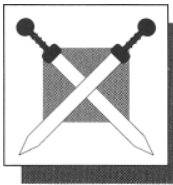


G R E A T B A T T L E S M O D U L E

Mago: Youngest of the Lion's Brood

BY DAN FOURNIE

Three new battle modules for **SPQR** — *Celt-Iberia, 207 B.C., Po River, 203 B.C.* and *Mago Lives*, a What-If Variant for **Zama**.



The Littlest Barca

Hamilcar Barca, the Carthaginian hero of the First Punic War, was recognized by Rome as one of the most formidable opponents she ever faced. He

commanded the Punic army in western Sicily through the final phase of the First Punic War, and was never worsted in battle by any Roman commander. Only a naval defeat and war weariness at home forced him to finally evacuate Sicily in 241 B.C.. After putting down a mercenary revolt in Africa, in the Truceless War, Hamilcar shifted operations to Spain. He spent the remainder of his life in the Iberian peninsula, carving out a new province for Carthage, and a base for himself to renew the fight with the hated Romans. But for all Hamilcar Barca's accomplishments, it was the sons he sired that were to bring Rome to her knees. Known as the Lion's Brood, Hannibal, Hasdrubal and Mago were three of the greatest commanders of history. Each in his turn would invade Italy and do battle on Rome's home ground with her vaunted legions.

But the feats of Hannibal and Hasdrubal have tended to overshadow those of their little brother. Fans of SPQR can refight Hannibal's greatest battles at Cannae and Zama. And with the *Consul for Rome* and *Africanus* SPQR Modules one can also recreate Hannibal's victory at the Trebbia and Hasdrubal's classic battles at Baecula and the Metaurus.

But what of Mago's battles? This article will provide you with the story of the youngest of the Lion's brood, as well as a pair of battle scenarios and a variant for SPQR.

Mago as Hannibal's Lieutenant

When Hannibal was acclaimed Commander in Chief by the Carthaginian Army in 221 B.C. he was only 25 years old. Within only three years he provoked war with Rome and put into

operation his father's plan for the overland invasion of Italy in 218 B.C.. Hannibal chose his younger brother Hasdrubal to replace himself as the Punic commander in Spain, and took Mago along with him. Mago was still quite young at this point, probably in his late teens. But Mago soon proved himself worthy of his father and older brothers. At the Battle of the Trebbia River, 218 B.C., (SPQR Module III, *Consul for Rome*) Hannibal selected Mago to command the picked force of 2,000 men charged with striking the rear of the Roman army from ambush. Mago executed his first recorded battlefield action flawlessly. Mago continued to draw important assignments during the crossing of the Arno marshes and the Battle of Lake Trasimene, 217 B.C.. At Cannae, 216 B.C., Hannibal chose Mago

to assist him in command of the critical center of Iberian and Celtic infantry. These normally unreliable barbarians carried out a complex pre-planned withdrawal under pressure under the leadership of the two Barca brothers.

Following the stupendous victory at Cannae, Hannibal sent Mago to Carthage to drum up some badly needed support. Mago made quite an impression on the Carthaginian senate by dumping a bushel basket of gold rings on the assembly room floor — all cut from the fingers of dead Roman nobles and equestrians. Mago's appeals had the desired effect. The home government finally became enthusiastic for the war. Mercenaries were hired and two armies were raised for the campaign of 215 B.C.: one for Sicily and one to reinforce Hannibal in Italy, under Mago's command. But chance intervened to spoil this promising strategy. Word came from Sardinia that the natives were ripe for rebellion, if only a Carthaginian army would appear. And from Spain came the news that Mago's brother Hasdrubal had been defeated in a great battle at *Dertosa* (*C3i* Module, Issue Nr.4). The Carthaginian senate decided to send one army under Hasdrubal the Bald to Sardinia, and to divert Mago and his army to Spain. As things turned out, a reinforcing army was not to make it to Italy for eight more years. But Mago had his first command, and took 12,000 infantry, 1,500 cavalry and 20 elephants to Spain.

