

SPQR Scenario Battles — Agrigentum and Adys

Mercenary: Land Warfare in the First Punic War, 262-256 BC

BY DAN FOURNIE



You've played Bagradas in **SPQR** and seen two legions crushed by elephants and enveloped by masses of cavalry. Ever wonder how you might do as Regulus against a Punic army in rough

terrain with mediocre leadership? Now you can find out at the Battle of Adys, 256 (all dates BC). In addition, you can re-fight the largest battle of the First Punic War. Early in the war Carthage scoured the world to hire tens of thousands of mercenaries to challenge a Roman double consular army. You get to see what happens when they meet at the Battle of Agrigentum, 262.

Background

The First Punic War was decided at sea. After four years of war, Rome found she could never conquer Sicily without a navy. So Rome built a navy. Twenty years later a naval battle ended the war. The decisive naval actions of this war (Ecnomus, Drepanum and Aegates) are portrayed in GMT's **War Galley**. But only one land battle from the First Punic War is found in **SPQR**. Unlike the Second Punic War, there were few major land battles in this long war. Only one battle involved a double consular army — at Agrigentum, 262. Full consular armies were present at only three recorded battles: Adys 256, Bagradas 255 and Panormus 252. Otherwise, one side or the other avoided pitched battle, and fought a war of attrition instead. But it didn't begin that way.

The Legions Come to Sicily

Rome managed to slip two legions, a consular army, across the straits into Messina to open the First Punic War in 264. At this point Carthage and Syracuse were allied against the Mamertine mercenaries and jointly besieging the city. In short order, the consul Appius Claudius taught them what the legions were about. He first routed King Hiero's Greek army, and the following day crushed the Carthaginians as well. A new kid was on the block. Claudius advanced to Syracuse and laid siege to the city. In 263 Rome sent four legions and both consuls against

Syracuse. Hiero had had enough, and joined an alliance with Rome, after paying a hefty tribute. It was now Rome against Carthage.

The council in Carthage finally realized it had a serious war on its hands. Recruiting officers were dispatched all over the western Mediterranean to hire mercenaries. Celts, Ligurians, Balearics, Greeks and above all Iberians were hired in large numbers. Meanwhile, Libyan and Numidian troops were also conscripted into service. The troops were concentrated at Agrigentum, as a convenient base for operations against the Romans near Syracuse. The new consuls of 262, Lucius Postumius Megellus and Quintus Mamilius Vitulus, concentrated their forces and made a preemptive strike at Agrigentum. They caught the Carthaginian general Hannibal before his full army had gathered, and shut him up in the city. A full siege was undertaken and works constructed around the city. There were about 15,000 soldiers and 35,000 civilians in the city, and supplies quickly ran short. Hannibal sent out a plea for immediate relief.

The Siege and Battle of Agrigentum, 262 BC

A second Carthaginian army was formed at Heracleia, 20 miles northwest of Agrigentum. The general Hanno amassed a force of 30,000 foot, 4,000 horse and 50 elephants in his relief army. His first move was a surprise strike at Herbessus, the main

supply depot for the Roman army. Next, Hanno advanced against the Roman army. Hanno sent his Numidian cavalry forward to harass the Romans. The Roman cavalry charged their opponents, and the Numidians fled in apparent terror. When the Roman horse had been led an adequate distance, the Numidians wheeled about. The Romans were encircled and overwhelmed, and finally fled after suffering severe losses. This was the first of many times the Romans would fall for a Numidian feigned retreat.

Now both Hannibal's army and the Roman forces were cut off from supplies. Hanno had pitched camp on a nearby hill called Torus, and used his cavalry to cut the Romans off. The Romans only survived through the energetic efforts of Hiero to slip through supplies. This stalemate lasted for over two months. Hannibal's situation was more desperate than the Roman's, and he sent constant fire and smoke signals to Hanno begging for relief. Hanno finally decided to risk a general battle. The Romans gladly accepted.

Both armies came down into an open plain for the fight. The consuls Postumius and Mamilius had to detach about a quarter of their army, probably about 10,000 men, to guard the trenches around Hannibal's army in Agrigentum. They brought the remaining 25,000 foot onto the field, and deployed in the traditional checker-board pattern. They brought all their surviving cavalry, less than 2,500. The Roman horsemen were on the right, the allies on the left.

