

# **Mediterranean Tyranny**

A Campaign for *Hannibal at the Gates*

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Mediterranean Tyranny v. 1.1

## **Introduction**

*Battle harden your army. Shepherd your generals to legendary reputations. Crush the enemy. Build an empire!*

*Mediterranean Tyranny* is an email to tabletop campaign-style game system to be used with the *Hannibal at the Gates 2nd Edition* (HATG) war game rules for classical era miniatures. *Hannibal at the Gates* is set in the era of great military leaders; Alexander the Great, Hannibal Barca, Pyrrhus of Epirote and Scipio Africanus lead a list that runs much longer.

Campaign turns are conducted via email through a Referee. Tabletop battles are resolved face-to-face using *Hannibal at the Gates* rules for Classical Era historical miniatures.

**Conventions.** Throughout the text of this document *Mediterranean Tyranny* and *Hannibal at the Gates* specific terms will have their first letter capitalized.

The Mediterranean Sea was a highway connecting all of the powerful players of the Classical Period. This situation provides a perfect setting for a war game campaign. Not only does each player share borders with two other players but all of the countries can be accessed by the sea. Every combination of friend or foe is possible.

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## Overview

**Players.** Mediterranean Tyranny is a game for five players/teams plus one Referee.

**Campaign Playing pieces.** The campaign playing pieces are called Maneuver Elements (MEs). There are Land Maneuver Elements (LMEs) and Naval Maneuver Elements (NMEs).

**Calendar.** Each turn is one week long. Each turn is divided into seven increments. One administrative impulse called Sunday and six movement impulses labeled Monday through Saturday. A faster Maneuver Element will be able to act in more impulses (days) than a slower Maneuver Element.

**Economics.** Each Nation begins the campaign with a treasury balance of 5,000 Talents. Money may accumulate from turn to turn. Money is earned from Taxes, Trade Agreements, Ransom and Bribes.

**Diplomacy.** Every Nation must identify its Diplomatic posture toward every other Nation. There are three possible Diplomatic Postures: Allied, Neutral and War.

**Military Control:** to have been the most recent Nation to have had an Army alone at the hex location on a campaign Sunday.

**Political Control:** a player's Nation falls under another Nation's control when that player's Nation has military control of every city in the country.

**Victory.** The campaign ends when one country surrenders. At that point the country that controls the most cities is the winner.

## Pre-game Festivities

### *Choosing a Nation*

Players will meet face to face to kick off the campaign. First on the agenda will be choosing a Nation. There are twelve nations on the map but only five from which players may choose. The Nations are not all equal in desirability. Some are better than others. But, the five nations available to be chosen by a player are all quite good.

Each Player will begin the Nation choosing process with ten bidding tokens. There will be a series of one or more secret auction cycles. Each player will write their name, a Nation and the number of tokens he or she will bid to "win" the indicated Nation. Bids may range from zero to all ten tokens. The referee will review the bids for ties and unsuccessful bids. Players that did not secure a Nation in the first auction by being the single highest bidder for a Nation will bid in the second round. This process repeats until all Nations are assigned.

Any tokens that were not bid will remain with the player. At the start of any battle the player may allocate up to two of the tokens as additions to the Army

Stamina Tokens available for that battle. Once so allocated they are no longer available for future battles.

### ***Choosing an Army List***

This campaign is set in the Hellenistic era. Players/teams must choose which *Hannibal at the Gates* army list they will use for each battle and conform to the restrictions of that list during that single tabletop battle. A player may choose a different army list for every battle! Players may choose armies from the Hellenistic or Punic and Macedonian Wars periods i.e. Army Lists #15 through 31. A player choosing the Roman Republic 2nd Punic War Army List #27 may not field Veteran Roman Legions except as specified under "Promoting Army Manpower Points to Veteran Status."

The choice of a nation need not have any influence on the Army List selected for a particular battle. If the player controlling Latium wishes to use a Galatian army, so be it. Similarly just because a player controls Akabula he need not select a Carthaginian list. Nor is any one player's choice affected by another player's army choice.

### ***Background***

Each player represents a Dictator, Monarch or Emperor with absolute power over his nation. Each player will control one of the following nations:

1. Akabula
2. Latium
3. Greece
4. The Levant
5. Egypt

The campaign world begins at peace. No two Nations are at war and neither are any Nations allied.

### ***Strategy***

The Mediterranean Sea and its surroundings provide a great venue for a campaign. No nation is pigeon-holed into conflict with a single nation. Each nation has two potentially hostile neighbors and access to all other nations via the sea.

Winning this campaign can be straight forward; conquer more cities than anyone else, collect more taxes as a result and use those taxes to build an overwhelming military. However, players that choose to ignore diplomacy, do so at their own peril.

**Teams.** It is recommended that, if possible, each player recruit a Second in Command player to assist with the tabletop battles and to stand ready to take

over the nation should real life intrude. In fact, three or four players per team would not be overkill.

## **Standing Army**

Each player begins the campaign with 16 AMPs, four Scouts, one Sea Scout, one fleet of eight Naval Squadrons, and four Campaign Leaders. All of these assets are in position as the game begins. During the campaign armies may suffer attrition and new recruits can be raised at the Nation's capital.

**Victory.** A Player Nation that has either surrendered or lost Political Control of its country for two weeks is conquered and all nations are so horrified by this turn of events that everyone agrees to end their wars and the Campaign concludes. The player that controls the most cities AND ONLY THAT SINGLE PLAYER earns the title of Conqueror and will be henceforth, until the next campaign, known as The Conqueror; like Percy the Conqueror or Murray the Conqueror. All will avert their gaze when he enters the room. When travelling others will trail one step behind the great Conqueror. When in the company of other campaigners the Conqueror should never be required to open a door or pull out a chair for himself.

## **Armies and Other Maneuver Elements**

**Army:** An Army is two to eight Army Manpower Points and a Campaign Leader sharing a hex. Armies may increase their distance travelled during a week by using roads.

**Campaign Leader:** A Campaign Leader is a named, Army Level Leader. If more than one Campaign Leader is present in a hex, one Campaign Leader must be designated as the Commander in Chief. If a Campaign Leader is killed or Recalled for Censure a new Campaign Leader will be promoted from the ranks of his army.

**Fleet:** A fleet is two to eight friendly Naval Squadrons located in the same hex. Fleets do not require the presence of a Campaign Leader to move.

