

Great Battles of History Battle Scenarios

The Sicilian Campaign in the 2nd Punic War

The Battle of Cape Pachynus, 212 BC A (hypothetical) War Galley Scenario

The Battle of the Himeras River, 211 BC An SPQR Scenario

by Dan Fournie

The campaign for Sicily in the 2nd Punic War was decided without a major set-piece battle at sea. Yet the largest Carthaginian fleet of the war (under admiral Bomilcar) had a chance to engage a smaller Roman fleet at Cape Pachynus, in 212 B.C. (all subsequent dates are B.C.).

A victory there might well have brought the entire island under Carthaginian domination. You can see what *might have been* with this **War Galley** scenario.

On land, a decisive, if little known, battle was fought at the **Himeras River** in 211, between the Roman proconsul Marcus Claudius Marcellus and the Carthaginian generals Hanno and Epicydes. However, it was the general who was not present, Muttines, who had the strongest impact on the course of the battle. This engagement features a Roman consular army confronting a combined Carthaginian-Sicilian-Greek army. You can replay this battle with **SPQR** in two versions — with Muttines, or without him.

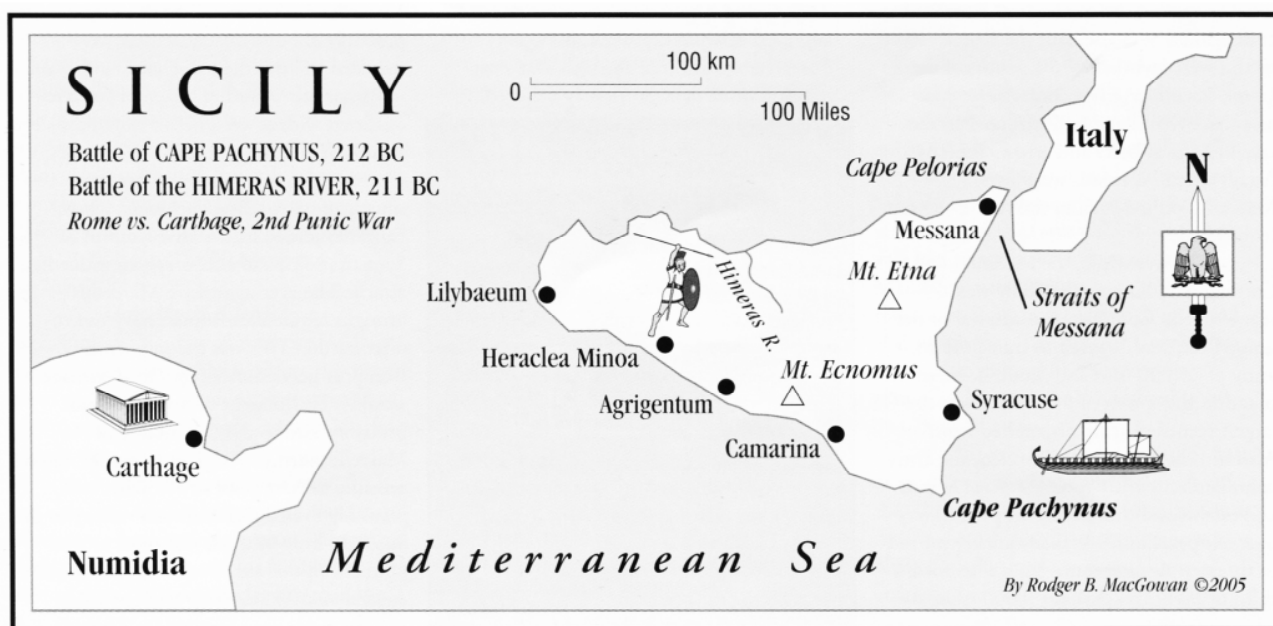
Historical Background

The campaign for Sicily during the Hannibalic War was dominated by the prolonged struggle for Syracuse. This great city began the war in 218 as a stalwart Roman ally, under the wise leadership of the aged King Hiero. The monarch began

his career as a mercenary captain during the Pyrrhic expedition to Sicily some six decades earlier. Hiero earned the admiration of the Epirote king, and was left in charge of the garrison of Syracuse when Pyrrhus returned to Italy for the Beneventum campaign. Hiero eventually

assumed power, and declared himself king of Syracuse. When the First Punic War erupted in Sicily in 264, Hiero initially allied with Carthage. After facing the legions of Rome in battle, however, he defected to Rome in 263. Hiero became the first of many 'client-kings' of Rome, and he and his city prospered over the next 45 years.

