

# *Command & Colors: Ancients*

# ***SCENARIOS***

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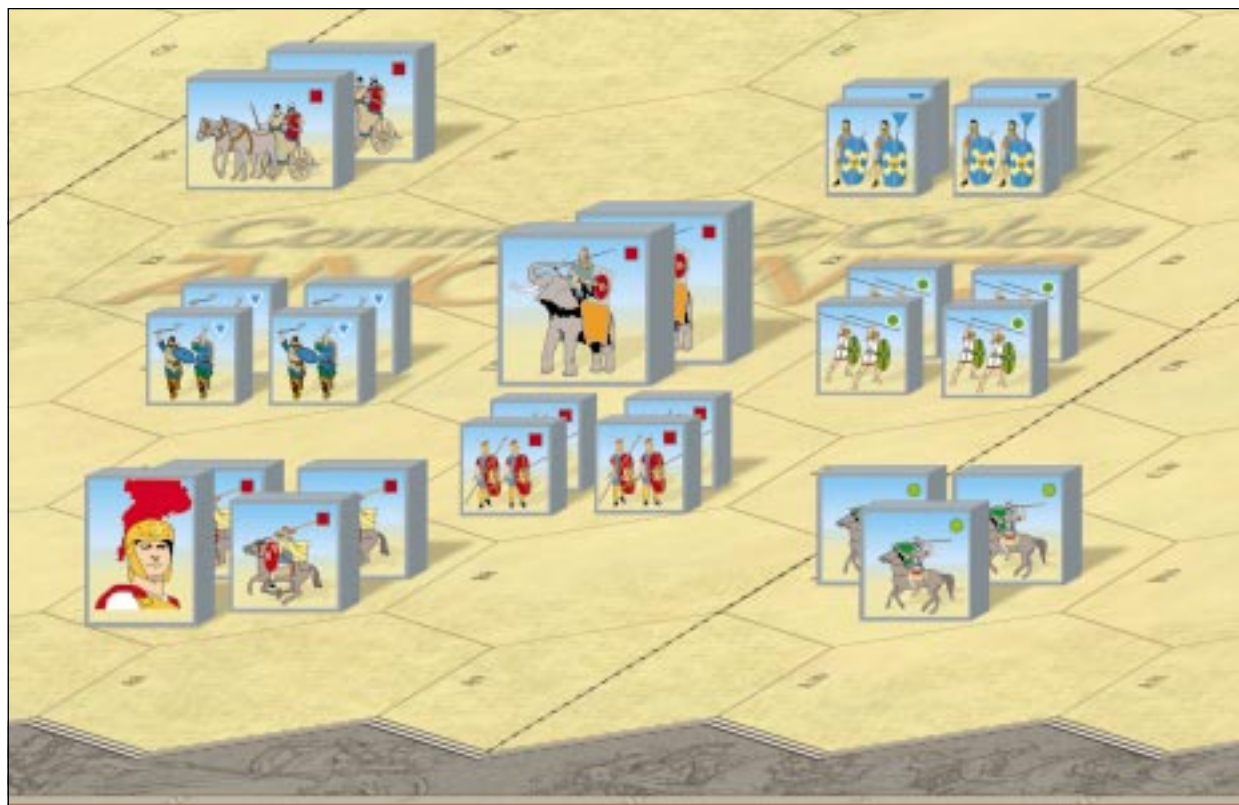
