



Scipio:

Sworn Enemy of Hannibal

Set in an ancient age, **Scipio: Sworn Enemy of Hannibal** is a game where two players take control of the Roman or Carthaginian army and aim to crush the opposing forces. The game progresses over a series of rounds. In each round you will choose 3 of your 6 numbered cards to play in the first phase, and 3 to play in the second.

Will you use your stronger cards right away or will you keep them in reserve? The key to victory is reading your opponent's intent and choosing your cards wisely.

Components

Battlefield Board × 1



Screen × 1

Roman Army Side



Carthaginian Army Side

Troop Tokens × 68
(34 per player)

Roman Army Carthaginian Army



Strike Order Tiles × 3



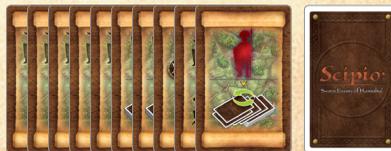
Command Cards × 12 (6 per army)

Roman Army

Carthaginian Army



New Orders Cards × 10



Rulebooks × 6



German
English
Spanish
French
Italian
Japanese

Setup



I Spread the battlefield board out in the middle of the table.



II Shuffle all the New Orders cards well, and keeping them face down, place them next to the board. This is called the Deck.



III Then, each player takes all the Command cards and Troop Tokens of one color.

Battlefield Board Overview

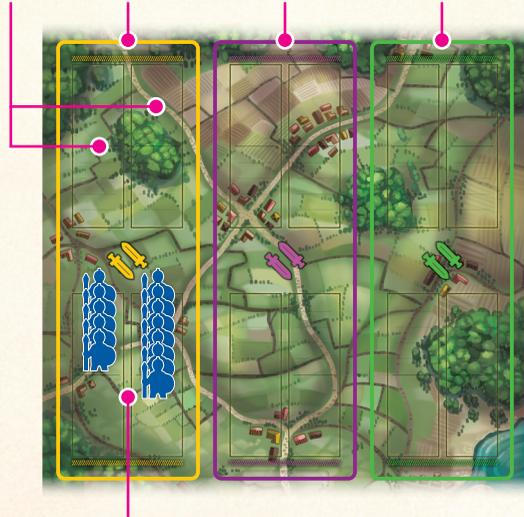
Fields

The board is split **into 3 sections**--the Yellow, Purple, and Green Fields.

Formations

Each Field contains two bordered segments in which you place your Troop Tokens. **These segments are called Formations.** During the game, when you calculate your troops' forces in each Field (total Troop Tokens), you'll count the number of tokens in both of the Formations belonging to that Field.

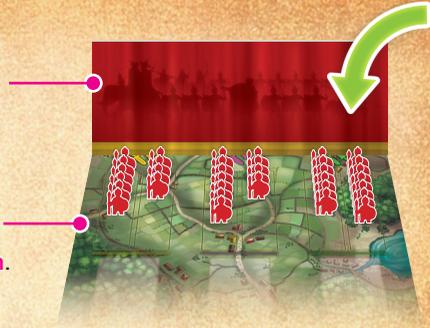
Formations Yellow Field Purple Field Green Field



