

BAGBRADES 203 BC

ROMANS

P. Cornelius Scipio, Roman general, **5 CPs**

G. Laelius, Roman contingent commander, **4 CPs**

I Legion, with 3 sub-units:

hastati (**A3/D3** arm. swordsmen, A Grade, MV +1): 3 stands

principes (**A3/D3** arm. swordsmen, A Grade, MV +1): 3 stands

triarii (**A1/D1** UnS arm. spearmen, A Grade, MV +2): 3 stands

II Legion, with 3 sub-units:

hastati (**A3/D3** arm. swordsmen, A Grade, MV +1): 3 stands

principes (**A3/D3** arm. swordsmen, A Grade, MV +1): 3 stands

triarii (**A1/D1** UnS arm. spearmen, A Grade, MV +2): 3 stands

Velites I (**A1/D1/S** skirmishers, B Grade, MV +1): 3 stands

Velites II (**A1/D1/S** skirmishers, B Grade, MV +1): 3 stands

Extraordinarii cavalry I (**A3/D1/S** heavy cavalry, A Grade, MV +1): 3 stands

Extraordinarii cavalry II (**A3/D1/S** heavy cavalry, A Grade, MV +1): 2 stands

Massinissa, Numidian allied contingent commander, **4 CPs**

Numidian cavalry I (**A2/D0/S** light cavalry, B Grade, MV 0): 4 stands

Numidian cavalry II (**A2/D0/S** light cavalry, B Grade, MV 0): 3 stands

CARTHAGINIANS

Hasdrubal, son of Gisgo, Carthaginian general, **4 CPs**

Hanno, Carthaginian subordinate commander, **3 CPs**

Celtiberian mercenaries (**A3/D3** arm. swordsmen, B Grade, MV +2): 6 stands

Poeni militia I (**A2/D2** spearmen, C Grade, MV +1): 6 stands

Poeni militia II (**A2/D2** spearmen, C Grade, MV +1): 6 stands

Balaeric slingers (**A0/D1/S/L** missile troops, B Grade, MV 0): 2 stands

Moorish javelin throwers (**A1/D1/S** skirmishers, B Grade, MV 0): 3 stands

Poeni cavalry I (**A3/D1/S** heavy cavalry, B Grade, MV 0): 3 stands

Poeni cavalry II (**A3/D1/S** heavy cavalry, B Grade, MV 0): 3 stands

Syphax, Numidian allied contingent commander, **3 CPs**

Numidian cavalry I (**A2/D0/S** light cavalry, C Grade, MV 0): 3 stands

Numidian cavalry II (**A2/D0/S** light cavalry, C Grade, MV 0): 3 stands

Numidian infantry I (**A1/D1/S** skirmishers, C Grade, MV 0): 3 stands

Numidian infantry II (**A1/D1/S** skirmishers, C Grade, MV 0): 3 stands

Terrain

There is no terrain of any consequence at Bagbrades, though villages, fields and cultivated groves can be placed purely for dioramic effect and removed/placed elsewhere once troops

contact them.

Deployment

Players can organise their own commands and deploy according to personal preference.

Optional Unit Reorganisation

The Carthaginian player may opt to divide each of his Celtiberian and Liby-Phoenician infantry units into two. This gives him more deployment flexibility. If he chooses this option however, *Hasdrubal's CPs are reduced from 4 to 3 for the game.*

Victory Conditions

The Carthaginians achieve their victory conditions if they can defeat at least one Roman command, even if their army is otherwise defeated. Otherwise, assess 'victor' and 'loser' from the situation at the end of the game.