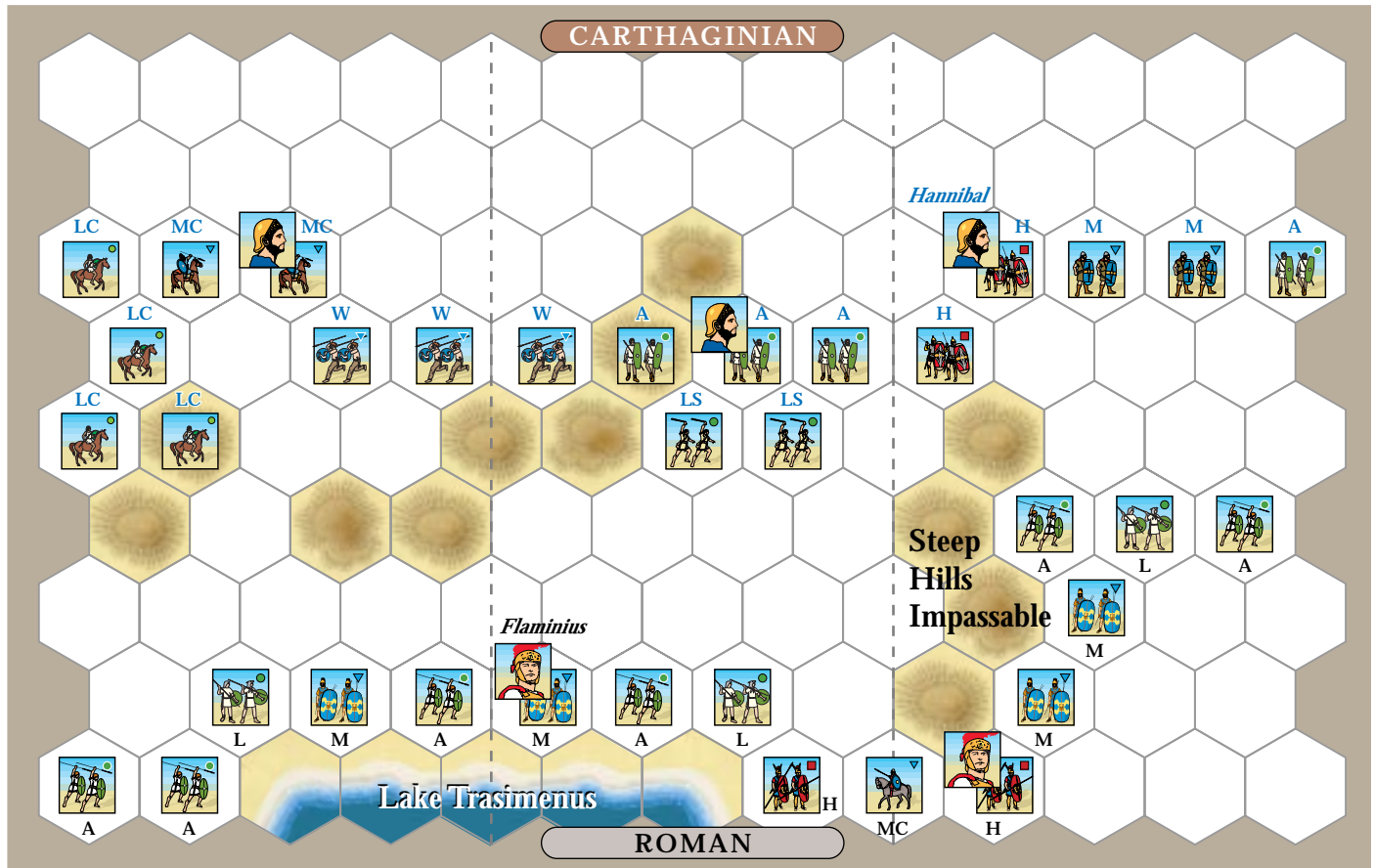


LAKE TRASIMENUS – 217 BC



Historical Background

Much of Hannibal's "genius" for warfare lay in his ability to take the measure of his opponents' abilities and intentions. His opponent in 217 BC was Roman Consul Gaius Flaminius, a vain and incompetent patrician. Armed with this knowledge, Hannibal determined to set a trap for his opponent by ravaging the countryside to spur Flaminius to action. True to form, Flaminius rushed headlong into pursuit of Hannibal, marching his army through the narrow defile next to Lake Trasimenus where Hannibal's army lay in wait. Hannibal posted his veteran infantry as a blocking force, hiding his light infantry and cavalry in the hills. As the day of battle dawned, a heavy mist covered the area – Flaminius further aided Hannibal's plans by neglecting to send out scouts. The Roman vanguard stumbled into the Carthaginian