

AGATHOCLES 312 BC



INTRODUCTION

Agathocles 312 BC is a two players scenario on the war between Syracuse and Carthage for the control of Sicilia between 312 and 305 BC.

The goal of Syracuse consists in capturing the whole island of Sicilia, or to take Carthage.

The objective of the **Carthaginians** is to repel their enemy, thanks to their powerful navy, their mercenaries and their Greek allies in Sicilia.

Forces of the two opponents are rather similar in terms of naval assets and availability of mercenaries, but

- **Carthage** has more human and financial means,
- even if the terrible tyrant Agathocles from Syracuse is a better military leader.

Event cards will allow the various games to unfold differently, as they represent the various diplomatic, military, political or economic changes that can occur during the course of time.

DURATION

Average Duration: 1h45

Favored Side: None

Most Difficult Side to Play: Syracuse

The scenario lasts **14 turns** (between 312 and 305 BC), each turn being the equivalent of six months.

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



FORCES

The Syracuse player controls the controls the Syracusean units (light grey) Numids (tan), Celtic mercenaries (green), Samnites (dark green), Italic (light blue), Libyans (sand), and Cyrene (brick).

The Carthaginian players controls the Punic units (purple), Numid mercenaries (tan), Celtic mercenaries (green), Iberic mercenaries (yellow), Italic (light blue), Greek (brown) and Sicilians (beige).

MAPBOARD

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

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

One sea region is unpassable (grey stripes). Five of them contain merchant ships pictures and values (used for naval trade income).



The Carthaginian player may never enter any region in Italia (Neapolis, Rhegium, Tarentum). Three of the naval trade regions belong to Carthage (West) and the two other to Syracuse (East).

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



VICTORY

IMMEDIATE VICTORY IF AND WHEN

- 1) Syracuse controls the fortress of Carthage, or all the fortresses in Sicilia.
- 2) Carthage controls all the fortresses of Sicilia (without losing Carthage), including Syracuse.
- 3) One player reaches or exceeds 20 VP at the end of a turn.

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

BONUS VP

+1 Syracuse VP for the control of each of the following regions: Syracuse / Acragas / Lilybaeum / Panormus / Caralis / Utike/ Hippo Accra.

+2 Syracuse VP if Agathocles is still in play at the end of the game.

+1 Carthaginian VP for the control of Messina and Camarina.

+2 Carthaginian VP for eliminating Agathocles.

SPECIAL RULES

ECONOMIC PHASE

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

Cost for units and cards:

- **Impedimenta / Liburnae / Skirmishers/ Lattri / Libyi / Elymas** : 1\$
- **Units with 2-steps / Quinquermis / Iopos Lochos / Basilei Hoplites / 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).



NAVAL RAIDS

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

POLITICS

Units and leaders of the **Sicilians** can never leave the island of Sicily.
Units and leaders of the **Libyan** and **Cyrene** nations may never leave Africa.

CARTHAGINIAN MERCENARIES

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



SUPPLY PHASE

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

AGATHOCLES

Agathocles was well-known for its fast and discreet moves.
To simulate this, the Syracuse player has 3 'teleportation' cards in his deck.