**Home Guard:** A city Home Guard is two Army Manpower Points of immobile defenders. A Megalopolis Home Guard is four Army Manpower Points of immobile defenders.

**Primary CME:** Only one Army or Fleet may operate in a single hex. This rule exists to keep players from placing all of their campaign assets in a single hex and playing "turtle" until other nearby Nations have been bled white.

**Sea Scout:** A Sea Scout is a single Naval Squadron. It will always Retreat Before Combat. A Sea Scout may not transport Land Maneuver Elements.

**Scout:** A scout is a single Army Manpower Point Land Maneuver Element. It will automatically Retreat Before Combat.

### Maneuver Element Table

Maneuver Element	Size	Campaign Leader	Notes
<b>Scout</b>	1 AMP	None required	Fast, Will Retreat Before Combat
<b>Army</b>	Up to 8 AMPs	Required	
<b>Garrison</b>	Up to 8 AMPs	Not present	May not move, will reinforce.
<b>Home Guard</b>	2 AMPs City, 4 AMPs Megalopolis	No	May not leave city. Will not participate in field battles.
<b>Sea Scout</b>	1 Naval Squadron	None required	Fast, Will Retreat Before Combat. Risky at Sea.
<b>Fleet</b>	Up to 8 Naval Squadrons	Required	Fast. Safe on the coast, risky at Sea.
<b>Campaign Leader</b>	N/A	N/A	Army CinC

### Maneuver Element Identification

Each Maneuver Element (ME) will normally be identified by its Campaign Leader's name. In the case of Scouts, Garrisons and Fleets, that do not include a Campaign Leader, each will be identified by the first three letters of the Nation's name, followed by GarCityname (Garrison), Scout, SeaScout or Fleet and a serial number. For example, Akabula's third Scout unit would be labeled: AkaScout3, Greece's second fleet would be labeled GreFleet2 and Latium's Garrison at Trieste would be identified as LatGarTrieste.

### Land Maneuver Elements

Land Maneuver Elements (LMEs) are a collection of land based combat formations (Wings and Divisions) and Leaders.

There are three types of combat capable Land Maneuver Elements (LMEs);

1. Scouts: one AMP (specialized force)
2. Army: one to eight AMPs and a Campaign Leader in the same hex
3. Garrison: one to eight AMPs with no Campaign Leader

### Naval Maneuver Elements

There are two types of Naval Maneuver Elements, Fleets and Sea Scouts. Two to eight friendly naval squadrons may be together in the same hex as a fleet. Each squadron may transport one Army Manpower Point and one Leader. All fleets have an intrinsic Admiral to lead them. A Nation's Sea Scout is a single Naval Squadron that will automatically Retreat Before Combat.



## **Order of Battle**

When opposing forces come into contact and the result is a battle, players must translate their available AMPs into a field army. Players will refer to their chosen Army List and allocate their AMPs as Wings and/or Divisions. If any Mercenaries are present they will be deployed in accordance with Appendix B.

## **Leaders**

Army Leaders and Wing Leaders are available as specified by *Hannibal at the Gates*. The Campaign Leader will replace one of the Army Leaders and perform as Commander in Chief on the tabletop battlefield.

## **Campaign Leaders**

*Mediterranean Tyranny* provides for additional, special Campaign Level Leaders called Campaign Leaders. Players may choose to refer to their Campaign Leaders as Consuls, Satraps, Viziers, Legates, Chiefs or similar. Campaign Leaders possess the ability to lead an Army on the Campaign Map. Army Manpower Points (AMPs) may not move if not accompanied by a Campaign Leader. No single Campaign Leader may command more than one Army at a time.

More than one Campaign Leader may be collocated with an Army. However, one must be identified as the Commander in Chief by using his name as the Army Identifier. Additional Campaign Leaders assigned to an Army will be listed as Spectators under Notes.

When travelling alone, Campaign Leaders will be listed as a separate Maneuver Element with a "Leader Alone" designation under the Notes section. Unless located in a friendly city, when an enemy Army enters their hex, a lone Campaign Leader will be captured. If a city containing an unaccompanied Campaign Leader is captured, the Campaign Leader is captured as well.

## **Exceptional Leaders**

No leaders begin with an Exceptional Rating. However, a leader may gain an Exceptional rating based on his performance. A leader that has been designated the Commander in Chief of an army that wins two consecutive tabletop land battles gains an Exceptional rating. Also, a CinC that wins a single tabletop land battle at less than even (AMP) odds becomes Exceptional. Note that the AMP calculation includes AMPs available and actually present on the table at some point during the battle.

## **Ransom and Escapes**

A Campaign Leader that has been captured may be ransomed. The "going rate" for a ransom is 500 talents or 2,000 talents for an Exceptional Leader. If the capturing Nation refuses to ransom a leader or demands more than the going

rate there is a possibility that the leader will escape. If a nation is unable or unwilling to pay the ransom, it is possible that the leader will turncoat and join his captors. The referee must be included in all player to player discussions of ransom and will advise players of any treachery or escapes.

## **Maneuver Element Reorganization**

Normally only a single LME is expected to be in any one hex. However, on occasion a player may wish to "Over Stack" a hex for convenience or for the purpose of reorganizing his forces. A collection of AMPs and/or Naval Squadrons and multiple Campaign Leaders in the same hex may be reorganized. Reorganization occurs on Sunday. The new organization is available to be ordered away on Monday.

For example, on Tuesday a Campaign Leader and his eight AMP army moves into a hex that contained a Campaign Leader and a 4 AMP Army. So, now there are two Campaign Leaders and 12 AMP present. The eight AMP army is the Primary Maneuver Element. Assume that the player wishes to use these assets to create two 6 AMP Armies. The reorganization happens on Sunday. It would be advisable that only one Army remain in the hex as the Primary CME and the other immediately move out on Monday to avoid Over Stacking.

Players may impart their desires to reorganize forces through the FinNotes field, or a separate email with a subject line of "MedTyr Turn X Reorg." Such an email must be received before the player receives his Move Plot form for the next turn so the referee can update the database.

## **The Map**

The map has a hex grid to facilitate movement. See the map key for symbols.

### **Capital Cities:**

List of Capital Cities:

- Latium: Rome
- Akebula: Carthage
- Egypt: Alexandria
- The Levant: Antioch
- Greece: Athens

### ***Terrain***

A hex may include a terrain feature. Different types of terrain may have different effects on battlefields located therein.

