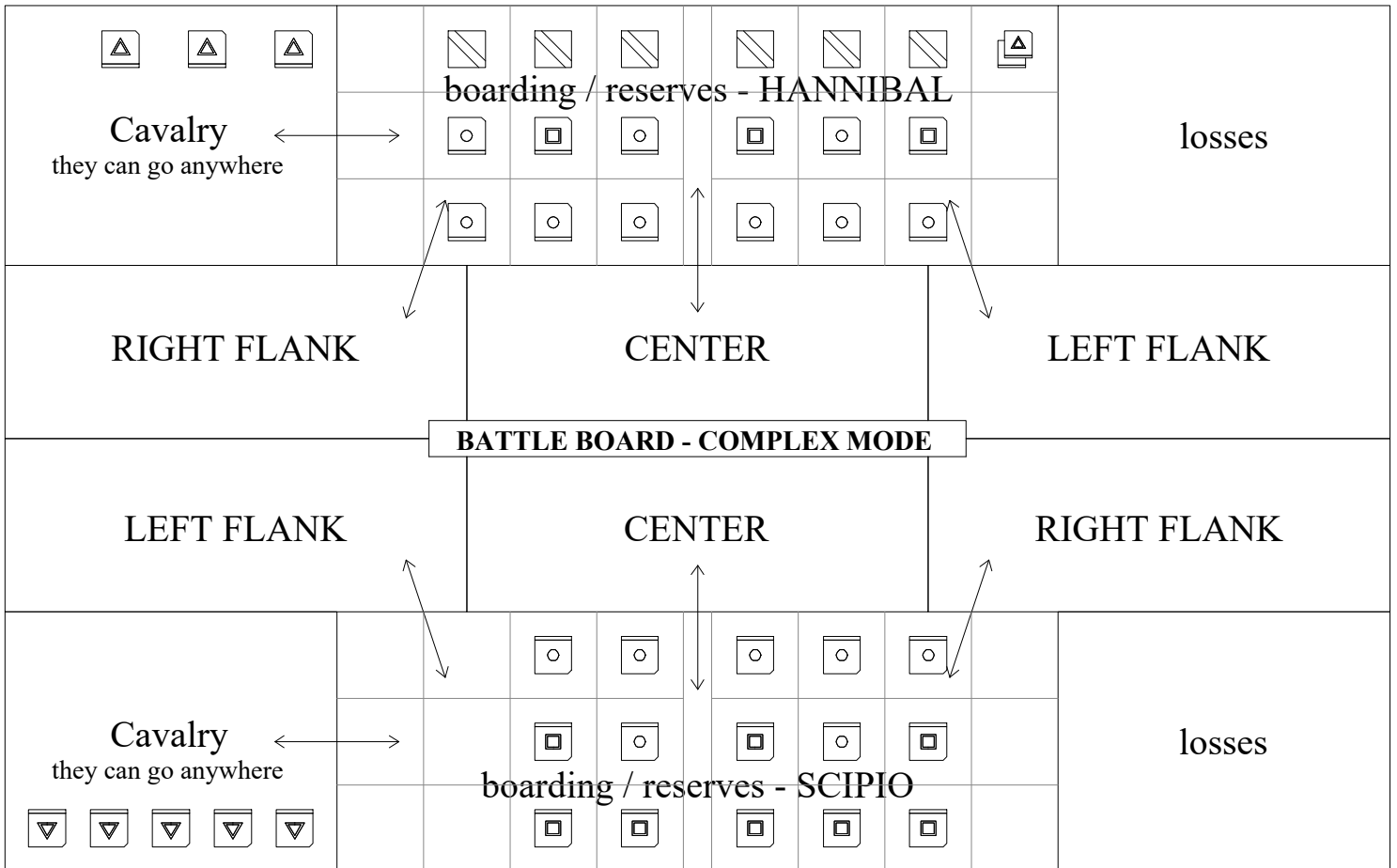


Notes

Battle of Zama, 202 BC





Place the cohorts according to the template. Minimum numbers for positions: Scipio 3, Hannibal 4 (One quarter of the foot army rounded down). Hannibal deploys 1 cohort to each position. Then Scipio. Players rotate until there is a minimum for each position. The remaining units are reserves. Reserves can be moved to positions, left in place or placed with the cavalry. Roll a D4 for initiative. First player move at any position, then second, if not blocked (1 cohort blocking 1 cohort), then simultaneously CHARGE (attack on turn 0 without a counterattack by the attacked), then stay there.


Opposite positions are bound. Unlocked positions may be moved. Each position will now have one round of battle. In the battle itself, the cohorts with priority attack (elephants) attack first. If the attack unlocks the field, the rest of the cohorts are allowed to move. Then all remaining cohorts roll their attack dice. After all bonuses are added, the total attack is calculated. The attacker selects the eliminated cohorts, they move to the "losses" position. After Round 1, free cohorts may move to an adjacent fighting position (over empty by two) for Round 2. The combatants remain. The battle lasts until one side is completely victorious.


BONUSES:


Destroyed cohorts are chosen by the attacker.
1 sword takes out 1 life or 1 shield.
3x dice without sword = 1 sword
5x cohorts = + 1 shield (in front of the army)
6 identical cohorts = + 7th die







 Light Infantry
1 life
D1 attack (white)







 Heavy Infantry
2 lives
D2 attack (blue)
may re-roll







 Elephants
4 lives
attack 2x D3 (red)
attacks alone
in front of the others







 mercenaries (veterans)
2 lives
D3 attack (red)

 Cavalry
3 lives
D3 attack (red)
extra one-sided attack
on turn 0,
free to move anywhere.

D1 white      

D2 blue      

D3 red      

D4 brown      

Author's Notes

This version of Scharz is a promotional, limited edition release (Part I - 75 units, Part II - 75 units) ahead of the Kickstarter campaign in April 2022. Marked as v0.95. This version does not include professional translation and professional graphics. The purpose of the release is to make the game more accessible to fans and reviewers to facilitate the campaign itself. The complete version of the game contains three parts (6 maps and 12 player sets).

For more information, please visit scharz.com. This page serves as a gateway to other sites - social networks, discord, etc.. At boardgamegeek.com/boardgame/287893/scharz you can also find additional material (background material for printing other language editions). You can discuss or leave feedback here.

If you liked the game and want to support it, please spread the word about its existence (ratings, reviews, videos, etc.).

info@scharz.com