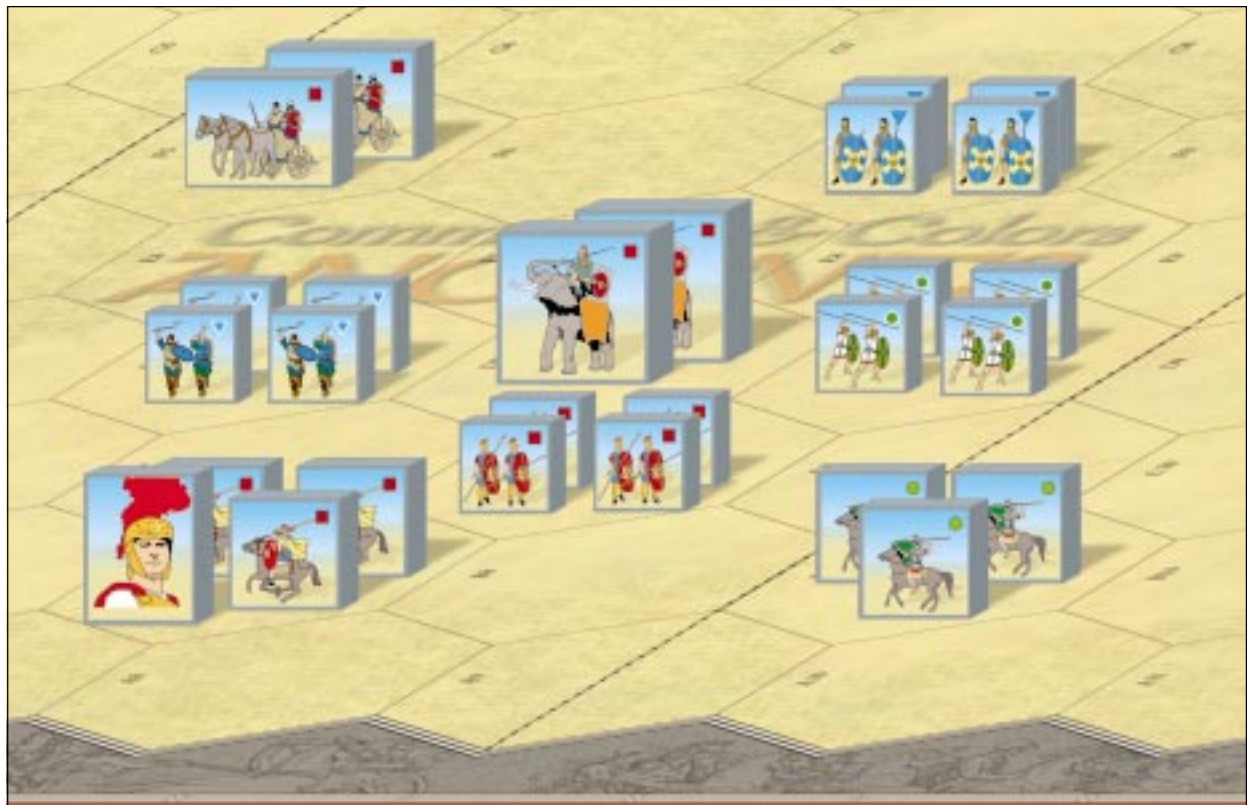


Command & Colors: Ancients

TRUCELESS

WAR

UTICA: REBEL CAMP – 241 BC
THE BATTLE OF UTICA – 240 BC • HIPACRITAE – 240 BC
HANNIBAL'S CAMP – 238 BC • LEPTIS – 238 BC

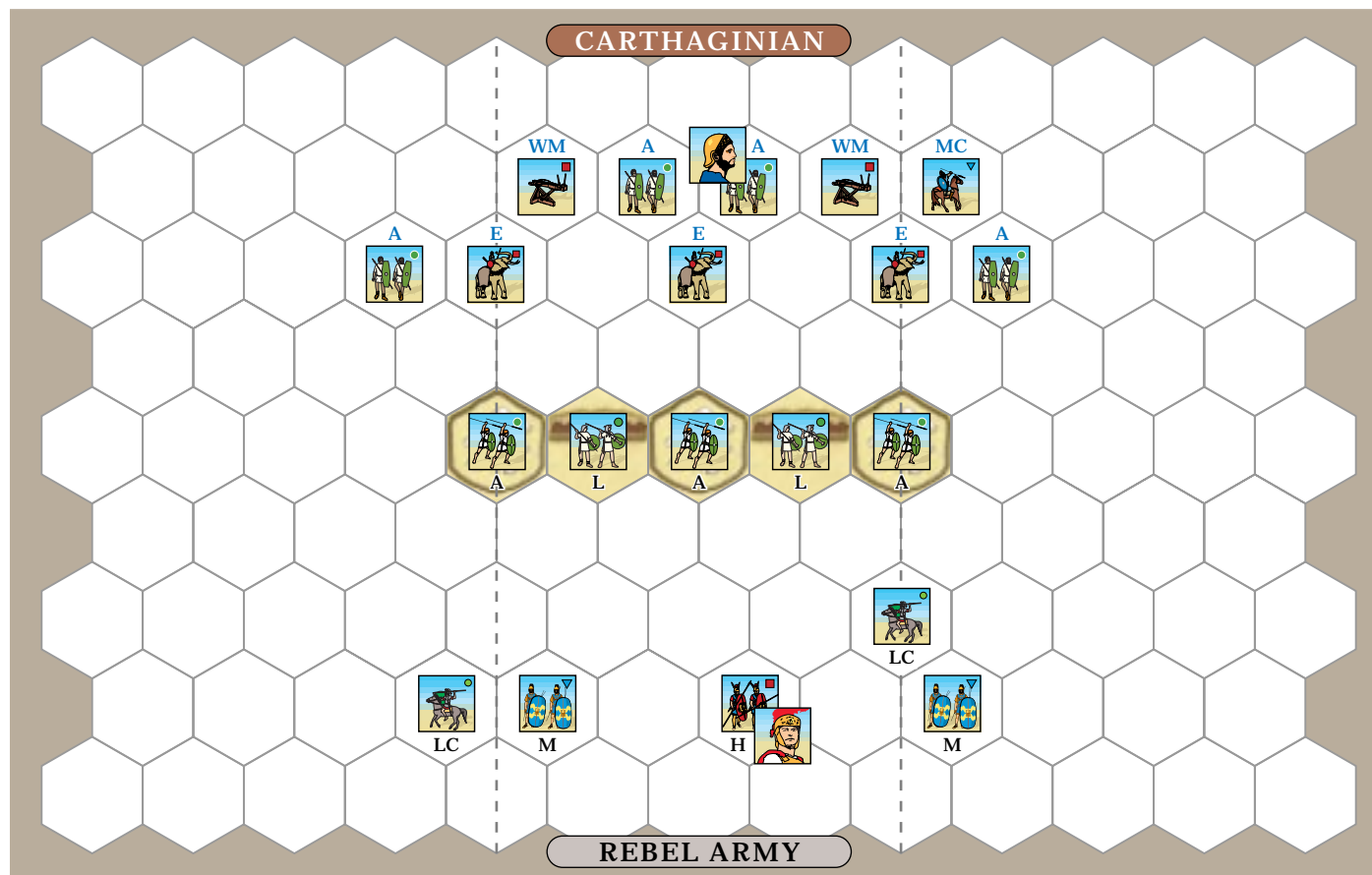


GMT Games, LLC

P.O. Box 1308, Hanford, CA 93232-1308 • www.GMTGames.com

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UTICA: REBEL CAMP – 241 BC



Historical Background

Rome's victory in naval battle resulted in the final Carthaginian defeat in the First Punic War. But Hamilcar Barca's corps of 20,000 mercenaries had remained undefeated on land. These troops were shipped back to Carthage, and finding that their considerable back-pay was not immediately forthcoming, mutinied under the leadership of a Libyan, Mathos and a runaway Roman slave, Spendius. Mathos was also able to raise a great rebellion amongst the Libyan tribes. The rebels placed two loyal cities, Utica and Hippacritae, under siege.