### **Terrain types**

There are nine types of terrain:

1. Clear

2. Forest
3. Foothills
4. River Valley
5. Desert (impassable)
6. Mountains (impassable)
7. Sea
8. Coastal\*

\* A coastal hex is any hex containing sea and not containing a Sea Hex designator (waves).

### **Roads**

Armies on roads may move every day, Monday through Saturday. If not on a road on Wednesday and Thursday, they may not move those days.

### **Coastal Hexes**

Fleets may only be located in the sea portion of a coastal hex and armies may only march or attack on the land portion of a coastal hex. Armies may be transported along the sea portion of a coastal hex by a fleet.

### **Cities**

Each city will pay a weekly tax to its controlling nation's treasury. Each city begins the campaign under the control of its assigned Nation. Once a city is captured either by being overwhelmed or successfully besieged, the control of that city passes to the capturing Nation.

### ***Megalopolis***

Some Nations include a large city called a megalopolis. A megalopolis contributes more tax than a city. Every megalopolis has an integral Home Guard of four Army Manpower Points.

### **Mediterranean Map Notes:**

Land Maneuver Elements may move across water hex sides and spaces in the following instances:

between 0120 and 0121,  
between 2519 and 2420,  
between 3715 and 3716,  
within 4015,  
and within 4608.

### ***Battlefields***

Battlefields are created as prescribed in HATG or by the referee. However, there are some additional restrictions set by Mediterranean Tyranny terrain types.

1. Forest: Must include two, one square foot sections of Forest.

2. Foothills: Must include three small (less than one square foot) gently sloping hills. One hill may be a steep hill.
3. River Valley: Must include a fordable river.

## **Economics.**

Each Nation begins the campaign with a treasury balance of 5,000 Talents. Money may accumulate from turn to turn.

### **Tax Table**

<b>City</b>	<b>Taxes per Turn</b>
Megalopolis	500 Talents
City	100 Talents

**Taxes:** Taxes are collected from every city under a nation's control.

### **Trade income**

Each nation gains 500 Talents per turn per Trade Agreement. Trading partners may only share a single trade agreement. However, a Nation may share a Trade Agreement with any nation it is not waging war against.

### **Procurement**

AMPs may be procured at the beginning of each week on Sunday. Newly procured Land Maneuver Elements (LME) AMPs begin in a Nation's capital. Naval Squadron AMPs may only be built in a Port City that is directly under a Nation's control. Indicate the procurement by adding AMPs to existing MEs or creating a new Garrison or Fleet.

### **Procurement Table**

<b>Item</b>	<b>Purchase Price</b>
Regular AMP	1,000 talents
Home Guard AMP	N/A
Mercenary AMP	250 talents/turn
Mercenary Naval Squadron	250 talents/turn
Naval Squadron	1,000 talents
Campaign Leader	N/A

### **Mercenaries**

To learn how Mercenaries are hired and which type of Mercenaries are available from a particular city see Appendix B.

### **Logistics**

Supplies; food, fodder, munitions etc. are below the level of concern for the player/Monarch. However, armies will attrite and AMPs may only be raised in

a nation's capital. Consequently, there will likely be a need to secure the route from one's capital to the front lines.

## **Diplomacy**

Every Nation must identify its Diplomatic posture toward every other Nation. There are three possible Diplomatic Postures: Allied, Neutral and War. Nations that share a Diplomatic Posture of Allied may not change directly to a Diplomatic Posture of War. They must first change their posture to Neutral. Nations that share a Diplomatic Posture of War may not change directly to a Diplomatic Posture of Allied. They must first change their posture to Neutral.

Once Diplomatic Postures are reported the referee will determine and report changes to the shared Diplomatic Posture between each pair of Player Nations. The shared Diplomatic Posture between Nations is that of the lowest level reported by either and is the new Diplomatic Posture effective immediately. For example, Latium and Akabula share a Diplomatic Posture of Neutral. After lengthy discussions both agree to change their Diplomatic posture to Allied. Latium complies. However, perfidious Akabula betrays Latium and indicates a Diplomatic posture towards Latium of War! The new Shared Diplomatic Posture between Akabula and Latium is War.

Nations may negotiate with any other Nation. However, a Nation may not establish nor maintain a Trade Agreement with a Nation that expresses a Diplomatic Posture of War towards it.

### **Diplomatic Postures:**

**Allied:** An Alliance is a public Diplomatic Agreement between two or three Nations. Allied forces may reinforce an adjacent allies' battle. If Allies have brokered a common Safe Passage Agreement their armies may freely march into and through Allied hexes. Combat forces may not enter an allies' city even if they share a Safe Passage Agreement. They may however march through a hex that contains such a city.

**Neutral:** Nations that share a Diplomatic Posture of Neutral may not have Maneuver Elements enter or remain located within each other's controlled areas. If located in a different Nation's area when the shared Diplomatic Posture changes to Neutral a Maneuver Element may only conduct a move that will remove them from the area or proceed in a direct line toward the nearest hex under friendly Diplomatic Control.

**War:** Nations that share a Diplomatic Posture of War may enter their opponent's areas and attempt to capture their cities and defeat their armies. I won't even mention what they do to their women and livestock.

### **Diplomatic Agreements:**

There are five different types of Diplomatic Agreements.

1. Trade Agreement (no more than one per each Nation to Nation combination)
2. Non-aggression pact
3. Alliance
4. Safe Passage Agreement
5. State Gifts/Indemnities/Inducements/Bribes for ceding of territory or services rendered or to be rendered.

**Diplomatic Agreement Characteristics Table**

Agreement	Type	Amount Allowed per Nation	Notes
Trade Agreement	Public	Unlimited	Non-warring
Non-Aggression Pact	Secret	Unlimited	\$1,000 surety
Alliance	Public	One or two	
Safe Passage Agreement	Public	One or two	Non-warring
State Gift, etc.	Secret	Unlimited	Possible surety
Declaration of War	Public	Unlimited	

Diplomatic Agreements are of two types, public and secret.

Secret Diplomatic Agreements are made between two (and only two) Nations and kept secret. Non-aggression pacts and money transfers may be secret. The Referee **must** be informed. If the referee suspects that players are colluding and have excluded the Referee from those negotiations their Nations will suffer a Cataclysmic Event, ...and not a good one.

Public Agreements are made between two or three Nations. The complete nature of the Agreement will be made known to all players. Alliances, Safe Passage Agreements, Declarations of War and Trade Agreements must be public.

### **Agreement Restrictions**

Each nation may be restricted to the number of agreements it may broker.

