

## **The Battle of Tunes: 255BC**

### **Historical Background:**

“Contrary to Roman habit and good judgement, Regulus allowed Xanthippus to attack. This the Spartan did with a will, first projecting his own horse against the Roman. From the line of elephants, pushed forward at the same time, the Roman velites quickly retired, falling back through the intervals of the legion, which meanwhile advanced to counter the impending blow. The elephants on the Carthaginian right, in their forward movement, had edged to the center, and left a gap between their right and the Carthaginian cavalry. Through this the three legionary columns of the Roman left pushed their way and threw back the...mercenaries in confusion; but the other columns striking the line of elephants, made no headway, and with much wavering lost the crispness of their alignment. The Carthaginian horse, having by its superior numbers quickly dispersed the Roman cavalry, now fell upon the legions in the flank. The centre legionary columns fought their way through the elephants and stoutly attacked the phalanx, where all fell with faces to the front: but the Carthaginian cavalry prevented the others from following their lead. They were placed on the defensive: they formed a sort of square to protect themselves, but were surrounded and cut to pieces. Regulus and five hundred men were captured. Only the three legionary columns of the left escaped, some two thousand strong.”

(The above was from T.A. Dodge’s 1891 masterwork Hannibal p.130)

**Terrain:** No terrain tiles are used—the battlefield is a typical flat plain ancient battleground.

### **Order of Battle and Initial Setup for Tunes 255BC**

#### **Roman Army:**

X2 Heavy Infantry: H6, H7

X4 Medium Infantry: G6, G7, G9, H8

X2 Light Infantry: F8, G5

X2 Medium Cavalry G10, G4

(The Roman Medium Cavalry units setup with only 2 blocks each, Regulus was short cavalry see special rules below)

X1 Leader: (Regulus) H7

#### **Carthaginian Army:**

X2 Light Cavalry D2, D10

X1 Medium Cavalry D3

X1 Heavy Cavalry D9

X3 Elephants D5, D6, D7

X2 Medium Infantry B5, B7

X1 Heavy Infantry B6

X1 Auxillia B8

X2 Light Infantry C3, C10

X2 Leaders B6 (Xanthippus) D9 (Hanno)

Note on Orders of Battle: The annals tell us that Regulus had some 16,000 infantry in the usual two double consular legions and perhaps 500 to 1500 cavalry. The Carthaginians, well-drilled and led by the Spartan mercenary general Xanthippus, mustered 12,000 infantry and 4,000 cavalry along with a large force of 100 elephants.

**War Council:**

Carthaginian Army:

Leader: Xanthippus

5 Command Cards (all randomly chosen)

Roman Army

Leader: Regulus

4 Command Cards (one card is a line command the other three randomly chosen)

The Players dice to see (with regular six sided dice) who moves first at game start-- high roller goes first-- if tied the Carthaginians move first.

**Victory:**

6 Banners—but the first Carthaginian elephant eliminated scores no Roman banner.

**Scenario Special Rules:**

**Command Rules:**

A Leader attached (stacked with) a friendly unit may cancel one sword hit on the unit **in lieu** of canceling a retreat hit.

Xanthippus may cancel both a sword and a retreat hit if stacked with a friendly unit.

A unit involved in close combat with the support of a Leader may only count one helmet hit amongst those rolled to inflict a hit on an opposing unit.

**Outflanking---***This is an easy way of introducing facing and flanks to the game with little fuss—it can be retrofitted to other scenarios where appropriate:*

A unit is said to be “Outflanked” if it is surrounded **in all** six adjacent hexes by either enemy units, or hexes adjacent to an enemy unit. The presence of friendly units does not negate an “Outflanked” situation **in any way**. Units on the board edges (and not surrounded by six adjacent hexes) **cannot** be “Outflanked”.

Effects of being Outflanked: “Outflanked” units when battling back roll only half the normal number of dice they would be normally entitled to rounded up—to a maximum of only two dice—“Outflanked” units when battling back **never** hit on helmet rolls even if supported by a leader. A unit’s “Outflanked” situation is judged at the instant it battles back.

**Roman Cavalry:**

Both Roman Cavalry units start the game with only two blocks each and may not go to three blocks through use of the rally card. The normal dice they throw in close combat or battleback is 2 dice (as opposed to 3 dice per the regular rules).