

AGE OF HANNIBAL REVISIONS

In August 2022 we released a SECOND EDITION of the game to formalize revisions our club has been testing for some time. The Pyrrhic War Campaign (which we hope you've seen on YouTube!) provided the impetus for us to adopt the revisions noted below. This PDF is a chapter-by-chapter summary of all changes and updates. If you already own a copy of first edition, you can continue to use your original rules with the updates presented here. We've included a fully updated QRS and unit reference sheet!

If you purchased the game or the *Over the Alps* scenario supplement from Wargames Vault or Little Wars TV directly, we've already made new PDF copies of each available to you **for free**. That should be available now via your Wargames Vault account or emailed to you with the address you provided LWTV when ordering your print or PDF first edition. We are not able to authenticate other third-party resellers, as they do not provide us with any buyer information. We wish this data was in our possession, but it is not. We're giving everyone this summary and new QRS to make any first edition book fully compatible.

Finally, we do encourage all players to watch our Second Edition announcement video on YouTube for a brief summary of the most important changes and why we made them!

INTRODUCTION

pg. 2 A new introduction explaining why we released a second edition.

ARMIES

pg. 3. Reminder for players that we've released a new, free army building guide with advice for historical armies and how to design units for many periods. Available now on the website.

pg. 4 General Trait table reflects renamed traits. Details to follow under Appendix.

BATTLE

pg. 7 The Missile Fire table and procedure are revised. See the QRS for the new table. Bows now fire 8" and Thrown Weapons fire 4". Artillery still fires 12". Text revision: **"Units resolve their fire one at a time, rolling 1d8 on the Missile Fire Results table below. Resolve any effect immediately before moving to the next firer."**

pg. 7 Generals and lieutenants no longer allow for free group moves. They can only move an individual base/unit for free if attached.

pg. 8 "Free Moves" are now called, "Commander Influence." Free movement adjustments allowed in first edition are now limited to units within a 6" radius of a general or lieutenant. The nature of the free movement remains the same—a free facing change or 1" limited move to dress ranks and join a group are permitted.

pg. 9 Light Horse no longer enjoy an additional bonus for hitting an enemy unit in the flank/rear. The flank and rear penalty is the same for all unit types now.

pg. 10 Like Missile fire, combat resolution is now conducted by rolling 1d8 instead of 1d10.

DEATH & DESPAIR

pg. 12 The Morale Clock is only lowered for the losing side if a minimum number of DMZs/kills have been inflicted. This is a significant change from first edition. Text revision: **“To determine which side won or lost the turn, each army must keep track of how many enemy units they’ve successfully demoralized or destroyed during missile fire and melee combat. This can be done with chits or coins placed in a cup or simply recording with paper and pencil.**

Demoralizing an enemy unit is worth 1 point (even a double DMZ is only worth 1 point) and each destroyed enemy unit is worth 2 points. At the end of each player’s half of the turn, compare points scored and the loser reduces his army Morale Clock by 1.

AGE OF HANNIBAL second edition adds a notable exception to the Morale Clock. The two sides, combined, must have scored a minimum of 5 points between them in order to qualify for either side lowering their clock. If less than 5 total points are scored or there is a tied result, keep the current accrued points and neither side lowers their army Morale Clock this half of the turn. Proceed to the next turn.”

pg 12 Under Bad Omens, a note now explains that historical scenarios may specify additional conditions for an army to lower its Morale Clock immediately. These are scenario specific conditions. The usual conditions (loss of a commander or camp) still apply.

pg. 12 “Small Battle” rules have been added as an option for games within 1,000 points or less per side. Text update: **“For these small battles, each army should begin with a Morale Clock value of 8 instead of 9. Furthermore, the “Things Come Undone” penalties noted in the section above begin when an army clock reaches 3 instead of 4.”**

pg. 12 The Fate Table for the potential loss of a commander is updated to reflect d8s and to offer additional fate outcomes. See the new QRS below.

APPENDICES

pg. 16 Designer Notes are updated for second edition and the following General Personality Traits are updated:

DRUNKARD – On a d8 roll of 1-3 before battle, reduce stats to +0/+0

UNPROVEN – May not exert Command Influence to make free unit moves at the end of the movement phase

STOIC – When attached to a unit, that unit automatically passes *Fearsome* or *Impetuous* tests

NOBLE ORIGINS – If attached, all units within 4” receive +1 RF when making Rally attempts

TACTICIAN – If attached, he can perform a free “group” movement order with up to 4 bases in a group

“Gambler” is now called **“Single Combat”**

pg. 17 Ancient Stratagems are updated for d8s. Local Guides rolls 1d8 and on a result of 1 the ground is impassible. Scouts is a 4+ for success on 1d8. Flank Attack is a 6+ for success on 1d8.

pg. 18 Unit Reference Sheet is fully updated to reflect new unit stats and points costs.

pg. 19 The following Traits & Abilities are updated:

- Bows (5 pts.)** Unit is equipped with bows or long slings able to fire up to 8".
- Heavy Armor (5 pts.)** Units equipped with Heavy Armor are -1 against missile fire.
- Massed Bows (5 pts)** Reserved for bow-armed units only, add +1 when rolling on the Missile Fire Result table.
- Pila (5 pts.)** The Roman *pilum* is a unique weapon that gives a unit +1 each time they engage in a new charge or receive a charge. The bonus does not apply in sustained, ongoing melees.
- Phalanx Drill (5 pts.)** At the beginning of their turn, if in good going, instead of moving this spear or pike unit may declare a phalanx formation, which grants a +1/+1 bonus. The CF bonus does not apply if attacked from the flank or rear. The formation is dissolved whenever the unit moves.
- Roman Drill (5 pts.)** The maniple system allows units to interpenetrate other friendly units also trained with Roman Drill. Units with Roman Drill can offer each other support in combat from the side and diagonally (touching any base, corner-to-corner). Whether support is gained from the side or diagonally, the maximum support bonus is +2 and no more.
- Tribal (5 pts.)** Especially ferocious and feared barbarians, these units are +1/+1 until the army Morale Clock reaches 4, when the bonus disappears. *Tribal* units are always rated *Impetuous*.
- Thrown Missiles (5 pts.)** Unit is equipped with 4" short range missiles, such as rocks, javelins, or light slings.

pg. 37+ All three scenarios are updated with the new unit stats presented in the sheet below.