Hanno organized his army in three lines, behind a screen of Balearic and Cretan skirmishers. In the van he posted 15,000 mercenaries, barbarians from Iberia, Gaul and Liguria, as well as a small band of Sicilian Greek hoplites. The second line was formed of 50 war elephants. In the third line were 15,000 African, Libyan and Numidian levy infantry. Hanno covered his right flank with 2,000 superb Numidian light cavalry, and his left with 2,000 African heavy cavalry, along with Celtic and Iberian lancers. Why Hanno placed his elephants in the middle of his army is unknown. Carthage had only been using the beasts since Pyrrhus' invasion, and may not have

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developed a suitable doctrine. This is the first recorded battle in which Carthage had a substantial elephant corps

The two armies clashed, and the skirmishers and velites were soon driven from the field. The mercenaries fought fiercely against the more heavily armored Romans. Polybius describes this phase of the fighting as long and drawn out. But gradually, the mercenaries were worn down, and finally buckled. As they routed into the line of elephants, all hell broke loose. The elephants were caught up in the pandemonium, and began to rampage in all directions. The third Carthaginian line was thrown into confusion, and soon routed by the advancing legions as well.

A large part of the Punic army was butchered, though a few troops fled to safety all the way back to Heracleia. Ironically, Hannibal was able to escape from Agrigentum with his army that night, as the Roman army was exhausted from the battle. The Romans then sacked the undefended city. The 25,000 inhabitants who survived the siege and sacking were enslaved. The largest battle of the First Punic War had ended in a decisive Roman victory.

War of Posts and the Battle of Thermae, 259 BC

The Carthaginian leaders reevaluated their policy in Sicily and decided to avoid pitched battles with the Roman legions. A time-honored strategy was to fall back on fortified posts, and harass a superior enemy with her fleet and guerrilla raids. This plan had succeeded against Dionysius, Agathocles and Pyrrhus. They saw no reason why Rome should be different. The fleet struck the Italian coast, while the army conducted small scale raids and ambushes in Sicily. This war of attrition finally convinced the Romans to build a navy in 260. But even while avoiding major set piece battles with Rome, Punic commanders were always alert for favorable opportunities to fight small battles. Hamilcar, (not Barca, Hannibal's father) had replaced Hanno and Hannibal as commander in Sicily in 260. While the Roman consul Gaius Duilius was winning Rome's first naval victory at Mylae and his colleague Gnaeus Cornelius Scipio was a Carthaginian prisoner, the Roman army was left under command of its tribunes. Hamilcar caught the leaderless army by surprise and inflicted a reverse on the

Romans near Segesta.

In 259 Hamilcar was stationed near Panormus with his mercenary corps of a little over 10,000 men. His force was far too small to threaten a Roman consular army, but agile and quick enough to launch devastating raids. His spies brought word that the Roman army near Thermae was riven with dissension. The Roman troops and their allies had argued over the awarding of prizes and honors for a recent battle. The allies, dissatisfied with the result, left the Roman camp and set up their own. Hamilcar made a night forced march. When the *alae sociorum* was breaking camp in the morning, Hamilcar launched his surprise attack. The allies were routed, with the loss of 4,000 men killed. Hamilcar withdrew before the nearby Roman legions could react. The small battles at Segesta and Thermae were the only recorded Carthaginian victories in Sicily during the entire 24-year war.

Few other battles are recorded from the war in Sicily for the next decade. The center of attention shifted to Rome's successful struggle to wrest naval supremacy from Carthage, 260-256. These naval victories led to the invasion of Africa, and two major land battles. The second battle, Bagradas, is featured in SPQR. But there was another, earlier battle.

The Battle of Adys, 256 BC

In 256, the proconsul Gaius Atilius Regulus and the consul Lucius Manlius Vulso were entrusted with a massive fleet and small army. Their mission was to clear the seas of the Punic navy, land an army in Africa, and force Carthage to surrender. Off Cape Ecnomus (southern Sicily), the Roman navy of 330 galleys shattered the Punic navy of 350 ships (featured in **War Galley**). The way to Africa was now clear. Regulus and Manlius landed their forces near Cape Bon and advanced inland. The Romans had two full legions supported by Italian allies, about 16,000 infantry. Regulus' mounted arm was quite weak, however, as only 500 cavalry were brought over on horse transports. The Romans first besieged and took the port of Aspis.