Mago as an Army Commander

Mago's first task was to hold the Roman army commanded by the Scipio brothers at bay, while his brother Hasdrubal rebuilt his army. The Barca brothers were joined in 214 B.C. by another army, this one commanded by Hasdrubal Gisgo. Hasdrubal Gisgo was a political rival of the Barcas, and this posting was to lead to a great deal of friction in the

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Punic command. Hasdrubal Barca remained the Commander in Chief in Spain, at least nominally. From 214-212 B.C. the Barca brothers and Hasdrubal Gisgo fought the Scipio brothers to a bloody stalemate. However, in 211 B.C. Mago and the two Hasdrubals, with the aid of a Numidian and an Iberian prince, Masinissa and Indibilis, were able to defeat and slay both Scipio brothers at the twin *Battles of Castulo and Ilorca* (C3i Module, Issue Nr.5). For all three Carthaginian army commanders, this was their finest hour. But Rome responded effectively, dispatching first the Proprætor Gaius Claudius Nero (later the victor at the Metaurus) and then the Proconsul Publius Cornelius Scipio (son and nephew of the slain Scipio brothers, later to be named Africanus) to Spain. Scipio scored a decisive *coup de main* by seizing the capitol of Punic Spain, New Carthage, in 209 B.C.. There followed the Battle of Baecula, 208 B.C. (SPQR Module IV, *Africanus*). Scipio defeated Hasdrubal Barca, but failed to completely destroy his army. Following this battle, Hasdrubal and Mago Barca and Hasdrubal Gisgo gathered for a council of war.

All agreed that Scipio was well on his way to conquering all of Spain, and that Hannibal was in desperate need of reinforcements in Italy. However, though Carthage had suffered many defeats, Rome had certainly suffered worse. The three generals decided, perhaps belatedly, that the best place to defeat Rome would be in Italy. So it was planned that Hasdrubal Barca would leave Spain and cross the Alps into Italy. Since his army had suffered heavily, Mago was directed to break up his army to provide troops for his brother. As Hasdrubal Gisgo could hardly be expected to face Scipio alone, he was to retreat to the Atlantic coast. Masinissa was given 3,000 Iberian and Numidian cavalry with a roving commission to conduct mobile operations and raids throughout Spain. Mago then sailed for the Balearic Isles to recruit mercenaries.

In the spring of 207 B.C., Mago returned to Spain with about 2,000 Balearic mercenaries and linked up with a force of some 4,000 African troops brought over by Hanno. Mago found that nearly

all the Iberian tribes of eastern and southern Spain had gone over to Scipio. So, to round out his new army, Mago ventured deep into the Spanish interior, the lands of the Celt-Iberians. These tribes were the result of interbreeding following earlier Celtic invasions, and their warriors had a reputation for exceptional fierceness. Mago was able to recruit a band of 9,000 Celt-Iberians, and immediately set to drilling and training this raw force. However, his activity did not escape the notice of Scipio's agents. As soon as the Roman commander learned what Mago was up to, he took steps to forestall him. Scipio dispatched his deputy, the Proprætor Marcus Junius Silanus, with a single legion of 10,000 foot and 500 horse. His mission was to attack and disperse Mago's new army while it was still forming.

Aided by pro-Roman Celt-Iberian guides, Silanus was able to force march undetected to a point just 10 miles short of Mago's camp. Silanus then paused to scout his foe's dispositions. He discovered that the Carthaginians were in two separate camps — the Africans and Balearics to the right of his approach trail, and the Celt-Iberians to the left. The African camp was properly fortified with sentries and outposts. But the Celt-Iberians were bivouacked in disorder with no field works and little security. They evidently felt secure on their home ground. Silanus decided to order an immediate advance on the Celt-Iberian position. With luck, he hoped he could overwhelm these barbarian auxiliaries before the regular

African forces could intervene.