- Trade Agreements: Unlimited
- Non-Aggression Pacts: Unlimited
- Alliances: Only two allies at any one time
- Safe Passage Agreements: Only two at any one time
- State Gifts/Indemnities/Inducements/Bribes: Unlimited
- Wars: Unlimited

### **Trade Agreements**

A Trade Agreement is a public Diplomatic Agreement between two non-warring Nations. Each side offers undefined consideration that results in a profit of

250 talents per week. When trading partners go to war with one another the Trade Agreement ends.

### **Safe Passage Agreements**

A Safe Passage Agreement is a public Diplomatic Agreement between two non-warring Nations. The side that is granted Safe Passage may move through the grantor's territory. It may not enter any of the grantor's cities. A Safe Passage Agreement ends when the grantor indicates so on his Diplomacy Form.

### **Non-Aggression Pacts**

A Non-Aggression Pact is a secret agreement between two nations in which both sides agree to not attack the other. A surety of 1,000 talents will be deducted from each partner's Treasury and held in escrow by the Referee. If one side breaks the pact without advance notification to the other Nation, the other nation will be awarded the 2,000 talents in that agreement's escrow account. A Nation must have 1,000 talents available as surety to grant or accept a Non-Aggression Pact.

### **State Gifts/Indemnities/Inducements/Bribes.**

When an Inducement or similar is negotiated and the agreement is dependent upon action by one side and payment by the other, the referee will deduct and hold payment until the action is complete.

### ***Cataclysmic Events***

On rare occasions the referee will decide if the gods choose to vent their wrath on a particular city. The referee will determine the city to suffer, then consult the cataclysmic event table.

### Cataclysmic Event Table

Die roll	Event	Effect
1	Volcano Eruption	The city is devastated by a volcanic eruption. It will not provide taxes until it is rebuilt at a cost of 1,000 talents.
2	Rioting	The mob will not cease rioting until a Campaign Leader visits the city and directs the Home Guard to restore order. A rioting city contributes no tax.
3	Plague	The city is quarantined. A plague-ridden city contributes no tax for the next four weeks. All Wings and Divisions in the city must move out.
4	Pestilence	The city is overrun by rats. It will cease paying taxes each turn until a Campaign Leader visits the city to provide a solution.
5	Floods	The city is flooded. It pays no taxes until a Campaign Leader visits to oversee the construction of a levee.
6	Earthquake	The city will not pay taxes this turn. They're too shook up.

### ***Sallust's History***

The referee will occasionally provide an excerpt from Sallust's History to provide information that is to be known worldwide.



# Playing the Campaign

## Rules

### *Sequence of Play*

1. The referee emails each player/team three email Forms; Diplomacy then Finances and finally a Maneuver Element Move Plot.
2. Each player fills out the forms and emails them back to the referee.
3. Players are informed of military contacts.
4. Players decide whether to fight or withdraw.
5. Battles are fought.
6. The referee calculates the results of all campaign activity and sends out Contact Results and updates Sallusto's History
7. Start again at #1.

### **Information Flow**

Each turn the referee sends out Diplomacy, Finances and Move Plot email forms to each player. Players will complete and return the forms. In the event of enemy contact players will receive and respond to Contact Reports for that turn (week). The referee will also update a General Knowledge News Feed called Sallusto's History and post it to the campaign web page.

### **Email forms**

Each player will receive three email forms that they are to fill out and return in sequence to the referee for each turn. The forms are email forms generated by MS Access. Information goes directly from the form into the database. Once there it will be checked for mistakes by the referee.

### **Diplomacy Form**

The Diplomacy Form will allow players to make changes to their Diplomatic Postures and Agreements.

### **Finances Form**

Each player will make decisions regarding how he will use his treasury. FinNotes is a Memo field that allows a player to enter force realignment and reorganization information.

### **Maneuver Element Move Plot Form**

The Maneuver Element Move Plot Form is also an email form generated through MS Access. By filling out the Maneuver Element Move Plot Form players direct their Campaign playing pieces (Maneuver Elements) across the campaign map. The MENotes field is a Memo field that will accept input if a player feels it is necessary to further explain his military decisions.

The referee will review each player's Maneuver Element Move Plot Form and inform players of their enemy contacts, soliciting responses as necessary. If contact results in battle, a tabletop *Hannibal at the Gates* battle will be played. Finally, the referee will determine turn end locations for all Maneuver Elements, changes to Treasury Balances, changes to Diplomatic Postures etc. Then the process begins anew for the next turn.

### ***Moving Across the Campaign Map***

Land Maneuver Elements (LMEs) may traverse passable land and coastal hexes that include at least a portion of land. LMEs may not cross a hex side that is entirely sea except:

between 0120 and 0121,  
between 2519 and 2420,  
between 3715 and 3716,  
within 4015,  
and within 4608.

Fleets may not cross a land hex side.

Maneuver Elements possess a Rate of March, either Fast, Normal or None. MEs with a Fast rate of march may act every day, Monday through Saturday. Armies not using roads may act on Monday, Wednesday, Friday and Saturday. An army that marches along a road on Tuesday and Thursday will use the Fast rate of march. If not on a road on Tuesday and Thursday it must move at the Normal rate of march, i.e. not at all on Tuesday or Thursday.

### **Rate of March Table**

<b>Maneuver Element</b>	<b>Rate of March</b>	<b>Movement Impulses</b>					
		<b>Monday</b>	<b>Tuesday</b>	<b>Wed- nesday</b>	<b>Thurs- day</b>	<b>Friday</b>	<b>Saturday</b>
Scouts	Fast	Action	Action	Action	Action	Action	Action
Army on a Road	Fast	Action	Action	Action	Action	Action	Action
Army not on a Road	Normal	Action	-	Action	-	Action	Action
Garrison	None	-	-	-	-	-	-
Home Guard	None	-	-	-	-	-	-
Leader	Fast	Action	Action	Action	Action	Action	Action
Fleet	Fast	Action	Action	Action	Action	Action	Action

### **Actions**

Actions include:

- Moving into an adjacent hex
- Moving across a terrain-filled hex
- Embarking onto a Fleet (LMEs)
- Disembarking from a Fleet (LMEs)
- Boarding troops (Fleet)

- Off-loading troops (Fleet)

## Armies and Cities

Armies may not enter a city. An army may occupy the hex location that contains a city but, it will remain outside of the city walls. Only Home Guard units will defend a city.