Carthage called out her civic levies under the two generals Hasdrubal and Bostar. These generals assembled about 10,000 foot of questionable quality, along with about 1,500 cavalry and some elephants. Unsatisfied with this army, the council recalled the general Hamilcar from

Sicily with 5,500 crack mercenaries from Iberia, Gaul, Liguria and Greek Sicily. The strength of this army lay in its mercenaries and mounted corps of cavalry and elephants. Once the army was assembled, it was sent to engage the Romans, who had been pillaging the rich estates of the Carthaginian hinterland, and were then besieging Adys. The Carthaginians, anxious to relieve the city, foolishly encamped in rough, hilly terrain, where their mounted forces were ineffective.

Regulus did not wait for the Carthaginians to come down to the plain, but attacked them in the rough ground around their camp. The Punic cavalry and elephants were unable to engage effectively, but Hamilcar led his mercenaries in a vigorous counterattack. The mercenaries drove back one legion, but pursued too far. They were caught in the flank by maniples of the other legion and cut off. Encircled, the mercenaries were cut down in a fierce struggle. The Romans then routed the Punic militia and overran their camp. The cavalry and elephants made their way down to the plain, where they were able to cover the retreat of the remnants of the infantry.

It was a great victory for Regulus. Carthage, weary of the long war and with no army in the field, sued for peace. Regulus offered terms that were impossibly harsh, prompting Carthage to renew the struggle. The result was the employment of the Spartan mercenary captain, Xanthipus. He drilled the Punic infantry in phalanx tactics and built up a strong mounted force of 4,000 horse and 100 elephants. At Bagradas, Regulus came out on the plain, only to see his legions stomped by elephants and encircled by cavalry. Regulus went from being the "Hero of Adys" to the "Goat of Bagradas" in less than a year.

Elephant Fever and the Battle of Panormus, 250 BC

Only 2,000 Romans survived the disaster at Bagradas to be picked up later by the Roman fleet. They were surely an ill-starred bunch, as the fleet was wrecked in a storm with the loss of 284 ships out of 364. Only a few hundred of Regulus' ever made it back to Rome. But they were enough to spread the horrible stories of being trampled by elephants, and cut down by cavalry. The Carthaginian army was busy for two years brutally crushing the revolt of Libyan and Numidian tribes. Hanno the Great made his name during this fighting, of which no details remain. In 253, Hasdrubal took an

SPQR

MERCENARY

BATTLES

LAND WARFARE IN THE 1ST PUNIC WAR



BATTLE OF AGRIGENTUM, 262 B.C.
BATTLE OF ADYS, 256 B.C.



Mercenary

Hanno the Elder 5 6 5 1 2	Q. Mamilius 4 6 5 1 1	L. Postumius 3 5 4 1 0
Hasdrubal son of Hanno 5 5 4 1 1	Hamilcar of Phenice Merc. 5 5 6 1 2	Bostar Civic 5 5 3 1 1
Front		
L. Postumius 5 5 4 1 0	Q. Mamilius 6 6 5 1 1	Hanno the Elder 5 6 5 1 2
Bostar Civic 5 5 3 1 1	Hamilcar of Phenice Merc. 5 5 6 1 2	Hasdrubal son of Hanno 5 5 4 1 1
Back		

NOTE: Leader counters published in C3i Magazine, Nr.13

SPQR

The Art of War in the Roman Republic 275-197 B.C. Published: 1992, GMT Games (GBoH Vol. II) features five ancient battles: Cynoscephalae, Zama, Cannae, Bagradas and Beneventum; includes 800 counters; Two double-sided 22x34 inch maps depicting four different battlefields. Winner of the: Charles S. Roberts Award™ for Best Game of the Year for Best Graphic Art. Origins Award™ for Best Game of the Year. Game Design: Richard Berg & Mark Herman. Art Director: Rodger B. MacGowan.

WAR GALLEY

Naval Warfare in the Ancient World 494-31 B.C. Published: 1999, GMT Games (GBoH Vol. VII) Among the thirteen battles in the game, three of the naval battles featured were fought during the First Punic War: Ecnomus – 256 B.C. Drepanum – 249 B.C. Aegatian Isles – 242 B.C.



Fact File

Punic was the Latin word for Phoenician, and Carthage had originally been a Phoenician colony.



	264 B.C.	262 B.C.	256 B.C.	256-241 B.C.
First Punic War 264 – 241 B.C. Land War Chronology	War Breaks Out at Messina. Mamertines of Messina, engaged in war with Syracuse, sent for assistance from Carthage; another faction sent to Rome for help.	Siege & Battle of Agrigentum. Defenders put up stout defense, and Carthage sent a relieving army. In the ensuing battle Carthage was defeated. Rome controlled Sicily.	Invasion of Africa. Roman fleet lands an army of 20,000, under Regulus. Regulus won the decisive Battle of Adys ; the Carthaginians sued for peace.	The War Continues. Terms set by Regulus were so severe that the Carthaginians decided to continue the war.

