Duel Mode quick rules

Hannibal vs Rome
Roman vs Hannibal

SETTING UP

Each player **draws 7** to their hand and puts **3 face down** into their CZ. **Flip a coin**: the winner may go first. The first turn skips Reset and Check — it starts at Draw: **draw 2**.

YOUR TURN

1. RESET PHASE un-rotate all your cards.
2. CHECK PHASE only cards that say so do something here.
3. DRAW PHASE Roman: **2 + your Domination Level**. Hannibal: **2 + your Encampments in play**. If you have drawn your entire deck, you may draw from the face-down cards in your CZ. **Nothing left to draw: you lose** (never draw from your discard pile). **Draw all at once** — nothing can be played in the middle of the Draw phase.
4. COST ZONE PHASE put **up to 4** cards from your hand face down into your CZ. **No cards may be played in the middle of the Cost Zone phase.**
5. MAIN PHASE play your cards. At the end, **discard down to 7**.

WHEN YOU CAN PLAY

"Any time" means on anyone's turn (Impulse speed) — except in the middle of someone laying cards into their Cost Zone.

ROMAN SIDE

Roman Tactics — **any time**
Defenses — **only in response** to an opponent's card being played
Maneuvers · Roman Encampments — **only on your turn, in your** MAIN PHASE

HANNIBAL SIDE

Hannibal Tactics · Ambushes — **any time**
Hannibal's Encampments — **only on your own turn**

WHITE CARDS — EITHER SIDE

Impulse — **any time**
Response — **only in response** to an opponent's card
Undertaking — **only on your turn, in your** MAIN PHASE

You may play **before or after a phase** — "Before my COST ZONE PHASE, I play this Impulse", "Before my DRAW PHASE …" — or **in response** to a card being played. On another player's turn, only then.

GAINING POWER

Rotate **3 of your own untapped Roman Encampments** for **+1 Power** — on any turn, as often as you have 3 to rotate.

Every **10 Power** raises your Domination Level by 1 (and Power goes back to 0).

DEFENDING A CARD

When anyone plays a card, another player may defend against it **in one of two ways**:

- **Pay its red cost** 3 by rotating cards in your CZ — **always the red, never the green**. A red **+2** means 2 more than was paid to play it. You may pay **more** than the red cost, to make it harder to counter.
- **Or play a Defense card** — read it: **some don't actually defend**.

REWARDS

Every time **you play a card**, and every time **you defend a card**:

	any card	a Permanent (an Encampment…)
Hannibal	1 draw 1	2 draw 2
Roman	+1 +1 Power	+2 +2 Power

Alone on your side? Pay a **target-change fee** of 2 per effect or boost to have it benefit or refer to **you** instead of another Player on your side.

COUNTERING A DEFENSE

After someone defends your card **by paying from their Cost Zone**, you may counter it: **rotate your own untapped Encampments whose green costs add up to at least the full amount they paid** — then their defense is cancelled and your card goes through.

Paying more than the red cost makes a counter harder. Rotated Encampments stay rotated until their owner's Reset.

REMOVING AN ENCAMPMENT — BATTLE

Encampments **can't be removed by paying** from your Cost Zone. To get rid of one, **attack it in Battle** — or play a card that breaks or discards it.

Battle, in short: on your turn, in your MAIN PHASE, your Encampment attacks one of theirs. Both sides rally — rotate cards for points to add to **Green** or **Red**. Then each **Green** hits the other's **Red**: the card hit takes **half the damage as Weaken counters**, and one whose Red falls to **0 is destroyed**. The bigger excess wins rewards.

WEAKEN **−1 Red** each STRENGTHEN **+1 Red** each — harder to destroy.

The whole Battle on one page: HannibalVsRome.com/duel-sheet?part=battle

HOW TO WIN

Hannibal: 5 or more Encampments in play per Hannibal player (10 for two, 15 for three) **AND a majority over the Roman side** — held for **one full round**.

Roman: every Roman player at Domination Level 3+, with **no Encampments in play** against them — held for **one full round**.

Playing Area where everything goes

Hannibal vs Rome
Roman vs Hannibal

1 V 1 — YOUR SIDE AND THEIRS

Hannibal's HAND — held, kept secret (7 at the start; down to 7 at the end of your Main)

COST ZONE



face down · rotate to pay

DECK



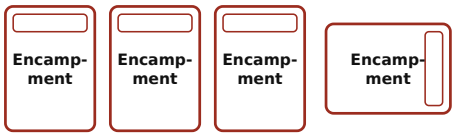
face down

DISCARD PILE



never drawn from again

IN PLAY — HANNIBAL'S PERMANENTS



rotated = used tokens

stay in play until destroyed or discarded

YOUR COUNT

Encampments in play: 4

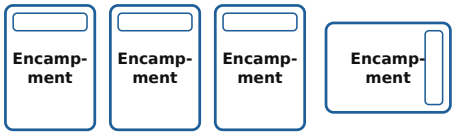
You draw 2 + this each turn.