Once the Second Punic War began, Hiero employed his navy in support of Rome against early attempts by the Carthaginians to invade Sicily. Later he provided valuable logistic support to Rome as Hannibal was smashing her legions at Trebbia, Trasimene, and Cannae. Then, in 215, the old king Hiero passed away. Hiero's 15-year old grandson, Hieronymus, succeeded him, and under the influence of some pro-Carthage advisors, sent envoys to Hannibal seeking an alliance. Hannibal dispatched two officers, Epicydes and Hippocrates, to the boy's court. These brothers were grandsons of an exiled Syracusan noble, but the officers had been born in Carthage, of a Carthaginian mother. These agents engineered a series of



War Galley and SPQR Battle Scenarios

plots, assassinations, and coups. The Roman praetor in charge of Sicily, Appius Claudius Pulcher, strove to keep Hieronymus loyal to Rome. When Hieronymus was assassinated, Epicydes and Hippocrates maneuvered to take direct control of Syracuse, and Rome braced for a new war.

The senate in Rome was greatly alarmed. Hannibal still ran amuck in Italy, the Carthaginians had recently sent two new armies to Spain, Philip V of Macedon had joined the war against Rome, and the invasion of Sardinia had barely been thwarted. Rome could not afford to lose Sicily at this critical juncture. The demoralized and disgraced survivors of Cannae, the under-strength V and VI legions, were the only troops garrisoning the island under Claudius Pulcher. Only a small squadron of 40 quinqueremes was on hand to defend the province from naval attacks. The senate turned to its most aggressive commander, the proconsul Marcus Claudius Marcellus, to lead his veteran army and 60 additional galleys against rebellious Syracuse.

Marcellus had gained a reputation as the 'Sword of Rome' after Cannae in three battles against Hannibal at Nola. In fact, at this time he was the only Roman general who had faced Hannibal in combat and emerged with his army intact. His army consisted of the veteran IX and X legions, raised immediately after Cannae and under his command since 215. Upon arrival in Sicily late in 214, with only the X legion and Pulcher's garrison troops, Marcellus quickly applied the methodical Roman siege craft against Syracuse. But the Roman tactics were stymied by the genius of the Greek scientist Archimedes. All Roman assaults, by land and sea, withered in the face of hails of bolts and arrows fired by Archimedes' ingenious machines.

Marcellus pulled back to starve the city out by blockade.

Meanwhile, the ancient Carthaginian longing for Sicily was reawakened. Bomilcar, the admiral of the home fleet, was directed to transport an army of 25,000 foot and 3,000 horse to the island in the spring of 213. This was the largest recorded army dispatched from Africa in the entire war. Himilco, the army commander, swiftly took Heraclea Minoa and established this city as his preliminary base of operations. He then quickly moved to threaten Agrigentum. Marcellus took a third of his army (perhaps 7,000 troops)

out to reinforce, but arrived too late to save the city. Himilco thus set up his new base in Agrigentum. Marcellus, while returning north, collided with a Syracusan army of 10,000 infantry and 500 cavalry under Hippocrates at Acrillae (featured in C3i Magazine Nr.8). The Romans routed the Greek force and returned to besiege Syracuse.

The Battle of Cape Pachynus, 212 BC

Himilco joined with Hippocrates, rallied more Greek cities and troops to his side, and then marched to raise the siege of Syracuse. The larger Carthaginian army, with its strong corps of Numidian cavalry, was able, in effect, to place the Roman besiegers under siege by the autumn of 213. But dislodging the legionnaires from their siege-lines proved a more difficult proposition. Then Marcellus' IX legion arrived bringing the total Roman force on the island to four legions. More significantly, as long as the Roman navy controlled the nearby seas, Syracuse would continue to starve and the Romans could receive sea-borne supplies. Therefore, Himilco transferred his operations to the hinterland, and began to take a number of cities by force or persuasion.