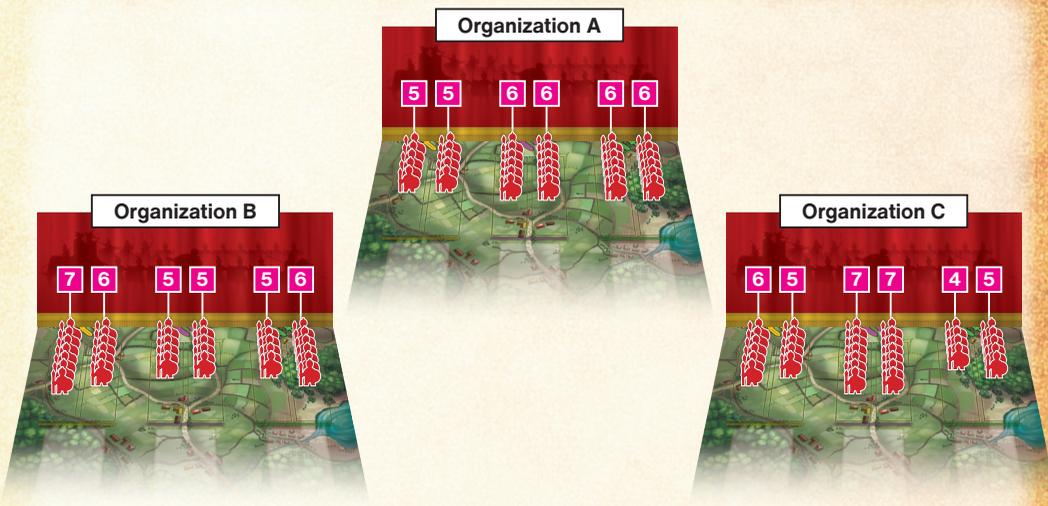
The blue army has 12 troops in the Yellow Field

IV Stand the screen in the center of the battlefield and make sure your Formations are not visible to each other.

V Split all of your own Troop Tokens between the 6 Formations. This is how you form your **Army Organization**. You must place **at least one** Troop Token in each Formation.



For your first game, you can choose one of the sample Army Organizations below.



VI Once both players have finished setting up their Army Organization, remove the screen.

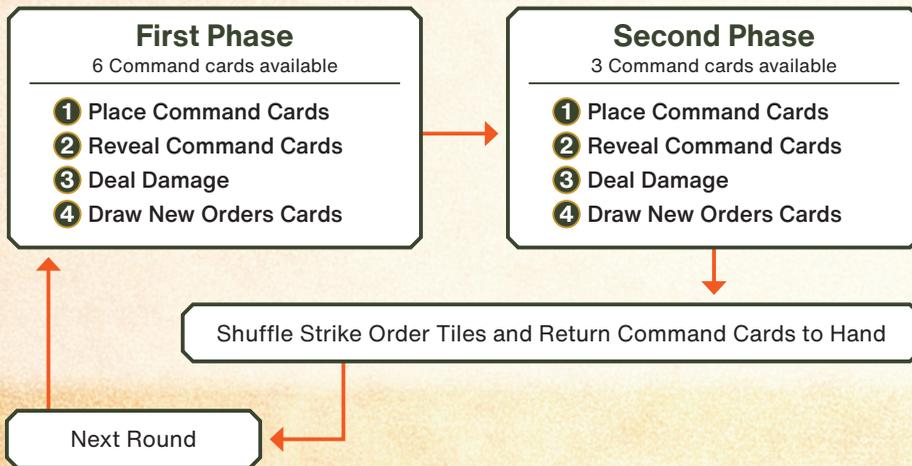
VII Turn the Strike Order Tiles over and mix them well. Place one in the center of each Field and then turn them all face up.



Playing the Game

The game is played over a series of rounds, each consisting of the following steps.

One Round



First Phase

1 Place Command Cards

Each player chooses 3 of the cards in their hand and lays 1 face down in each Field.



2 Reveal Command Cards

Turn all of the Command cards on the board face up at the same time.



3 Deal Damage

Deal the damage for each Field—there are 3 Fields so damage is dealt 3 times per phase. Compare the numbers on the Command cards in each Field. The **side with the bigger number deals damage** to their opponent.

