controls an area. An area with a city is controlled by the player whose garrison is in the city. You must besiege a city to take control of it. When you conquer a city turn the garrison counters to show your own garrison. A city can change hands several times during play. Initially the Roman player controls **Messana** and **Reggio**. The Carthaginian player controls the rest of the cities. g. The box marked "Africa" contains both land and naval areas and both players can move units – land and naval - to and from Africa by paying the cost in RF for naval units using the crossing arrow shown on the map.

h. Reggio and Messana are considered adjacent land areas when both cities are controlled by the same player. So, the controlling player could move land units from Reggio to Messana and vice-versa, not the opposing player.

i. The Etna volcano is impassable and does not affect play in any way.

2.UNITS

Both sides have several types of units represented by counters of different colors.

Purple: IBERIANS

Light blue: NORTH AFRICANS

Yellow: SYRACUSE

Green: GAULS

Red: ROMANS



"Carthaginian armies were mainly made up of mercenaries. So, there is a diversity of nationalities represented in the game. The Roman army and, to a lesser extent, the Syracuse army, were citizen armies. We do not make any difference between proper Romans and Alae Auxiliary as it is not worth for game purposes."

3. INITIATIVE

a. The Roman side has the Strategic Initiative at the beginning of the game.

"The Roman Senate wanted to take control of Sicily at all costs and spent a lot of resources doing so. The Carthaginian Senate didn't have a realistic view of the conflict and didn't understand Rome's purpose and tenacity till it was too late. Carthage was used to wars that ended when its economic profit was less than the cost so she tried to win wars by attrition and depletion. Against other opponents this strategy had work, against Rome it wouldn't."

b. The Strategic Initiative goes to the Carthaginian side if all cities on Sicily are controlled by Carthage.

4. RESOURCE POINTS

Both players must place their Resource Points in areas with Fortresses. Resource Points can only be moved by sea. New Resource Points must be allocated as follows:

a. Carthaginian: as stated on the card played or at any Carthaginian controlled fortress on the map.

b. Romans: as stated on the card played or at any Roman controlled fortress on the map.

5. REINFORCEMENTS

As per Resource Points above. The Operational cards state where they arrive. If the area where the reinforcements must arrive is enemy occupied you cannot play that card. The number of units in the counter mix is the maximum number of unit each side can have in play



at any time. If a card allow you to place more unit on the map than supplied by the counter mix you forfeit those units.

6. NANAL UNITS

a. Naval transport. Units belonging to a stack of one or more naval units can transport:

1. Up to three (3) ground units **and**.

2. One *Resource Point* per naval unit in the stack.

b. Disorganized or Depleted naval units may only be reorganized or rebuilt while in a friendly controlled port.

c. Naval units inside a fortress with a port don't add to its defense nor count against the 4 ground units that can be inside a fortress. (See Series Rule 11).

7. ARMIES

Activating a stack of ground units for movement costs 3 SP regardless of the number of units in the stack (not 1 SP as per Series Rule 5.5.2).

8. SIEGE OF FORTRESSES WITH PORT

A player needs to have naval units in the naval area adjacent to a port to be able to roll for besieging that port. If you don't have naval units in the port's naval area you can have the port under siege but you cannot roll the die for the action of "SIEGE" against that fortress-port.

9. LEADERS

"In this Volume of the Campaign Commander Series, leaders take a major role and are more influential than in any previous Volume of this series. The two reasons behind this change are: 1): ancient armies were bonded by the personal charisma and leadership of their generals, armies were not as big as they would be in later era's; 2) ancient warfare was very different from warfare as waged in WWII, continuous fronts and millions of men under arms were things yet unheard of, military forces usually were concentrated in single "armies" or "fleets" that gathered most of one's military might on a small space. Roman generals don't have proper names in this game since they were replaced frequently during the war, they were not professional soldiers but politicians in search of a career; this is the rationale for them being randomly chosen and their various modifiers. Carthaginian leaders were professional soldiers like Hamilcar Barca, father of the would-be famous Hannibal of the Second Punic War."

