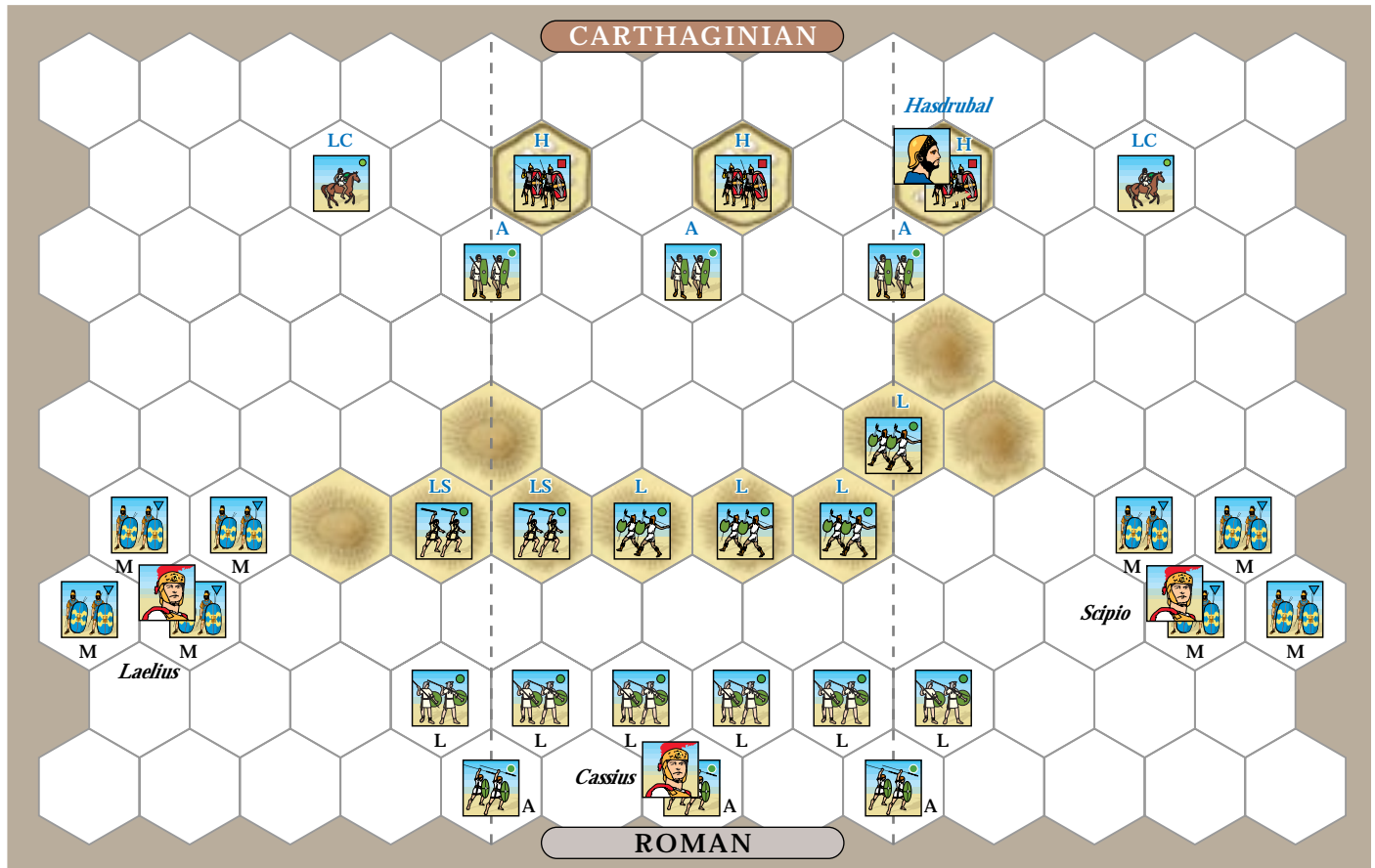


BAECULA – 208 BC



Historical Background

Publius Cornelius Scipio inherited his slain father's bravery, but he also had the intelligence to modify standard Roman tactical doctrine. As he rebuilt and retrained the legions in Spain, he made them far more flexible tactically than any other Roman legions. He first put this training to use at Baecula where Hasdrubal, Hannibal's brother, had drawn up his army in a strong hilltop defensive position – light troops to the front; heavy troops in reserve in the camps. Traditional Roman practice would have sent the legions straight ahead at the hills. Scipio, however, put his legionary infantry on each flank and advanced his light troops in the center. As the battle was joined, Hasdrubal discovered he was being outmaneuvered. If he advanced his heavies to support the light troops, the Roman legions on each flank would encircle his entire army. Knowing his army was urgently needed in Italy, Hasdrubal withdrew his heavies and left the light troops to either escape or die in place. While not a complete victory, Scipio had beaten a good Carthaginian army without the heavy casualties that would have occurred in a traditional Roman frontal assault.