Deal damage by taking these 3 steps:

- 1 Judging Shield Breaks
- 2 Determining Field Strike Order
- 3 Removing Troop Tokens

1 > Judging Shield Breaks

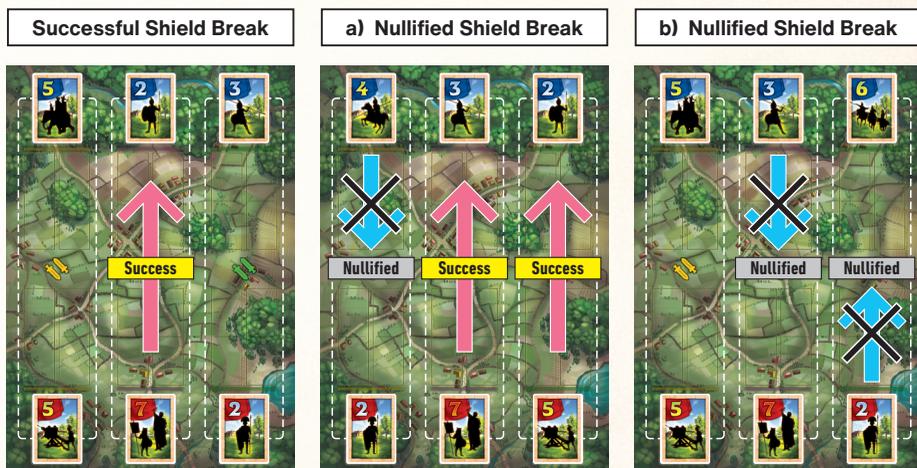
Compare the numbers on both Command cards for each Field. If a player's Command card number is **double or more** than their opponent's in any Field, that player achieves a Shield Break in that Field.

If you achieve a Shield Break, you will do extra damage to your opponent in that Field.

However, the following conditions will nullify your Shield Break:

- a) If your opponent achieves a Shield Break on 2 Fields, yours is nullified.
- b) If both you and your opponent achieve a Shield Break on 1 Field each, both are nullified. (In this case, both Shield Breaks cancel each other out.)

In other words, only the player with the most Shield Breaks will be able to resolve their Shield Break effect(s) in each phase.



2 > Determining Field Strike Order

Determine the order in which you will deal damage to each Field, using the Strike Order priorities below.

First Priority:

Start with the Field(s) where a Shield Break occurred. If there is more than one, start with the lower Strike Order Tile number.

Second Priority:

Then resolve the Field(s) without a Shield Break. If there is more than one, start with the lower Strike Order Tile number.

3 > Removing Troop Tokens

Remove Troop Tokens from the side that took damage in each Field in the order determined during by section 2 above.

Step 1 Calculate Damage

Compare the numbers on the Command cards in the Field. The side with the smaller number will take damage. If the Command card numbers are the same for that Field, neither side will take damage.

Next, compare the total number of Troop Tokens that each army has in that Field to determine the amount of damage dealt.

(a) Damage in a Shield Break Field

If you have the same amount or more Troop Tokens in the Field than the attacking force, take **3 damage**. If you have less Troop Tokens in the field than the attacking force, take **4 damage**.

(b) Damage in a Field With No Shield Break

If you have the same amount or more Troop Tokens in the Field than the attacking force, take **1 damage**. If you have less Troop Tokens in the field than the attacking force, take **2 damage**.

Step 2 Remove Troop Tokens

The side taking damage removes a number of their own Troop Tokens from the Field equal to the amount of damage calculated in Step 1.

If you are removing multiple tokens, you may choose the amount you remove from each Formation.

However, you must take care not to remove them all—if even just one Formation in a Field has no troops, you lose the game immediately. (See “Winning the Game” on page 10.)

Damage Calculation Example

Example 1

The first Field to resolve is the Yellow Field, as **the red army has achieved a Shield Break**. The red army's Command card number is **higher** so the blue army takes damage. Red has 12 troops in the Yellow Field, and blue has fewer, with 11. On top of that, it's a Shield Break Field so **blue takes 4 damage**.

The blue army must take 4 Troop Tokens out of the Yellow Field. From the two Formations in this Field, blue takes **3 troops from one Formation and 1 from the other**.

