

Clash of Giants: The Battle of Cabala & the Death of Mago (circa 379BC ??)

Historical Background:

Cabala was a great battle fought on a plain in central Sicily between the massive forces commanded by Dionysius I, Tyrant of Syracuse, and Mago of Carthage. Each side probably had from 25,000 to 40,000 men or more on the field. The Syracusan phalanx stove in the Punic center and Mago fell fighting whilst trying to rally his troops. Upon his death the Carthaginian army, supposedly the largest one ever sent to Sicily from Carthage to date, immediately fell apart and the combat devolved into a borderline massacre. The annals claim 10,000 Carthaginian mercenaries and allies killed along with 5,000 more captured. The remains of the Carthaginian army retreated to Panormus (modern day Palermo) on the north coast of the island while Dionysius consolidated his hold over the interior Sicilian towns.

Terrain Setup:

The battle was probably fought on a flat plain near the town of Cabala—therefore there are no terrain features—all hexes are clear.

Army Setup:

Syracusan-Allied Army: (use Roman or Greek Blocks)

X7 Heavy Infantry (Hoplites see Special Rules): C6, C7, C8, B8, B9, B10, B6

X2 Medium Infantry: B4, B5

X3 Auxillia (Peltests see Special Rules): B2, B3, B7

X2 Heavy Cavalry: B11, B12

X1 Medium Cavalry: A2

X1 Light Archers: D8

X1 Light Infantry: D5

X3 Leaders: C7 (Dionysius) B4 (Hiero) B9 (Syracusan General)

Carthaginian Army: (use Carthaginian and/or Eastern Kingdom Blocks)

X2 Heavy Infantry (Hoplites see Special Rules): G4, G5

X4 Medium Infantry: G6, H4, H6, H7

X1 Light Archer F2

X1 Light Slinger (Balearic Slingers see special rules): F6

X2 Chariots (Libyan Light Chariots see special rules): F4, F8

X8 Auxillia (Tribal Levies & Mercenaries see special rules): H2, H9, H10, I8, I9, I10, I11, I12

X1 Warrior: G3

X5 Light Infantry: G1, F10, F12, H8, H11

X1 Light Cavalry: H12

X1 Heavy Cavalry: H1

X1 Medium Cavalry: G2

X2 Leaders G5 (Mago) H9 (Hanno)

War Council:

Syracusan/Allied Army

Leader: Dionysius

5 Cards (one card is a Line Command the rest randomly drawn)

Move First

Carthaginian Army

Leader: Mago

4 Cards (randomly drawn)

Victory: Carthaginian: 8 Banners Syracusan/Allied: 12 Banners—but the first loss of a chariot unit is ignored for these purposes and 2 Banners are scored for eliminating Mago.

Special Rules:

Command:

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

Dionysius 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

Special Troop Rules:

Libyan Light Chariots: The Carthaginians have a Libyan Light Chariot unit (use the existing Red Heavy Chariots to represent these) with the following special rules which are modified Chariot rules to represent the Libyan Chariots. :

- a) Treat this unit **in all respects** for Command, combat die rolls, and other purposes as if they were a Light (green dot) unit.
- b) Normal Movement is 3 hexes, retreat distance only one hex per Flag result taken
- c) Rolls 2 dice normally in close-combat/battle-back and hits on swords for both.
- d) Has missile capability—treat as a regular 2 hex range mounted missile unit.
- e) Other than a) to d) treat as a normal chariot unit ignoring first sword hit etc.

Hoplites: Both sides **Heavy Infantry** are assumed to be heavily armed and armored Greek warfare fighting style Hoplites—therefore such units **always ignore** the first sword hit inflicted upon them, except if the unit is in an outflanked position in which case such hits are applied normally.

Tribal/Mercenaries: The Carthaginian **Auxillia** are assumed to be a ruck of Libyan Tribal Levy and light mercenaries. The units are treated as normal Auxillia except:

- a) The units have no missile capability
- b) Their retreat distance is now 2 hexes per Flag taken instead of 1 hex.

Peltests: All Syracusan/Allied Auxillia are assumed to be Peltests—therefore they are allowed to evade per the normal rules if attacked by Carthaginian Heavy or Medium Infantry **only** in close combat. Treat as normal Auxillia otherwise.

Balearic Slingers: The Carthaginian Slinger unit is assumed to be made up of elite Balearic Slingers—This unit hits on swords when missile firing at Syracusan Light Foot.

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 or impassable terrain 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.