Bagradas 255 BC   Rome vs Carthage   Scale 1: 57

Background:

After victory against Carthaginian forces in Sicily, the Roman general Regulus crossed into Africa to attack Carthage itself. Realising that they could not beat the Roman infantry, the Carthaginians fought on rough ground but were still beaten. A Spartan general Xanthippos was given command of the army and chose to fight on the flat where the Carthaginian advantage in cavalry and elephants could be used, he won.
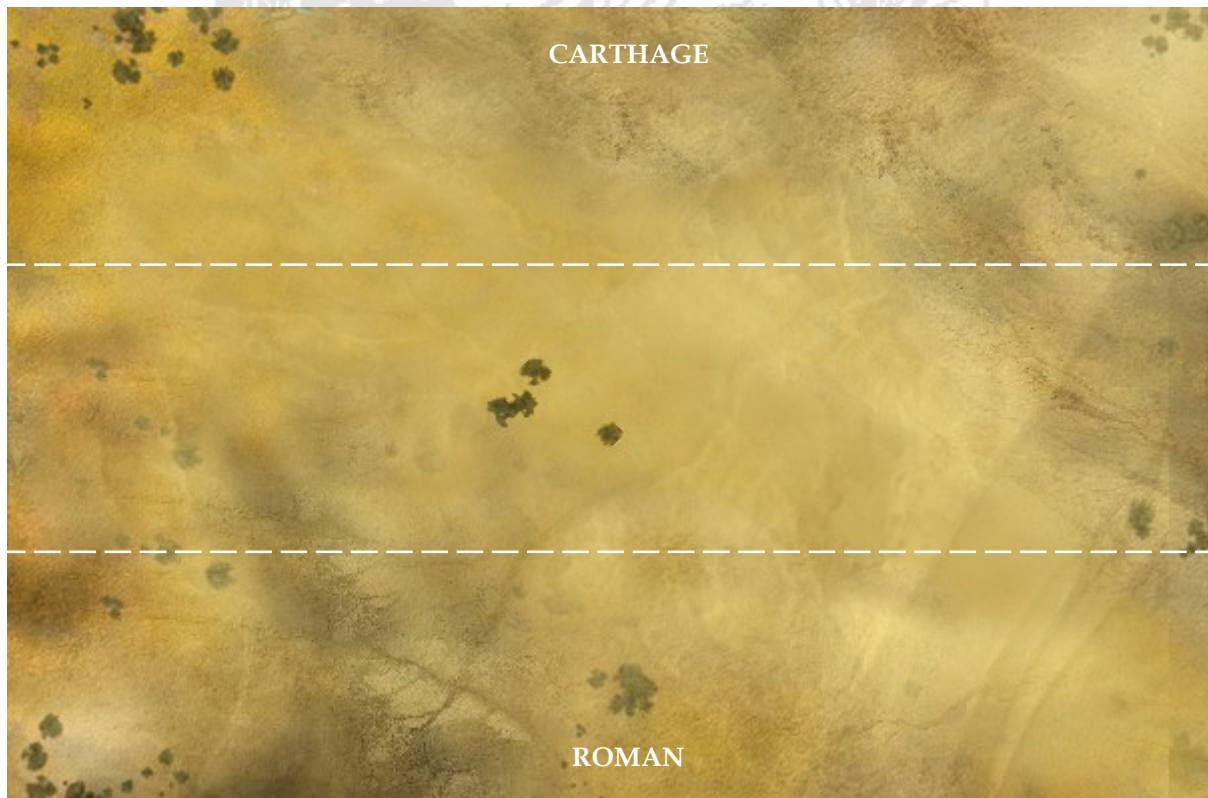
Winning the Game:

Both armies must try to destroy the other. The Romans should concentrate on wiping out the elephants first as they can then easily defeat the Carthaginian infantry. Xanthippos should use his elephants to weaken the Roman infantry prior to totally destroying them. Total each sides losses of infantry figures and compare them, if neither sides has inflicted 50% more than the other the result is a draw, otherwise it is a victory to the side that killed more. This is a fun game with victory or defeat depending on the elephants which is always risky.