a. Players can only move a stack of more than 1 unit –land or naval- if that stack contains a Leader counter. As per Series Rule 8.4., all the units and the leader in the stack must remain stacked during the whole move and end in the same area; you cannot pick up units along the way or drop off units as you move.

b. Leaders have values printed on their counters that modify the printed values of the units stacked with them.

c. The Roman leader counters must be put into a cup and every time you need to put some of them into play you must randomly pick them from the cup. Every time you withdraw a Roman leader from the map you must put him into the cup. Also, if a Roman leader is eliminated, for any reason, you must return him to the cup. The Carthaginian player would gain 3 VP normally.

d. The Carthaginian player cannot have more than 2 leaders in play at the same time. If the Carthaginian player plays a Reinforcement card that allows the placement of a new leader and he already has 2 leaders on the map, he must choose one of them randomly and withdraw him from the game. The withdrawn leader cannot return to the game. Next he places the new leader allowed by the card on the map.

e. You must declare which leader, if there is more than one present, is "in command" during a battle. You will use this leader's values to modify the ground units' values during the battle as long as he is present in the battle –if the leader is withdrawn from the battle he ceases to modify the values of the units that are still present in the battle.

f. You must declare which leader, if there is more than one present, is "in command" when you activate a stack for movement. You will use this leader's values to modify the ground units' values during that movement action.

10. NORTH AFRICAN UPRISING

"Carthage was a City-State, allied with several other City-States of North Africa, mainly Libya, and with some more subdued and colonized ones. As part of strategy Roman forces tried to open revolts in North Africa to distract Carthaginian forces and resources from the fight for Sicily."

a. A Roman unit or stack that begins an On-Board Operation in an area in North Africa can perform a new kind of action: "Promote uprising".

b. It costs 3 SP and allows the Roman player to put an "Uprising" marker in the area its units occupy or any adjacent one.

c. Each "Uprising" marker on the map at the end of the game subtracts 2 VP from the Carthaginian VP total.

d. The Carthaginian player must follow the same procedure as in b) above, to remove each "Uprising" marker but he cannot remove any "Uprising" marker if there is any Roman unit in any area in North Africa.

11. HARUSPEX

Once per game the Roman player can choose to add his whole hand to his deck, reshuffle it and draw the same number of cards as he had in his hand. The Roman player can do this action choosing CARD in the Operational Sequence, instead of drawing, playing or discarding a card.

12. SPECIAL BATTLE CHITS

"In this era's battles, land or naval units got locked in hand-to-hand combat and boarding, so commanders lose control of them. Reserves and numerical superiority were the keys to victory."



a. There are some BC's which put units "engaged in combat". Place the BC near the "engaged" units to show their status.

b. You cannot "engage" enemy or friendly units that are already "engaged in combat" if you or your opponent have any unengaged units left.

c. An "engaged" unit that must check Cohesion for being "engaged" again must add 3 to this second "engagement" die roll. This modifier only applies to the second Cohesion check and only applies while the unit must make TWO Cohesion checks for being "engaged" twice.

d. If you have no unengaged units, any BC that makes you "engage" any of your units is treated as NO EFFECT, you just play it and nothing more happens (see below).

e. The BC's that "engage" units in combat remain beside the "engaged" units and apply their effect as they are played and every time another BC is played. So, "engaged" units must continue rolling for Cohesion until one side's unit/s leave the battle. If you have some "engaging" BC in effect, resolve the newly played BC and then follow the order in which the previous BC were played.

f. While there are units "engaged", the BC's provoking the engagement are not returned to the cup nor discarded.

13. LOSSES IN NAVAL BATTLES

"Ancient naval warfare offered the winner a great prize in the form of captured enemy ships that could be manned to replace losses faster than the losing side."

a. Each naval unit destroyed during a naval battle must be put aside until the end of the battle.

b. The losing side loses every unit sunk during the battle.

c. The winning side recovers 1 of his sunken naval unit per every 2 destroyed enemy naval units. Those recovered units are full-strength and organized.