blocking force, and the battle was joined. Almost immediately the ambushing Carthaginians descended from the hills and fell on the Roman column before the soldiers had enough time to deploy. Flaminius died early in the fighting; more than half of his army died along with him, either in the desperate fighting or drowning trying to escape. It was noteworthy that the only portion of Flaminius's army to escape intact was the vanguard – those soldiers fought their way through Hannibal's best infantry to do it. It surely was not through lack of bravery that the Roman army met disaster at Lake Trasimenus.

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

War Council

Carthaginian Army

- Leader: Hannibal
- 6 Command Cards
- Move First

Roman Army

- Leader: Flaminius
- 2* Command Cards

Victory

6 Banners

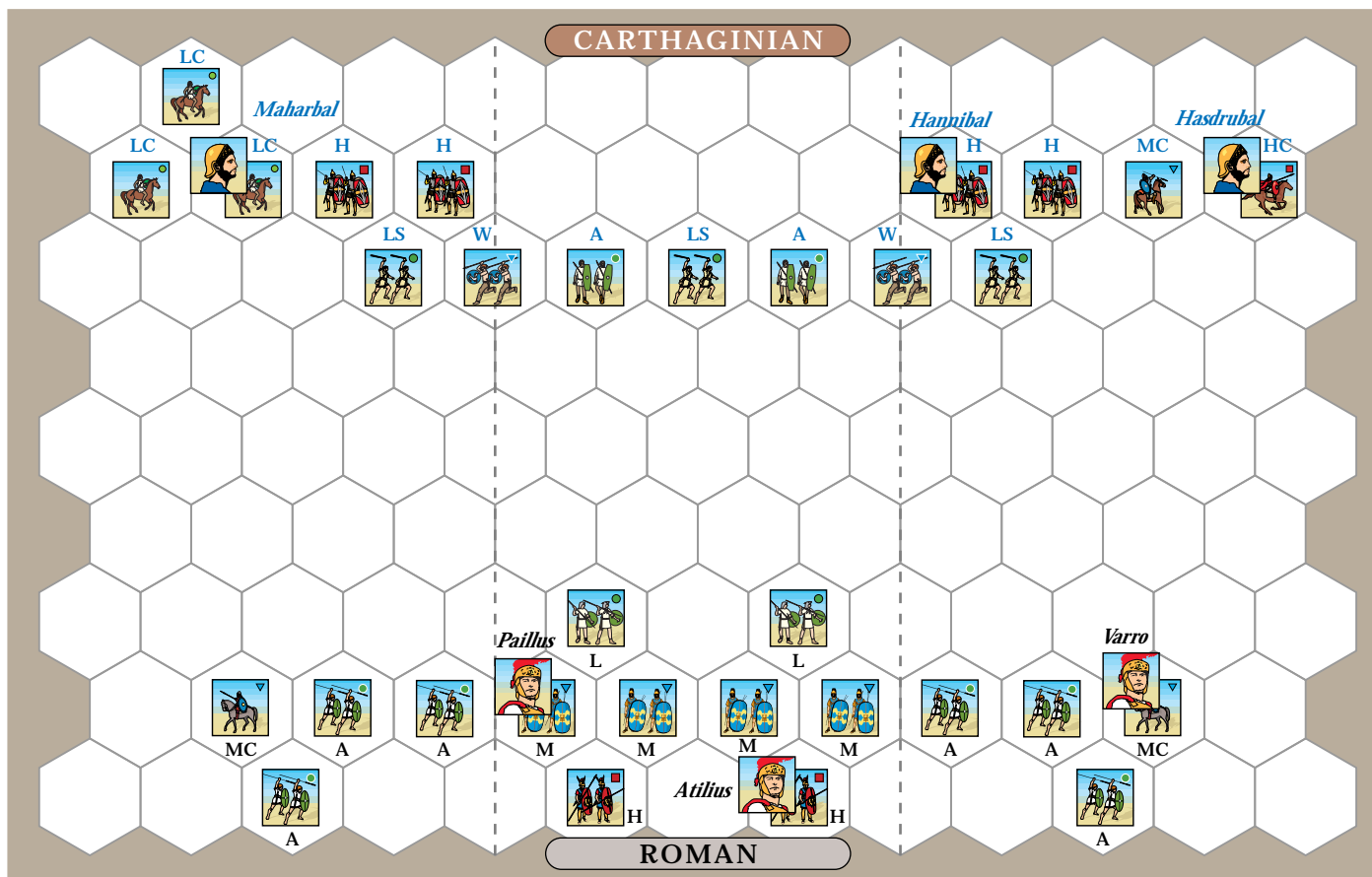
Special Rules

Lake Trasimenus is impassable.