At the start of the rebellion there was no Carthaginian army to oppose the rebels. The senate appointed Hanno the Great to raise and train a field army. The civil militia and cavalry were called out and he quickly equipped and drilled his units into shape. Hanno was confident as his force took the field and advanced on the rebel army near Utica. Hanno's elephants, supported by ballistae fire, overran the rebel camp, but unlike his success against the Libyan revolts, where the tribesman fled for days once defeated, these rebels were veterans, who regrouped and counterattacked. They stormed back to retake their camp and routed the Carthaginian militia army. Hanno withdrew the shattered remnants of his army back to Carthage.

The stage is set. The battle lines are drawn and you are in command. The rest is history.

War Council

Carthaginian Army

- Leader: Hanno the Great
- 5 Command Cards
- Move First

Rebel Army (*Use Roman blocks*)

- 5 Command Cards

Victory

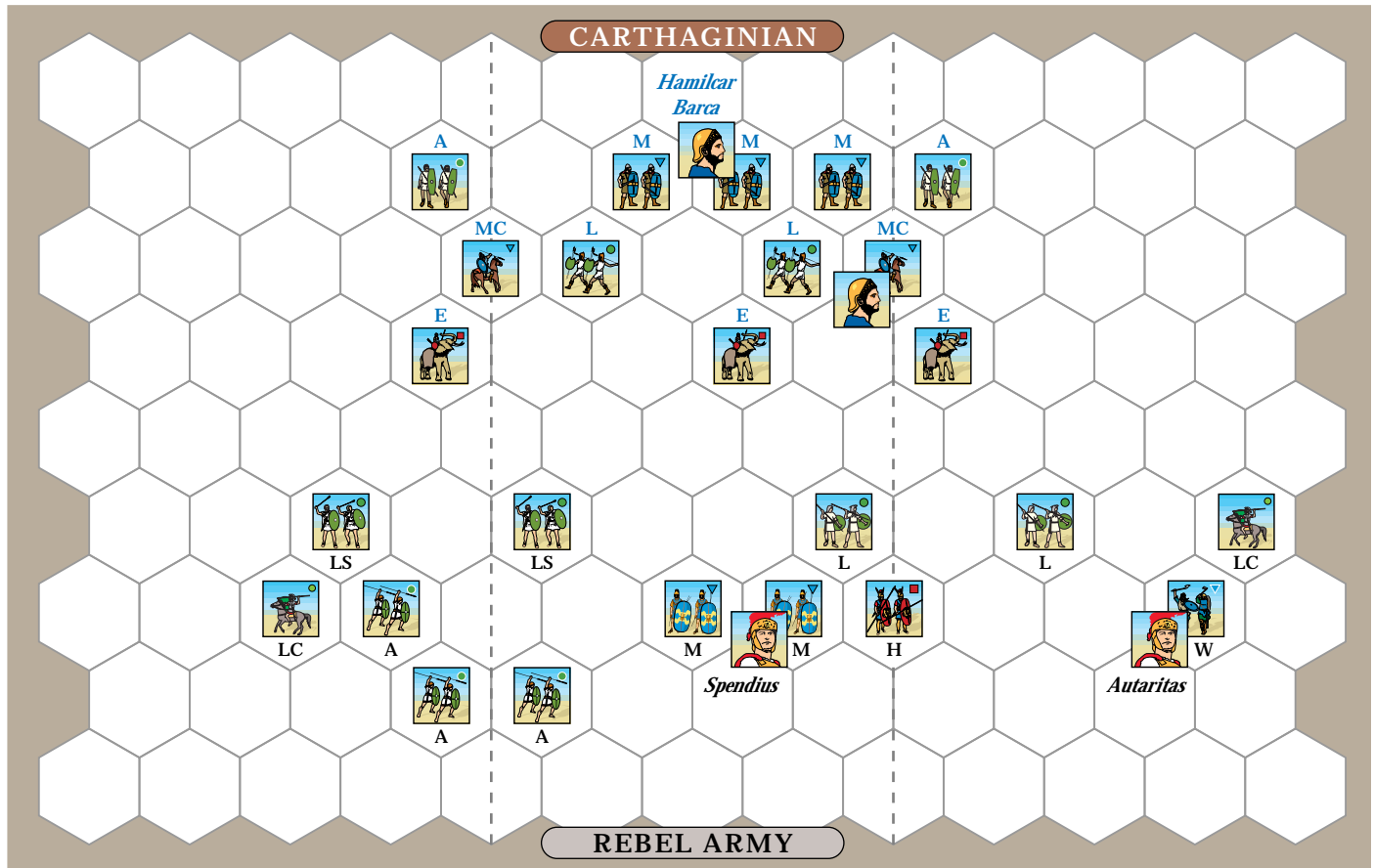
6 Banners

Special Rules

Both sides gain or lose Victory Banners for possession or loss of Camp hexes. The Rebels start with 2 victory banners for possession of all 3 Camp hexes. Both sides gain/lose 1 Victory Banner for possession/loss of 1 or 2 Camp hexes; gain/lose a second Victory Banner for possession/loss of all 3.

- **Carthaginian War Machine:** (*Use Roman blocks*)
- **Class:** Red Heavy Foot Unit
- **Movement:** 1 hex, move—no Ranged or Close Combat, may not double time.
- **Fire Range:** 6 hexes—Fire Dice: 2.
- **Close Combat:** 2 dice, no sword hits.