They are placed in the area where the battle took place. If the winning side has less destroyed units than those he could recover he can put any Depleted units already in the battle area at full-strength.

14. SYRACUSE SWITCHES SIDES

- As soon as the Roman player plays the "Syracuse switches sides" card, Syracuse is no longer part of the Carthaginian side and the Roman player takes control of some cities –those with the ancient coin printed besides them– and the Syracuse navy.
- You must also eliminate any Carthaginian naval unit and leader inside those cities that switch control to Rome.

15. VICTORY CONDITIONS

When the game ends, both players calculate their Victory Points as follows;

- Fortress Values: Each Fortress has a Victory Point value printed on the map.
- Destroyed enemy units (do not count leaders or units destroyed by playing Event or Operational cards –red or green edges):
 - One Victory Point is awarded for each enemy ground or naval unit.
 - Three Victory Point for each enemy leader.
- Other Victory Points are granted by played Strategic cards.
- Each "Uprising" marker on the map subtracts 2 VP from the Carthaginian total.
- The player with the highest Victory Point total is declared the winner.

16. PERMANENT CARDS AND EFFECTS

- Some Strategic cards produce a permanent effect on the game. These are: for the Roman deck "Corvus Withdrawn", "In Extremis", "Incursions in Africa" and "Hanno "The Great" takes Hekatompylos"; for the Carthaginian "Incursions in Italy".
- When one of these cards is played it is placed in its place-holder on the game map, the permanent effect being effective for the remainder of the game.
- Permanent effect last to the end of the game including the VP they represent.

17. INITIAL SETUP AND GAME PREPARATION

The initial setup of counters and Resource Points is printed at the end of these rules.

- Place each unit counter in its appropriate area according to the placement instructions.
- The remaining units are then placed in the Reinforcement Box printed on the map.
- Each player shuffles his deck, and draws five cards.
- Players then place their decks in their respective locations on the game map.
- And finally players place markers on the map to mark their control of fortresses and the markers to track their use of supplies.

18. MARKERS

The following markers are included in the counter inventory. Their use is explained in either the Series Rules or the Campaign Rules.

RESOURCES



SUPPLY POINTS



FORTRESS GARRISON



CURRENT OPERATION



CART/MAP



DISORGANIZED



SIEGE



UPRISING



ISOLATE



CARTAGINIAN PLAYER'S NOTES

You play the role of the Carthaginian High Command in this war. Maybe it is a frustrating appointment. Frustrating, since the Political High Command, the Carthaginian Senate, has decided this war must be as cheap and painless as possible. So, your mission is not to win fast and brilliantly but not to risk your forces too much and win by attrition and depletion of your Roman foe. At the beginning of the game you have a powerful ally: Syracuse. You also have the opportunity of taking Messina and giving the Roman player a hard time. The initial Roman army is small but strong and will try to lift the siege of Messina to secure the crossing from Italy for future legions. Sooner or later Syracuse will switch sides. You could send them naval and/or land reinforcements to prolong the war on Eastern Sicily as long as you can. The longer the fight is on Syracusean territory, the shorter the time is that the Romans will have to conquer your portion of Sicily or to land in Africa. Anyway, be careful, the Roman army is a very tough enemy in land battle. So it is very risky to offer battle with your army, especially as the "Total Victory" cards can destroy an army you can hardly put together again. Try not to give too many Victory Points to your opponent by waging land battles. Naval battles are a different matter. Your fleet is your main weapon. Your "Baal Amon" cards are very valuable, so make good use of any opportunities to attack and defeat Roman fleets. Take into account that no matter how many Roman fleets you destroy they will reappear as Roman resources seem inexhaustible. Your best tactic is to make the Roman player waste them. Your main chances of victory are to end the game as fast as you can and to use your Event and Operational cards to attrition and use up the Roman forces. Your second weapon is: time. You must try to play "card" as often as possible. The Roman player has a race against the clock and a wise Carthaginian player on the defensive and with sharp claws can make for a tough opponent. Finally, don't forget North Africa's security. Have an army in Carthage –four land units are enough– ready to meet any Roman intrusion and to smash down any uprisings.