## Terrain

Unless an Army moving along a road, Land Maneuver Elements are slowed by other than clear terrain. A Maneuver Element must expend one action to cross a terrain-filled hex before expending an action to enter an adjacent hex. Therefore on the LME's maneuver plot the terrain filled hex will be listed at least twice.

## Terrain types

There are eight types of terrain. Some are impassable. Clear and road terrain only require one action to both enter and cross the hex. Less hospitable terrain costs an action to enter the hex and a second to move across the hex. The shallow draft ships of this era were ill suited to operating in deep water. Each turn (week) that a Naval Maneuver Element (NME) enters a Sea hex the referee will check to learn if the NME suffered any ill effects.

**Terrain Effects Table**

<b>Terrain Type</b>	<b>Army or Scout</b>	<b>Fleet</b>
Road	Pay to enter a hex	Prohibited
Clear	Pay to enter a hex	Prohibited
Forest	Pay to enter and pay to cross	Prohibited
Hill Country	Pay to enter and pay to cross	Prohibited
River Valley	Pay to enter	Prohibited
Desert	Impassable	Prohibited
Mountains	Impassable	Prohibited
Sea	Passenger	Pay to enter & Sea Hex Weather
Coastal*	Enter or Passenger	Pay to enter

Passenger: Enter as a passenger on a Naval Squadron/Fleet

Sea Hex Weather: Referee will consult the Sea Hex Weather Table

Prohibited: may not enter or cross

\* A coastal hex is any hex containing both land and sea or an all sea hex adjacent to such a hex.

\*\* Unless led by an Extraordinary Leader

## Stacking

It is expected that each hex will contain no more than one Campaign Leader and 8 AMPs. Actually, though, each hex may contain an unlimited number of campaign Maneuver Elements but, Over Stacking rules apply. Even in the case of overstacking each LME may include no more than 8 AMPs and one Campaign Leader. Each fleet may include no more than eight Naval Squadrons. Passengers may not exceed eight AMPs and one Campaign Leader.

## Over Stacking

If a hex containing more than one LME is attacked, the referee will determine the Primary ME, normally the strongest ME. The Primary ME will be available to fight. All additional AMPs located in the hex are reduced to being spectators. They will not Reinforce nor in any other manner positively influence the battle. If the Primary ME chooses to conduct a Fighting Withdrawal, all friendly and Allied MEs in the hex will also conduct a Fighting Withdrawal to include rolling separately on the Fighting Withdrawal Table. In the event that the friendly LME fights and loses the battle, spectators may be scattered in different directions at the Referee's discretion.

## Combat

### Contact.

Any time opposing forces occupy the same hex they have contacted the enemy and that contact must be resolved. The possible results of a contact are: Battle, Naval Battle, Fighting Withdrawal, Retreat Before Combat, Siege or Blockade.

### Contact Results Table

Maneuver Element	Vs. Maneuver Element	Result
Scout	Scout	Both automatically Retreat Before Combat
Scout	Army or Garrison	Scout Retreats Before Combat
Army	Army	Battle or Voluntary Fighting Withdrawal
Army	Garrison	Overwhelm if 4:1, Army may VFW otherwise Battle
Army	Home Guard	Overwhelm if 4:1 otherwise Siege
Leader	Army or Garrison	Leader captured
Fleet	Fleet	Naval battle
Fleet	Port hex with no fleet	Blockade

### Retreat Before Combat

A Scout will automatically fall back away from an advancing enemy ME. A scout that is forced to Retreat Before Combat will fall back a distance and in a

direction determined by the referee. Most commonly the distance will be three hexes and the direction will be toward safety.

### **Fighting Withdrawal**

Upon receipt of a Contact Notification from the referee, one or both players may notify the referee that they are choosing to voluntarily conduct a Fighting Withdrawal. Fighting Withdrawals are resolved by the referee on the Fighting Withdrawal Table.

**Withdrawing while in Contact.** A CME that is in battle (on the table) may conduct a Fighting Withdrawal at the beginning of one of their turns. The opponent will roll on the Fighting Withdrawal Table. Losses from the Fighting Withdrawal Table are added to Winner losses suffered by the withdrawing army in the battle to that point.

### **Fighting Withdrawal Table**

<b>Die Roll</b>	<b>Fighting Withdrawing Penalty</b>
1 or less	Army falls back three hexes.
2	Army falls back three hexes.
3	One AMP lost, Army falls back three hexes
4	One AMP lost, Army falls back three hexes commanding Campaign Leader recalled to capital for censure.
5	Two AMPs lost, Army falls back three hexes.
6	Two AMPs lost, Army falls back three hexes. Campaign Leader recalled to capital for execution.

Fighting Withdrawal Table Modifiers:

- If both MEs elect to conduct a Fighting Withdrawal subtract two from the die roll.
- If the withdrawing unit is not withdrawing from a tabletop battle add two to the die roll.
- If Named Army Leader is Exceptional subtract one from the die roll.

### **Battle.**

When opposing Armies contact one another and a *Hannibal at the Gates* tabletop battle results, proceed as directed in *Hannibal at the Gates* under Setting Up a Game or follow the Referee's instructions.

### **Reinforcements.**

Up to two AMPs of friendly or Allied forces in a hex adjacent to a battle hex will immediately march to that hex. Friendly or Allied forces from a different Maneuver Element do not reinforce; they are spectators.

Reinforcements will arrive in the Strategic Reserve Zone on turn one and its Wing or Divisions will be available to march onto the battle field on turn two or later. In all cases of reinforcement place the lead element (stand) of the reinforcing force on the battlefield table on the turn that the reinforcements arrive in the Strategic Reserve Zone.

If more than one friendly\* or allied force is available to reinforce a battle on the same battle turn, friendly forces will reinforce before allies. If only friendly forces are eligible to reinforce the controlling player will decide which force and type will do so. If only allied forces are eligible to reinforce the player controlling the allied nation will decide which force and type will reinforce.

\* friendly = of the same nation

More than one Land Maneuver Element (LME) of the same nation in the same hex: The leading or largest LME will be the primary force. It will be deployed in its entirety at the start of the battle. Other AMPs of the same nation will arrive starting with turn #2. Armies and garrisons will contribute up to a total two reinforcing AMPs. The total Friendly and Allied AMPs will not exceed ten.

One or more friendly LMEs and one or more Allied LMEs in the same hex: The largest defending friendly LME will be the Primary Force. If there is no clear defending LME, the referee will determine the Primary Force. The Primary Force will be deployed in its entirety at the start of the battle.