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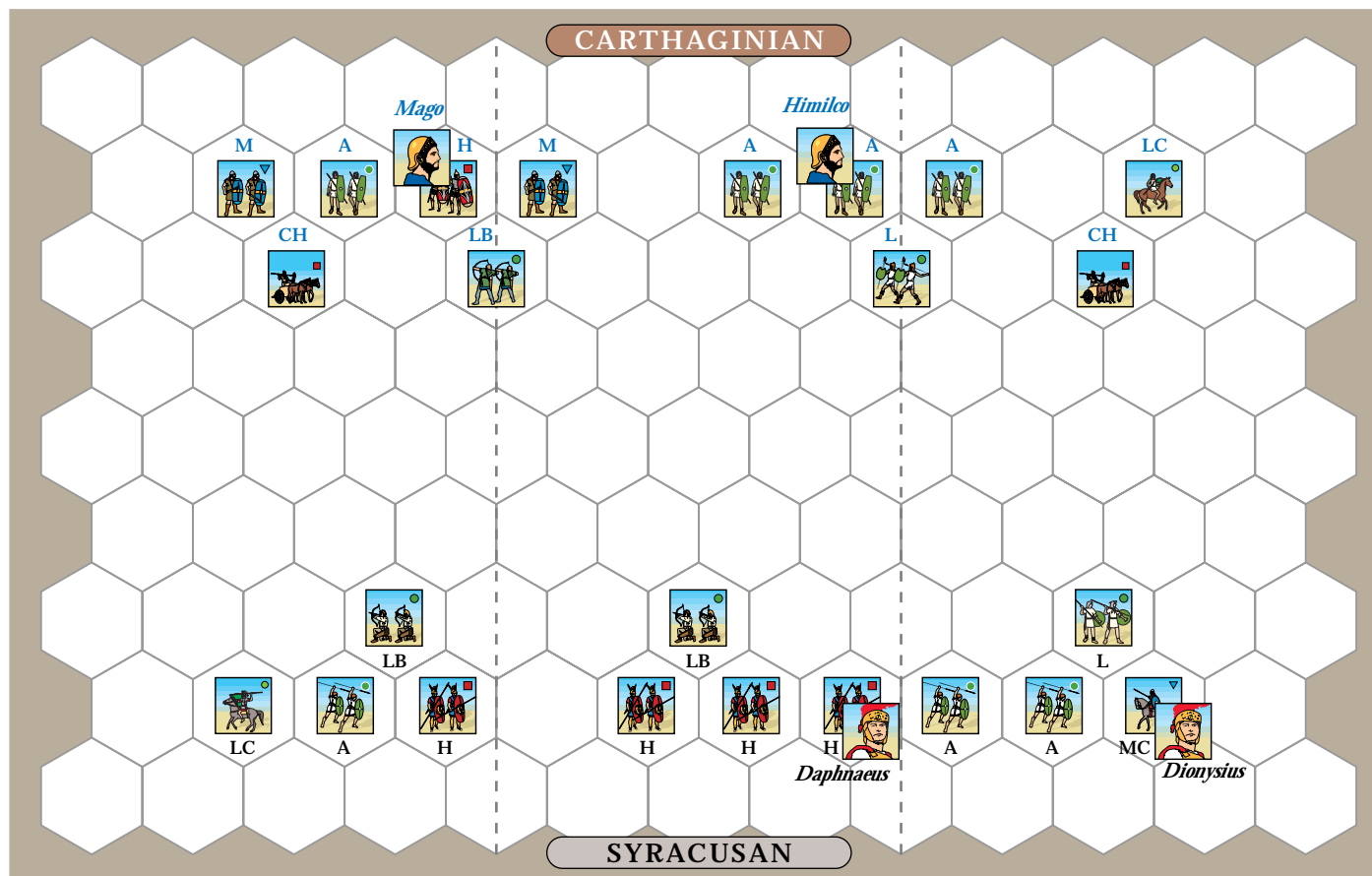
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# THE BATTLE OF AKRAGAS – 406 BC