ROMAN PLAYER'S NOTES

You have the better army: motivated and tough troops. You can also count on having the Strategic Initiative for the whole game since you have a good fleet and an outstanding capability to replace losses and put resources on the map. You must race against the clock to win the game. You want to take the jewel of its possessions from Carthage, so you must conquer most of Sicily and also win some battles to win the war. The Roman Senate will help you to gain every resource and man it can muster for the war, but even Rome has a limit. So, time is your main enemy. If you run out of time you will fail to accomplish the Senate's goals and lose the game. You must learn to plan ahead in your campaigns so your army and fleet can obtain as much as possible in a single "season". This game has no turns, but you will need to "recall" your army and fleet to replenish and rest to continue the war.



Play your "Consular Armies" cards when you run out of Resource Points and/or your troops are very depleted; with those cards you will get a new army and new Resource Points to begin a new series of conquests. In this war, naval warfare will be crucial so use your fleet well. Your "Fleet construction" cards will be very useful when you suffer a disaster by a "Storm at Sea" card or at Carthaginian's hands. You will have to make a tough decision: to leave the CORVUS on or off your ships. With it your warships will be more vulnerable to storms, but without it your fleet will be less dangerous in battle since it doesn't allow you to let your soldiers do their job. The war has two different phases: one against Syracuse, in Eastern Sicily, and another in Western Sicily. Taking Gela early will help you, using your fleet, to make an intrusion into Africa. You will need to distract the Carthaginian Senate with North African uprisings to win this war. You might even have the opportunity to land a sizeable force in Africa to siege and take the capital proper; but don't put too much hope in that campaign as the Carthaginians have enough troops, cards and resources to make this a wasteful operation. To land a small army in Africa is a wise move to make your campaigns on Sicily a little easier. There are two avenues on the island to move through: the northern one with Panormo as a target and the southern one that leads to the most populated and best defended areas. Be careful with Agrigentum as it usually is a hard nut to crack. Try to coordinate your army and fleet to assure the fall of some fortresses during each campaign. It will not be an easy task to win this war against a wise defensive Carthaginian player.

DESIGNER'S NOTES

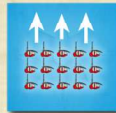
This is the third Volume in the "Campaign Commander" Series. It takes us to a different space and time, the previous two Volumes being devoted to the Second World War. We wanted to make a radical change here, offering the players a new challenge, and also to highlight some rules that saw less use in Volumes 1 and 2: leaders and fortresses. We had the aim to cover very differing campaigns with the same set of rules and we have put it to the test in this Volume. We added cards and new Battle Chits, more specialized and with "semi-permanent" effects to allow players to recreate the First Punic War. Naval battles in this game are very different from those in "Coral Sea". Players will see a lot of destroyed naval units in every one of them and the possibility for the winner to profit from his victory. Both sides will use different combat styles to win a battle. Land battles are also different from those usually seen in "Roads to Stalingrad" or "Coral Sea" since they will show the Ancient warfare styles of "a stalemate to fight another day" or "crushing defeats in which the winner escapes unscathed". In this Ancient campaign the game is nicely asymmetric as the Roman player usually has the Strategic Initiative during the game and the Carthaginian player better off staying on the defensive, letting time go by to win. So, each side has a very different play style, more so than in previous Volumes in the series. However, the design tries to accomplish the same objectives as those of "Roads to Stalingrad" and "Coral Sea": to be a good simulation of a military campaign. The series is dedicated to campaigns in all their operational aspects. Some of the cards in each game reflect strategic or political elements that were outside the direct control of the commanders in their theaters of operation. This is the origin of the different play styles for the Romans and the Carthaginians: the Roman Senate was fully committed to a war of conquest and the Carthaginian Senate thought that they could win as the war as they always did, by attrition, bribe and exhaustion. The first objective of this game design was to be able to faithfully simulate the decision making process involved in all military campaigns. Players will make decisions on the development of the campaign, as much by directing battles as by accumulating resources or managing their deck of battle cards to cause effects that they deem necessary. The key of the game is to make the correct decisions at the right moments. The second objective of this design was simplicity. The game system is the easiest we have been able to come up with while still maintaining its goal of being a faithful simulation of a military campaign. There are several mechanics that players need to learn and manage, but the decision making is always oriented so that it is not necessary to spend