In no instances will an army be reinforced by more than two AMPs.  
In no instances will one side of a battle be comprised of more than 10 AMPs.

### **Sieges**

For a city to come under a different Nation's control it must be either ceded through diplomatic negotiation or captured. Every Megalopolis has an integral Home Guard of four AMP. Every city has an integral Home Guard of two AMP. Cities are captured either by being Overwhelmed or Besieged.

### **Overwhelmed**

A city defended by its integral Home Guard of two AMPs will immediately surrender if attacked by an eight AMP army. The city fathers throw open the gates and drinks are on the house. A Megalopolis however, has a Home Guard of four AMPs and requires two full strength Allied armies, one from each nation, to overwhelm it .

### **Besieged**

When an Army enters an enemy city's hex and the city's defenders are not overwhelmed, a siege results. Every city has enough supplies to hold out for at least one week. Once a city's supplies have exhausted there is a chance it will surrender. On the first "Sunday" following supplies being exhausted the

referee will conduct a Siege Die Roll. The city will surrender on a two D6 die roll of 10, 11 or 12, on the second turn, 9, 10, 11 or 12 and so on.

### **Maintaining a Siege**

An army must keep a force equal to or better than the AMP value of the defenders in the City to maintain the siege.

### **Battle Result**

A tabletop battle victory is determined from the Victory section of *Hannibal at the Gates*. After a battle, forces from the victorious side will remain in the battle hex. Defeated AMPs are moved up to three hexes from the battle hex at the referee's discretion. The final location is determined by the referee and under most cases will be directly away from the battle hex toward safety.

### **Battle Damage**

To determine the number of AMPs lost by each army during a battle apply the following formula to each army:

1. **Winning Army:** Lost Army Stamina Tokens DIVIDED BY Total Stamina Tokens TIMES .5 Total Army AMPs = AMPs lost.
2. **Losing Army (played to conclusion):** Total Army AMPs TIMES .75 = AMPs lost.
3. **Losing Army (not played to conclusion):** Lost Army Stamina Tokens DIVIDED BY Total Stamina Tokens TIMES .75 Total Army AMPs = AMPs lost.

Note: Round all losses up to the nearest AMP (up if exactly .5).

### **Promoting Army Manpower Points to Veteran Status**

After each battle two AMPs of the victorious army will be designated as Veteran. The total of Veteran AMPs is cumulative, i.e. if an army wins two consecutive battles it may field 4 AMPs as Veteran. However, if an army loses a battle his balance of Veteran AMPs returns to zero. The number of Veteran AMPs in each LME are recorded on the Maneuver Elements Move Plot Form.

Any Wing or Division may be fielded as Veterans. **The Wing or Division selected to become veteran, fields all Core units as Veteran.**

If a player has chosen the Roman 2nd Punic War and Macedonian War army list after a victory he may apply this rule normally or raise a Roman Legion to the Veteran Roman Legion listed.

### **Fleets**

Fleets are composed of Naval Squadrons. A fleet must be composed of up to eight friendly Naval Squadrons. All fleets have intrinsic command. They do not need a Campaign Leader to move.

## **Fleet Stacking**

Each fleet may include no more than eight Naval Squadrons. Passengers may not exceed eight AMPs and one Leader.

Each hex may include multiple friendly and allied Fleets however only one such will be designated as the Primary ME.

## **Fleet Movement**

Fleets may traverse sea and passable coastal hexes. Fleets may not cross a hex side that is entirely land. Sea hexes are entirely blue with dark blue wave symbols. Coastal hexes include water, but no dark blue wave symbols.

Fleets have a fast rate of movement. Fleets may not move along a river. (They think rivers are icky.)

## **Sea Hex Weather**

The shallow draft ships of Ancient fleets were vulnerable to high seas. Any time a fleet enters one or more sea hexes the referee will subject it to a result of the Sea Hex Weather Table.

### **Sea Hex Weather Table**

Die Roll	Result
1	Fair winds and following seas, no effect
2	Fair winds and following seas, no effect
3	Fair winds and following seas, no effect
4	Weather variable, roll again
5	Storms brewing, fleet immediately moves 6 hexes toward or to nearest friendly or allied port
6	Hurricane, fleet damaged, i.e. each Naval Squadron immediately checked with 2d6s; 10 or better = sunk, all others move 6 hexes toward or to nearest friendly or allied port.

## **Sea Scouts**

Each nation may field one Sea Scout. A Sea Scout is a single Naval Squadron moving alone. A Sea Scout will automatically Retreat Before Combat. A Sea Scout may not transport an AMP.

## **Sea Transport**

Each Naval Squadron that is part of a fleet can transport one Army Manpower Point.



## ***Fleet Stacking***

A single sea, coastal or port hex may host a single Primary ME of up to eight Naval Squadrons from a single nation. All other Fleets are spectators.

## ***Naval Combat***

**Naval Combat Table**

Die Roll	1 to 3 or 1 to 4 odds		1 to 2 odds		2 to 3 odds		1 to 1, 4 to 3 or 3 to 4 odds	
	Side 1	Side 3/4	Side 1	Side 2	Side 2	Side 3	Side 3	Side 4
1	Sunk	0	Sunk	0	Sunk	0	Sunk	Half
2	Sunk	1/4	Sunk	1/4	Half	0	Half	0
3	Half	0	Half	0	0	0	0	0
4	Half	0	0	0	0	0	0	0
5	0	0	0	0	0	Half	0	Half
6	0	0	0	0	Half	Sunk	Half	Sunk

Die Roll	1 to 1, 4 to 3 or 3 to 4 odds		3 to 2 odds		2 to 1 odds		3 to 1 or 4 to 1 odds	
	Side 3	Side 4	Side 3	Side 2	Side 2	Side 1	Side 3/4	Side 1
1	Sunk	Half	Sunk	Half	Half	0	0	0
2	Half	0	Half	0	0	0	0	0
3	0	0	0	0	0	0	0	Half
4	0	0	0	0	0	Half	0	Half
5	0	Half	0	Half	1/4	Sunk	1/4	Sunk
6	Half	Sunk	Half	Sunk	0	Sunk	0	Sunk

### **Naval Combat Results (worst to best):**

Sunk = entire fleet sunk

Half = half of naval squadrons sunk (round up)

1/4 = one fourth of naval squadrons sunk (round up)

0 = no damage, no scatter

### **Fleet Retreats**

After a battle remaining Naval Squadrons of the fleet that suffered the most damage will leave the hex while the victorious fleet will remain in the battle hex. The referee will retreat the fleet three hexes away from the battle location and nearer to safety.