The Roman approach march went undetected by the Celt-Iberians until they were practically on top of the encampment. The barbarians' shouts of terror alerted Mago, who somehow managed to get the Celt-Iberians into some semblance of a line just in front of their tents. But the Roman hastati were already throwing their pila and charging. A vicious hand-to-hand melee ensued, while Hanno struggled to get the African troops out of their camp and into action. Hanno wasn't fast enough. The raw Celt-Iberians were clearly outclassed by Silanus' veteran legion. Many barbarians were cut down where they stood, and the remainder broke and fled. Mago, seeing that the day was lost, made good his withdrawal with 2,000 infantry and nearly all the mounted troops. Hanno, coming up with the last troops, was captured. There would be no Carthaginian counteroffensive this year.

Mago's Battle in Celt-Iberia, 207 B.C.

Map

Use the **Beneventum** map from **SPQR**. The actual site of the battle is unknown. However, it is described as a wooded, broken area and there was a road or trail and a fortified African camp. The Beneventum map fits this nicely, except that the camp is too large for the small African-Balearic force of 6,000 men. The 2nd Edition Roman Camp Terrain Effects Chart should be used, even though the camp is Carthaginian in this scenario.

Counters

All counter are provided in **SPQR**, except for two leader counters. The *mature* Mago and Silanus will be included in a future *C3i* insert.

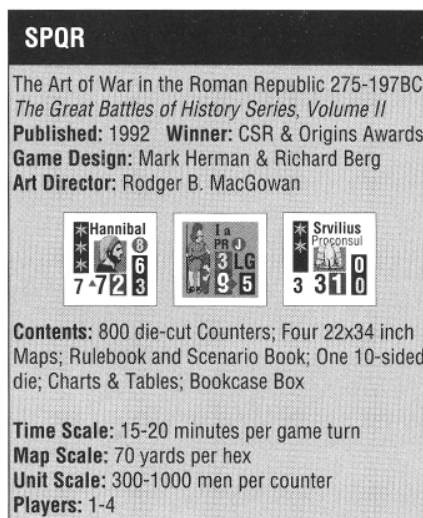
Exiting the Camp

Carthaginian units may exit freely from any gate, in any order.

Roman Deployment

Roman Approach March:

Use the Approach March Rules from **SPQR** Scenario (1.1.1) **Beneventum**, (Approach March Order and Initial Approach March Procedure). However, no Roman unit may move closer than 4 hexes from any enemy unit during the



SPQR
The Art of War in the Roman Republic 275-197BC
The Great Battles of History Series, Volume II
Published: 1992 Winner: CSR & Origins Awards
Game Design: Mark Herman & Richard Berg
Art Director: Rodger B. MacGowan

Hannibal 6
7 7 2 3

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Contents: 800 die-cut Counters; Four 22x34 inch Maps; Rulebook and Scenario Book; One 10-sided die; Charts & Tables; Bookcase Box

Time Scale: 15-20 minutes per game turn
Map Scale: 70 yards per hex
Unit Scale: 300-1000 men per counter
Players: 1-4

Mago: Youngest of the Lion's Brood

Approach March. There is no Extended Approach March or Alert. Once the Roman Initial Approach March is completed, play continues according to the normal sequence

Line Command Eligibility

Carthage:

1. Celtic (Celt-Iberian) MI
2. African PH, Balearic MI and North African LI
3. Balearic SK, North African LI and African Elephants
4. Numidian LC and African Elephants

Rome:

Use chart from Beneventum, however line #6 (velites, cavalry and cohorts extra) may be used throughout the game.

Retreat Edges

Rome uses the East edge; Carthage uses the West edge.

Army Withdrawal and Victory

Play continues until:

units inside the Carthaginian camp and there are no Carthaginian units inside the camp, at which point the Romans automatically win.

2. One Army withdraws. Withdrawal levels are:

Rome: Army withdraws when units totaling 76 have been eliminated.

Carthage: Army withdraws when units totaling 67 have been eliminated.