## Historical Background

It is a time of violent competition between the Syracusan Tyrants (military dictators) and Carthage for control of Sicily. The Carthaginians under Himilco have besieged Akragas, a city allied with Syracuse, prompting Daphnaeus and his army to march to its aid. The Carthaginians split their army into an observation force in front of Akragas, and a blocking force sent to oppose Daphnaeus. The Carthaginian army was almost totally mercenary, while Daphnaeus's contained veteran heavy infantry that proved invincible when committed to the battle. The survivor's of Himilco's badly beaten army fled to the coastal fort sheltering Mago's observation force. There was no pursuit and no further battle. Daphnaeus's force was spent, and the forces in Akragas did not sortie. Before another assault could be made on the Carthaginians, their navy managed to interdict the Greek supply line, forcing Daphnaeus to withdraw. Akragas fell eight months later without a fight.

The stage is set. The battle lines are drawn, and you are in command. Can you change history?

## War Council

- Carthagian Army
- Leader: Himilco
  - 5 Command Cards

- Syracusan Army
- Use Roman blocks
  - Leader: Daphnaeus
  - 6 Command Cards
  - Move First

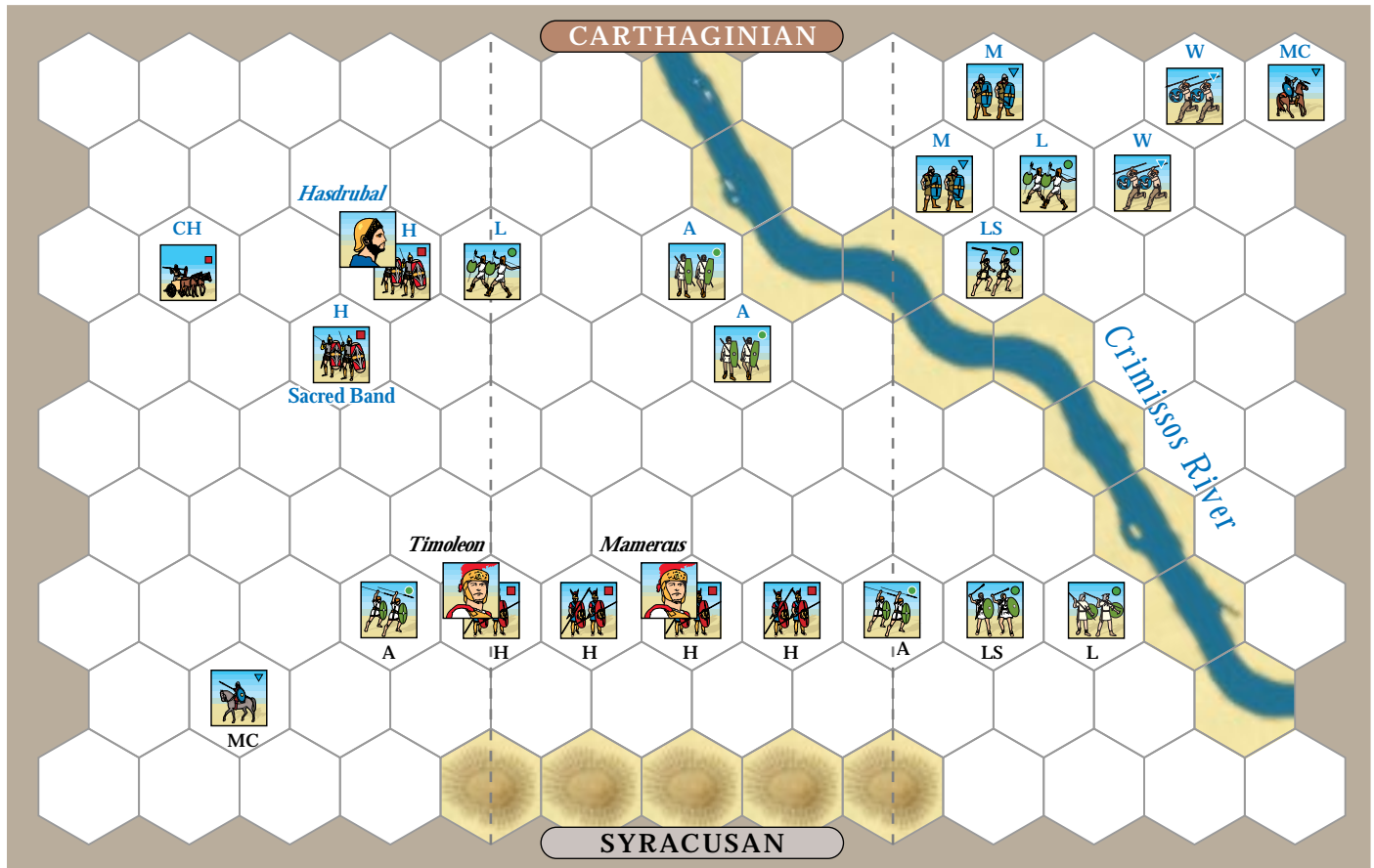
## Victory

5 Banners

## Special Rules

None

