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

3 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).

At **0 Power**, losing more means **discarding that many cards** instead.

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**.