"hours" deciding what to do or to memorize dozens of factors or modifiers at the time of executing an action in the game. The battle system is an example of this: the combination of Battle Chits – specifically designed for each side in each game. In Punic Island, the Roman army is a terribly effective weapon but on the opposite side the Carthaginian navy is more seaworthy than the Roman fleet. The values of the unit counters and the use of some cards produce "realistic" results in a very effective way. There are no tables to memorize, cards are played with effects that are applied immediately, dice are rolled to solve any uncertainties. The third dimension of the design is playability. Not everyone has the time, space or opportunity to play long detailed games with large groups of players. For this reason "Campaign Commander" is a series of games designed for two players with about 3-4 hours of game time. Games are usually finished in one sitting, without the need to leave a game setup to resume play on another day. Punic Island plays in two to three hours since the on map operations and strategies employed require less battles and movement than with Roads to Stalingrad. However, although a game can be played in a single session this should not mean that it should be less demanding or less interesting. "Campaign Commander" is not "a simple" series; it takes time and effort to figure out the way to achieve victory for each side, and each opponent will play each campaign differently. We wanted this series to allow for variability and diversion and be an interactive and exciting experience by design. By playing the game, the rules and mechanics will become second nature and players are next able to focus on attempting to outwit each other tactically. We hope you will have as much fun playing the games in this series as we have!

EXPLANATION OF BATTLE CHITS

CARTHAGINIAN. Land: (16)

Frontal Assault (1): Choose one of your own infantry units and one Roman infantry unit and "engage" them. Both units must check for Cohesion, whichever fails becomes Depleted. If you don't have any unengaged infantry unit or you and/or the Roman player don't have any infantry unit in the battle, discard the Chit and draw another one. Treat as NO EFFECT if, at the moment of playing it, you don't have any unengaged infantry unit or you and/or the Roman player don't have any infantry unit in the battle.



Flank attack (4): Choose one of your own infantry units and one Roman infantry unit and "engage" them. The Roman unit must check for Cohesion, if it fails it becomes Disorganized. If you don't have any unengaged infantry unit or you and/or the Roman player don't have any infantry unit in the battle discard the Chit and draw another. Treat as NO EFFECT if, at the moment of playing it, you don't have any unengaged infantry unit or you and/or the Roman player don't have any infantry unit in the battle.



Skirmish (2): One Roman unit must check for Cohesion. If it fails it becomes Depleted.



Confusion (2): One Carthaginian unit must check for Cohesion. If it fails it becomes Disorganized.



Galic Fury (2): Choose one of your own Gallic infantry units and one Roman infantry unit and “engage” them. Both units must check for Cohesion whichever fails becomes Disorganized. Modify the Gallic die roll by (-3) and the Roman die roll by (+2). If there is no Gallic infantry in the battle or all of them are already “engaged”, treat this Chit as “Frontal Assault”. If you don’t have any unengaged infantry unit or you and/or the Roman player don’t have any infantry unit in the battle discard the Chit and draw another. Treat as NO EFFECT if, at the moment of playing it, you don’t have any unengaged infantry unit or you and/or the Roman player don’t have any infantry unit in the battle.



Elephant Charge (2): Each Roman cavalry unit in the battle, if any, must check for Cohesion with a die roll modifier of +1. Each unit that fails the check becomes Disorganized. If there is no Roman cavalry unit in the battle, 2 Roman infantry units must check for Cohesion. Each unit that fails becomes Depleted. The elephant unit must check for Cohesion if it fails it is eliminated. If you don’t have any elephant unit in the battle discard this Chit and draw another. Treat as NO EFFECT if you don’t have any elephant unit in the battle at the moment of playing this Chit.