Marcellus, remaining at Syracuse, placed his fleet under the command of his legate Titus Quinctius Crispinus, and continued his blockade. The Roman general also conceived a number of plots and assaults, which came to naught. Finally, in the late summer of 212, during negotiations to ransom a captured Spartan diplomat, his agents observed a portion of the wall that was much shorter than previously believed.

After a three-day festival in Syracuse featuring heavy drinking, a picked group of legionnaires stormed the wall with assault ladders at midnight. The Romans broke into the city and stormed the upper districts of the Epipolae, Tyche and Neapolis. However, the defense of the older districts of Achradina and the 'Island' held firm.


The main Carthaginian army raced back to relieve Syracuse. Himilco and Hippocrates began a series of assaults on the fragmented Roman forces, while Epicydes made sorties with the garrison forces. The heavy fighting was interrupted when a virulent plague erupted in both armies' camps. The Carthaginians suffered more heavily, as the disease wiped out a large portion of their army and carried off both generals, Himilco and Hippocrates. Many of their Greek allies dispersed to avoid the pestilence. The Roman army also suffered from the plague, but not as severely. Many more of the legionnaires lived to recover. Epicydes advised Bomilcar of the deteriorating situation, and the admiral sailed to Carthage to cajole the civic authorities into making a supreme effort to save Syracuse.

In response, Carthage built up her navy to the strength of nearly 130 war galleys, probably including the squadrons of Agrigentum and galleys from other Greek allies as well. Carthage also massed 700 transports, filled with supplies and relief troops, by the late fall of 212. Rome had 230 *quinqueremes* in commission, but 50 were committed against Macedon, and another 80 were in the West, guarding the sea-lanes to Sardinia and Spain. So Marcellus had at most 100 ships, and probably about a dozen of these were required to keep the Syracusan navy penned in its harbor. Another dozen or so were outfitted with towers, better suited for siege assault than naval combat.

Bomilcar brought his large squadron up to Cape Pachynus, where Epicydes joined him with a handful of Syracusan ships to encourage an immediate attack. The ever-aggressive Marcellus brought his smaller Roman navy out to offer battle. This was the opportunity Bomilcar needed. A victory for Carthage would raise the siege of Syracuse, and probably lead to the destruction of Marcellus' army. This in turn would make possible the conquest of all Sicily, and plausibly even a Carthaginian victory in the Second Punic War. At this most critical moment of the war, Bomilcar *"was assailed by some sudden misgiving and carried on straight out to sea... steering for Tarentum."*

WAR GALLEY (GBoH Series, Vol.VII)

Naval Warfare in the Ancient World (13 battles)
The Great Battles of History Series
Published: 1999 Nominee: CSR Awards
Game Design: Mark Herman & Richard Berg
Art Director: Rodger B. MacGowan
Counters: MacGowan & Lemick Maps: Simonitch



Contents: 560 one-inch Galley counters and 560 1/2-inch Counters; Two 22x34 inch Maps; Rulebook and Scenario Book; Charts & Tables; One die; Bookcase Box
Time Scale: 5-to-10 minutes per game turn
Unit Scale: 1-to-8 ships per counter
Players: 1-4

Cape Pachynus and the Himeras River: *GBoH Battle Scenarios*

What might have happened if Bomilcar had instead attacked? You can play out this scenario with **War Galley** to find out.

Once Bomilcar had fled, Epicydes lost heart as well and sailed on to Agrigentum. Marcellus found a willing mercenary traitor to open the gates for his army, and the sack of Syracuse commenced. Despite orders that Archimedes be taken alive, the old scholar was cut down by a legionnaire when, immersed in a mathematical problem, he refused to obey his commands. Marcellus and the Romans had succeeded in taking Syracuse, where Athens (once in 415-13) and Carthage (four times under Himilco Hanno in 398-97, Mago in 343-342, Hamilcar Gisgo in 311-310 and another Mago in 278) had all failed.