The four steep hills hexes on the right side of the battlefield as noted, are impassable terrain.

* The Roman player starts with 2 command cards. On turn 1 play one card, draw two cards. Roman player now holds 3 command cards. On turn 2 play one card, draw two cards. Roman player now holds 4 command cards. On turn 3 play one card, draw one card. Roman player hand size stays at 4 command cards for the rest of the battle.

CANNAE – 216 BC



Historical Background

Now, fully aware of the threat posed by Hannibal, the Romans assembled a truly large army, perhaps up to 80,000 strong, led by two consuls and two pro-consuls. Unfortunately, on the day of battle, the incompetent consul Varrus held command and determined to attack Hannibal, who had posted his army in a location that negated the Roman advantage in numbers – bluffs on one flank and the Aufidus river on the other. Undeterred, Varrus simply packed his legions one behind the other into the constricted area and launched the mass headlong at the Carthaginian center. They advanced into yet another trap. Hannibal had deployed his excellent cavalry and heavy infantry on the wings, leaving his medium infantry and Celt levies in the center. The Roman advance did indeed push the Carthaginian center back and inflict losses, but in the meantime the Carthaginian cavalry had routed the Roman cavalry on both flanks and closed in on the rear of the Roman army while the heavy infantry advanced on both Roman flanks. Surrounded and unable to maneuver, the Roman soldiers were slaughtered by the thousands, and the army was destroyed. Cannae was Rome's greatest military defeat, and Hannibal's greatest victory.