Cavalry (2): All cavalry units –both sides- in the battle must check for Cohesion. Each unit that fails becomes Disorganized. If one side has no cavalry unit in the battle, 2 infantry units must check for Cohesion, whichever fails becomes Depleted and Disorganized. The side with cavalry units in the battle does nothing. Discard this Chit and draw another if there is no cavalry unit involved in the battle. Treat as NO EFFECT if, at the moment of playing it, there is no cavalry unit involved in the battle.

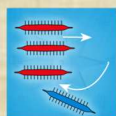


Punic Treachery (1): Two Roman units must check for Cohesion. Whichever fails becomes Disorganized. If there is only 1 Roman unit left in the battle he must check with a die roll modifier of +2.



CARTHAGINIAN. Naval: (16)

Periplus (4): One Roman unit must check for Cohesion, if it fails it becomes Depleted and Disorganized. Discard this chit and draw another if you have no unengaged naval unit. Treat as NO EFFECT if, at the moment of playing it, you have no unengaged naval unit.



Diekiplus (4): One unengaged Carthaginian unit must check for Cohesion, if it fails it becomes Disorganized. Two Roman units must check for Cohesion, whichever fails becomes Depleted and Disorganized. Discard this chit and draw another if you have no unengaged naval unit. Treat as NO EFFECT if, at the moment of playing it, you have no unengaged naval unit.



Wrong Course (2): One Carthaginian unit must check for Cohesion, if it fails it becomes Disorganized.



Ballistas (3): Three Roman units must check for Cohesion, whichever fails becomes Depleted.

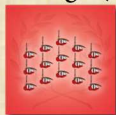


Boarding (3): Chose two of your naval units and two Roman naval units. “Engage” one-on-one so one unit fights another unit. Each unit must check for Cohesion, whichever fails becomes Depleted. If any unit becomes Disorganized, it does not retreat from the battle but remains “engaged”, if it becomes Depleted again it is eliminated. Treat as NO EFFECT if, at the moment of playing it, you have no unengaged naval unit. Treat as NO EFFECT if, at the moment of playing it, you have no unengaged naval unit.



ROMAN. Land: (16)

Wedge (6): Choose one of your own infantry units and one Carthaginian infantry unit and “engage” them. Both units must check for Cohesion whichever fails becomes Depleted. Modify the Carthaginian die roll by (+2). If you don’t have any unengaged infantry unit or you and/or the Carthaginian player don’t have any infantry unit in the battle discard the Chit and draw another. Treat as NO EFFECT if, at the moment of playing it, you don’t have any unengaged infantry unit or you and/or the Carthaginian player don’t have any infantry unit in the battle.



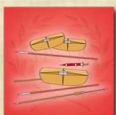
Flank attack (2): Choose one of your own infantry units and one Carthaginian infantry unit and “engage” them. The Carthaginian unit must check for Cohesion if it fails it becomes Disorganized. If you don’t have any unengaged infantry unit or you and/or the Carthaginian player don’t have any infantry unit in the battle discard the Chit and draw another. Treat as NO EFFECT if, at the moment of playing it, you don’t have any unengaged infantry unit or you and/or the Carthaginian player don’t have any infantry unit in the battle.



Skirmish (2): One Carthaginian unit must check for Cohesion. If it fails it becomes Depleted.



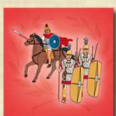
Confusion (2): One Roman unit must check for Cohesion. If it fails it becomes Disorganized.



Cavalry (2): All cavalry units –both sides- in the battle must check for Cohesion. Each unit that fails becomes Disorganized. If one side has no cavalry unit in the battle, 2 infantry units must check for Cohesion, whichever fails becomes Depleted and Disorganized. The side with cavalry units in the battle does nothing. Discard this Chit and draw another if there is no cavalry unit involved in the battle. Treat as NO EFFECT if, at the moment of playing it, there is no cavalry unit involved in the battle.