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: Publius Scipio
- 6 Command Cards
- Move First

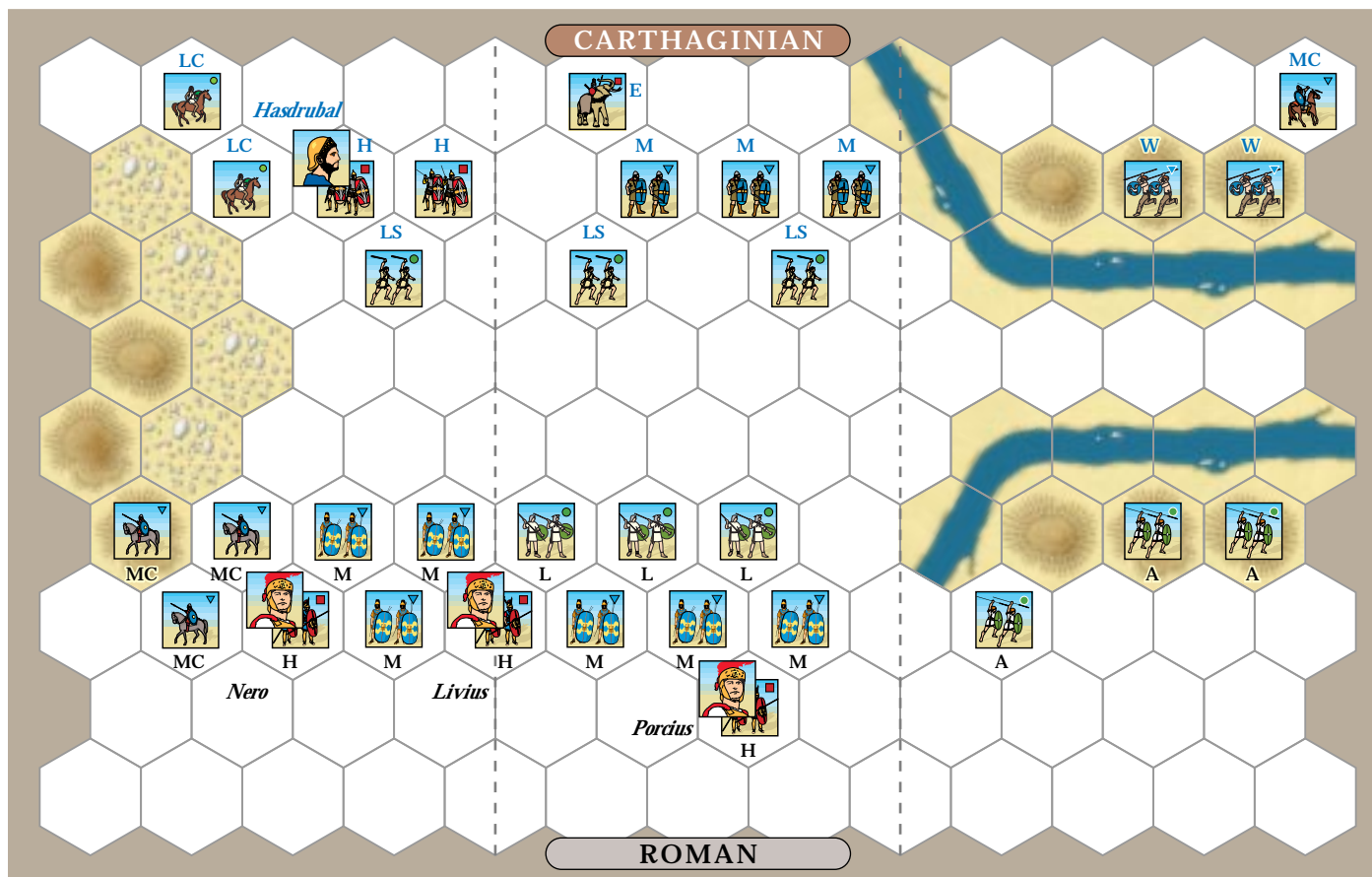
Victory

6 Banners

Special Rules

A Roman unit that captures (enters) a camp hex gains one Victory Banner for the Roman player. The unit must stop on the hex, not just move through the hex. A camp may be only captured once, and when the Victory Banner is gained it may not be lost.

