PUNICA
Rome vs Carthage
Rulebook

Punica: Rome vs Carthage is a quick-playing area control and hand management game for two players. It depicts the Punic Wars (264-146 BC) between the burgeoning Roman empire, and the armies of Carthage led by Hannibal.

COMPONENTS

1x Game board

7x Roman cards

7x Carthaginian cards

+ This rulebook and 4x player aids

8x Roman Armies

6x Carthaginian Armies

1x Hannibal

3x Roman Fleets

3x Carthaginian Fleets

SETUP

Place the board in the middle of the table.
Choose one player to be **Rome** (red) and the other to be **Carthage** (blue).

ROMAN PLAYER

Place the Army and Fleet markers on the areas with corresponding setup icons.

1. **4 Armies**
2. & 3. **1 Army**
4. **2 Armies**
5. **3 Fleets**
6. **Take all 7 Roman cards in your hand.**

CARTHAGE PLAYER

Place the Army and Fleet markers on the areas with corresponding setup icons.

7. **4 Armies (including Hannibal)**
8. **1 Army**
9. **2 Armies**
10. **3 Fleets**
11. **Take all 7 Carthaginian cards in your hand.**

WINNING THE GAME

There are three ways to win the game.
You win immediately if one of the following conditions is met:

1. You control the opposing Capital (,).
2. You control 3 of your opponent's areas of influence (,).
3. All opposing Armies are removed from the board (,).

If neither player has an Army on the board, the game ends in a draw.

CORE CONCEPTS

AREAS

REGIONS

The board contains 11 regions: areas separated from each other by borders marked with yellow lines. Regions are adjacent to other regions they share a border with, and to seas they touch.

3 of the regions are islands. Islands are regions adjacent to the seas on all sides.

Capital

Each side has a Capital.

The Roman Capital is marked by a red background and an eagle symbol.

The Carthaginian Capital is marked by a blue background and an elephant symbol.

Areas of influence

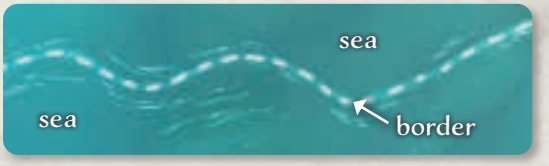
Each side has five areas of influence marked with their symbols.

4 Roman areas of influence are marked with an eagle symbol.

4 Carthaginian areas of influence are marked with an elephant symbol.

The island of Sicily is treated as an area of influence for both sides. A player's control of Sicily counts towards the victory condition of controlling 3 of the opponent's areas of influence.

SEAS



The board contains 9 seas: areas separated from each other by borders marked with dashed lines. Seas are adjacent to seas they share a border with, and to regions they touch.

Each sea adjacent to a Capital has a Fleet symbol. On these seas, players can deploy their Fleets during the game (see *Fleet Deployment*), to be used during the Movement action (see *Movement*).

CONTROL

You control an area if only your Units are in that area. If your and an opponent's Units are in the same area, a battle must be fought (see *Battle*).

UNITS

In the game, there are two types of Units: Armies and Fleets.
Each Unit has a strength of 1, except Hannibal, **whose strength is 2 when he is attacking.**

Armies

1 The red Armies are the Roman Armies.

1 The blue Armies are Carthaginian.

1/2 The white elephant represents Hannibal, a special Carthaginian Army.

This symbol means that the effect applies to Hannibal **OR** a Carthaginian Army.

Fleets

Fleets are used to conduct battles on seas and are used to transport Armies.

1 The red Fleets are the Roman Fleets.

1 The blue Fleets are Carthaginian.

GAMEPLAY

Starting with **Rome**, both players take alternating turns until one player wins.

On your turn, you must take one of four actions:

- **Movement**
- **Card Effect**
- **Fleet Deployment**
- **Pass**

MOVEMENT

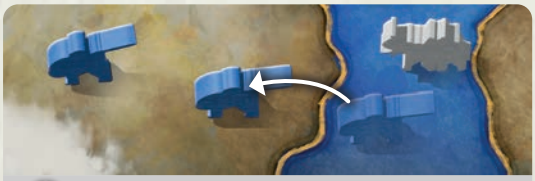
You can move an Army or a Fleet.

An **Army** can move either:

A From a region to an adjacent region, **OR**

B From one region to another via a chain of adjacent seas, each containing a friendly Fleet.

A Fleet symbol counts as a Fleet belonging to its owner for this purpose, unless their opponent's Fleet is in the sea with it.



A *Julia (the Carthaginian player) moves her Army from her Capital to an adjacent region.*

B *Titus (the Roman player) moves his Army from his Capital to one of Julia's areas of influence via a sea with a printed Fleet symbol (without any Fleets) and two seas on which he has Fleets.*

A **Fleet** can move from a sea to any other sea (the seas do not need to be adjacent).

If, during Movement, your Units are in an area with an opponent's Units, immediately end the Movement of these Units (see *Battle*).

Julia moves her Fleet to a non-adjacent sea.

CARD EFFECT

Each player has a deck of seven cards.

The cards can be played in two ways:

- **As an action** OR
- **During a battle**.

When you play a card as an action:

- Reveal the card,
- Resolve as much of the action on the bottom of the card as you like,
- Place it face-up next to the board.

A detailed explanation of all card effects can be found in the separate player aid.

Face-up cards may be reviewed by either player at any time.

Once you have played your last card, return all played cards to your hand, **except the card just played**.