Ruse (2): One Carthaginian unit must check for Cohesion. If it fails it becomes Disorganized.



Chits romanos. Navales: (16)

Periplus (3): One Carthaginian unit must check for Cohesion, if it fails it becomes Depleted and Disorganized. Discard this chit and draw another if you have no unengaged naval unit. Treat as NO EFFECT if, at the moment of playing it, you have no unengaged naval unit.



Dieklus (2): One unengaged Roman unit must check for Cohesion, if it fails it becomes Disorganized. Two Carthaginian units must check for Cohesion, whichever fails becomes Depleted and Disorganized. Discard this chit and draw another if you have no unengaged naval unit. Treat as NO EFFECT if, at the moment of playing it, you have no unengaged naval unit.



Wrong Course (2): One Roman unit must check for Cohesion, if it fails it becomes Disorganized.



Ballistas (4): Three Carthaginian units must check for Cohesion, whichever fails becomes Depleted.

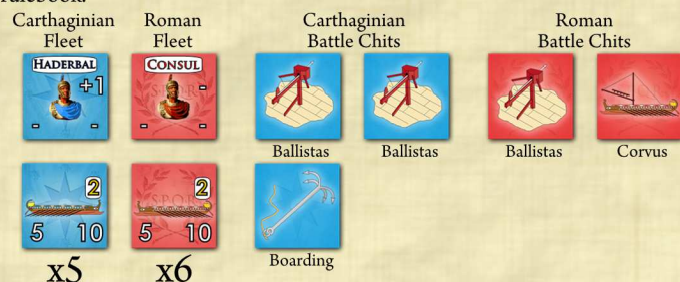


Corvus (5): Choose one of your naval units and two Carthaginian naval units. "Engage" them in a single combat. Each unit must check for Cohesion, whichever fails becomes Depleted. If any unit becomes Disorganized it does not retreat from the battle but remains "engaged", if it becomes Depleted again it is eliminated. Treat as NO EFFECT if, at the moment of playing it, you have no unengaged naval unit. Treat as NO EFFECT if, at the moment of playing it, you have no unengaged naval unit. If the Roman player has already played the "Corvus Withdrawn" card, treat it as Periplus.



EXAMPLE. NAVAL BATTLE OF PINTIAS

Initial dispositions: A Roman fleet has initiated the battle by entering the naval area besides the port of Pintias, occupied by 5 Carthaginian naval units and a leader –Haderbal. The Roman player will play the first Battle Chit as the Romans are the attackers. Both players must draw from their respective cups a number of Battle Chits, at random, equal to their best Tactical Value present in the battle. The Roman player has a Tactical Value of "2", for his naval units; the Carthaginian player has a Tactical Value of "3", 2 for his naval units plus one for Haderbal. Battle Chits effects can be found in the last pages of this rulebook.



Round 1a) The Roman player plays his Battle Chit "Ballistas". This chit forces three Carthaginian units to check for Cohesion. If any fails it becomes Depleted. The Carthaginian player rolls the die three times and rolls: "1", "6" and "8", depleting two of his units.

Round 1b) Now it is the turn of the Carthaginian player, who comes back by playing his own "Ballistas" chit. The Roman player rolls the die three times and rolls: "1", "2" and "7", depleting one of his units.

Round 2a) The Roman player must play another BC. He has to play the only one he has: "Corvus". He chooses one full-strength Roman unit and two Depleted Carthaginian units and "engages" them, putting the "Corvus" BC besides them. Each unit must check for Cohesion. If any fails it becomes Depleted. The Roman player rolls a "7", depleting his unit and the Carthaginian player rolls "2" and "7", depleting one of his units. As it was already depleted it becomes Disorganized, but he doesn't retreat from the battle as it is "engaged". The Roman player must now take a new BC from his cup, before the Carthaginian player plays another BC.