### **Blockades**

An enemy fleet occupying a hex that includes an opposing port will blockade the port if the fleet is more than twice as large as the Home Guard. A blockaded port will not pay taxes, nor may it launch Naval Squadrons. Consequently, a megalopolis port is unable to be blockaded, i.e. Home Guard = 4 and Fleet = 8 at most.

## ***Embarking and Disembarking***

Ensure that the LME passenger is listed as such for the transporting fleet on the Maneuver Elements Move Plot Email Form.

**Embarkation and Campaign Leaders.** Embarkation may be accomplished on any allowed action day. A Campaign Leader may march his force to a hex with a fleet and on the next day embark some or all of the force.

Disembarking may be accomplished on any allowed action day. Enter the hex into which the LME will disembark. The passenger force may disembark as soon as the next "Action" day. If the LME has allowable Actions on remaining days of the week those may be conducted normally.

## **Pleas**

No set of rules can account for all possibilities. Consequently, from time to time a player may decide that his troops should be allowed to perform a particular action for which there is no allowance in the rules. When this happens the player may choose to present a Plea to the referee. A plea is a private email request for a maneuver element to be able to perform a particular action. A plea may be accompanied with up to five reasons that the plea should be granted.

### **Plea Resolution.**

The referee will read the plea and assign it a first impression value from minus one to plus six according to the Plea Value table. Then the referee will read the supporting reasons provided by the player and add one to the first impression value for each good reason. Finally, the referee will roll two six-sided dice. If the plea value exceeds the die roll then the plea is granted and the referee will inform the player that the maneuver element in question may conduct the action requested in the plea, otherwise, no. Once a plea has been granted it becomes a rule. Record it and enforce it as such for the remainder of the campaign.

**Plea Value Table**

Plea's First Impression	Plea Value
Ridiculous!	-1
Grasping at straws.	0
Plausible.	1
Has merit.	2
Good idea!	4
Brilliant! Why wasn't this in the rules from the beginning?	6

Modifiers: +1 for each good reason provided.

-3 for each reason that is a violation of the rules as written unless the referee rewrites the rule as a result.

## Appendix A: Glossary

**Army Manpower Points (AMPs):** Increments of army size; Wing = 2 AMPs, Division = 1 AMPs, Leader= 0

**Army:** a collection of AMPs

**Conquered:** a Nation is conquered when all of its cities are under the control of an enemy nation for three consecutive turns.

**Contact:** results when a combat force enters an enemy hex

**Control:** once a city is captured either by being overwhelmed or successfully besieged the control of that city passes to the capturing Nation.

**Country:** a named region on the map:

Akabula, Latium, Greece, Levant, Egypt, Gaul, Germania, Budini-Neuri, Anatolia, Arabia, Sahara, Iberia

**CME:** Combat Maneuver Element, an army, a scout, a garrison or a fleet

**Fleet:** a collection of Naval Squadron(s) and possibly transported Land Maneuver Elements under the command of an Campaign Leader.

**Formation:** A Wing, Division or Naval Squadron. A Formation is the military organization between Armies (above) and units (below.)Note: there are not naval units below the Naval Squadron level.

**Friendly:** Controlled by the player's nation

**Home Guard:** City Defense Forces

**LME:** Land Maneuver Element: a Scout, a Garrison or an Army

**Maneuver Elements (MEs):** the playing pieces of Mediterranean Tyranny

**Megalopolis:** a very large city

**Military Control:** to have been the most recent Nation to have had a combat unit alone at the hex location at the end of a turn.

**Campaign Leader:** a leader that is allowed to lead friendly forces around the world

**Nation or Player Nation:** a player controlled country: Akabula, Latium, Greece, Levant, Egypt

**NME:** Naval Maneuver Element: a Sea Scout or a Fleet

**Political Control:** a named country falls under a player Nation's control when that player's nation controls every city in the country.

**Primary ME:** in a hex containing multiple MEs the Primary ME is the one that will act or react.

**Spectator:** a spectator is AMPs or other campaign assets that are Over Stacked in a hex. Spectators do not fight and if located in the hex of a battle lost will retreat with the losing army.

## Appendix B. Mercenaries

Mercenaries may be raised in any city under the hiring Nation's control. However, each city is limited to providing no more than two AMPs of mercenaries to a single Campaign Leader. Mercenaries may only be hired on a Sunday. There must be a Campaign Leader in the city providing the Mercenaries. The Mercenary AMPs hired will remain with the Campaign Leader as long as they are paid each Sunday.

Each mercenary Wing or Division will require an expenditure of funds each week; 250 talents for each AMP and 250 talents for a Naval Squadron. Mercenaries must be paid every Sunday to remain with the Army Leader that recruited them. If there is no payment forthcoming that particular mercenary Division is disbanded. Mercenaries may not be raised to Veteran level. Mercenaries are the last AMPs to be taken as casualties after all other AMPs have been eliminated.

To learn which type of Mercenaries are available to be raised by each Campaign Leader, see below.

Amount	Type	Core?	Hits	Maneuverability	Temperament	Protection
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### Cities in Greece

Hoplite Division

2 each Hoplites, Core, 9, ♣

or

Pikeman Division

2 each Pikemen, Core, 12, ♣

### Cities in Celtica

Warrior Division

3 each Warriors, Aggressive, Core, 6, ♣

or

Cavalry Division

3 each Battle Cavalry, Auxiliary, 3, ♣

Amount	Type	Core?	Hits	Maneuverability	Temperament	Protection
--------	------	-------	------	-----------------	-------------	------------

### **Cities in Latium**

Thureophoroi Division

2 each Soldier, Auxiliary 5, ♠

2 each Foot Skirmishers, Auxiliary, 3, None

or

Hoplite Division

2 each Hoplites, Core, 9, ♠♠

### **Cities in Germania**

Warrior Division

3 each Warriors, Aggressive, Core, 6, ♠

or

Cavalry Division

3 each Battle Cavalry, Auxiliary, 3, ♠♠

### **Cities in Budini-Neuri**

Light Cavalry Division

3 each Light Cavalry, Auxiliary, 2, None

### **Cities in Anatolia**

Warrior Division

3 each Warriors, Aggressive, Core, 6, ♠

or

Hoplite Division

2 each Hoplites, Core, 9, Ponderous, Reliable, ♠♠

### **Cities in The Levant**

2 Naval Squadrons

or

Chariot Terror Division

3 each Scythe Chariots, Aggressive, Auxiliary, 4, ♠♠

1 each Scythe Chariots, Aggressive, Auxiliary, 4, ♠♠♠

### **Cities in Arabia**

Light Cavalry Division

3 each Light Cavalry, Auxiliary, 2, None

Amount	Type	Core?	Hits	Maneuverability	Temperament	Protection
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### Cities in Egypt