Titus plays a card for its action which allows him to perform 4 movements by his Armies (1). First, he moves 1 Army via Fleets to take control of an island (2). Then, using 2 movements, he moves 1 Army via 2 areas to the area with a Carthaginian Army (3). Lastly, with the last movement from the action card, he moves 1 Army (4).

Julia plays a card for its action. First, she moves a Fleet (1). Then she moves an Army (2) via the just-moved Fleet to one of the Roman areas of influence. She now controls one of the three areas of influence she needs to win the game (3).

FLEET DEPLOYMENT

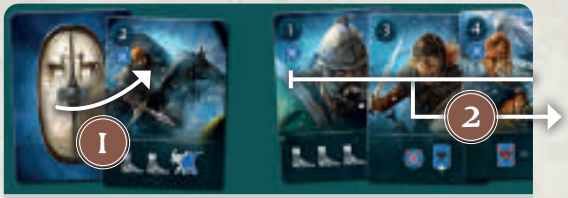
Players start the game with all their Fleets on the board. During the game, the opponent may destroy your Fleets and remove them from the board.

You may remove an Army from anywhere on the board to place a previously destroyed Fleet in the sea with your Fleet symbol. If there is an opponent's Fleet at this location, a battle occurs.

Titus removes an Army (1) and places a Fleet from off the board into the sea adjacent to the Roman Capital (2).

PASS

Place a card from your hand face-up next to the board without resolving it.



Julia decides to pass, so she places a card from her hand face-up next to the board (1), and as this is the last card in her hand she takes all previously played cards in her hand (2).

BATTLE

A battle occurs if, at the end of any action, opposing Armies or Fleets are in the same area. The player who starts a battle is the attacker and the other player is the defender.

To resolve a battle, both players must choose one card from their hand, and place it face-down in front of them. Once both players have placed their cards face-down, they reveal them simultaneously.

The strength of a played card by a player is added to the strength of their Units in battle. If any player played a card with the ⚔ or ⚔ symbol, the attacking player resolves its effect first.

Both players add up their strength, and the player with the higher strength is the winner. The loser must remove one of their Armies/Fleets from the board, and retreat all remaining Units.

If both players have the **same** strength, **both** players must remove an Army/Fleet from the area, and the attacker must retreat all of their remaining Units.

After you reveal a card for its strength, place it face-up next to the board. Once you have played your last card, return all played cards to your hand, **except the card just played**.

Strength

If more than one battle occurs during a player's turn, the active player decides the order in which they are resolved. Each battle must be fully resolved before the next one can be addressed.

*Titus moves one of his Armies to a region containing a Carthaginian Army, starting a battle (1). Both players must play a card from their hand. Both play a card with a strength of **3** (2), meaning both Armies are removed from the board (3). That ends the battle as there are no more opposing Armies in the region.*

RETREAT

When you retreat from a battle, you must abide by the following restrictions:

- You cannot retreat to any area from which you have been attacked.
- You cannot retreat to your opponent's Capital.
- You cannot move to an area where a battle is taking place.

Armies

As an **attacker** you must retreat all Armies to one of the areas you attacked from, and if this is not possible, remove all retreating Armies from the game.

As a **defender** you must retreat in the following priority order:

- An adjacent region with your Armies or a region with your area of influence symbol.
- An adjacent uncontrolled region.
- The closest region with your Armies, or your Capital, connected via sea with your Fleets.
- The closest uncontrolled region connected via sea with your Fleets.

Fleets

You must retreat all your Fleets to an adjacent sea with your Fleet, or if this is not possible, to an adjacent sea without an enemy Fleet. You cannot retreat to a sea adjacent to an opponent's Capital. If this is not possible, remove all retreating Fleets from the game.

SPECIAL BATTLE EFFECT

If you play a card with the ⚔ or ⚔ symbol, you may perform the action on that card before calculating strength. **The attacker resolves their card's effect first**.

When you move Armies using the special battle effect, you can move Armies into the ongoing battle, but you cannot retreat Units from the ongoing battle. You cannot move your Armies via Fleets that are engaged in a battle. You cannot start a new battle with such a move.

A detailed explanation of all card effects can be found in the separate player aid.

Titus is the attacker. Both players play cards. Titus plays a card with a strength of **2**, *so his total strength is* **4**. *Julia plays a card with a strength of* **2**, *but thanks to the ⚔ on a played card, she can perform 2 movement actions of her Armies. She moves an Army into the battle using both movement actions from the played card (1). Now, her Armies' strength in the battle is* **4**. *As both players have the same strength, both must remove 1 Army from the game (2), and Titus must retreat his Army to the area from where he attacked Julia (3).*

CREDITS

Designer: Mariusz Rosik

Art: Mihajlo Dimitrievski (The Mico), Bartłomiej Jędrzejewski, Katarzyna Jasińska

Proofreading: Srdjan Jovanovski, Rijnyr van Putten

DTP: Katarzyna Jasińska

Playtesters: Andy Down, Diarmuid Farrelly, Magdalena Jerczyńska, Bartłomiej Jędrzejewski, Kacper Majewski, Wiktor Nowainski, Robert Plesowicz, Michał Poręba, Joanna Rosik, Krzysztof Samojedny, Dagmara Skaźnik, Maciej Stępień, Adrian Turzański, Natalia Turzańska, Łukasz Włodarczyk, Wojtek Wiśniewski, Maciej Ziółkowski, Srdjan Jovanovski

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PHALANX LTD
Ealing Cross, 1st Floor,
85 Uxbridge Road, London,
W5 5TH | United Kingdom
https://phalanx.co.uk/