Round 2b) The Carthaginian player chooses to play another "Ballistas" chit. He chooses to check for Cohesion with three full-strength, unengaged units. The Roman player rolls: "3", "6" and "5", depleting one of them. Now the "Corvus" BC, still in play, must apply its effect again. The Roman player checks for his unit and rolls a "3", so the unit passes the check; the Carthaginian Disorganized unit rolls a "5" and is destroyed. The Roman unit becomes "unengaged" and the "Corvus" BC is discarded.

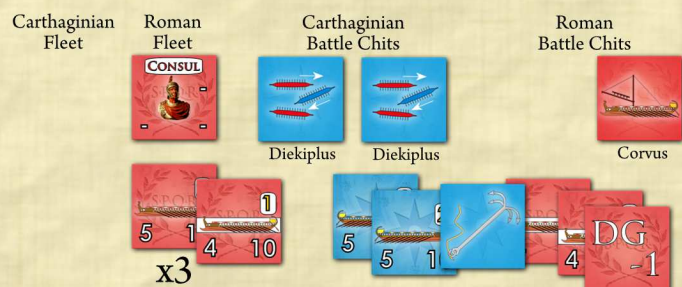
Situación cuando el romano vuelve a robar Fichas de Batalla



Round 3a) The Roman player drew one "Corvus" and one "Periplus" BC. He chooses to play the "Periplus" BC. The Carthaginian player will check for Cohesion with a full-strength unengaged unit. He rolls an "8" and it becomes Disorganized and Depleted, so he retreats the unit from the battle. As the battle is not going well, the Carthaginian player decides his leader will retreat with the naval unit. The retreating naval unit and leader must go inside a friendly port within range of the naval unit –take into account that the naval unit is Disorganized so it has 1 less RF. Now the "Corvus" BC, still in play, must apply its effect again. The Roman player checks for his unit and obtains a "4" so it passes the check; the Carthaginian Disorganized unit rolls a "5" and is destroyed, the Depleted unit rolls a "6" and is Disorganized.

Round 3b) The Carthaginian player is forced to play his last BC: "Boarding". He "engages" two Depleted Roman units with his two units, hoping any of them could be sunk. He places the "Boarding" BC besides the four units. Both Carthaginian units must check for Cohesion. The Carthaginian player rolls the die twice and obtains a "3" and "1", both pass the check. The Roman player rolls the die twice also and obtains a "1" and "7", depleting one unit which becomes Disorganized as it was already Depleted. The Carthaginian player draws a new BC –in this occasion 2 as he no longer has the modifier of Haderbal.

Situación cuando el romano vuelve a robar Fichas de Batalla



Round 4a) The Roman player now plays his "Corvus" BC. He chooses a full-strength unit and attacks the Carthaginian units that are already "engaged". The Carthaginian units must pass their check with a modifier of +3 to the die roll for already being "engaged". Both units fail the check and so does the Roman unit. All of them become Depleted. Now both Carthaginian units must check for Cohesion along with the two "engaged" Roman units. The Roman player rolls a "3" for the Depleted unit and it passes the check; next he rolls a "7" for the Depleted and Disorganized units: it sinks. The Carthaginian player rolls the die twice and obtains a "9" and "10", disorganizing both units.

Round 4b) The Carthaginian player drew two "Dieklus" BC which he discarded as all his units were "engaged". He then drew one "Ballistas" and one "Boarding" BC. He plays his "Ballistas" BC and three Roman units must check for Cohesion. The Roman player chooses the Depleted unit and two full-strength units, which are all unengaged. He rolls the die three times and obtains a "7", "9" and "10", all failed the check. The Depleted units become Disorganized and must retreat from the battle into a friendly-controlled port within range. The other two become Depleted. Now there are some Cohesion checks we must do for the remaining BC. The Carthaginian unit fails his first check and is sunk, the Roman unit also fails and becomes Disorganized.

Battle ends here as there are no more Carthaginian units left. 4 Carthaginian naval units have been destroyed and so the Roman player can bring into the battle area the unit he lost in the battle and put one of his Depleted units at full-strength.