

HAMILKAR 264 Av. J.C.



INTRODUCTION

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

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

The forces of both sides are rather different:

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

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

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

DURATION

Average Duration: 1h45

Favored Side: None

Most Difficult Side to Play: Carthage

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

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



FORCES

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

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

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

MAPBOARD

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



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

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

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

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

The Straits of Messina (Fretum Siculi) may be crossed by **Roman** land unit at the cost of 2 PM as long as **Rome** 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) The **Roman player** controls the fortress of Carthage, or all the fortresses in Sicilia.
- 2) The **Carthaginian players** controls all the fortresses of Sicilia (without losing Carthage).
- 3) One player reaches or exceeds 20 VP at the end of a turn.

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

BONUS VP

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

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

SPECIAL RULES

ECONOMIC PHASE

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

Cost for units and cards:

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

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 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

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.