- **Evade:** May. If not eliminated on attacker's roll, any remaining blocks are removed from battlefield, but unit does not count for a Victory Banner.
- **Retreat:** 1 hex.

THE BATTLE OF UTICA – 240 BC



Historical Background

After Hanno's defeat, the Carthaginian senate gave Hamilcar Barca command. Carthage now faced a possible siege. Hamilcar scraped together another force of poor quality infantry. But he did not expect these raw levies to defeat hardened mercenaries, Hamilcar pinned his hopes for victory on the cavalry, elephants and his superior generalship.

Hamilcar bypassed the rebel blocking force at the Bagradas River bridge and seized the initiative by making a surprise crossing at night. His army emerged in full battle array on the rebel side of the river. Spendius, in command of the forces besieging Utica, marched to join the rebel force that was trying to block Hamilcar's crossing at the bridge. His army included a unit of fierce mercenary Gauls, under their captain, Autaritas.

Hamilcar initially marched away from the rebel army, in apparent fear. He successfully lured the rebels into a wild attack. As the rebels came on, the elephants broke the rebel charge while the cavalry hammered the flanks. The enemy line was broken and the rebel force fled the field. Over 6,000 rebels were killed and another 2,000 captured. Carthage was safe for now, but the rebellion continued in the countryside.

The stage is set. The battle lines are drawn and you are in command. The rest is history.

War Council

Carthaginian Army

- Leader: Hamilcar Barca
- 6 Command Cards
- Move First

Rebel Army (*Use Roman blocks*)

