



Zama

Introduction

After 16 years of punishing Carthaginian battles, the Republic of Rome has been pushed to the brink of collapse. Hannibal has left a trail of destruction from modern Portugal to the gates of Rome. The only way to prevent his unstoppable charge and save Rome, is to force his return across the Mediterranean to protect his beloved homeland.

Roman General Scipio Africanus has rallied the surviving Roman army from their humiliating defeat on the island of Sicily. His troops are battle-hardened and now hungry for revenge. They set sail for the port of Utica in Carthage and then march south to the open plains of Zama. The Roman presence on African soil forces the Carthaginian Senate to call back Hannibal and his mercenary army for the ultimate showdown between the two greatest superpowers of the ancient world. Choose your side...



The Army of Carthage led by Hannibal Barca and his terrifying elephant cavalry.



The Legions of the Roman Republic led by the feared General, Scipio Africanus.

Your Objective

Your objective is to defeat your opponent in the ferocious Battle of Zama. When all of your enemies cards have been vanquished and you are the only army with troops left alive, the war has been won and the future of your great city state has been secured.






You will need to out-manoeuvre, outsmart and outplay your opponent. From your initial setup and unit choice, to your selection of battle tactics and reinforcements, every decision will weigh heavily on your chance of victory. The element of luck hangs heavily on the battlefield and may derail even the most exacting plans so you must remain agile and vigilant!

What's in the Box?

x11 Roman Cards x11 Carthaginian Cards
x2 Greek Medic Cards
x2 Palisades x2 Vacant Ports
x2 Punic/Roman Ports
x4 Dice (x2 red and x2 purple) x1 Suedecloth Bag
x1 Zama game-mat x1 Instruction Sheet

Unit Classes

Each army is comprised of x11 cards that are broken into different classes. Each class has a different combination of attacking strength, defensive power, movement range and attacking range. Each class also has a bonus dice roll in attack against one other unit class. Utilise these differences when deploying your army and throughout the battle.

-  **Heroes x2** - This includes your General and a warrior Goddess. These deft and agile units are very powerful in both attack and defence and excel at capturing Ports.
-  **Phalanx x2** - Shield carrying units that are strong in defence but weak in attack. They are like a moving wall that can protect your army and block your enemy. The Phalanx have an unmatched attack pattern and are strong against Cavalry if they can survive the initial charge.
-  **Infantry x2** - Experienced fighters/brawlers that are strong in attack and fair in defence. These units are well-equipped and have an unsettling movement pattern and they thrive when thrown into battle against the enemy Phalanx.
-  **Archers x2** - Ranged units that are weak in defence and fair in attack. They deftly attack from a safe distance and perform best raining arrows down on enemy Heroes from behind other units or structures. They won't last long against direct attacks so hold them back.
-  **Cavalry x3** - Fast moving mounted units that have a strong attack but weaker defence and a diagonal attack pattern. Use them to smash enemy Infantry and inflict as much damage on their initial charge as possible.

Setting up the Game

1) Place the x2 tan Palisade Walls and x2 tan Vacant Ports on the middle row.

2) The x2 Punic/Roman Ports are placed underneath the Vacant Ports.

Ports allow the controlling team to bring in reinforcements by sea later in the game.

Palisade Walls are destructible structures on the battlefield that provide protection for your units and focus the fighting to the centre of the battlefield.

Walls and Ports do not have the ability to attack, they can only mount a defence.

3) Each player now collects their x11 red/purple cards.

4) Each player rolls one die, the lower roll places their first card during this setup phase. The higher roll takes the first turn when gameplay begins.

5) Taking turns, each player now places their x7 chosen cards anywhere in their nearest two rows.

Ensure the full life-bar is face up for each card.

6) Each player now chooses x2 cards that will be their reinforcements for later in the game, they are placed on one side of the map.

7) The x2 Greek Medic cards are placed on the other side of the map.

8) The remaining x2 cards are discarded and will not be used during this game.

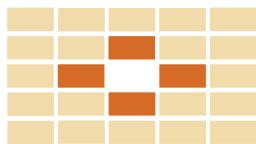
You are now ready to start the battle of Zama!



Time to play

During each turn, a player may perform any two actions. Players have the choice of two moves, two attacks (with different cards) or one of each. Players can also pass on one or both actions if they choose. *Note: There are additional minor actions like healing with Greek Medics, Merging injured units and Reinforcements that will be explained shortly.*

Movement and Attack patterns are displayed on each card with the following graphics -



The pattern of movement is displayed on each card in orange. On this card, the player could move this unit to any of the 4 squares as one action during their turn.



The pattern of attack is displayed on each card in brown. On this card, the player could attack any card in the 8 squares surrounding their card as one action during their turn.

Attacking and Defending

When attacking, a player states “X card is attacking the Y card”. The attacker rolls their two dice to determine the strength of their attack. Likewise, the defender rolls their two dice to see the strength of their defence. Each unit has an attack and defence rating displayed on their card that must be added or subtracted from the strength of their roll.

For Example - An attacker rolls 8 and has an attack rating of 2, resulting in an attack of 10. The defender rolls 9 with a defence rating of = resulting in a defence of 9.

In this example, the attacker has a higher score and their attack would be successful. The defender would flip their card over to the injured side, showing the damage from the successful attack.



When an attack is successful, the attacking unit may attack the same unit again as part of that turn. This run of attacks is classed as one action in the attacking players turn. If the injured card is successfully attacked again, the injured card would be discarded as the unit has been defeated in battle.

If the defender scored the same or higher than the attacker, the attack would fail and the defending card would remain unaffected.

When an attack fails, the attacking unit cannot attack again during that turn.

Merging Injured Units

Two injured units from the same unit class can be merged to form one healthy unit. Simply move one unit on top of the other. Either is flipped to full health and the other is discarded. Merging can help advance reinforcement, make space and regain unit bonuses.

Unit Class Bonuses

Each Unit Class have a bonus when attacking a specific unit class. When the Bonus applies, attackers may choose to re-roll one of their dice in order to boost their roll. This bonus is lost when a unit is injured and is regained if the unit is restored back to full health.

Heroes -> Ports
Phalanx -> Cavalry
Infantry -> Phalanx
Cavalry -> Infantry
Archers -> Heroes

Greek Medics

When a Hero falls in battle, the victorious player collects one of the white Greek Medic cards to use at a time they choose. These double-sided cards can only be claimed once and must be discarded immediately after use.

Playing a Greek Medic card allows that player to either -

- Provide their army with a revitalising tonic allowing them three actions instead of two during one turn. Players must declare they will be using this card at the start of their turn. Or....
- Use their advance knowledge of battlefield medicine to instantly heal an injured card during one turn. This card is used during a players turn and counts as one action.



Ports and Reinforcements

A Vacant Port must be attacked and defeated before it can be used to reinforce either team. Once a Vacant Port has been defeated, the tan card is discarded revealing the relevant Punic/Roman card beneath. The Port will remain in control of that team until it has been defeated again. There is no limit to how often a Port can change hands.

Either team can use one action during their turn to reinforce their army when all of the following three criteria are met -

1. They have 4 units or less on the board (excluding any controlled Ports)
2. They control at least one of the Ports
3. They have a reinforcement card ready to go

If all of these criteria are met, the player can bring a single reinforcement card across the Mediterranean and on to any of the six free spaces on their first row of the game-mat.

Winning the Game

When one player has defeated all of their enemies units, they have won the battle of Zama!

Note: On the rare occasion that both teams are left with only Infantry units on the same shade grid squares, the match is declared a draw as neither team can win.