Special Rules:

Numidian cavalry and Balearic slingers are classed as 'Elite' for shooting based on their reputations, so add +1 to their shooting factors as detailed in the army lists.

Deployment:

The Romans deploy first as they are out scouted. Both sides can deploy their light troops up to 15 from their side of the centre line other troops 20 from it.

Armies:

Roman

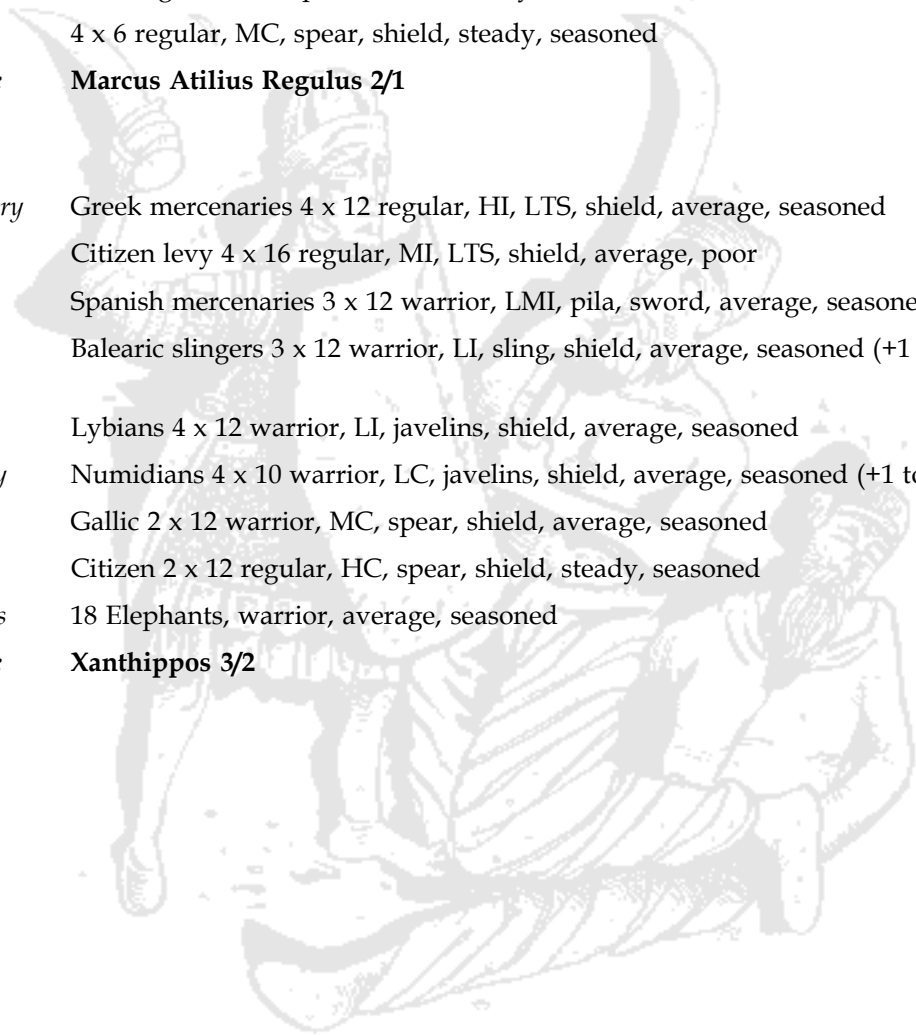|	
8,000 Romans	8 x 8 regular, HI, pila, sword, shield, steady, veteran
	4 x 4 regular, HI, LTS, sword, shield, steady, veteran
	3 x 12 regular, LI, javelins, sword, shield, steady, veteran
	2 x 6 regular, HC, spear, shield, steady, veteran
8,000 Italians	8 x 8 regular, HI, pila, sword, shield, steady, seasoned
	4 x 4 regular, HI, LTS, sword, shield, steady, veteran
	3 x 6 regular, LI, javelins, sword, shield, steady, seasoned
	2 x 6 regular, HC, spear, shield, steady, seasoned
	4 x 6 regular, MC, spear, shield, steady, seasoned
Commander:	**Marcus Atilius Regulus 2/1**