The Battle of the Himeras River, 211 BC
[Editor's Note: *First Himera (480 BC) and Second Himera (409 BC) are two different battles which appear in the Tyrant module*]

Syracuse had fallen, but the Sicilian campaign was not yet over. Epicydes rallied the remnants of the Carthaginian and Greek armies and began to rebuild the force at Agrigentum. In the early spring of 211 he received two significant reinforcements. First, a new general and army arrived from Carthage. Hanno brought 8,000 foot and a full 3,000 horse supported by war elephants. Then Hannibal dispatched one of his crack cavalry commanders from Italy, the Liby-Phoenician officer Muttines. Hanno and Epicydes gave Muttines a roving commission with the Numidian cavalry (similar to the command Masinissa would later exercise in Spain in 207). He was soon dashing all over central Sicily, striking fear into the Romans and their allies, while bringing succor to the allies of Carthage. Many additional cities forsook Rome to join Hanno's alliance. The three Carthaginian commanders built their army up to 20,000 foot, 4,000 horse and 30 elephants.

Marcellus had been busy overseeing the looting of Syracuse, perhaps the wealthiest city in the world at this time. News of Muttines' depredations spurred him to march against Agrigentum. His four legions were by now woefully under strength, but by selecting those most fit, he was able field a full strength consular army of relatively healthy legionnaires. He placed the V and X legions into his field army, leaving the sick, lame and lazy to man the

garrison posts held by the VI and IX legions. Quinctius Crispinus accompanied Marcellus as his deputy commander. The Roman army numbered about 18,000 foot and 2,400 horse.

Marcellus advanced to the Himeras River, where his outposts were roughly handled by Muttines' raiders. Then fate intervened to simplify his task. It seems the successes of Muttines had aroused the jealousy of Hanno. This blue-blood Carthaginian noble could not stomach being outshone by a mere 'half-breed.' When a small troop of some 300 m Numidian cavalry mutinied at Heraclea Minoa, Hanno ordered Muttines to go there and quell the revolt. As soon as his stalwart cavalry commander had left, Hanno replaced him with his own son in command of the Numidian horse. He then crossed the Himeras River, hoping to engage Marcellus in Muttines' absence, and garner all the glory of the victory for himself.

Marcellus was never reluctant to fight, regardless of his inferiority in cavalry, and marched to meet Hanno. At this point ten Numidian deserters rode up to the Roman camp and informed Marcellus that their countrymen were furious at the slight Hanno had inflicted on their commander. They stated that, "when the fighting starts, we Numidians will take no part and merely stand aloof" Marcellus was greatly heartened by these tidings, yet he could not accept this promise at face value. Hoping the news was true, but expecting a trap, Marcellus led his legions out to face the Punic army. Hanno commanded the expeditionary force, mainly Africans with some Iberians and other assorted mercenaries. Epicydes

led the force of Greek allies, mercenaries, and renegades. Hanno's son 'commanded' the 3,000 Numidian horse.

The Roman *velites* first cleared out the Balearic slingers, the Cretan archers, and most of the elephants. Then the *hastati* advanced against the Carthaginian van, composed of Iberian, Cretan, Celtic and Ligurian mercenaries plus Sicel tribesmen. As the *principes* and the heavy Carthaginian and Greek infantry advanced into the fray, it became apparent to all that the Numidian cavalry were holding back. Marcellus ordered his Roman horse to turn the exposed Punic flank, even though his cavalry were dangerously exposed to a Numidian counterattack. Still, the Numidians remained immobile. Before the fighting between the main lines became severe, the Carthaginian infantry began to waver. When the Numidian horse continued to avoid joining the battle, the Punic infantry became demoralized and broke into a wholesale retreat. At this point, the Numidians finally rejoined their army, but only in flight. At least, they covered the retreat of the foot soldiers. Marcellus had the victory.

The Battle of the Himeras River would no doubt have played out very differently if the brilliant Muttines had been in command of the formidable Numidian cavalry. With **SPQR**, you can have it both ways—a historical version without Muttines, and an alternate scenario with the dashing Liby-Phoenician cavalier present.


Epilogue

Marcellus had tired of what seemed a sideshow in Sicily, so he returned to Italy soon after Himeras to confront his old nemesis, Hannibal. Since the Carthaginians still held Agrigentum, his victory was deemed incomplete by the senate. Marcellus was denied a *triumph*, and had to settle for a mere *ovation*. Marcellus' tired legions were forced to remain in Sicily and became disgruntled and mutinous. The praetor Cornelius was barely able to hold his own against a resurgent Muttines as the campaign of 211 drew to a close.