Win: 5+ held a full round
(and more than the other side).

THE MIDDLE — a card being played waits here while the other side may defend it

then a Permanent goes to its owner's In Play, anything else to the discard pile

IN PLAY — ROMAN'S PERMANENTS



rotated = used tokens

stay in play until destroyed or discarded

DOMINATION LEVEL & POWER

Domination Level:

0 · **1** · 2 · 3 · 4

Power: 0 – 9, then +1 Domination Level

a die or counter here

COST ZONE



face down · rotate to pay

DECK



face down

DISCARD PILE

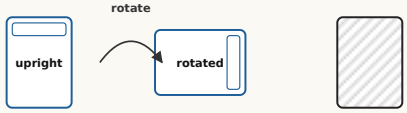


never drawn from again

Roman's HAND — held, kept secret (7 at the start; down to 7 at the end of your Main)

Sit across from each other. Your area mirrors theirs: your Permanents nearest the middle, your Cost Zone, deck and discard pile behind them, your hand in front of you.

UPRIGHT, ROTATED, FACE DOWN

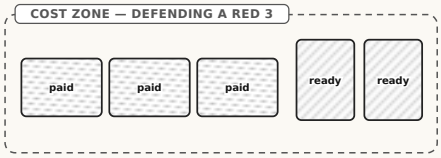


Upright
ready to use

Rotated
used this round — until your Reset

Face down
a Cost Zone card (or your deck)

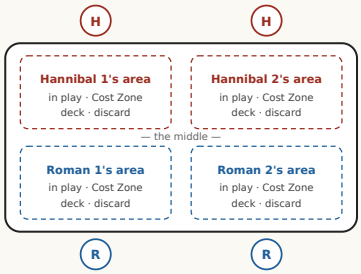
PAYING FROM THE COST ZONE



Each face-down card rotated pays 1. They stand up again in your Reset

Always the red cost — never the green.

2 V 2 — TEAMMATES SIDE BY SIDE



Each player keeps their **own** area. Only **your own** Encampments count for your draw.

Battle experimental

Hannibal vs Rome
Roman vs Hannibal

WHO ATTACKS

The player whose turn it is, in their **Main** phase. Each attacking Encampment picks **1** of the opponent's Encampments.

Hannibal may attack with an Encampment played this turn; Roman may not.

EACH CARD'S NUMBERS

Green = **attack**. **Red** = **defense** (−1 per Weaken, +1 per Strengthen counter).

Buildings can't Rally or Attack and deal no damage while Defending — but they can be attacked, and defend with their **Red**.

1 · RALLY YOUR TROOPS

Rotate cards (or pay) for rally points:

pay 1	a token	face-up Cost Zone card	Encampment in play
1	1	2	its green + Strengthen − Weaken

Roman rallies first, Hannibal last. Put each point on your battling Encampments — on **Green** or **Red**.

Rotated Encampments can't attack or rally.

2 · REINFORCEMENTS

Before the battle ends, play an Encampment (in your Main) and **rotate it at once** to add its green to one of your battling Encampments — even after the rally. A token that arrives during the battle can do the same (1). Tokens already in play can only rally.

Cards played into it: once a battle is declared, any card you play that is **not defended against** may add its green as rally points to one of your battling Encampments.

3 · DAMAGE

Each **Green** hits the other card's **Red**, dealing up to that Red. The card hit takes **half, rounded down, as Weaken counters**. Both cards take theirs.

A card whose Red falls to **0 or below** is **destroyed**.

4 · WHO WINS

Excess = Green − the other's Red. Each side with excess above 0 gets **half, rounded down (at least 1)**, as reward points.

The bigger excess wins the battle: +1 more point. No excess on either side: nobody wins.

5 · SPEND YOUR REWARD POINTS

Split them as you like:

- **Draw** that many.
- **P+** — Roman gains that much Power; Hannibal instead makes the Roman player **lose** it.
- **Heal** that many Weaken counters, or **add** that many Strengthen.
- **To the Cost Zone**: half the chunk (rounded down) drawn into your Cost Zone.

EXAMPLE

After the rally, **G4 R5** attacks **G2 R3**.

- Attacker: 4 − 3 = **1** excess. Defender: 2 − 5 = −3, none.
- The 4 deals 3 → **1 Weaken**. The 2 deals 2 → **1 Weaken**.
- Attacker wins: 1 ÷ 2 → at least **1**, +1 for winning = **2 points**.