Play Balance Variants

1. *Different Legion* — the easiest way to balance *Celt-Iberia* is to give the Roman player a different legion. If you want to give Carthage a boost, give Silanus a *standard* or *recruit* level legion. To help the Romans out, let Silanus have the *elite* I Legion. In fact, Scipio's army was composed of material of varying quality — about 8,000 remnants of his father's army, 13,000 men brought over by Nero, his own picked force of 11,000 reinforcements, and another 5,000 sailors and rowers pressed into service as infantry. We don't know which troops Silanus

commanded, only the size of his command.

2. *Iberian v. Celt* — the scenario calls for Celtic MI and LN to represent the Celt-Iberians. To give the Carthage player an advantage, replace all Celtic units with Iberian counters. Their higher TQ and better mobility will be a definite asset.

Mago Becomes a Theatre Commander

Mago and Hasdrubal Gisgo were able to build a large and powerful army by 206 B.C., and engaged Scipio in battle at Ilipa (SPQR Module IV, *Africanus*). Scipio's victory at this battle decisively ended the thirteen year Spanish campaign. To practically everyone, it now seemed clear that Roman victory in the Second Punic War was inevitable. But Mago was not yet ready to concede. Mago sensed an opportunity to reverse the verdict in Spain when a Roman army detachment mutinied at Sucro and Indibilis led an Iberian rebellion against Roman rule in the fall of 206 B.C..

Mago, with a small fleet, attempted a

THE BATTLE IN CELT-IBERIA, 207 B.C.



Initial Deployment

Carthaginian Deployment		Roman Army Deployment		
Unit(s)	Hex(es)	Unit(s)	IAM	Entry Hex
Mago (mature, C3i insert counter) [OC]	With any Celt-Iberian unit	Propraetor Marcus Junius Silanus [OC]		Anywhere
Hanno	With any unit in the large camp	Tribune		With any Has, Prin or Triar
Bostar	With any unit in the large camp	Praefect Soc		With any cohort or Velites
• Celt-Iberians		Praefect Equit		With any cavalry
Celtic MI (1-12)	All units within two (2) hexes of 1924	<i>Note: All units are from the X Double Legion (Veteran)</i>		
Celtic LN (1)	(This is the Celt-Iberian camp)	• Advance Guard		
• Carthaginians		Roman Cav (1)	4	3044
African PH (1-2)	All units occupy tents within the large camp	AS Cav extra (1)		
North African LI (1-6)		Rom/As Velites (5)		
Balearic MI (1-2)		AS Cohort Extra (1)		
Balearic SK (1-8)		• Main Body		
Numidian LC (1-3)		Hastati (4)	3	3044
African Elephants (1)		Principes (4)		
<i>Exiting the Camp:</i> Carthaginian units may exit freely from any gate, in any order.		Cohorts (9)		
		• Rear Guard		
		Rom/AS Triarii (5)	2	3044
Size and TQ Levels				
Player	Size	TQ Points	Withdrawal Ratio	Quality
Rome	90	189	40%	2.10
Carthage	139	192	35%	1.38
Note: Rule (9.6) Roman Triarii Tactical Doctrine is <i>not</i> in effect. Considering that Silanus is Scipio's deputy, and is leading one of Scipio's veteran legions, he gets the advantage of using his triarii as he sees fit.				

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surprise assault on New Carthage, but the garrison was alert and repulsed his attack. Scipio also squashed the mutiny and the rebellion.

So Mago once again sailed to the Balearic Isles to winter and recruit mercenaries. While there, Mago conceived an audacious plan. Rather than fall back to Africa, as everyone expected him to do, Mago decided to lead the third Barcid invasion of Italy. With the remnants of his army from Spain, Balearic mercenaries and new levies from Africa, Mago concentrated 12,000 infantry and 2,000 cavalry. Mago's invasion of Italy was to be by sea, rather than overland as his older brothers had gone. It was risky, as the Romans had as many as 200 quinqueremes at sea and Carthage could only provide him an escort of 30 ships. But in the spring of 205 B.C. Mago sailed right across the Mediterranean and made an unopposed landing at Genoa in Liguria. Mago immediately set about rallying Ligurian and Celtic forces to his standard.