- Leader: Spendius
- 4 Command Cards

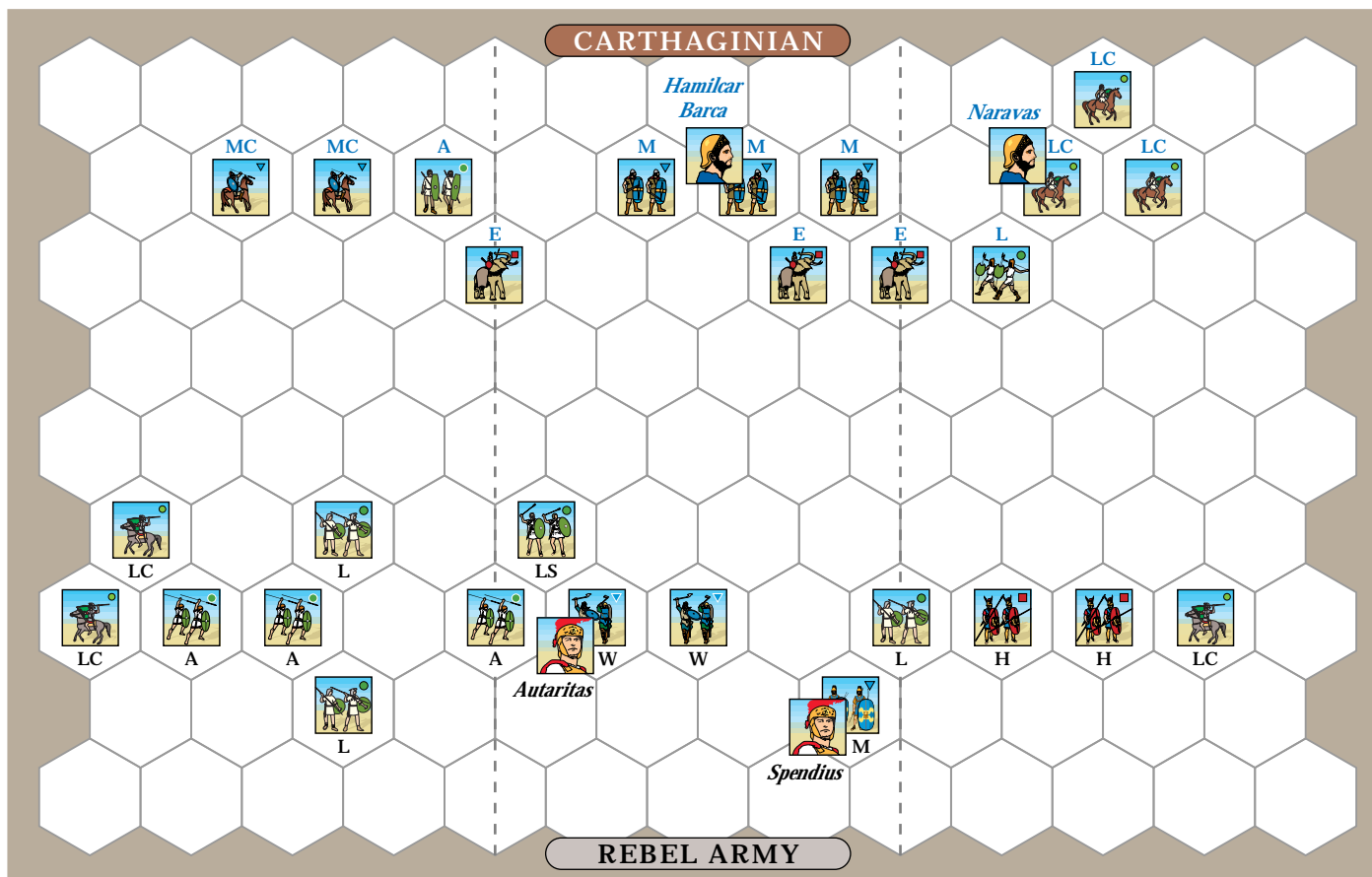
Victory

5 Banners

Special Rules

None

HIPPACRITAE – 240 BC



Historical Background

Hamilcar, after his victory at Utica, traversed the countryside taking towns and villages back into the Carthaginian alliance. Mathos, the rebel leader, dispatched Spendius with 6,000 crack mercenaries and Autaritas with his band of 2,000 Gaul warriors. Libyan volunteers under their king, Zarzas, swelled the rebel army to over 20,000 men.

Hamilcar had received limited reinforcements and was badly outnumbered. At first, he avoided battle. Then out of the blue, the Numidian prince Naravas rode into Hamilcar's camp with 2,000 crack light horsemen.