METAURUS - 207 BC



Historical Background

In 207 BC Rome has a big problem—Hasdrubal and his army from Spain are in northern Italy, advancing to combine with Hannibal and possibly win the war. The Carthaginians have a problem too. The Romans know Hasdrubal is coming, but Hannibal does not. To the south, the Consul Nero and his army remain close to Hannibal's army. Taking a daring risk, Nero leaves part of his army to convince Hannibal that nothing is happening. Making an epic forced march, in six days he joins the Romans opposing Hasdrubal, giving them an edge in numbers. Hasdrubal tries to retreat, but the flooded Metaurus blocks his way. He must stand his ground with his reliable Spaniards and Africans, and his rapidly deserting Gallic 'allies.' Nero is also the hero of the battle, marching his elite troops to fall upon the exposed Carthaginian right. The Carthaginian line crumbles; most of the reliable infantry is slaughtered, and Hasdrubal, seeing the battle is lost, rides into a Roman formation to his death. Returning south, Nero now lets Hannibal know the true situation—he has Hasdrubal's head tossed into Hannibal's camp. This decisive battle marked the beginning of the end for Hannibal in Italy and for Carthage's chances of winning the war.

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: Nero
- 6 Command Cards
- Move First

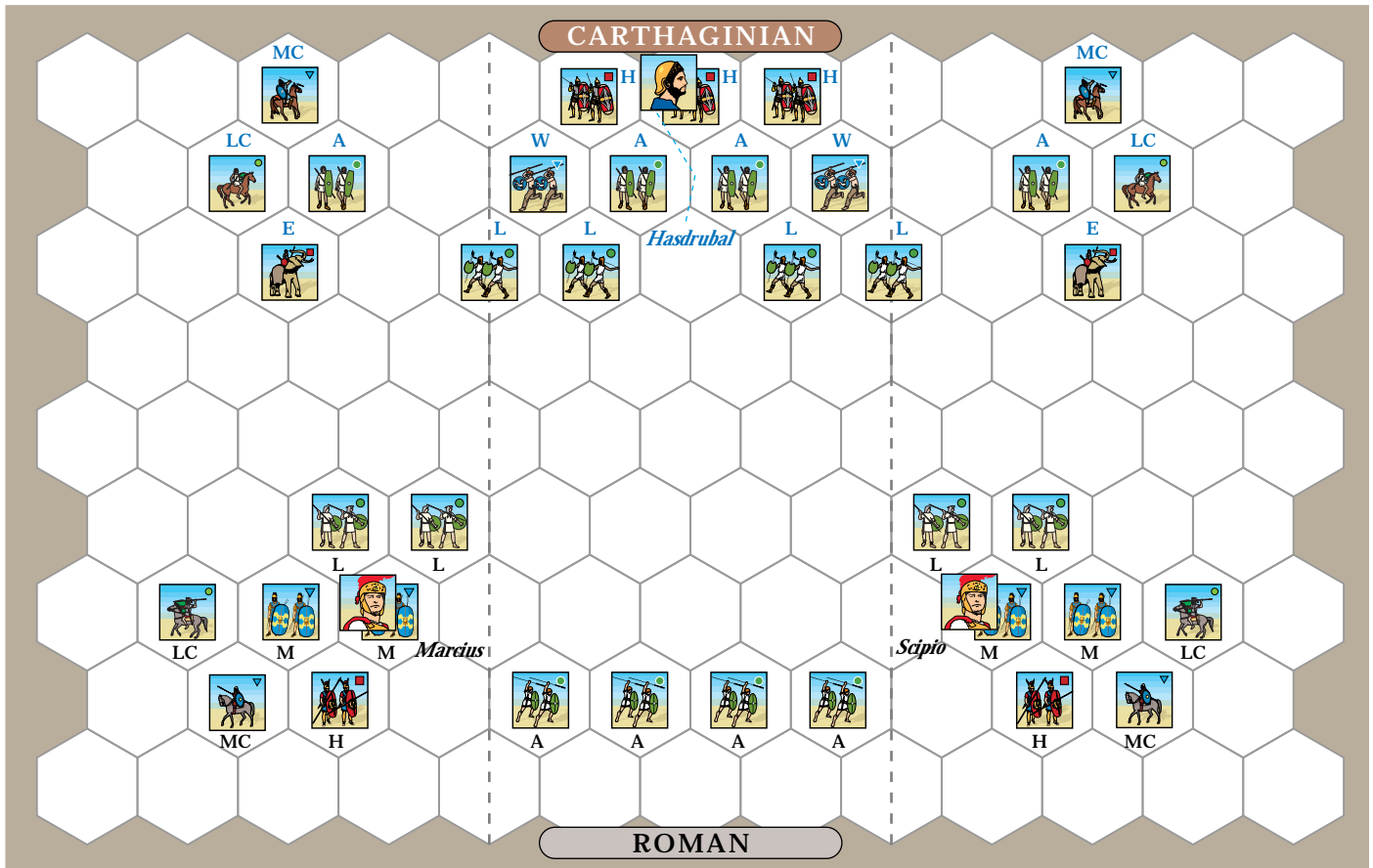
Victory

7 Banners

Special Rules

The two streams are fordable.

ILIPA – 206 BC



Historical Background

Hasdrubal's departure left only two Carthaginian armies in Spain under mediocre commanders (Hasdrubal – yes another one, and Mago). Scipio made steady progress against them, securing territory and prompting many Spanish tribes to come over to the Roman side. Forced to give battle or give up Spain, their most valuable province, the Carthaginian armies united and took up position on the plains outside of Ilipa. For three days both armies deployed with their heavy infantry in the center and light troops on each wing. Scipio assumed that the Carthaginians would continue to deploy in this manner and he was correct. On the fourth day he sent light troops and cavalry to attack the Carthaginian camp. Hasdrubal responded by deploying his army with the heavies in the center. Only after the Roman screen retired did he see the Romans deployed with legionary infantry on both wings and Spanish troops plus lights in the center. The Roman cavalry and legions quickly deployed and began destroying both Carthaginian light wings. Hasdrubal was unable to send any heavies to support the wings because he would open holes in the center that the Romans would pour through to destroy his army. Both Carthaginian wings disintegrated and the excellent heavy troops in the center were facing destruction until a providential thunderstorm allowed some of them to escape. The combined Carthaginian army was destroyed as a fighting force, and Spain now belonged to Rome. Scipio later crossed into Africa where

his victories at The Great Plains and Zama would earn him the title "Africanus."