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

War Council

Carthagian Army

- Leader: Hannibal
- 6 Command Cards

Roman Army

- Leader: Varro
- 4 Command Cards
- Move First

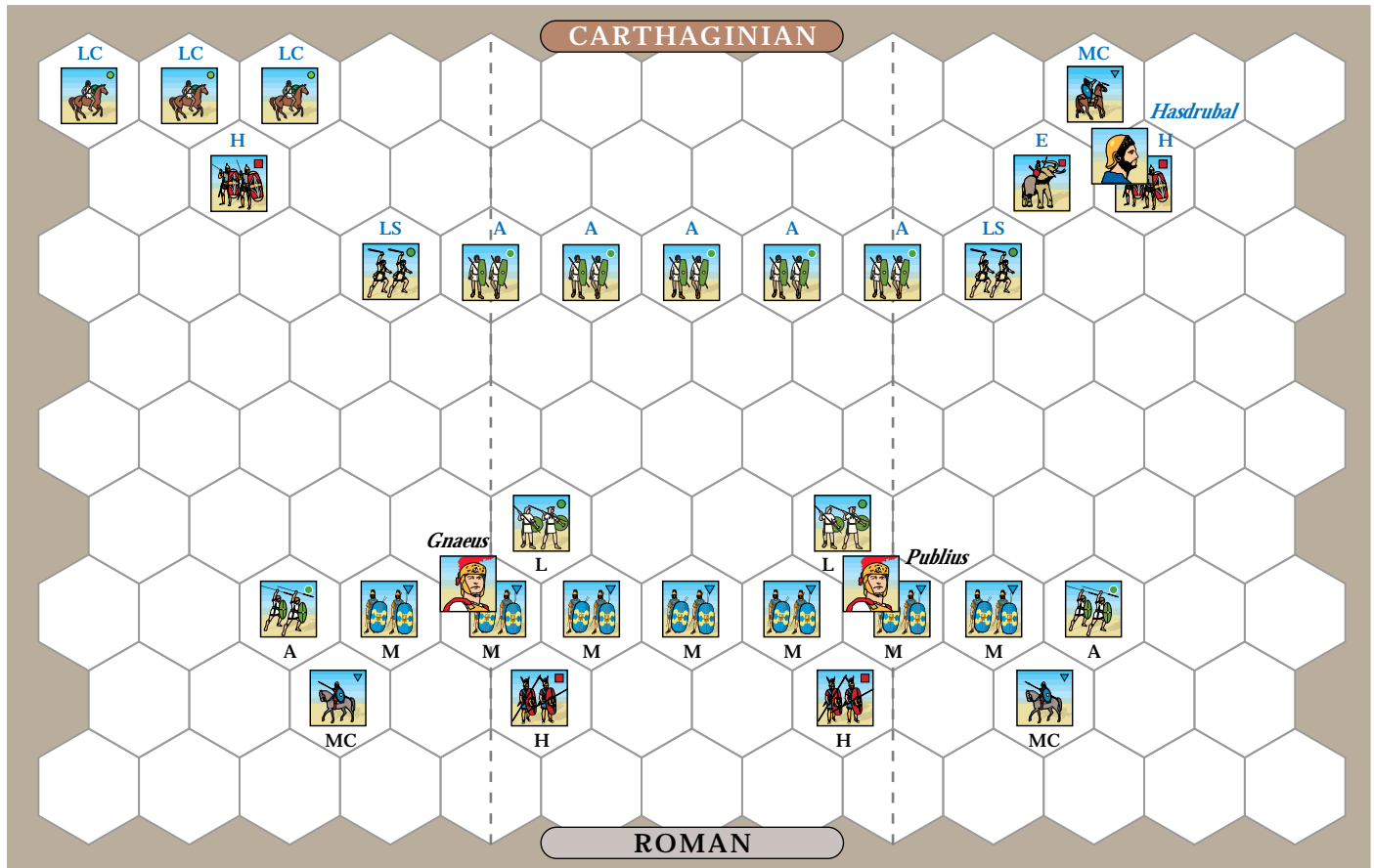
Victory

7 Banners

Special Rules

None

DERTOSA – 215 BC



Historical Background

After Cannae, Rome struggled to rebuild its armies, but needed time. In Spain, Hannibal's brother Hasdrubal commanded an army large enough to possibly let Carthage win the war – if it united with Hannibal's victorious veterans. Standing in his way, however, were the legions of two capable (at last) consuls, the brothers Gnaeus and Publius Scipio. Both knew of Cannae, but felt the only way to prevent encirclement was to quickly break the Carthaginian center. When the battle commenced, the Roman legions fiercely attacked the Carthaginian center, but, unlike Cannae, there was enough Roman cavalry to hold their flanks. Lacking cavalry superiority (and his brother's tactical genius), Hasdrubal was unable to surround the Romans before they broke through his center. His cavalry joined the retreat, leaving the splendid heavy infantry to its fate. Rome was granted the time it needed to live and fight another day. Eight years later, Hasdrubal finally was able to march to Italy, but lost both his army and his life at the Metaurus.