Hamilcar was now ready for a set piece battle with the two rebel leaders. When the two forces joined Hamilcar's elephants and the Numidian light horsemen fought with distinction. Their well executed attacks led to the rout of the rebels. Some 10,000 rebels were reported killed, and 4,000 captured. After the battle, many of the captives were pardoned and joined, Hamilcar's army.

The stage is set. The battle lines are drawn and you are in command. The rest is history.

War Council

Carthaginian Army

- Leader: Hamilcar Barca
- 6 Command Cards
- Move First

Rebel Army (*Use Roman blocks*)

- Leader: Spendius
- 4 Command Cards

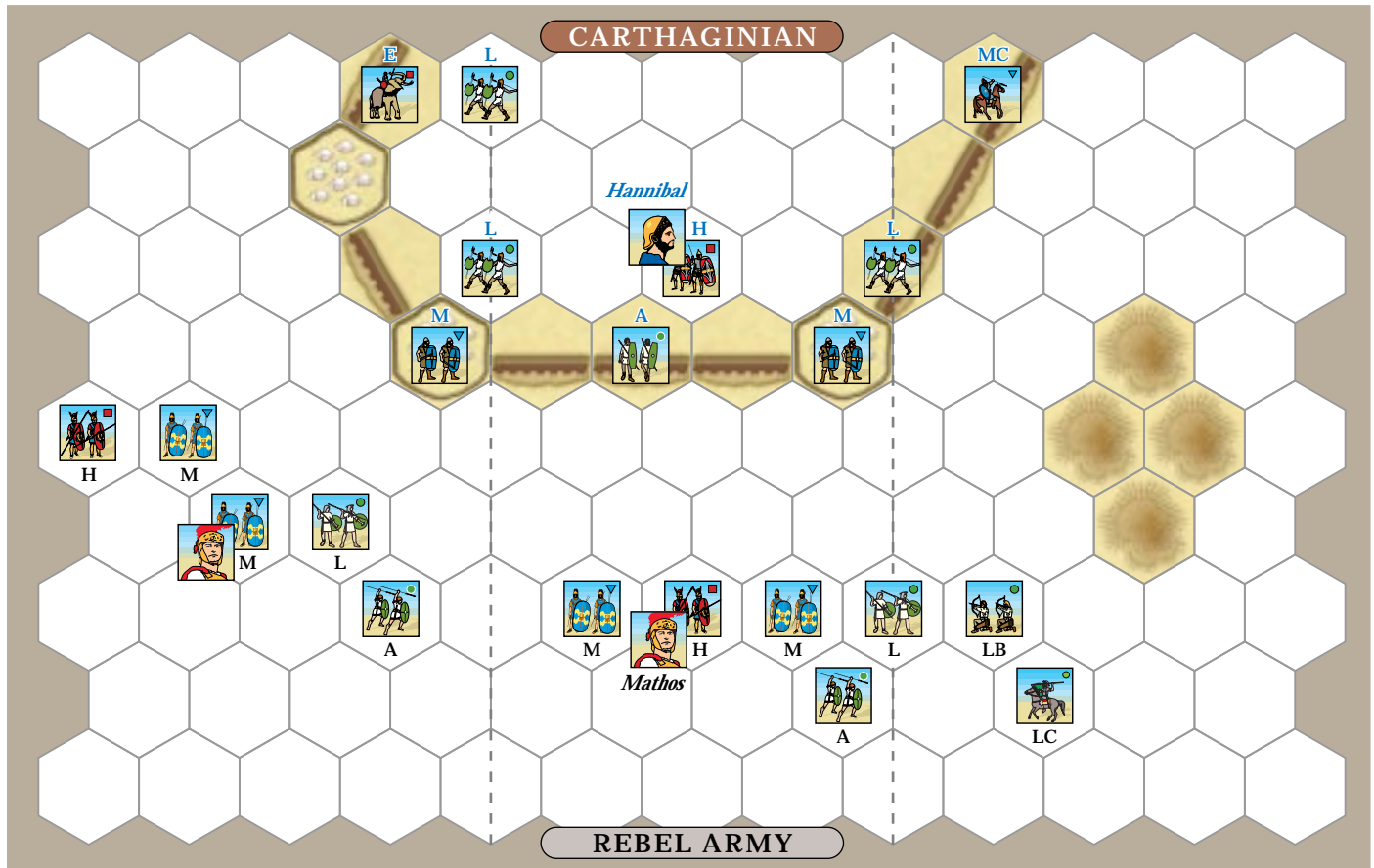
Victory

5 Banners

Special Rules

None

HANNIBAL'S CAMP – 238 BC



Historical Background

In the aftermath of Hippacritae, many rebels began to desert to Hamilcar. In response, Mathos and Spendius tortured and executed their Carthaginian prisoners, including the general Gisgo. Hamilcar responded by having his rebel prisoners trampled by elephants. It was this cycle of atrocity and retribution that gave the rebellion its name, the “Truceless War.” Hard fighting went on until Hamilcar trapped the main rebel army in a canyon known as the “Saw.” Here the Carthaginians defeated and massacred a large number of rebels. Spendius, Autaritas and Zarzas were captured.

The war seemed almost over, the only rebels that remained were with Mathos at Tunis. Hamilcar encamped on one side of the city and his new deputy Hannibal (not his famous son) camped on the other. During the siege, Hannibal had the captured rebel leaders crucified on a hill in front of his camp. This latest atrocity enraged the rebels into a vengeful frenzy. Mathos launched a surprise attack, which overran Hannibal's camp. Hannibal himself was taken prisoner. Rebel vengeance came soon after. Mathos had Hannibal crucified and another 30 noble Carthaginian prisoners were executed and laid at Spendius' feet. Following Mathos' victory, the rebellion flared up once more and the war continued.

The stage is set. The battle lines are drawn and you are in command. The rest is history.

War Council

Carthaginian Army

- Leader: Hannibal
- 3 Command Cards: Draw two Command cards after turn 1, and two more after turn 2. You will now have 5 Command cards in hand for the rest of the battle.

Rebel Army (*Use Roman blocks*)