Rome responded strongly to this third invasion by one of Hamilcar's sons. When Mago landed, there was only one praetorian army of two legions stationed in Northern Italy. A second army under a proconsul was immediately sent to reinforce the praetor, while the two urban legions were moved north from Rome into Etruria. Although this gave Rome six legions, or some 65,000 troops to oppose Mago's 14,000, no move was made into Liguria. The Romans by now had a healthy respect for Mago's ability, and preferred to wait on the defensive. Mago, likewise, declined to advance out of Liguria until his forces were augmented. It was not until late the following year, 204 B.C., that Mago received reinforcements from

Africa — 6,000 foot, 800 horse and seven elephants. Mago now had over 35,000 troops: 18,000 infantry, 2,800 cavalry and seven elephants from Africa and Spain; and an estimated 15,000 foot and 1,500 horse from the Ligurian and Celtic tribes. Although he still faced as many as 60,000 infantry and 5,000 cavalry in the three Roman armies in the theater, Mago boldly advanced into the valley of the Po River in the spring of 203 B.C..

Two Roman armies were on hand to

confront Mago in Cisalpine Gaul, while the third army was held in reserve in Etruria. Mago faced the Proconsul Marcus Cornelius Cethegus and the Praetor Publius Quintilius Varus. Their two armies included four double legions, with 40,000 infantry and 3,500 cavalry. The battle was joined in an unidentified plain along the Po River. Mago placed his reliable African and Ligurian infantry in his main battle line. In front he posted a screen of Balearic slingers, backed by a line of Iberian and African light infantry. His Celtic troops were formed into a reserve line in the rear, and his cavalry and elephants were also held back. Cornelius and Quintilius, in turn, placed the two veteran legions of the praetorian army in the first echelon, with the proconsul's two recently recruited legions and all the cavalry in reserve.

The battle began with the standard duel of skirmishers and light infantry, but soon Mago's African-Ligurian line clashed with the Praetor's front line legions. A brutal infantry fight ensued and Mago's veterans gradually began to gain the advantage. At this point the Praetor Quintilius Varus led a charge of the cavalry of all four legions. These 3,500 horsemen now hurtled towards the open flank of the Carthaginian army. But, this was the moment Mago had been waiting for. Mago counter charged with his elephants. The Roman cavalry broke before the impact of the lumbering behemoths. Mago then unleashed his Numidian light cavalry to pursue the enemy horsemen, while sending his heavy Celtic and African cavalry to attack the flank of the Roman infantry. Mago then shifted his elephants against the hard pressed Roman infantry. As the Roman flank faltered, the Proconsul Cornelius Cethegus moved up his reserve legions to stabilize the fight. These fresh troops began to turn the tide in Rome's favor. Mago responded with his Celtic reserve. But these barbarian auxiliaries were no match for two fresh legions, and the Celts quickly crumbled. The hastati of the reserve legions put the elephants to flight with volleys of pila, and some of the Roman cavalry began returning to the fight. Mago saw that the battle was lost and began an orderly withdrawal. With Mago in personal command of the rear guard, the withdrawal began smoothly. But when

Mago fell with a serious wound, his beleaguered army finally broke and ran. It had been a very bloody fight. Mago lost 5,000 killed on the field and in addition most of his Celts were dispersed and deserted him. But the Roman losses were also heavy. Over 2,300 Romans were slain, including three tribunes and 22 equestrians, or knights.

Mago's Battle at the Po River, 203 B.C.

Map

Use the Cannae Map. The Aufidas River is now the Po River. Otherwise, one featureless plain is pretty much like another.

Counters

All counters come from SPQR, except three leaders. Mago, Quintilius Varus and Cornelius Cethegus will be included in a future *C3i* insert.

Roman Deployment

Note: The Roman Army includes two standard legions (III & V) in the praetor's army and two recruit legions (XIV & XV) in the proconsul's army. Each legion is short one cohort and one AS RC unit, to reflect normal attrition and the difficulty Rome had in keeping her cavalry up to strength. In addition the triarii of the XIV and XV legions and the velites of the XV legion are assigned as the camp guard and therefore not in play.