QUICK REFERENCE SHEET

FULL GAME SEQUENCE

SET-UP

- (1) If playing a historical scenario, skip to (7)
- (2) Players choose point totals & appoint generals
- (3) Recruit units & upgrade with abilities/traits
- (4) Shuffle terrain card deck with 50 total cards
- (5) Deal each player 9 cards & alternate placement
- (6) Reveal terrain cards & place terrain features
- (7) Deploy armies for battle & begin the first turn

TURN SEQUENCE

- (1) Player who deployed first starts with the initiative
- (2) Rally, if any DMZ markers are present
- (3) Ranged missile fire
- (4) Movement by base or group, limited by the number of orders available on your Morale Clock
- (5) Close combats, right-to-left or vice versa
- (6) Check to see if losing side lowers its Morale Clock
- (7) Second player conducts his half of the turn

RALLY NOTES

- Roll RF (Rally Factor) or higher to remove all DMZ markers from a unit
- Each DMZ marker is a -1 penalty to the Rally roll
- Attached leaders may be able modify Rally rolls
- DMZ units may not move into close combat
- Double DMZ units may not move toward the enemy

MISSILE FIRE NOTES

- Units with Ranged Missiles fire individually at the nearest target in their frontal, 45 degree arc
- Artillery is allowed to choose any target within arc
- Effects from missile fire are resolved immediately

MISSILE FIRE RESULTS

Missile Type	1-4	5	6	7	8	9+
Thrown (4")	-	-	-	D	D	D
Bows (8")	-	-	D	D	D	K
Artillery (12")	-	D	D	D	K	K

MOVEMENT NOTES

- An order point allows a single unit or group to move
- A group is two or more units in base-to-base contact with their front base edges aligned
- Sidestepping & retrograde moves are only 1"
- Units with Free Facing can freely move 360 degrees
- No friendly unit interpenetration (*with exceptions*)
- Commanders can permit limited moves within 6"

COMBAT NOTES

- Attacking units always conform evenly to a defender
- Combats are resolved right-to-left, or vice versa
- Units in combat roll a d8 & add their CF, with possible modifiers for support, terrain, unit abilities/traits, etc.
- Defenders attacked by multiple units suffer a -1 flank or -2 rear penalty and may not retreat
- Losing unit is marked DMZ, unless the difference is double or more, which results in destruction
- Units suffering a second DMZ must retreat one base
- Units suffering a third DMZ are destroyed

MORALE CLOCK NOTES

- In each half of the turn, a player earns +1 for inflicting a DMZ and +2 for destroying a unit
- Skirmishers do not count toward or against the clock
- Each half of the turn, loser lowers Morale Clock by 1 if at least 5 total points have been scored
- Armies with a Morale Clock of 4 or less begin to suffer army-wide morale penalties

GENERAL FATE TABLE

d8 Roll	FATE TABLE RESULT
1-2	Killed! Remove general from play and lower army Morale Clock by 1 immediately.
3	Captured! Place general at the enemy camp and lower army Morale Clock by 1 immediately. He is rescued if the enemy camp is later captured (and army Morale Clock is restored by 1). If no camp is on the table, he cannot be rescued.
4-5	Wounded! Reduce general's CF/RF bonuses to +0/+0. Enemy gains +2 points toward winning the Morale Clock this turn.
6-8	Escape! Attach general to any friendly unit within his 6" movement range.

UNIT REFERENCE SHEET

FOOT									
Unit	Move	Combat	Rally	Support	Charge	Terrain	Missiles	Notes	Cost
Rabble	5" / 4"	+1	7						15
Skirmishers	5" / 4"	+0	6				<i>Thrown</i>	<i>Free Facing</i>	25
Light Infantry	5" / 4"	+2	5	Yes		+1			25
Archers	4" / 3"	+2	6	Yes		-1	<i>Bows</i>		30
Warband	5" / 4"	+2	5	Yes	+1			<i>Impetuous</i>	30
Handweapons	4" / 3"	+3	4	Yes					35
Spears	4" / 3"	+3	4	Yes		-1		+1 vs. mounted	35
Pikes	4" / 2"	+4	4	Yes	+1	-3		+2 vs. mounted	45

MOUNTED									
Unit	Move	Combat	Rally	Support	Charge	Terrain	Missiles	Notes	Cost
Light Horse	8" / 4"	+2	6			-2	<i>Thrown</i>	<i>Free Facing</i>	50
Medium Horse	6" / 3"	+3	5			-2			40
Heavy Horse	6" / 3"	+4	5		+1	-2			50
Camelry	6" / 3"	+2	6			-2		+2 vs. horse	35
Chariots	8" / 3"	+1	5		+2	-2	<i>Thrown</i>		40
Elephants	4" / 3"	+4	6		+3	-2	<i>Thrown</i>	+2 vs. horse	60

MISCELLANEOUS									
Unit	Move	Combat	Rally	Support	Charge	Terrain	Missiles	Notes	Cost
Light Artillery	3" / 2"	+1	5			-1	<i>Artillery</i>		40
Baggage Train	2" / 1"	+0	7						
Camp	None	+1	6						
Fortified Camp	None	+3	5						