## CRIMISSIONS RIVER – 341 BC



### Historical Background

The Carthaginians learned from earlier defeats in Sicily that they had to field reliable, trained heavy infantry of their own. They formed the Sacred Band, a force of about 2,500 excellently trained Carthaginians, as good or better than the best the Greeks or Syracusans could field. They formed a part of a large army under Hasdrubal, advancing eastward to subjugate Sicily. Opposing him with a much smaller army was the able tactician Timoleon. Ever aggressive, Timoleon anxiously awaited an opportunity to strike the Carthaginians a hard blow on his terms. He got that chance when, on a foggy morning, Hasdrubal carelessly ordered his army to cross the Crimisson River without bothering to send out scouts (who would have reported that Timoleon's army was arrayed on the bluffs just beyond the river). Waiting until about half of the Carthaginian army had crossed, Timoleon unleashed his excellent heavy infantry phalanx against the surprised Carthaginians. Most who survived fled, but the Sacred Band stood their ground and were annihilated by superior numbers, (aided by a sudden rainstorm that slowed Carthaginian reinforcements crossing the river). Seeing the disaster unfolding across the river, the remainder of Hasdrubal's army broke and fled. The loss of so many citizen soldiers had a horrific effect on Carthage. The Sacred Band was reformed, but only once was it ever dispatched from Africa again, and then only for a very short campaign.

### War Council

Carthaginian Army  
 • Leader: Hasdrubal  
 • 5 Command Cards

Syracusan Army (use Roman blocks)  
 • Leader: Timoleon  
 • 5 Command Cards / Move First