It was left to the consul of 210, Marcus Valerius Laevinus, to finish off the Sicilian campaign. Laevinus had just returned from a brilliant campaign against King Philip V in Greece, and soon employed his considerable diplomatic and

SPQR (GBoH Series, Vol. II) (five battles)

The Art of War in the Roman Republic 275-197BC
The Great Battles of History Series
Published: 1992 Winner: CSR & Origins Awards
Game Design: Mark Herman & Richard Berg
Art Director: Rodger B. MacGowan
Counters: R. MacGowan Maps: M. Simonitch



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

War Galley and SPQR Battle Scenarios

military skill to recover the lost cities of Sicily. When Laevinius moved against Agrigentum, he found Hanno and Muttines still engaged in their petty feud. Muttines made a secret offer to betray the city, and Laevinius was therefore able to enter Agrigentum without a lengthy siege. The city was sacked and much of the garrison put to the sword. However, the mercenaries that surrendered were allowed to enlist in Roman service.

Hanno and Epicydes escaped to Africa, and Punic resistance in Sicily collapsed. Laevinius then took 26 towns by force and another 40 surrendered to him. The campaign for Sicily was over. Carthage would make no more attempts on the island. It would play no further role in the war until Scipio used the island as his base for the invasion of Africa. Sicily was to be under Roman control for over half a millennium.

Muttines was rewarded for his services with Roman citizenship, being renamed by the consul as Lucius Valerius Myttines. He apparently commanded the mercenary cavalry that supported the Roman garrison of Sicily. Later, at the Battle of Magnesia (featured in the **SPQR** Module War Elephant), Muttines commanded an auxiliary cavalry unit in Lucius Scipio's army.

Sources:

Unfortunately, Polybius' account of these actions has been lost. Livy records the only details of Cape Pachynus in XXV.27-28 and Himeras in XXV.40 and XXVI.40, with typically muddled chronology and sequencing of events. The best secondary accounts are found in Lazenby, Caven, and Goldsworthy. The Legion numbers used here are only to coincide with the **SPQR** counters available. Permanent numbers were probably not in use at this time. Livy did designate the two Cannae legions exiled to Sicily as the V and VI.

Author's Note:

Readers are invited to address questions, comments or feedback regarding this article and scenarios to the author via email at danfourmie@yahoo.com (Feedback on earlier articles is also welcome.)

SCENARIO BOOK

War Galley Scenario (Hypothetical)

The Battle of Cape Pachynus, 212 BC
Rome vs. Carthage, 2nd Punic War

Maps:

The game uses the *land map*, area A is treated as land, area D is ignored.

Carthaginian side — North hexrow 60xx.

Roman **side** — South hexrow 10xx.

Balance:

This is another classic match-up of Punic seamanship versus Roman marines. The Carthaginians have numbers on their side and are favored here.

Playing Time:

Battle should take about 2-3 hours to finish.

Difficulty Rating: 2.0

Ship Scale: One counter = 5-galleys

Initial Deployment — Romans:

- The Roman player receives the following red ships:

18 *Quinqueremes*;

ID 50-65 & 83-84 (w/towers).

- The Roman receives the following

Squadron Commanders:

Marcellus (Admiral), Crispinus, *Fabius.

- The Roman fleet is deployed in line

astern, entering the map as follows:

Marcellus' (Manlius) Squadron: 6

Quinqueremes from 1609-1012 and trailing

off map; Crispinus' (Fabius) Squadron: 6

Quinqueremes from 2116-1022; Drusus'

Squadron: 6 *Quinqueremes* (including #83-84) from 2624-1828 and trailing off map.

Initial Deployment — Carthaginians:

- The Carthaginian player receives the

following Green ships:

22 *Quinqueremes*; ID 31-52.

4 *Quadremes*; ID 8-11 (Greek Allies)

- The Carthaginian receives the following

Squadron Commanders: Bomilcar

(Admiral), Epicydes, *Hanno.

- The Carthaginian fleet is deployed in line

astern as follows: *Left Wing*: Hanno with 8

Quinqueremes from 3922-5028 and trailing

off map; *Center*: Bomilcar (Mago) with 9

Quinqueremes from 4415-6023 and trailing

off map; *Right Wing*: Epicydes (Plistias)

with 5 *Quinqueremes* and 4 *Quadremes* from

4907-6013 and trailing off map.