The second Field to be resolved is the **non-Shield Break Field with the lowest Strike Order Tile number** — the Green Field. The red army takes damage. The red and the blue army both have 10 troops in the Green Field, so the red army only takes 1 damage



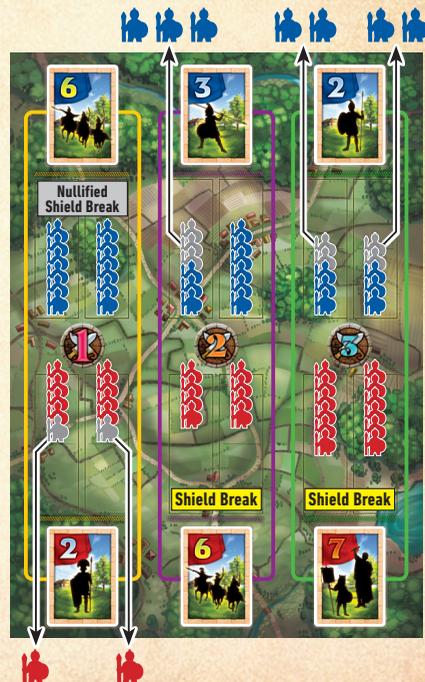
Example 2

The blue army achieved a Shield Break in the Yellow Field, but the red army also Shield Breaks the other 2 Fields. This means that **the Shield Break in the Yellow Field is nullified**.

The first of the red army's two Shield Break Fields to be resolved is the Purple Field, as it has the **lower Strike Order Tile number**. Blue takes 3 damage.

The second Field to be resolved is the red army's other Shield Break Field, the Green Field. Blue takes 4 damage.

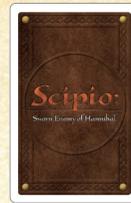
Then, the Yellow Field is resolved third. The red army takes 2 damage.



4 Draw New Orders Cards

The army that **took the most damage this phase** (the player that removed the most Troop Tokens in total) may **draw 1 New Orders card**. You don't have to draw a New Orders card, but you must turn it face up immediately and follow its effects if you do.

If both sides took the same damage, neither player may draw a card.



New Orders Card Types (10 cards total)



Redeployment (×5)

You may immediately choose **up to 2** of your own Troop Tokens to move to an adjacent Formation.



Relief in Place (×1)

You may immediately choose 2 of your own Formations and swap all of their Troop Tokens.



Opportune Move (×2)

You may immediately choose 1 of your own Troop Tokens to move to an adjacent Formation. Then, you can draw one more New Orders card.



Deserter (×1)

Immediately remove 1 of your own Troop Tokens from the battlefield. However, your opponent decides which Formation you must remove the token from. Then, shuffle all of the New Orders cards face down to form a new deck.



Renowned General (×1)

Keeping them face up, immediately rearrange the Strike Order Tiles in any way you like. Then the current round ends. Take your Command cards back into your hand and begin the next round.



For the most part, drawing a New Orders card will help you. However, drawing the Deserter card could mean victory for your opponent. If there are only a few New Orders cards remaining, powering through without drawing is a valid tactic.

Second Phase

The second phase repeats the steps of the first phase.

The only difference is the Command cards available to you. Both players can only use the remaining 3 cards that they didn't play in the first phase.



Place the Command cards that you used in the first phase to the side of the battlefield in a line, face up so that your opponent can check them at any time.

Shuffle Strike Order Tiles and Return Command Cards to Hand

After the second phase, turn the Strike Order Tiles face down and mix them well. Place them one at a time in the center of each Field and then flip them all face up.

Then, return the 3 cards you used in the first phase, and the 3 cards you used in the second phase to your hand.



Winning the Game

If any one of your opponent's Formations becomes empty (has no tokens in it) when they remove Troop Tokens, you win.

VICTORY!



There are no Troop Tokens left in this Formation so the red army wins.

Tip

Keep in mind that you don't need to empty out your opponent's entire Field (2 Formations) to win; you only need to clear 1 Formation.

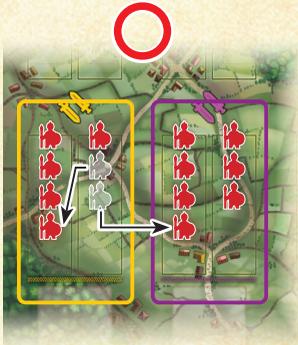
The game ends when 1 Formation becomes empty.