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
- 4 Command Cards

Roman Army

- Leader: Scipio
- 6 Command Cards
- Move First

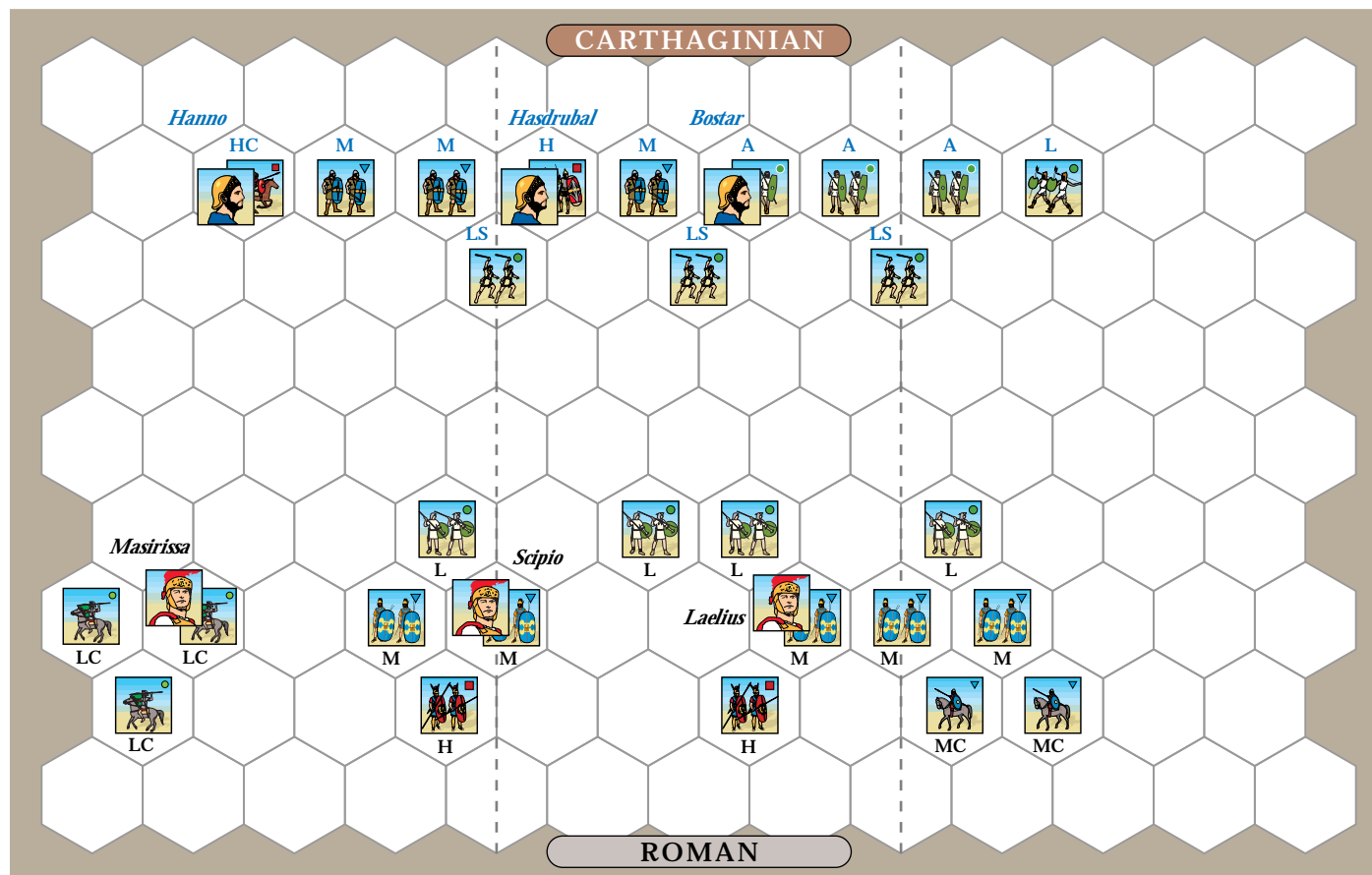
Victory

7 Banners

Special Rules

None

GREAT PLAINS – 203 BC



Historical Background

Scipio, the victor of Baecula and Ilipa, has led his battle-hardened army to Africa, and has placed the city of Utica under siege. The Great Numidian cavalry leader, Masinissa, has gone over to the Roman side. While the siege continues, the Carthaginians raise a large, but untried army. Rashly, the Carthaginians advance to raise the siege. Scipio leaves a siege force and meets the larger Carthaginian army on the Great Plains. After two days of skirmishing, Scipio initiates the battle, sending Masinissa and his crack cavalry against the Carthaginian right while the superbly trained legionary infantry moves to envelop the Carthaginian left. Initially, the poorly trained Carthaginian center holds, but Scipio's better-trained troops quickly overwhelm both flanks. Sensing approaching disaster, the Carthaginian center breaks. The entire Carthaginian army disintegrates and suffers heavy losses as the survivors stream back to Carthage. Scipio returns to the siege of Utica, and the desperate Carthaginians turn to their last hope—Hannibal. They recall their greatest general from Italy. The following year, the final battle of the Second Punic War (Zama) will be fought by its two greatest generals, Hannibal and Scipio.