Hannibal vs Rome — Symbols

What each mark on a card means

PAYING AND SPENDING

- 2 X — Pay 2 Cost from your Cost Zone — or X, and the card says what X is.
- 2+X — Pay 2 plus X — one cost, X as the card says.
- 1 : — A cost that starts an ability — pay it to do what follows.
- 4 one payer 5 ≤2 payers — Pay 4 all from ONE source (no mixing) — or 5 from at most two sources.
- 2 other pays — Pay 2, paid by someone ELSE — another player, not you.
- 5 — Defend cost: what must be paid to defend this card.
- ↻ — Rotate — turn the card sideways to use it.
- ↻ : — A rotate ability: rotate this card to do what follows.

GAINING AND LOSING

- 1 1 → CZ 1 → CZ — Draw 1 — into your Hand; straight into your Cost Zone face down; or into your Cost Zone FACE UP, playable from there.
- 1 — Lose 1 — discard a card (the card says from where).
- +1 -1 — Power — gain 1, lose 1.
- 5 +2 -1 — Counters — a counter, one showing 5, add 2, remove 1.
- WEAKEN — A Weaken counter. A card with any Weaken counters can be discarded by paying its Defend cost minus the number of Weaken counters on it.
- STRENGTHEN — A Strengthen counter. Each one adds to the card's Defend cost, making it harder to remove.
- A token.

KINDS OF CARD

- Tactic (Roman or Hannibal) and the white Impulse — the fastest cards: play them at any time, except in the middle of the COST ZONE PHASE. Every Tactic also counts as an Impulse.
- Maneuver — only playable on your turn, during your MAIN PHASE.
- Defense and Response — played only in response to an opponent's card being played. A Defense answers an Ambush; a Response is the white one, for either side (its arrow also sits beside every Defense card's icon).
- Encampment — Roman or Hannibal — stays in play. A Roman Encampment only on your turn, in your MAIN PHASE; an Hannibal's Encampment only on your own turn.
- Undertaking — the slow white card: only playable on your turn, during your MAIN PHASE.
- Ambush — Impulse speed: play it at any time, except in the middle of the COST ZONE PHASE.
- Permanent — stays in play after it is played.
- Building — stays in play like an Encampment (shown with the Permanent stone). A Store sells things — tokens, for now. Every ability needs one of your side's Encampments rotated AND its cost, on your turn; never while the Building is rotated. In Battle it cannot Rally, Attack or give damage while Defending — but it can be attacked and defended.

ROTATE AS A COST

- Rotate an Encampment you control — on your side's cards its own Encampment; on a White card, either side's.
- 2 — Rotate 2 Encampments you control — or as many as the number says. On a White card, either side's.
- Rotate a Permanent you control.
- Rotate a Token you control.
- CZ — Rotate a face-up card in your Cost Zone.
- or — Both Encampments, or — a Roman or an Hannibal's Encampment (no rotate).
- & — Both Encampments, and — a Roman and an Hannibal's Encampment.

LIMITS AND LEVELS

- MAX 3 /turn · MAX 2 /phase · MAX 1 /round · MAX 2 /game — At most so many times — per turn, per phase, per round (every player's turn), or in the whole game.
- MAX /round · MAX /round — At most once per round for each Encampment (or Hannibal's Encampment) you have — a Building's limit.
- L2 ≥L2 ≤L3 — Domination Level 2 — exactly, 2 or higher, 3 or lower.
- REVERSAL 1 — Reversal 1 — a loss of 1 becomes a gain of 1.

SIDES AND MODES

- RIGHTEOUS EVIL — The Roman side, the Hannibal side.
- OPPOSING SIDE — The opposing side — on white cards, which either side may play.
- AUTOMATED EVIL · DUEL MODE · SOLO MODE — Modes — Hannibal played by the game itself (no Hannibal player); Duel (Roman against an Hannibal player); Solo (one player).

PLACES ON THE TABLE

- DECK HAND — Your Deck, your Hand.
- CZ — The Cost Zone — the cards that pay costs.
- DISCARD PILE · RESISTED PILE · FAILED PILE — The piles — Discard; Defended (Ambushes defended); Failed (Ambushes not defended).
- PLAY ACTIVE — In Play; the Active zone, where a card being played waits.
- Face up, face down.

PHASES OF A TURN

RESET PHASE · CHECK PHASE · DRAW PHASE · COST ZONE PHASE · EVIL PHASE · RESISTANCE PHASE · MAIN PHASE · DISCARD PHASE

In order: Reset (cards back upright) · Check (start-of-turn effects) · Draw · Cost Zone (cards into the Cost Zone) · Hannibal (the Hannibal side draws and plays) · Defense (only Defense cards) · Main · Discard (down to your hand size).

CARD COLORS — ROMAN

blue · green · silver · gold — Blue, Green, Silver — and Gold, more than one color.