### Victory

5 Banners

### Special Rules

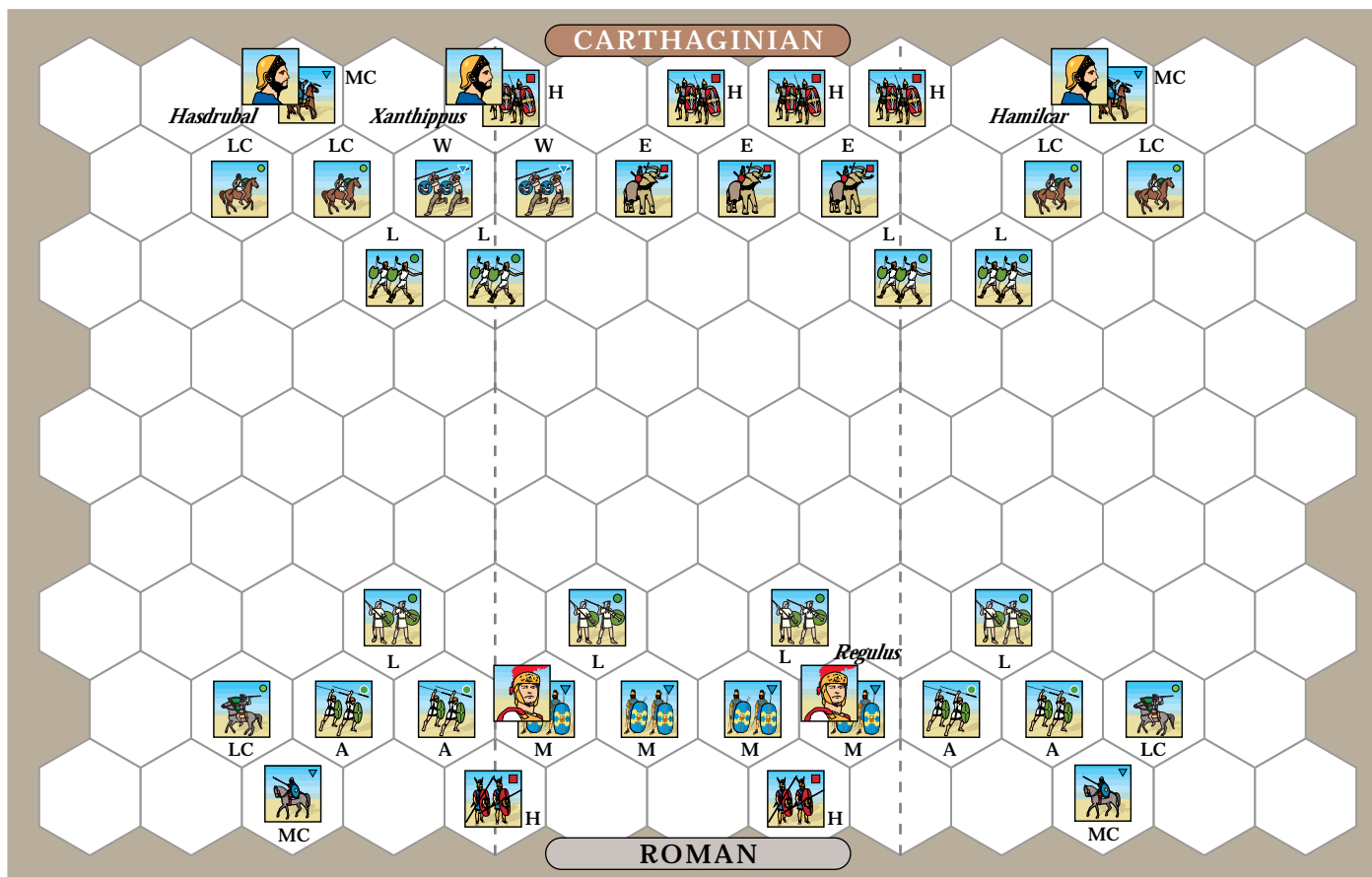
The Crimisson River is fordable only at the five bends in the river.

The Carthaginian Sacred Band is a special unit. Place a Special Unit block (if playing with expansion blocks) or a Carthaginian Victory Banner block in the hex with the Sacred Band unit to distinguish it from other Carthaginian units. Sacred Band special abilities:

- The Sacred Band will score one hit for each leader symbol rolled in close combat. A leader does not have to be attached or in an adjacent hex to confer this benefit.
- The Sacred Band may ignore one flag.
- The Sacred Band retains these special abilities until the last block of the unit has been removed from the battlefield.

The Special Unit/Victory banner block moves with the unit. It does not count as a block that can be removed to satisfy losses. This block is not transferable to any other unit. If the Sacred Band unit is eliminated, this block is removed from the map along with the last block of the unit.

## BAGRADAS - 253 BC



### Historical Background

The Romans are on the verge of defeating Carthage and ending the First Punic War. Regulus and a veteran Roman army have landed in Africa, and though woefully short of cavalry, have defeated several Carthaginian forces. Desperate, the Carthaginians turned to an otherwise unemployed Greek general, Xanthippus. While not on a par with Alexander the Great, Xanthippus at least knew how to train and command an army, and that was enough. The Carthaginian army marched into the Bagradas Valley, and Regulus, confident of yet another victory, offered battle. It was to prove a costly mistake for him. The Carthaginian cavalry and elephants routed the Roman cavalry, and then turned on the flanks and rear of the Roman army, now fully engaged with the Carthaginian infantry. The Roman army disintegrated. Those who survived told of the horror of being overrun by elephants and cavalry. This Carthaginian victory prolonged the war. It took several years before any Roman army would stand and fight against elephants. The larger lesson—proper employment of a combined arms army over a largely infantry army resulting in victory—was lost on the Romans. They had to re-learn it at the Trebbia, Lake Trasimenus and Cannae.