Line Command Eligibility

Carthage:

1. Balearic SK*
2. Iberian and North African LI*
3. African PH & Ligurian & Balearic MI
4. Celtic MI
5. All cavalry and elephants

Rome:

1. Velites*
2. Hastati and cohorts*
3. Principes and cohorts*
4. Triarii
5. All Roman and AS cavalry

* May form a line occupying every other hex

Retreat Edges

Rome uses the Northeast edge, Carthage

Mago: Youngest of the Lion's Brood

uses the Southwest.

Army Withdrawal and Victory

Rome: Army withdraws when units totaling 180 have been eliminated.

Carthage: Army withdraws when units totaling 155 have been eliminated.

Play Balance Variant

Different Legions — the easiest way to balance **Po River** is to adjust the levels of the Legions. Four *recruit* legions will give Mago a better chance, while one recruit, two *standard*, and one *veteran* adjusts play in Rome's favor.

Mago's Last Days

Following this repulse, Mago withdrew back into Liguria. The Romans chose not to pursue. In any case, Mago was soon summoned, along with Hannibal, to bring his army back to Africa to face Scipio. Unfortunately, Mago, youngest of the Lion's brood, perished of his wounds while sailing for Africa.

Hannibal incorporated Mago's army into his own. Mago's veterans formed the first line of Hannibal's army at Zama. One can only wonder if the outcome at Zama might have been different if Mago had survived to fight at Hannibal's side once again, as he had at Trebbia, Trasimene and Cannae.

Mago's career forms an interesting case study of command in the Second Punic War. He began as Hannibal's lieutenant, from 218-216 B.C.. Then he became an army commander in Spain under his brother Hasdrubal 215-208 B.C., and then under Hasdrubal Gisgo, 208-206 B.C.. Finally, with his invasion of Liguria and Italy, he became a theater commander in his own right, 205-203 B.C.. Mago's record included his fair share of defeats as well as victories. But it must be remembered that he was probably the youngest army commander on either side. And, as he fought his major battles later in the war than his elder brothers, he generally

faced more competent Roman commanders and veteran rather than recruit legions. In the final sum we see that as a lieutenant he played a key role in the victories at Trebbia, Trasimene and Cannae. As an army commander, he was defeated in Celt-Iberia and at Ilipa, but won decisive victories at Castulo and Ilorca. As a theater commander, Mago organized and carried off a major overseas invasion, built a powerful army and very nearly defeated two Roman armies at the hard fought battle of the Po River. And who knows, if Mago hadn't died from his wound, he may have won his greatest victory with Hannibal at Zama. With **SPQR**, the *Consul for Rome* and *Africanus* Modules and the *C3i* Module for *Castulo*, you can play out Mago's entire career. You can even see if he would have made a difference at Zama.

Mago Lives: A Variant for SPQR Scenario (11.4) — Zama

Special Rule: This variant assumes that Mago survives his wound and recovers fully to join Hannibal at Hadrumetum before the Battle of Zama. This produces the following changes:

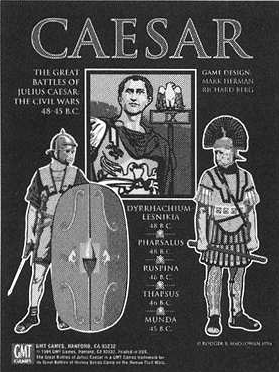
1. Add Mago to the Carthaginian leaders present. That's right add, not replace — you don't have to remove any of the four leaders already listed. Use the *mature* Mago counter provided as a *C3i* insert, not the *young* Mago counter from SPQR. Mago may set up anywhere.
2. Mago is Hannibal's second in command. Mago may issue Line Commands freely, without being in Hannibal's command range and/or making a strategy die roll. If Hannibal is killed, Mago becomes the Overall Commander.
3. As an optional rule, you can increase the Carthaginian Rout Ratio up to 40% to reflect the morale boost of having two sons of Hamilcar Barca present, instead of just one. This increases the Carthaginian withdrawal level to 170.