2 Naval Squadrons

Or

Ranker Division

4 each Rankers, Core, 5, Deliberate, Reliable, ♣♣

or

Chariot Terror Division

3 each Scythe Chariots, Aggressive, Auxiliary, 4, ♣♣

1 each Scythe Chariots, Aggressive, Auxiliary, 4, ♣♣♣

### Cities in Pentapolis

Light Cavalry Division

3 each Light Cavalry, Auxiliary, 2, None

or

Elephant Terror Division

1 each Elephants, Aggressive, Auxiliary, 4, ♣♣♣

2 each Elephants, Aggressive, Auxiliary, 4, ♣♣

2 each Foot Skirmishers, 3, Auxiliary, None

### Cities in Akabula

2 Naval Squadrons

or

African Spearman Division

2 each Hoplites, Core, 9, ♣♣

### Cities in Iberia

Scutari Division

2 each Rankers, Core, 5, Aggressive, ♣♣

2 each Rankers, Core, 5, ♣♣

or

Cavalry Division

2 each Battle Cavalry, Core, 3, ♣♣

1 each Light Cavalry, Auxiliary, 2, None

### All other cities:

Foot Skirmisher Division

3 each Foot Skirmisher, Auxiliary, 3, None

## Quick Reference Sheet

**Maneuver Element Table**

Maneuver Element	Size	Campaign Leader	Notes
<b>Scout</b>	1 AMP	None required	Fast, Will Retreat Before Combat
<b>Army</b>	Up to 8 AMPs	Required	Standard Army Rate of March
<b>Garrison</b>	Up to 8 AMPs	Not present	May not move
<b>Home Guard</b>	2 AMPs City, 4 AMPs Megalopolis	No	May not leave city. Will not participate in field battles.
<b>Sea Scout</b>	1 Naval Squadron	None required	Fast, Will Retreat Before Combat. Risky at Sea.
<b>Fleet</b>	Up to 8 Naval Squadrons	Required	Fast. Safe on the coast, risky at Sea.
<b>Campaign Leader</b>	N/A	N/A	Army CinC, Fleet Admiral

**Rate of March Table**

Maneuver Element	Rate of March	Movement Impulses					
		Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
<b>Scouts</b>	Fast	Action	Action	Action	Action	Action	Action
<b>Army on a Road</b>	Fast	Action	Action	Action	Action	Action	Action
<b>Army not on a Road</b>	Normal	Action	-	Action	-	Action	Action
<b>Garrison</b>	None	-	-	-	-	-	-
<b>Home Guard</b>	None	-	-	-	-	-	-
<b>Leader</b>	Fast	Action	Action	Action	Action	Action	Action
<b>Fleet</b>	Fast	Action	Action	Action	Action	Action	Action

**Procurement Table**

Item	Purchase Price
<b>Regular AMP</b>	1,000 talents
<b>Home Guard AMP</b>	0 talents
<b>Mercenary AMP</b>	250 talents/week
<b>Mercenary Fleet</b>	250 talents/week
<b>Naval Squadron</b>	1,000 talents
<b>Campaign Leader</b>	0 talents

**Contact Results Table**

Maneuver Element	Vs. Maneuver Element	Result
Army	Army	Battle or Voluntary Fighting Withdrawal
Scout	Army or Garrison	Scouts must Retreat Before Combat
Army	Home Guard	Overwhelm if 4:1 otherwise Siege
Army	Garrison	Contact or Overwhelm if 4:1 otherwise Siege
Leader	Army	Leader captured
Fleet	Fleet	Naval battle
Fleet	Port hex with no fleet	Blockade

### Fighting Withdrawal Table

Die Roll	Fighting Withdrawing Penalty
1 or less	Army falls back three hexes.
2	Army falls back three hexes.
3	One AMP lost, fall back three hexes
4	Two AMPs lost, fall back three hexes.
5	One AMP lost, fall back three hexes Campaign Leader recalled to capital for censure.
6	Two AMPs lost, fall back three hexes. Campaign Leader recalled to capital for execution

If both MEs elect to conduct a Fighting Withdrawal subtract two from the die roll. If the withdrawing unit is not withdrawing from a tabletop battle add two to the die roll. If Named Army Leader is Exceptional subtract one from the die roll.

### Battle Damage Table

Army	Result
Winner	Lost Army Stamina Tokens DIVIDED BY Total Stamina Tokens TIMES .5 Total Army AMPs = AMPs lost
Loser	Total Army AMPs TIMES .75 = AMPs lost

\*Round to nearest whole number

### Naval Combat Table

Die Roll	1 to 3 or 1 to 4 odds		1 to 2 odds		2 to 3 odds		1 to 1, 4 to 3 or 3 to 4 odds	
	Side 1	Side 3/4	Side 1	Side 2	Side 2	Side 3	Side 3	Side 4
1	Sunk	0	Sunk	0	Sunk	0	Sunk	Half
2	Sunk	1/4	Sunk	1/4	Half	0	Half	0
3	Half	0	Half	0	0	0	0	0
4	Half	0	0	0	0	0	0	0
5	0	0	0	0	0	Half	0	Half
6	0	0	0	0	Half	Sunk	Half	Sunk

Die Roll	1 to 1, 4 to 3 or 3 to 4 odds		3 to 2 odds		2 to 1 odds		3 to 1 or 4 to 1 odds	
	Side 3	Side 4	Side 3	Side 2	Side 2	Side 1	Side 3/4	Side 1
1	Sunk	Half	Sunk	Half	Half	0	0	0
2	Half	0	Half	0	0	0	0	0
3	0	0	0	0	0	0	0	Half
4	0	0	0	0	0	Half	0	Half
5	0	Half	0	Half	1/4	Sunk	1/4	Sunk
6	Half	Sunk	Half	Sunk	0	Sunk	0	Sunk

### Results:

Sunk = entire fleet sunk

Half = half of naval squadrons sunk (round up)

1/4 = one fourth of naval squadrons sunk (round up)

0 = no damage, no scatter