NOTE: an * indicates that leader is a notional commander (as opposed to named historical commanders)


Victory

- The Roman player wins when he has at least 75 VP, and that number is at least twice that of the enemy.
- The Carthaginian player wins when he has at least 65 VP, and that number is at least twice that of the enemy.
- If neither of the above happens, and/or the players halt play by mutual agreement, a minor, indecisive victory goes to whomever has the most VP.

BATTLE of CAPE PACHYNUS

- New Commander counters *not* found in the War Galley game.

Roman Commanders

 5 Marcellus	 RE 4 Marcellus	 4 Crispinus	 RE 3 Crispinus
 5 Bomilcar	 RE 4 Bomilcar	 6 Epicydes	 RE 5 Epicydes

Carthaginian Commanders

SPQR Scenario (Historical)

The Battle of the **Himeras River, 211 BC**
Rome vs. Carthage, 2nd Punic War

Map:

Use the Cannae Map. Fold the SSE quarter of the map under. This smaller battle requires only three quarters of the map.

Balance:

The Historical (*Hanno's Folly*) scenario should slightly favor the Romans, while the Variant (*Muttines Returns*) will favor the Carthaginians.

Counters:

All counters from **SPQR**, alternates from the **Africanus** module. Leader counters will hopefully be included in **C3i Magazine** in the future. Replacements are listed.

LINE ELIGIBILITY

Carthage	Rome
1. all SK and EL**	1. velites*
2. all LI*	2. hastati & cohorts*
3. all HI/HO	3. principes & cohorts*
4. all African PH or HI	4. triarii
5. Numidian LC	5. All Cavalry

* may form lines occupying every other hex.

**May form lines occupying every third hex.

Special Rules

- Hanno's Folly*: This is the 'historical' version of the battle. The Carthaginian player may not move or attack with the

Cape Pachynus and the Himeras River: GBoH Battle Scenarios

Numidian LC units until Hanno's Son (use Mago) successfully motivates them.

(a) At the start of each Carthaginian turn (or every odd Carthaginian turn in *Simple GBoH* version), that player may roll the motivation die once and apply these results: 1-2 Numidians decide to fight, and may be used normally from here on. 3-9 Numidians remain indecisive and may not move or fight.

○ Numidians desert! Immediately remove all Numidian LC from the board. Carthage loses 32 RPs.

(b) Hanno's Son must remain with the Numidian LC and may not give orders to any other units.

(c) The Carthaginian player is not required to attempt motivation; he may leave the Numidians immobile as long as he wishes.

(d) If attacked, the Numidian LC defend normally and immediately become 'motivated' (and fight normally from then on)

2. *Muttines Returns Variant*: This variant assumes Epicydes was able to convince Hanno to countermand his banishment of Muttines and reinstate him in command. This is the 'balanced-play' version of the battle.

Procedure: Replace Hanno's Son with Muttines (or use Masinissa) and ignore the special rule (*Hanno's Folly*) above.

3. *Elephant Vulnerability*: for Missile Fire, +1 drm to the Rampage Check for each Hit.

Victory Conditions and Withdrawal Levels

- A player wins by forcing his opponent to withdraw.
- Carthaginian Army withdraws when units with TQ points totaling 115 have been eliminated.
- Roman Army withdraws when units with TQ points totaling 130 have been eliminated.

Size and TQ Levels					
Army	SP	Size	TQ	Rout	Quality
Carthage	227	18,700 inf 4,000 cav 30 el	319	35%	1.43
Rome	186	16,800 inf 1,800 cav	380	35%	2.04

BATTLE of the HIMERAS RIVER

CARTHAGINIAN DEPLOYMENT

• Skirmish Division

Bostar

Balearic SK (1-4)

Cretan SK (1-2, plus unnumbered)

Elephants (African, 1-6)



w/any unit

2313, 2317, 2321, 2325

2301, 2305, 2309

2303, 2307, 2311, 2315, 2319, 2323



• Light Foot Division

Hasdrubal

Illyrian LI (1-3)

Cretan LI

Sicel (Thracian) LI (1-4)

Iberian LI (1-8)

2115

2104-06

2108

2110-13

2115-22



• Mounted Division

Carthage HC (#6)

Greek Merc LC (1)

1702

1701

• Greek Heavy Division

Epicydes (use *Nicanor*)

Merc (Epirote) HI (1-3)