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army to Sicily of 25,000 men and 140 elephants. In a complete reverse of the situation after Agrigentum, the Romans now began to avoid pitched battle with the Carthaginians, for fear of the elephants. The Roman armies completely avoided the plains and stuck to the mountains.

In June of 250 Hasdrubal advanced against the consular army of Lucius Caecilius Metellus at Panormus. Caecilius decided to set a trap for the elephants. He had his army withdraw from the field before Panormus in apparent fear. He kept his velites in a trench before the city, with a large supply of missiles. The velites kept goading Hasdrubal's elephants and drawing them ever closer to the trench and the city walls. When the elephants were caught up at the edge of the trench, Caecilius launched a massive missile barrage from the city walls against them. The war elephants recoiled in terror, throwing Hasdrubal's army into confusion. Caecilius had his heavy infantry sally out from the city, and complete the route of the Punic army. Nearly all the elephants were captured. These beasts later entertained the crowds in Rome. The 'elephant fever' was broken.

Hamilcar Barca and the End of the War

The Battle of Panormus was the last major land battle of the war. Hamilcar Barca (father of Hannibal) became the new Carthaginian commander-in-chief, and returned to the war of posts and attrition. With a corps of 10,000 crack mercenaries, Hamilcar waged a masterful guerrilla war of raid and ambush for seven years. But in the end Carthage was driven from Sicily by a defeat at sea, the Battle of the Aegates (featured in **War Galley**). After 24 years, the long war was over.

SCENARIO BATTLE SET-UP: The Battle of Agrigentum, 262 BC

- **MAP** — Use the Cannae Map
- **COUNTERS** — All counters from **SPQR**. Leader counters were printed in **C3i Magazine** Nr.13. Replacements are listed.

Carthaginian Deployment

SKIRMISHERS

Balearic SK (1-11), Cretan SK (1-3), Cretan SK (1-3) — 2406-38 (even hexes)

MERCENARY CORPS

Mercenary HI/HO (1-3) — 2221-23
Ligurian MI (1-6) — 2218-20 & 2224-26
Celtic MI (1-8) — 2214-17 & 2227-30
Iberian LI (1-14) — 2207-13 & 2231-37

ELEPHANT CORPS

Indian Elephants (1), African Elephants (1-9) — 2009-36 (every third hex)

AFRICAN CORPS

Carthage Levy MI (1-11) — 1817-27
Mauretanian MI (1-4) — 1813-16
N. African LI (1-6) — 1807-12
Numidian MI (1-6) — 1828-33
Numidian LI (1-4) — 1834-37

CAVALRY

Sacred Band HC (1), Celtic LN (1-2), Iberian LN (1) within 2 hexes of 2203; Numidian LC (1-6) within 2 hexes of 2241

LEADERS

Hanno (OC - strategy rating 5), Hasdrubal, Bostar, Mago — *Deploy with any unit*

Roman Deployment

LEADERS

Consul Q. Mamilius (use Dentatus); Consul L. Postumius (use Regulus); 2 Tribunes; 1 Praefect Soc; 2 Praefects Equit — *Deploy with any unit*

Roman infantry forces are arrayed from left to right as follows:

XIX Alae Sociorum; XIX Roman Legion; XV Roman Legion, XIV Roman Legion; VII Roman Legion; and VII Alae Sociorum

- All *Velites* — 2807-37 (odd hexes)
- All *Hastati*; 4 Cohorts per AS — 3010-32 (even hexes/2 per hex)
- All *Principes*; 6 Cohorts per AS — 3209-35 (odd hexes/2 per hex)
- All *Triarii* — 3416-29
- VII, XIV & XIX Roman Cavalry (3) within 1 hex of 3004
- VII AS, (a,b,c), XIX AS (a,b) (5) within 2 hexes of 3039

ROMAN COMMAND

The Roman army has two consuls:

Q. Mamilius and L. Postumius.

To determine who is the OC for the day of battle, flip a coin.

LINE ELIGIBILITY

Carthage:

1. all SK*
2. all EI**
3. all Iberian, Ligurian Celt, Merc HI, MI & LI
4. all Carthaginian, N. African, Mauretanian & Numidian MI & LI
5. all cavalry

Rome:

1. *velites**
2. *hastati* & cohorts*
3. *principes* & cohorts*
4. *triarii*
5. all cavalry

* May form lines occupying every other hex.

