



- [6.58] Use Prearranged Withdrawal to recreate Cannae.
- [9.23] Close Missile Volley lets certain infantry (and [9.4] lets certain cavalry) enter enemy ZOC, fire missiles, and leave, all in the same turn.
- [9.5 & 9.6] More special rules for PH and Triarii.
- [10.14] Recovery is crucial for making battered units combat ready again.

- [10.37] Rally gets a routed unit back into the game (see also [10.2]).
- [10.43] Cavalry pursuing routed cavalry can pursue all the way off the map.

It can be instructive to play this scenario on a full-sized map, with the starting armies farther apart. This will allow the rout, rally, and pursuit mechanics to start influencing game play.

For a larger (but still easy) scenario, try Bagradas Plains. It's basically just a larger version of this scenario, which means leaders will sometimes be forced to use Line Commands, laboring under the restrictions of [4.25].



SPQR BATTLE PLAN

The Battle of Magnesia, 190 B.C.

BY DAVID FOX

Rome: You have to be careful with this one. You are outnumbered and facing a dazzling variety of enemy units. The Romans have a superior command structure, and of course, that magnificent legion infantry. The bad news is that you have even less cavalry than usual and a rather weak ally on your right flank.

The Roman strategy here is pretty much the same as at Cannae. Refuse the flanks, put your head down, and go right up the middle, using the velites to clear out the Seleucid elephants and skirmishers, then pitch into their phalanxes and heavy infan-

try with the cohorts. A careful, methodical approach should work here, so don't get flustered if (or rather, when) the Pergamenes cut and run. The Seleucid infantry won't be able to stand up to your attack for long (their rout level is quite low), so the key is to neutralize the Seleucid cavalry long enough for the cohorts to do their duty.

Seleucid: Boy, this ought to be a piece of cake. Look at this great army of mine — elephants, camels, chariots, lots of phalanxes, even cataphracts! Those Romans don't stand a chance!

Sorry, it's not that easy. You have a big edge in numbers, superior cavalry, and more elephants. But your command structure is terrible. You have a huge army that is completely dependent upon Antiochus for movement — wherever he is, the troops move. Where he's not, they don't.

So you have to choose which wing you will attack with, the infantry-heavy right or the lighter, more mobile left. That's where you should move Antiochus, because his strategy rating is so low that it's unlikely that any of those other bozos will get a line command if he's not within range. If you choose the right, you will be advancing into the teeth of the legions, although there is a juicy flank out there to hit, and those cataphracts are bad news — they are the only cavalry that can attack cohorts without the cohorts being defense superior.

If you go with the left, the only thing in your way is a bunch of decidedly inferior Pergamenes. But they can hold you up long enough to allow the Romans to turn your phalanxes into powder, so you'd better move fast, maneuvering your quick light cavalry to try to hit the Roman flank and rear. Both of these are chancy options, mainly because you've got nothing that can stand up to the Roman cohorts once they get rolling. The best advice is to be daring, trying to force the Romans into an inopportune failed trump, anything that slows down their infantry long enough for the Seleucid cavalry to work around behind them. If only Hannibal was in charge.