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

War Council

Carthagian Army

- Leader: Hasdrubal
- 4 Command Cards

Roman Army

- Leader: Gnaeus & Publius Scipio
- 6 Command Cards
- Move First

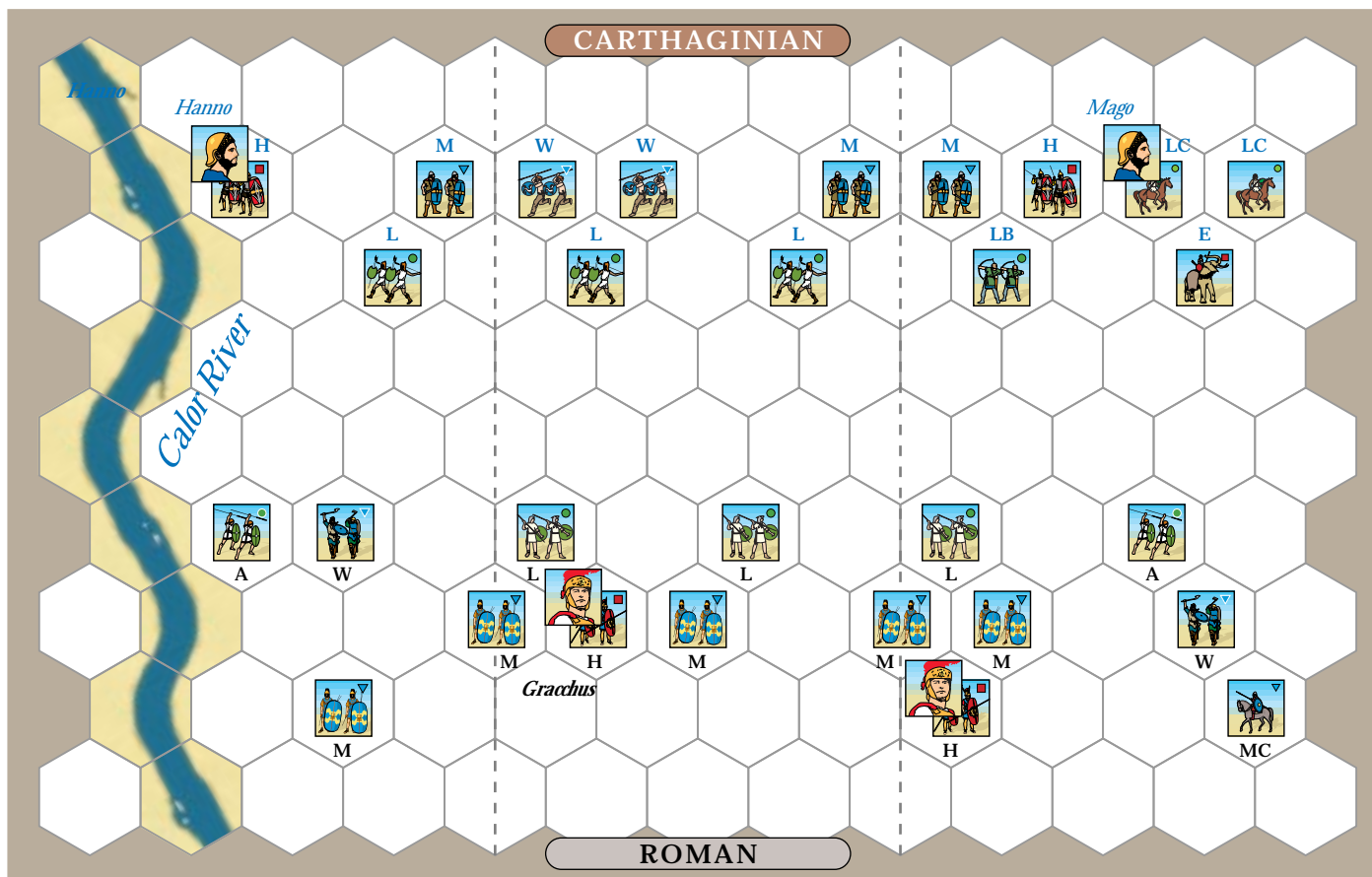
Victory

6 Banners

Special Rules

None

2ND BATTLE OF BENEVENTUM - 214 BC



Historical Background

Desperate for manpower to replace the losses at Cannae, the Romans found a unique solution. They formed two legions from slaves. They were given to the Consul Gracchus who saw their potential and trained them well. Two years later, still under his command, these legions engaged a Carthaginian army under Hanno. Gracchus issued a decree to his men before the battle - freedom to any soldier bringing back a Carthaginian head. The Roman attack started well, but as soon as Carthaginians began to fall, scores of Gracchus's troops broke ranks to decapitate corpses. Faced with a disintegrating army, Gracchus corrected his error by amending his decree to "win the battle and secure your freedom." The slave soldiers quickly reformed and swept all before them. Interestingly, these soldiers gave their loyalty to Gracchus - not Rome. When he was killed a few years later, most of the soldiers in these legions deserted.