Carthage

12,000 Infantry	Greek mercenaries 4 x 12 regular, HI, LTS, shield, average, seasoned
	Citizen levy 4 x 16 regular, MI, LTS, shield, average, poor
	Spanish mercenaries 3 x 12 warrior, LMI, pila, sword, average, seasoned
	Balearic slingers 3 x 12 warrior, LI, sling, shield, average, seasoned (+1 to shooting)
	Lybians 4 x 12 warrior, LI, javelins, shield, average, seasoned
4,000 Cavalry	Numidians 4 x 10 warrior, LC, javelins, shield, average, seasoned (+1 to shooting)
	Gallic 2 x 12 warrior, MC, spear, shield, average, seasoned
	Citizen 2 x 12 regular, HC, spear, shield, steady, seasoned
100 Elephants	18 Elephants, warrior, average, seasoned
Commander:	**Xanthippos 3/2**

1. GENERAL

1.1 All distances

in these rules are in cm for 10mm or 15mm figures, double them for 25mm and halve them for 5mm.

Tables are assumed to be 6 feet by 4 feet for 10mm or 15mm figures. For 25mm figures tables should be at least 8 feet on the long edge if the same number of figures are being used, perhaps 12 feet by 5 feet would be ideal for this scale.
.

2. TROOP TYPES

2.1 Troops

are described by five characteristics

- *Training*
- *Role*
- *Morale rating*
- *Fighting ability*
- *Weapons carried.*

2.2. Training

Regulars:
Troops trained to operate as a unit under officers. These tend to be more reliable than warriors do and will perform drill manoeuvres better.

Warriors:
Operating as individuals or with no training. Sometimes fearless fighters, sometimes losing heart too soon, warriors are unpredictable but tend to be numerous.

2.3. Role:

Light:
Cavalry and infantry, with little or no armour, who fight in open formation, usually with some form of missile weapon. Highly mobile, light troops can surround and harass heavier troops.

Medium:
Cavalry and infantry, with some armour, fight in close formation. Because of their lack of armour medium troops are cheap and can be used in large numbers. Mainly for close combat or massed firepower.

Heavy:
Cavalry and infantry, normally with metal body armour, fight in close formation. The standard close combat troop type.

Light Medium:
A special type of infantry, intermediate between light and medium types. Because of a loose formation they are more effective in difficult terrain and faster than standard medium infantry.

Light Heavy:
A special type of infantry. As above except that they wear metal body armour.

Extra Heavy:
Cavalry and infantry, have metal body also extra protection for unshielded limbs. Cavalry may have armour for the front of the horse instead of extra armour for the rider.

Super Heavy:
Cavalry only, with full armour covering both horse and man. The ultimate shock troops.

Others:
Chariots, Elephants, Artillery and Camels *see chapter 19*.

2.4. Morale Classes:

The ability of troops to continue to obey orders despite the other factors of the battle around them.

Raw   *Troops with little experience, usually poorly motivated.*

Average   *The usual standard of most troops.*

Steady   *Troops with battle experience or very high standard of soldiering.*

Guard   *Troops of high confidence, usually protecting a general.*

2.5. Fighting Ability:

The effectiveness of the troops with their weapons, dependent on training and their experience.

Poor   *Very ineffective.*

Seasoned   *Standard.*

Veteran   *Troops of above average fighting ability.*

Elite   *Selected troops, well trained and experienced. Very rare.*

16.8 Abbreviations

SHC   super heavy cavalry

EHC   extra heavy cavalry

HC   heavy cavalry

MC   medium cavalry

LC   light cavalry

EHI   extra heavy infantry

HI   heavy infantry

LHI   light heavy infantry

MI   medium infantry

LMI   light medium infantry

LI   light infantry

LTS   long thrusting spear