The stage is set. The battle lines are drawn, and you are in command. Can you change history?

### War Council

Carthagian Army

- Leader: Xanthippus
- 6 Command Cards
- Move First

Roman Army

- Leader: Regulus
- 4 Command Cards

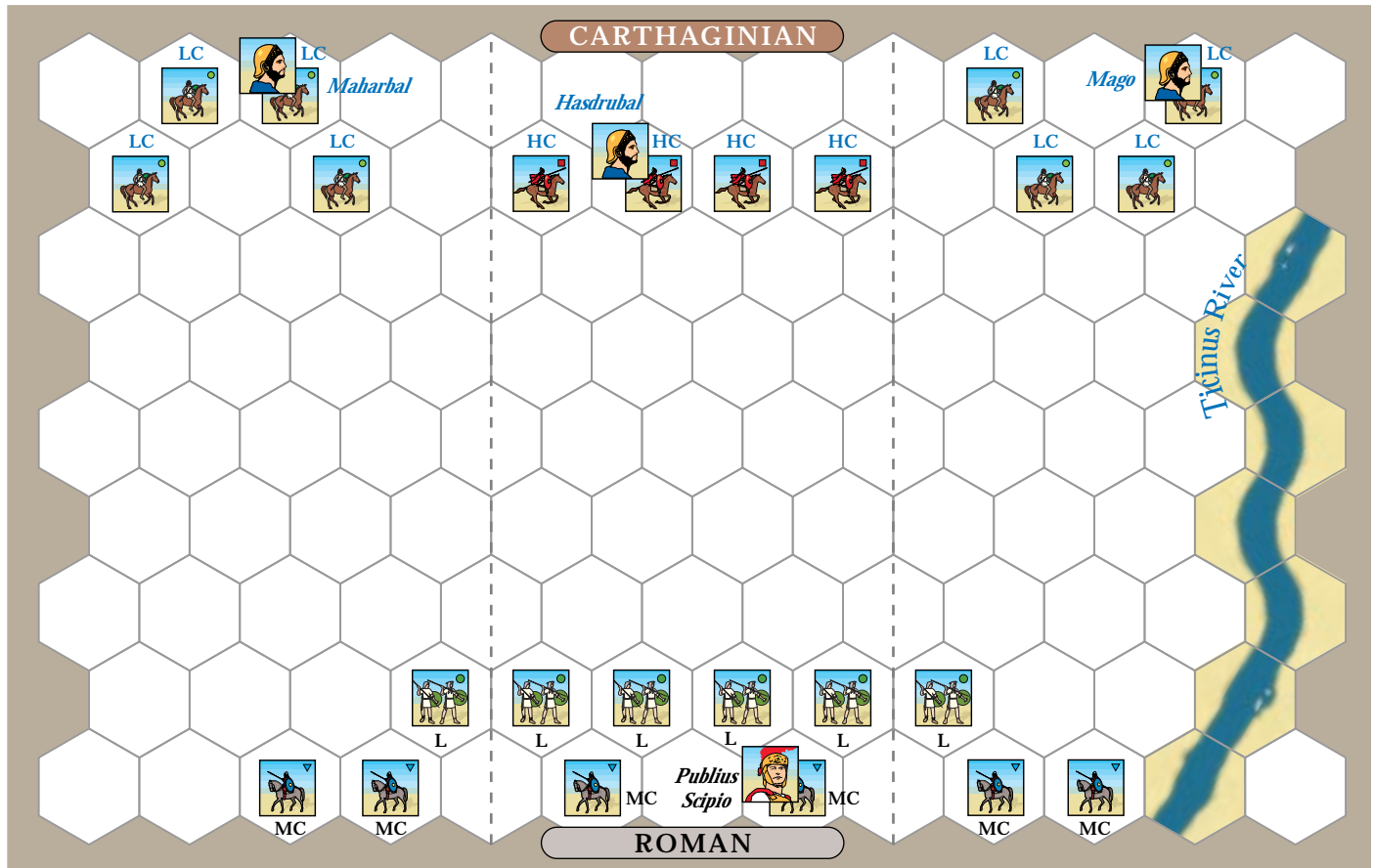
### Victory

7 Banners

### Special Rules

None

## TICINUS RIVER – 218 BC



### Historical Background

Hannibal has completed his epic march across the Alps, but has lost fully half of his soldiers in doing so. The Consul in Southern Gaul, Publius Scipio, has shadowed Hannibal's advance following the coastal route. He intercepts Hannibal in Northern Italy as he is rebuilding his army with Gallic recruits. Neither commander is willing to bring on general battle, but Scipio does advance his light troops and cavalry, unaware of how much better the Carthaginian cavalry was than his own. Hannibal counters with his cavalry, including the fearsome Numidian light horse. Hannibal gives Scipio a tactics lesson. His heavy cavalry smashes into the light infantry, drawing the Roman cavalry into the fight. At that point, the Numidians hit both flanks, driving off the disorganized surviving cavalry, wounding Publius Scipio in the process. One capable Roman now knew how formidable Hannibal's army was. Unfortunately, three other inept Roman Consuls would lose thousands of Roman soldiers at The Trebbia, Lake Trasimene, and Cannae because they failed to heed the warnings.

The stage is set. The battle lines are drawn, and you are in command. Can you change history?