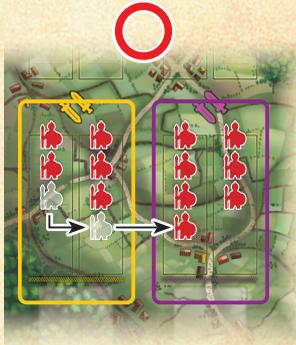
New Orders Cards (More Info)

■ Redeployment

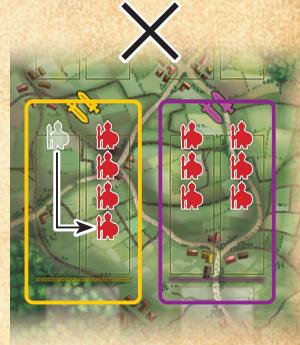
- You can move just 1 Troop Token, or ignore the effect entirely if you prefer.
- You may even move the same Troop Token twice, to consecutive adjacent Formations.
- You cannot make a move that will—even temporarily—leave a Formation empty.



Move 2 tokens once each



Move 1 token twice



Cannot leave a Formation empty

■ Opportune Move

- You cannot make a move that will—even temporarily—leave a Formation empty.
- You may decide to only move the troop and not draw, or only draw a New Orders card without moving a troop. However, **you may not draw** a New Orders card first and move second.
- Apply the effects of the subsequent New Orders card you draw in the same way you would if it was the first card you drew. For example, if the extra card you draw is also Opportune Move, you may draw another New Orders card if you wish.

■ Renowned General

- You may use the effect of this card to keep the tiles in the same order. If you draw and use this card in the first phase, do not play the second phase (as this card ends the current phase).

■ Relief in Place

- When you swap the Troop Tokens, you must swap all of the tokens in both Formations. You may not move just a few of the troops from one Formation to another.
- You may choose not to swap the Troop Tokens.

■ Deserter

- When you have a Formation with only 1 Troop Token in it and you draw the Deserter card, if your opponent designates that token to be removed, you immediately lose the game.

FAQ

- Q1** : If both players take the same amount of damage in a phase, can they both draw New Orders cards?
- A1** : No. A player may only draw a card when they have taken more damage than another in a phase.
- Q2** : If I draw a New Orders card, do I have to use the effect?
- A2** : No. Excluding the Deserter, you may ignore the New Orders card effects.
- Q3** : When I reshuffle all the New Orders cards face down because of the Deserter's effect, do I include the Deserter in the shuffle?
- A3** : Yes. Shuffle all the cards to make a new deck, including the Deserter.

Tips and Tricks

1. It is critical to make use of the difference in troop numbers in this game. If you have even 1 more Troop Token in a Field than your opponent, you deal twice the damage to them. Think of it as doing double damage rather than increasing damage by 1. Get into the role of a great army general by actively creating Fields that force twice the damage upon your enemy! The Redeployment and Opportune Move New Orders cards will create those chances for you.
2. Have courage and draw those New Orders cards! Drawing the Deserter in the first half of the game is no terrible blow—you can recover from the damage. Even if things are looking bad near the end of the game, don't fear the Deserters. The effects of the New Orders cards could instantly turn the battlefield on its head for both sides!
3. Both players have the same Command cards, so even if you are incredibly lucky, your winning streak will falter in the Field sooner or later. Discerning which Fields you need to have win, and which you can allow to lose in each phase is what will put you on the path to high-level strategy.

Credits

Game designer:
Osami Okano
Director:
Osami Okano
Producer:
Hironori Ando
Graphic designer:
Hajime Mukaida

Artwork:
Hiroko Yamada
Art director:
Naomi Nakano
Test players:
Lisa Matsuoka,
Tetsuya Kudo,
Kosuke Iwata

Translator:
Maisy Hatchard
Special thanks:
Tsubasa Takéshita,
Hiroyuki Sadamatsu,
Takeshi Matsumoto

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