Note: All SPQR 2nd Edition Rules apply to *Celt-Iberia*, *Po River* and *Mago Lives*, unless noted otherwise.

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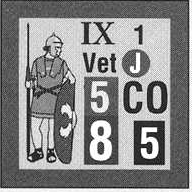
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THE BATTLE AT THE PO RIVER, 203 B.C.

Initial Deployment

Carthaginian Deployment		Roman Army Deployment	
Unit(s)	Hex(es)	Unit(s)	Hex(es)
Mago (mature) [OC]	anywhere	Praetor Publius Quintilius Varus	3322
Bostar	with any phalanx	Proconsul Marcus Cornelius Cethegus	3311
Hanno	with any LI	Tribune (3)	with any hast, princ, triar or velites
Hamilcar	with any cavalry	Praefect Soc (3)	with any cohort or velites
• Screen		Praefect Equit (2)	with any cavalry
Balearic SK (1-11)	2203-2223 every other hex	• III Double Legion	
North African LI (1-6)	1901-1911 every other hex	Rom/AS Velites (5)	2801-2809 every other hex
Iberian LI (1-8)	1913-1927 every other hex	Hastati (4)	3107 (2), 3109 (2)
• Main Line		Principes (4)	3308 (2), 3310 (2)
Balearic MI (1-2)	1601-1602	Cohorts (8)	3103(2),3105(2),3304(2),3306(2)
African PH (1-7)	1603-1616	Rom/AS Triarii (5)	3505-3509
Ligurian MI (1-6)	1617-1622	Cohort Extra (1)	3322
• Reserve Line		• V Double Legion	
Celtic MI (1-21)	1201-1221	Rom/AS Velites (5)	2811-2819 every other hex
• Mounted Troops		Hastati (4)	3112 (2), 3114 (2)
Numidian LC (1-6)	All cavalry and elephants within two hexes of hex 1025	Principes (4)	3313 (2), 3315 (2)
Carthaginian Sacred Band HC (1)		Cohorts (8)	3116(2),3118(2),3317(2),3319(2)
Celtic LN (1-3)		Rom/AS Triarii (5)	3513-3517
African Elephant (1-2)		Cohort Extra (1)	3322
		• XIV Double Legion	
		Rom/AS Velites (5)	2821-2829 every other hex
		Hastati (4)	3908 (2), 3910 (2)
		Principes (4)	4107 (2), 4109 (2)
		Cohorts (8)	3904(2),3906(2),4103(2),4105(2)
		Rom/AS Triarii (5)	None
		Cohort Extra (1)	3311
		• XV Double Legion	
		Rom/AS Velites (5)	None
		Hastati (4)	3913 (2), 3915 (2)
		Principes (4)	4114 (2), 4116 (2)
		Cohorts (8)	3917(2),3919(2),4118(2),4120(2)
		Rom/AS Triarii (5)	None
		Cohort Extra (1)	3311
		• Cavalry	
		III Legion/AS - Rom, a, b (3)	All cavalry within two hexes of 4025
		V Legion/AS - Rom, ex, a (3)	
		XIV Legion/AS - Rom, a, b (3)	
		XV Legion/AS - Rom, ex, a (3)	

Size and TQ Levels

Player	Size	TQ Points	Withdrawal Ratio	Quality
Rome	322	596	30%	1.85
Carthage	313	438	35%	1.40

Leaders for Battle of Telamon

Romans					
	Celts				

Leaders for Mago's Battles

Mago		Mago as is from SPQR, the young, for use in Trebbia and Cannae.		Mago Barca, new, the mature, for use in Castulo, Iliipa, Celt-Iberia and Po River battles.
	Romans		Battle in Celt-Iberia	

Note: No new unit counters are required to play *The Battle of Telamon*. *Mago's Battles* do not require any new unit counters. The leader counters (shown above) will be included in an upcoming C3i Counter Insert.



SPQR
Volume II
Great Battles of History Series
The Art of War in the Roman Republic
275-197 B.C.