** May form lines occupying every third hex

VICTORY CONDITIONS & WITHDRAWAL LEVELS

- A player wins by forcing his opponent to withdraw.
- Carthaginian Army withdraws when units with TQ points totaling 160 have been eliminated.
- Roman Army withdraws when units with TQ points totaling 145 have been eliminated.

Size & TQ Levels					
Army	SP	Size	TQ	Rout	Quality
Carthage	351	29,000 inf. 4,100 cav. 50 el.	456	35%	1.30
Rome	276	25,200 inf. 2,400 cav.	472	30%	1.70

SCENARIO BATTLE SET-UP: The Battle of Adys, 256 BC

- **MAP** — Use the **Cynoscephalae** Map
- **COUNTERS** — All counters from **SPQR**. Leader counters were printed in **C3i Magazine** Nr.13. Replacements are listed.

Carthaginian Deployment

MERCENARY CORPS

Hamilcar — 3339
Balearic SK (1-3), Cretan SK (1-2) — 3442-34 (even hexes)
Celtic LN (1) — 3343
Iberian LI (1-3) — 3340-42
Celtic MI (1-2) — 3338-39

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Mercenary HI/HO (1-2) — 3336-37
Ligurian MI (1-2) — 3334-35

AFRICAN CORPS

Hasdrubal (OC - strategy rating '5') — 2835
Bostar — 3026
Mago — 2826
Carthaginian MI (1-16) — 2823-38
Mauretanian MI (1-4) — 3029-32
N. African LI (1-6) — 3023-28
Sacred Band HC (1-2); Numidian LC (1-2)
— within 1 hex of 2526
African Elephants (1-6)
— within 1 hex of 2532

CARTHAGINIAN COMMAND

The Carthaginian army had three generals. Hasdrubal is the OC with strategy rating of '5'. Bostar was his co-commander, and becomes OC (strategy rating '3') if Hasdrubal is killed. Mago is a notional subordinate. Hamilcar was a veteran commander from Sicily (victor at Thermae).

1. Hamilcar may ONLY issue orders/LCs to HIS mercenary corps units. Hamilcar may automatically issue LCs to his units.
2. Hasdrubal, Bostar and Mago may NOT issue orders/LCs to the mercenaries.

Roman Deployment

LEADERS

Regulus (OC); 2 Tribunes; 2 Praefects Soc; 1 Praefect Equit.

Roman infantry forces are arrayed from left to right as follows:

XIV Mae Sociorum; XIV Roman Legion;
XV Roman Legion, and XV Alae Sociorum

- All *Velites* - 3625-43 (odd hexes)
- All *Hastati*; 6 Cohorts per AS — 3826-44 (even hexes/2 per hex)
- All *Principes*; 4 Cohorts per AS — 4027-41 (odd hexes/2 per hex)
- All *Triarii* - 4230-39
- XIV Roman Cavalry (1), XV AS (a) — 3823-24

LINE ELIGIBILITY

Carthage:

1. all Mercenaries (Iberian, Ligurian Celt & Merc HI, MI, LI & LN)
2. Balearic and Cretan SK*
3. Carthaginian Levy MI
4. N. African LI & Mauretanian MI

5. elephants*

Rome:

1. *velites**
2. *bastati* & cohorts*
3. *principes* & cohorts*
4. *triarii*

* May form lines occupying every other hex.

VICTORY CONDITIONS and WITHDRAWAL LEVELS

- A player wins by forcing his opponent to withdraw.
- Carthaginian Army withdraws when units with TQ points totaling 95 have been eliminated.
- Roman Army withdraws when units with TQ points totaling 110 have been eliminated.

Size & TQ Levels					
Army	SP	Size	TQ	Rout	Quality
Carthage	176	15,400 inf. 2,200 cav. 30 el.	234	40%	1.30
Rome	174	16,800 inf. 600 cav.	325	35%	1.87

SimpleGBoH Set-Up

Agrigentum (262 BC)

Deploy both armies as indicated, except for the following change:

- The Roman player receives two (2) Pr. Soc. Leaders instead of one (1). These may deploy with any Roman/AS unit.