CARD COLORS — HANNIBAL

red · orange · brown · black — Red, Orange, Brown, Black.

CARD COLORS — WHITE

white — White — either side may play it.

BOOSTS — PAYING EXTRA FOR MORE

A **boost** is a line in a blue band: a cost, a colon, and what it does — for example 2 : Draw a card. When the card is played, the player the balls name may pay that cost to get the extra. The balls say **who** may pay; the marks in front of them say **how often** and **when**.

WHO MAY PAY

- **Self** — Only the player who played the card may pay.
- **Brotherly** — Another Roman Player may pay — the dark ball is you, the lit one your partner.
- **Any** — Anyone on your side may pay — not the other side.
- **Bounce-back** — When anyone ELSE pays a boost, you may then pay this one.

HOW OFTEN AND WHEN — IN FRONT OF THE BALLS

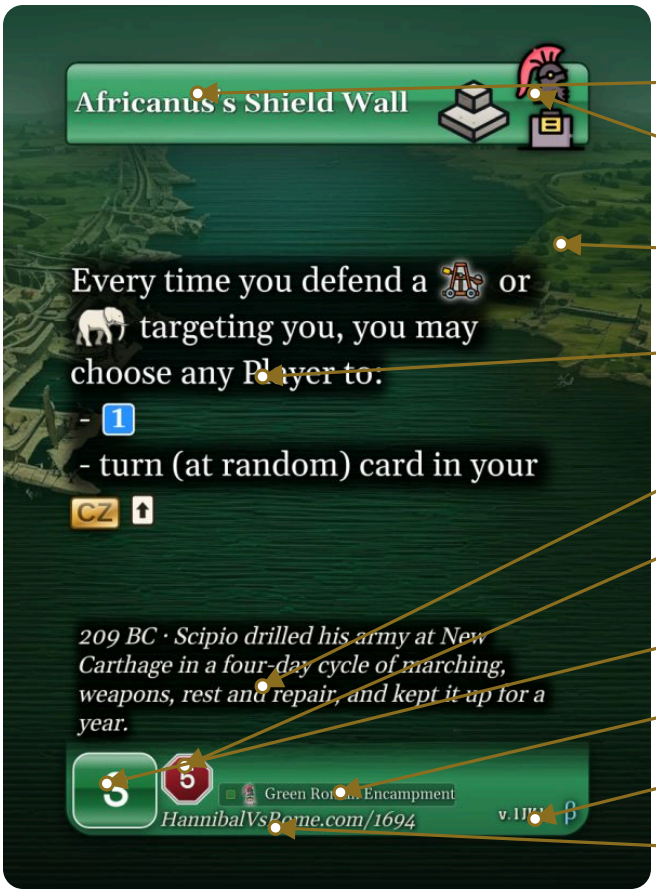
- ∞ **Multi** — May be paid more than once.
- **Perm — the stone** — May still be paid while the card is in play. Only on Encampments and tokens, and nearly always with a limit such as MAX 1 /turn.
- ⚡ **Fast** — Paid BEFORE the card does its action, not after.
- ⚡⚡ **Ultra fast** — Lay the card down before paying its cost, pay this instead, and do what it says — instead of playing the card, or as well. Always the top line of the card.

PUT TOGETHER

- **Multi Any** — Anyone on your side, as many times as they like to pay.
- **Perm Any** — Anyone on your side, while the card is in play.
- **Perm Multi Brotherly** — Another Roman Player, more than once, while the card is in play.
- **Fast Self** — Only you, paid before the card's action.

Parts of a Card **Hannibal vs Rome**

Every card is laid out the same way



Name
"Africanus's Shield Wall".

Type icon — Roman Encampment
A Roman Encampment — stays in play (the stone); played only on your turn, in your Main Phase.

Art
The picture.

What it does
The rules, in words and icons — every icon is on the Symbols sheet.

History line
A true line of history from the war, with its year.

Red cost — 5
Pay this from your Cost Zone to defend against it — and its defense in Battle.

Green cost — 3
What you pay from your Cost Zone to play it.

Color and type
Its color — whose side — and its kind, in words.

Version
Which printing of the card this is.

Card number
Look it up online: HannibalVsRome.com/1694.

Name
"Anointed With Courage".

Type icon — Ambush
An Ambush — the Hannibal side's attack, played at any time (Impulse speed).

Art
The picture.

What it does
The rules, in words and icons — every icon is on the Symbols sheet.

History line
A true line of history from the war, with its year.

Red cost — 3
Pay this from your Cost Zone to defend against it.

Green cost — 3
What you pay from your Cost Zone to play it.

Color and type
Its color — whose side — and its kind, in words.

Version
Which printing of the card this is.

Card number
Look it up online: HannibalVsRome.com/2168.