### War Council

Carthagian Army

- Leader: Hannibal
- 5 Command Cards
- Move First

Roman Army

- Leader: Publius Scipio
- 4 Command Cards

### Victory

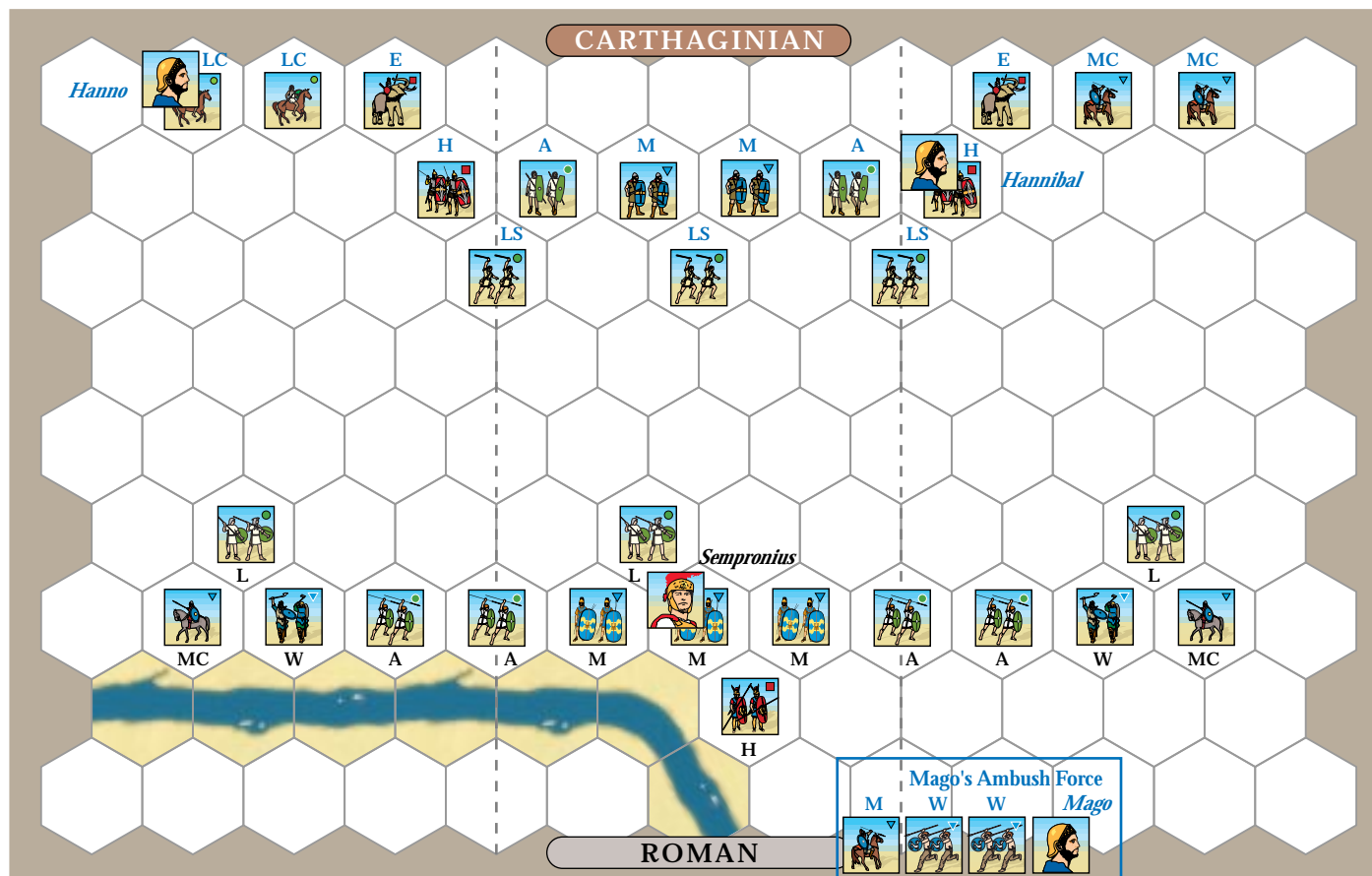
6 Banners

### Special Rules

Ticinus River is not fordable.



## TREBBIA – 218 BC



### Historical Background

After the battle at the Ticinus River, Hannibal soon faced an entire Roman army under the Consul Sempronius. As vain as he was inept, Sempronius wanted a victory to finish out his year as Consul. He took no cautionary advice from the wounded Publius Scipio, but instead sent his army, cold and hungry, through the icy waters of the Trebbia to engage Hannibal's army on the far side. Hannibal had prepared the first of many traps for unwary Romans - he had placed his brother Mago and a picked force of cavalry and infantry out of sight in a ravine. The Romans did not discover them as they passed by. Despite their cold and hunger, the Roman infantry was doing well against Hannibal's main line. Then twin disaster struck. Mago's detachment emerged from hiding and struck the Romans from behind, and the weather turned markedly colder. Assailed from two sides, and now literally freezing to death, the Romans broke. Many died trying to recross the Trebbia. Sempronius's army of two double legions was effectively destroyed.

The stage is set. The battle lines are drawn, and you are in command. Can you change history?

### War Council

Carthaginian Army

- Leader: Hannibal
- 5 Command Cards

Roman Army

- Leader: Sempronius
- 5 Command Cards
- Move First

### Victory

7 Banners

### Special Rules

The River Trebbia is fordable.

Mago's ambush may be ordered by playing a 'Leadership' card after the Carthaginian first turn. 'Inspired Leadership' force enters in the section as noted, 'Leadership Any Section' the force enters in the section of Carthaginian player's choice. Each of Mago's three units, 1 medium cavalry and the 2 medium warriors, are set onto a baseline hex on the Roman side of the battlefield. Mago may be placed with any of these units. This set on counts as the first hex of movement for a unit this turn. Should these units have to retreat, they must retreat toward the Carthaginian side of the battlefield.