done in any friendly-controlled city, not just cities with the recruiting symbol. Fleets may be recruited in a friendly-controlled city with a Naval Base. A leader may obtain more than one recruit per city, as long as he spends 4 Action points per recruit. Each attempt never involves more than a single unit, regardless of the Fortress Level or number of recruitment symbols printed in the city where the attempt occurs.

22.3 (b) "Adjacent land areas" means a land area connected to the land area the leader occupies by a solid colored line. This includes a Strait (blue line) IF no enemy fleet units occupy a Naval Base in either area connected by the Strait.

26.1 Only embarked infantry, cavalry, and leader units may be used for naval combat. Elephants may not.

26.2 All naval combat is simultaneous. Eliminated fleets may still make an attack prior to their removal from play. A land unit embarked on an eliminated fleet is also eliminated.

27.1 (a) Attrition is checked the instant a force moves along a Pass from one area to another.

(b) An attrition check occurs during sea movement the instant a force enters a Sea Zone. Make one attrition check per Sea Zone entered by a force during its move.

(c) If friendly units end a friendly player turn in an area containing an enemy-controlled city, or no city at all (regardless of control), make an attrition check. Treat all friendly units in the area as a single force; roll once for the entire force.

28.1 In order to perform a Blockade, a leader must have under his control a number of land combat UNITS (not factors) at least equal to the target city Fortress Value. Ignore the number of enemy units inside the city. IMPORTANT: Before a Blockade can occur, there can be NO enemy land combat units located in the same area but outside the city.

28.4 If all land units in a city are eliminated, be sure to remove all elephants, fleets, and leaders located in the city and its Naval Base as well.

CHARTS AND TABLES

Diplomatic Tables

All Tables:

"Barbarian Unrest" (Event #10 on Table A, #8 on B, #9 on C):

Each player must remove one friendly land unit (infantry or cavalry) from any ONE area in Gaul or Spain, as specified by the die roll.

Table A:

Event #3 "Treachery": On a roll of 3 or 4, Sardinia (not Corsica) betrays Rome. Syracusa is NOT considered a Sicilian city for purposes of this event.

Event #4 "South Italy Defects": All the following are considered "South Italian" cities: Corfinium, Capua, Fregellae, Neapolis, Tarentum, Brundisium, Crotona, Rhegium. This event only applies to listed cities controlled by Rome, not Carthage.

Event #11 "Gallic Support": Place the three recruits in any ONE city area not controlled by Rome, or in an area without a city. Eligible areas are as follows: Central Gaul, Southern Gaul, Tartosa, Narbo, Massilia, Genua, Placentia, Taurasia. The Carthaginian player may freely choose any area desired within these restrictions.

Table B:

Event #11 "Re-Defection": Any city in Italia, but NOT Sicilia, may be selected.

Table C:

Event #4 "Gauls Restive" (addition): Event may occur only once per turn.

DIPLOMATIC EVENTS RECORD SHEET (new)

Check off each event as it occurs. Once checked off, an event may not occur again during the game.

Syracuse becomes Carthage's ally [ ]

Macedon becomes Carthage's ally [ ]

Carthaginian Political Intrigue [ ]

Numidian Rebellion [ ]

PLAYER NOTES

Some people have inquired, "How can the Romans win?" Hannibal cannot be everywhere at once. If you try to contest Hannibal's army head on early in the game, you will lose! The best way to hold Italy is to disperse into the 2 strength cities and Rome, and force the Carthaginians to take massive losses in assaults, or disperse themselves. If they disperse, counterattack against isolated detachments. If they stay concentrated, then retake lost cities. Also, try invading, or even threatening, Spain and North Africa and see how quickly the Carthaginians fall apart. ■

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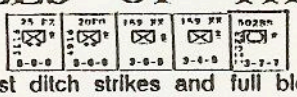

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