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

War Council

- Carthagian Army
- Leader: Hanno
 - 4 Command Cards

Army: Roman

- Leader: Gracchus
- 4* Command Cards
- Move First

Victory

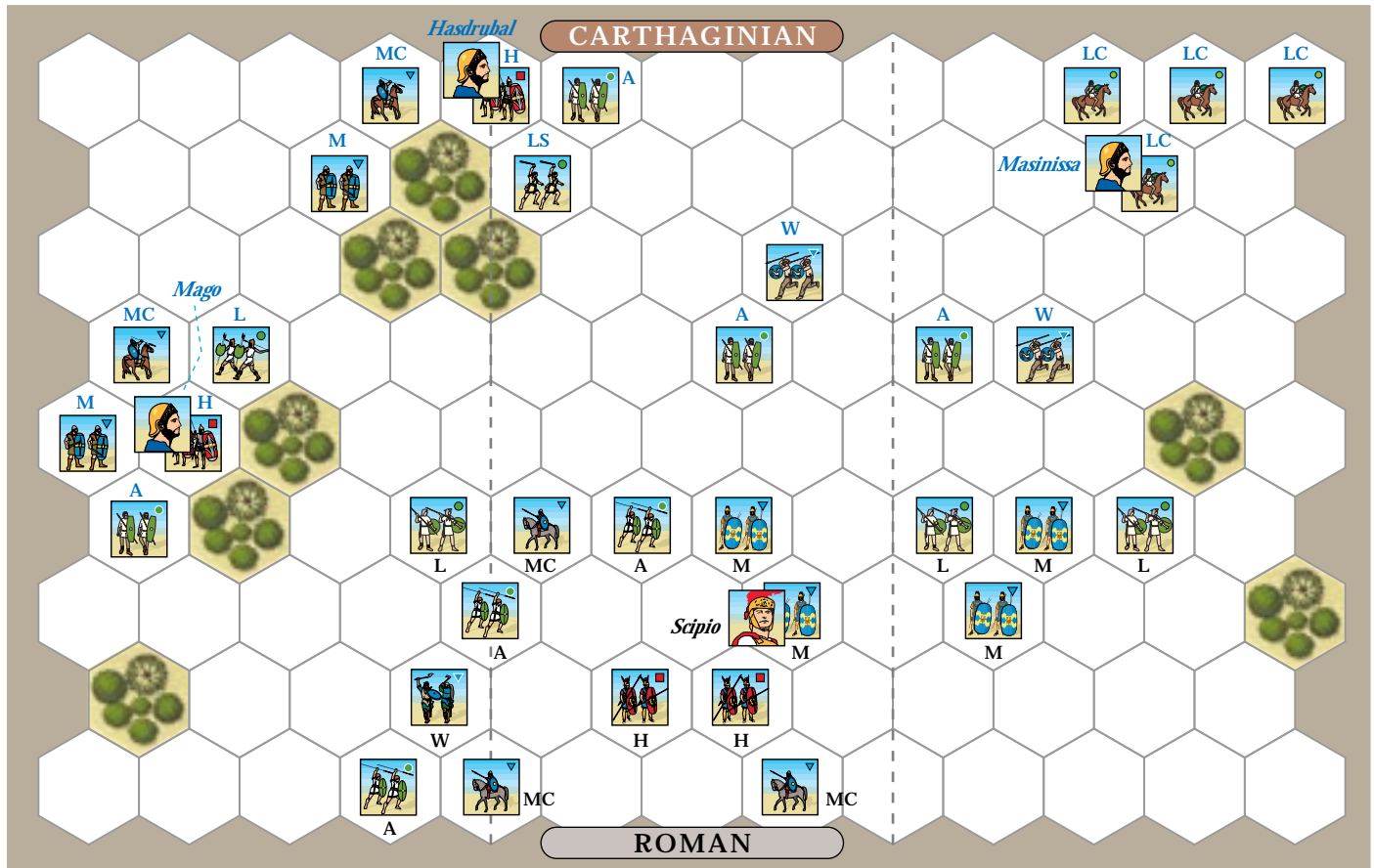
7 Banners

Special Rules

The Calor River is not fordable.

* When the Roman player gains his third victory banner block, he immediately draws two additional command cards. He will hold a hand of 6 command cards for the rest of the battle.

CASTULO – 211 BC



Historical Background

Time runs out for Publius Scipio. After several years of unbroken successes, the Scipio brothers rashly divide their armies to defeat the Carthaginians in detail. As Publius's army nears Castulo, he realizes he is facing superior Carthaginian numbers and is in danger of being surrounded. Marching all night, his troops attack a small detachment of 7500 Celt-Iberian warriors under Indibilis blocking the Roman line of retreat. They hold long enough for the Numidian Masinissa and his elite Numidian cavalry to join the fight. Scipio's army is not strong enough to defeat both forces quickly, and now the Carthaginian armies of Mago and Hasdrubal arrive on the field, surrounding and destroying the Roman Army. Publius Scipio is killed in the fighting. Shortly thereafter, Publius Scipio's son comes to Spain, rebuilds and retrains the Roman army, and wins the battles of Baecula and Ilipa, avenging the deaths of his father and uncle.

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

War Council

Carthagian Army

- Leader: Hasdrubal Gisgo
- 5 Command Cards

Roman Army

- Leader: Publius Scipio
- 5 Command Cards
- Move First

Victory

8 Banners

Special Rules

If the Roman leader Publius Scipio is lost, Carthage wins at once.

A Roman unit that exits off the Carthaginian side of the battlefield, from a hex in the center section or a hex on the Roman right section, counts as one victory banner. The unit is removed from play.