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
- 4 Command Cards

Roman Army

- Leader: Scipio
- 6 Command Cards
- Move First

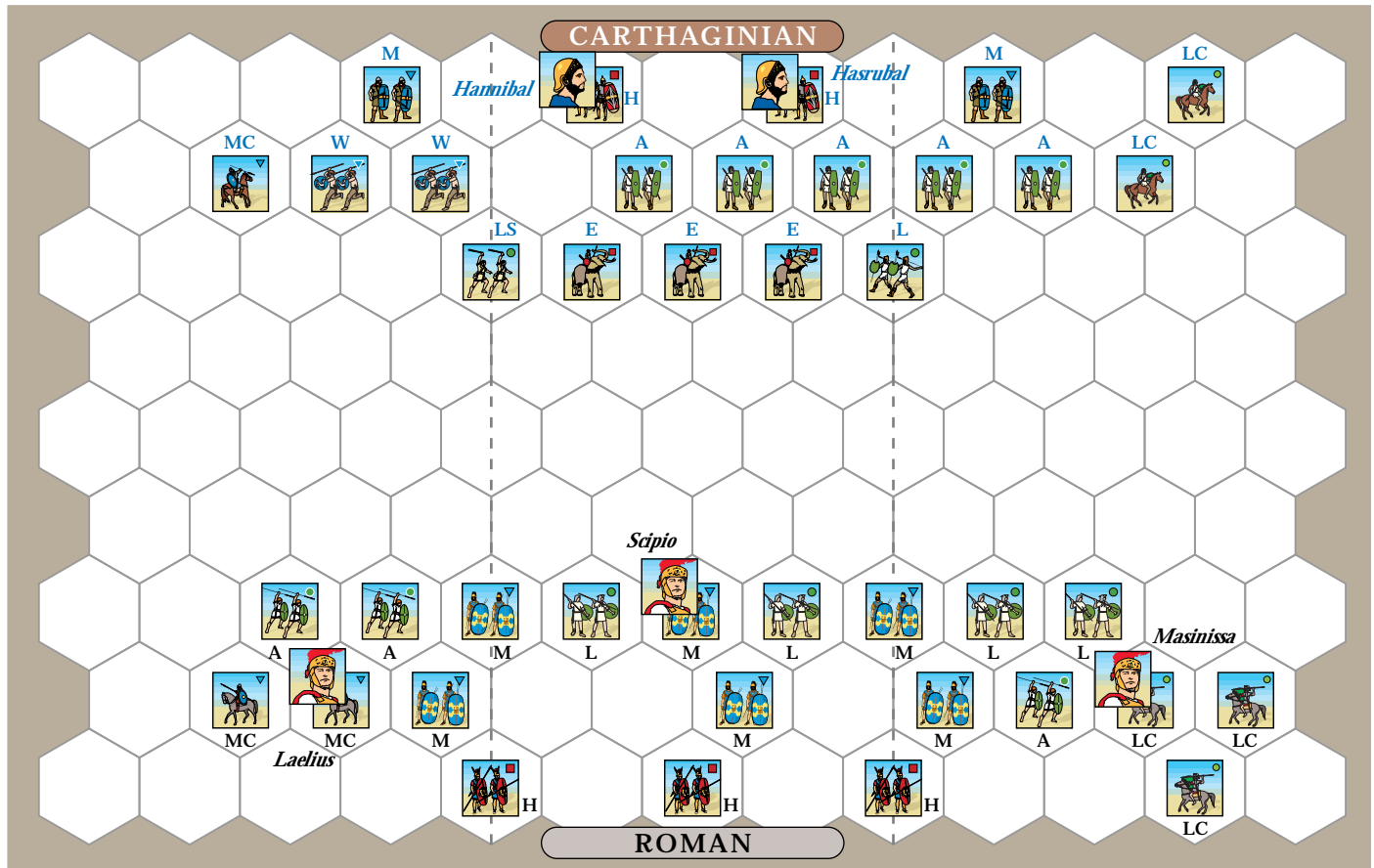
Victory

6 Banners

Special Rules

None

ZAMA – 202 BC



Historical Background

Carthage is on the verge of defeat. Spain has been lost. Scipio has landed in Africa and beaten a large, but inexperienced, Carthaginian army at the Battle of the Great Plains, and Masinissa with his vaunted Numidian light horse has gone over to the Roman side. Hannibal is recalled from Italy, and hurriedly builds an army around the veterans he has brought with him. He creates a corps of war elephants and fields more infantry than does Scipio, but ironically, his cavalry is far weaker and less capable. When the armies meet on the plains of Zama, Hannibal knows his cavalry on the flanks will be beaten, but stakes all on crushing the Roman center with his elephants and infantry before the victorious Roman and Numidian cavalry return from pursuing the Carthaginian horse. Scipio, knowing he is outnumbered, masses his legions in the center and fully intends for Masinissa and the cavalry to complete the encirclement and win the battle. As the battle gets underway, both plans are working. The Carthaginian cavalry is driven quickly from the field while the Romans are hard pressed to keep their lines intact against the Carthaginian infantry. The flexible legions prove their worth as reserve lines move quickly to secure flanks or bolster the center. In the end, however, Scipio's plan prevails. The Roman and Numidian cavalry return, the Carthaginian army is surrounded, and the valiant infantry is destroyed.

Scipio had perfected a better tactical system, and that system won at Zama over the legendary Hannibal. The rigid, but powerful, phalanx – dominant for so long, had been beaten by the flexibility of Scipio's legions combined with cavalry. The baton of military supremacy had passed to Rome.

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

Roman Army

- Leader: Scipio
- 5 Command Cards
- Move First

Victory

8 Banners

Special Rules

None