- Leader: Mathos
- 6 Command Cards
- Move First

Victory

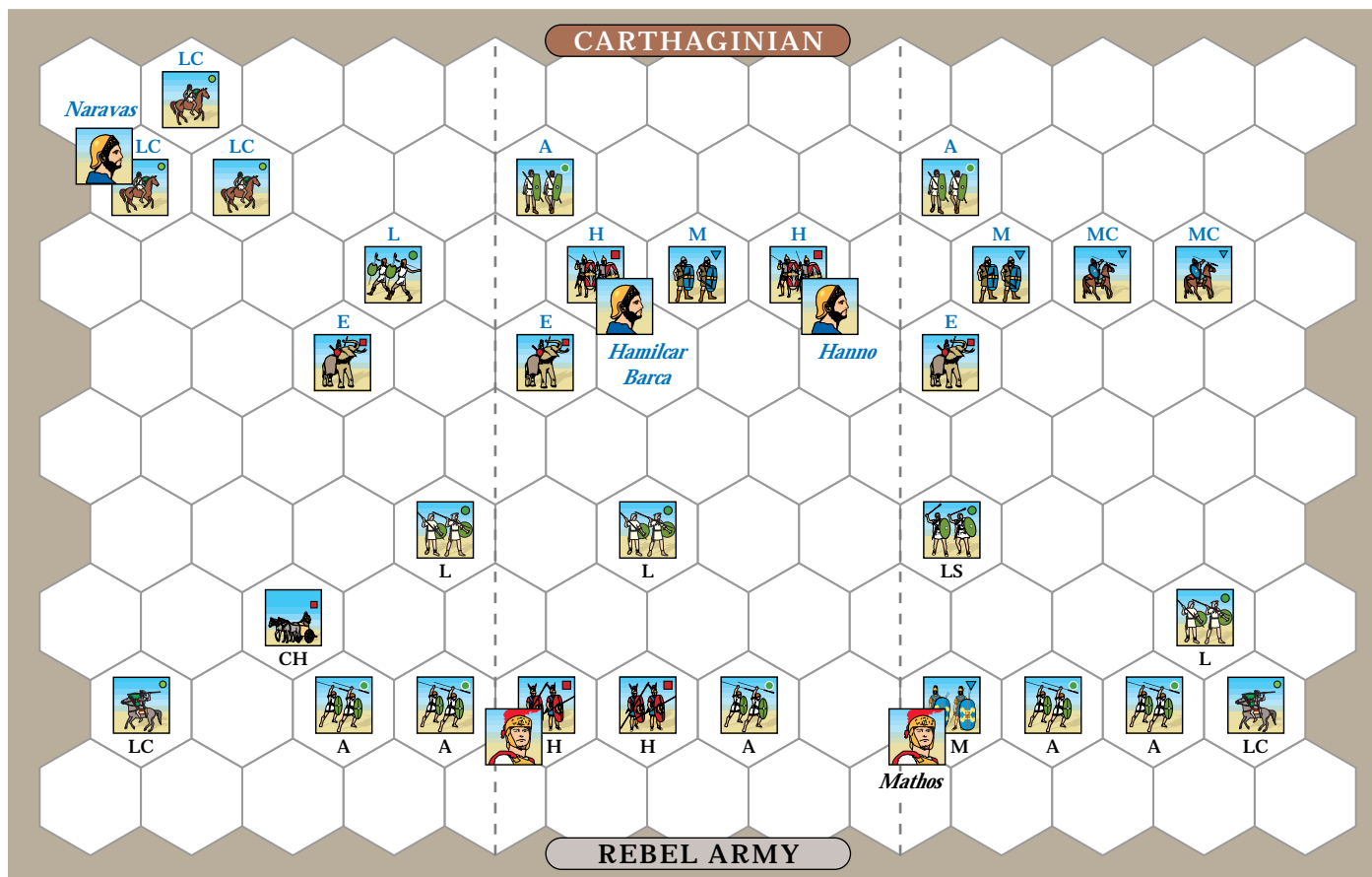
5 Banners

Or the Rebel Army wins if Hannibal is killed.

Special Rules

None

LEPTIS – 238 BC



Historical Background

The Carthaginian senate recalled Hanno the Great who scraped together additional reinforcements. He joined Hamilcar in one final attempt to put an end to the war. After some skirmishing, garrisons and detachments on both sides were called in as the armies maneuvered for a decisive set piece battle near Leptis.

The Carthaginians massed 15,000 infantry, 5,000 cavalry, and a strong corps of elephants. Mathos had around 30,000 men, mostly Libyans with only a few thousand veteran mercenaries remaining. His Libyan allies brought light cavalry and chariots. Hamilcar's superior mounted force, civic and Numidian cavalry and elephants, proved too much for the rebel force. Mathos was captured and the rebels defeated. The war had lasted four long years and had been especially hard on commanders on both sides. Only Hamilcar, Hanno and Naravas survived.

The duplicitous Romans had taken advantage of Carthage's troubles to seize the ancient Punic province of Sardinia. But Hamilcar Barca was not done fighting. Soon after this battle he gathered up his veterans and marched for Spain. In the far west, he would raise a new army to challenge Rome. He also raised three sons—Hannibal, Hasdrubal and Mago, each of whom would one day invade Italy to battle Rome.

The stage is set. The battle lines are drawn and you are in command. The rest is history.

War Council

Carthaginian Army

- Leader: Hamilcar Barca
- 6 Command Cards
- Move First

Rebel Army (*Use Roman blocks*)

- Leader: Mathos
- 4 Command Cards

Victory

6 Banners

Special Rules

None