Carthaginian Formation Chart

Hanno [OC]/4	African Corps
Hasdrubal/2	Mercenary Corps
Bostar	Celti & Iberian LN & Sacred Band HC
Mago/1	Numidian LC
(auxiliaries)	Elephants
(auxiliaries)	Skirmishers

Carthaginian Units with Reduced Side

Mercenary Heavy Infantry (HI)
Sacred Band Heavy Cavalry (HC)

Roman Formation Chart

Consul Q. Mamilius [OC]/3	None
Consul L. Postumius [OC]/1	None
Any Trib. or Pr. Soc	Velites ^(a)
Any Trib. or Pr. Soc	Hastati & cohorts that deploy in 30xx hex row ^(a)
Any Trib. or Pr. Soc	Principes & cohorts that deploy in 32xx hex row ^(a)
Any Trib. or Pr. Soc	Triarii ^(a)
Any Pr. Equitum	Roman Cavalry
Any Pr. Equitum	Roman Allied Cavalry

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a = A contiguous line may have one intervening vacant hex between each unit.

b = The Roman player may not activate this formation until either an enemy combat unit is within three hexes or its units are at least six hexes from all other Roman LG type units. Furthermore, the units may not move adjacent to an enemy unit until the Roman army has rout points equal to at least one half its Withdrawal Level.

The Roman player may activate the Hastati/Cohort and Principes/Cohort Formations together if each of the Formations has its commander stacked with or adjacent to a unit in the Formation AND both commanders are in the Overall Commander's Command Range. The Overall Commander may move with this activation. See 4.14 Multiple Formations. However, the Roman player may only place the units in one of the Formations In Command. The units in the other Formation are automatically Out of Command.

Both Mamilius and Postumius are treated as Overall Commanders.

Roman Units with Reduced Side

All Principes (PR) Class units

Army Withdrawal Levels

Carthaginian: 160 Rout Points.

Roman: 145 Rout Points.

Special Rules

- Numdians: Numdian LC add +2 to all Pursuit Checks
- Elephant Command: Elephants may not leave a hex in an enemy ZOC or if the Elephant has an enemy unit in its ZOC. The Elephant may expend MP to change facing, but must remain in the hex
- Carthaginian Auxiliary Formations activate separately

Adys (256 BC)

Deploy both armies as indicated.

Carthaginian Formation Chart

Hasdrubal [OC]/2	None
Hamilcar/3	Mercenary Corps (excluding Skirmishers)
Bostar/1	African Corps Cavalry
Mago	African Corps Cavalry
(auxiliaries)	African Corps Elephants
(auxiliaries)	Mercenary Corps Skirmishers (SK)

Hasdrubal may not use a successful Turn Seizure to activate a Mercenary Corps Formation - including the Skirmishers. Hamilcar may use a successful Turn Seizure to activate his Formation or the Mercenary Skirmishers. If Hasdrubal is eliminated, Bosar becomes the Overall Commander.

Carthaginian Units with Reduced Side

Mercenary Heavy Infantry (HI)
Sacred Band Heavy Cavalry (HC)

Roman Formation Chart

Consul Regulus [OC]/2	None
Any Trib. or Pr. Soc	Velites ^[a]
Any Trib. or Pr. Soc	Hastati & cohorts that deploy in 38xx hex row ^[a]
Any Trib. or Pr. Soc	Principes & cohorts that deploy in 40xx hex row ^[a]
Any Trib. or Pr. Soc	Triarii ^[b]
Pr. Equitum	All cavalry

a = A contiguous line may have one intervening vacant hex between each unit.

b = The Roman player may not activate this Formation until either an enemy combat unit is within three hexes or its units are at least six hexes from all other Roman LG type units. Furthermore, the units may not move adjacent to an enemy unit until the Roman army has rout points equal to at least one half its Withdrawal Level.

The Roman player may activate the Hastati/Cohort and Principes/Cohort Formations together if each of the Formations has its commander stacked with or adjacent to a unit in the Formation AND both commanders are in the Overall Commander's Command Range. The Overall Commander may move with this activation. See 4.14 **Multiple Formations**. However, the Roman player may only place the units in one of the Formations In Command. The units in the other Formation are automatically Out of Command.

Roman Units with Reduced Side

All Principes (PR) Class units

Army Withdrawal Levels

Carthaginian: 95 Rout Points.

Roman: 110 Rout Points.

Special Rules

- Numdians: Numdian LC add +2 to all Pursuit Checks
- Elephant Command: Elephants may not leave a hex in an enemy ZOC or if the Elephant has an enemy unit in its ZOC. The Elephant may expend MP to change facing, but must remain in the hex
- Carthaginian Auxiliary Formations activate separately