Merc HI (1-3)

Greek (Aetolian) HI (1-4)

1709

1711-13

1708-10

1704-07



• African Heavy Division

*Hanno** [OC]

African PH (1-5) or African HI (1-10) from *Africanus*

1719

1715-24



• Numidian Division

Hanno's Son (use *Mago*)

Numidian LC (1-8)

1730

1729-32, 1630-33

*If Hanno is eliminated, Epicydes becomes OC

ROMAN DEPLOYMENT

Marcellus (OC) (use *Dentatus*)

2 Tribunes

2 Praefects Soc.

• X Roman Legion

Velites

Hastati

Principes

Triarii

• X Alae Sociorum

Velites

Cohorts

Triarii

• V "Cannae" Roman Legion

Velites

Hastati

Principes

Triarii

• V "Cannae" Alae Sociorum

Velites

Cohorts

Triarii

• Right Wing Cavalry

Praefect Equit.

X Roman RC

V Roman RC

• Left Wing Cavalry

Crispinus (use Varro)

X AS RC (a, ex)

V AS RC (ex, a)



with any unit

with any infantry

with any AS infantry



2908, 2910, 2912

3211 (2), 3213 (2)

3412 (2), 3414 (2)

3711, 3712, 3713

2904, 2906

3205 (2), 3207 (2), 3209 (2), 3408 (2), 3410 (2)

3709, 3710

2914, 2916, 2918

3215 (2), 3217 (2)

3416 (2), 3418 (2)

3714, 3715, 3716

2920, 2922

3219 (2), 3221 (2), 3223 (2), 3420 (2), 3422 (2)

3717, 3718

3203

3202

3203

3127

3126, 3127

3128, 3129



War Galley and SPQR Battle Scenarios

BATTLE of the HIMERAS RIVER, C3i Magazine Nr17

SimpleGBoH version

- Deploy both armies as indicated.



Carthaginian Formation Chart

Commander	Formation
Hanno [OC]/3	African Heavy Division
Epicyles/2	Greek Heavy Division
Hasdrubal/1	Light Foot Division
Hanno's Son/0 (or Muttines/3)	Numidian Division
Bostar [a] (auxiliaries)	Skirmish Division (includes elephants) Mounted Division

[a] = A continuous line may have two intervening hexes between each unit.

Carthaginian Units with Reduced Side

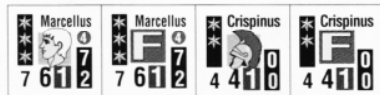
- African PH (or HI) units
- Merc (Epirus-TQ 7) HL/HO units

- New Commander counters *not* found in the SPQR game.

Carthaginian Commanders



Roman Commanders



Roman Formation Chart

Commander	Formation
Marcellus [OC]/4	None
Any Trib. or Pr. Soc	All Velites [a]
Any Trib. or Pr. Soc	Hastati & cohorts that deploy in 32xx hex row [a]
Any Trib. or Pr. Soc	Principes & cohorts that deploy in 34xx hex row [a]
Any Trib. or Pr. Soc	All Triarii [b]
Pr. Equitum	Right wing cavalry
Crispinus/2	Left wing 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 of 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 within either of the Overall Commanders' Command Range. That 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 and All Cohort Extra units

Special Rules and Victory Conditions

Same as basic scenario.

Mike Lemick & Rodger MacGowan's

Squadron Pack 1 Fighters



The C3i-DiF Squadron Aircraft Pack (Module) consists of 64 fighter aircraft cards, printed in the eight-per-sheet (*cut 'em out yourself*) style of the C3i-DiF Module inserts that you've enjoyed over the years. There are 33-types of planes including the P-40F Warhawk, P-51A Mustang, Gladiator Mk. II, Fulmar Mk. II, Hurricane IIC, Typhoon 1B, Mosquito VI, Tempest V, Potez 631, D.520, Bf-109G-6/R6, Bf-109K-4, Ta-152H-1, Fw-190F, C.R. 42 Falco, G.50bis Freccia, M.C. 200 Saetta, M.C. 202 Folgore, I-153 Chaika, LaGG-3, Yak-1, P-63A Kingcobra, Yak-9U, J1N1-S Gekko and PZL P.24F.

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SIMPLEGBoH BATTLE MANUAL

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