

Rome versus Carthage

# De Bello Punico



GAME: De Bello Punico

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## 1 INTRODUCTION

**De Bello Punico** is a military tactical simulation. The game counters represent units who participated in the various battles, while the map reproduces the terrain where the clash took place. The rules, while being relatively simple, oblige the player to plan with attention their moves.

## 2 GAME COMPONENTS

Each copy of the game includes:

- An A2 map (printed on both sides)
- 140 die-cut counters
- Player Aid Cards
- This set of rules

### 2.1 The map

The map represents the most likely terrain where the battle took place. A hexagonal grid is superimposed on it, which simplifies movement and regulates the position of the counters.

### 2.2 Game scale

Each hex on the map represents approximately 80/100 meters of real terrain.

One unit represents 500/1000 cavalymen, 1000/2000 infantry or 10/20 elephants.

Each game turn is approximately 30 minutes of real time.

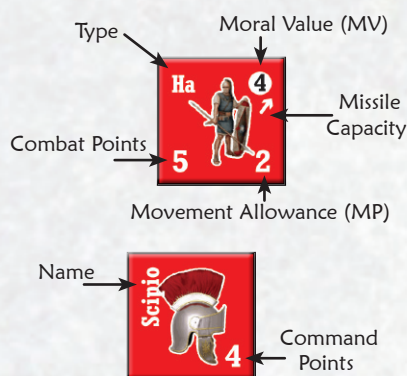
### 2.3 The dice

To play you also need a six-sided die (1d6), not included in the ziplock.

### 2.4 The counters

The counters represent military units (hereafter "units") that took part in battles.

The numbers and symbols indicate the combat strength, morale, movement capacity and the type of unit.



**Combat Points:** is the value of the unit when attacking or defending, expressed in Combat Points.

**Movement Allowance:** is the maximum number of Movement Points (MP) that a unit can use in a single movement impulse.

**Moral Value (MV):** is the level of unit's Disorder Points, reached which, the unit going into Panic.

**Missile Capacity:** indicates that that unit can shot in its own Missile volley impulse.

### Infantry



Veliti



Hastati



Principes



Triarii



Numidians Allied (socii)



Celts Allied (socii)



Skirmisher



Mercenaries



Infantrymen



Veteran

### Cavalry

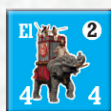


Equites (heavy cavalry)



Numidian light cavalry

### Elephants



Elephants

**2.4.1** In the countersheet there are some generic markers and some counters that can be used as a reminder for the use of Command Points.

## 3 SEQUENCE OF PLAY

The battle is composed of game turns. The game turn is divided into First and Second player impulses. The player whose phase is taking place is called the player in phase. During each turn, the phasing player moves his units, receives the opponent's shot and resolves his attacks according to the sequence of the turn and within the limits imposed by the rules.

### 3.1 Procedure

The activities that can take place in each phase are described below: in each turn the procedure will be repeated until the end of the game.

### A) Strategic Phase

Both players place the Command Points in the appropriate boxes on the Command Point Card.

### B) Initiative Phase

Both players roll a die and add any Command Points (4.2). The higher result wins the Initiative and can decide whether to be the First player or the Second player.

### C) Operational Phase

This phase is divided into a series of impulses:

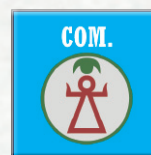
1. First player movement
2. Second player missile volley
3. First Player combat
4. First player recovers
5. Second player movement
6. First Player missile volley
7. Second player combat
8. Second player recovers

### D) Interphase

The Victory Conditions are consulted to see if there is a winner. The game turn marker is lowered one space on the game turn box, to record the next turn.

## 4 STRATEGIC PHASE

Each player has 2 to 4 Command Points available, plus a false Command Point (Vacuus) according to the leader's ability. These Command Points at the beginning of each turn must be placed on the Command boxes.



### 4.1 Command boxes

Each player on the map has seven Command Boxes.

The players assign the Command Points available in the various boxes alternately starting with the Carthaginian player.

You cannot assign more than three Command Points in the same square (exception 4.9).

**4.1.1** It is not possible to assign more than one Command Point to a Unit in each impulse of the turn.

### 4.2 Initiative

For each Command Point in this box, the player has a +1 to the die roll for the Initiative.

### 4.3 Combat

During the Combat Impulse each

player can use the Command Points in this box to increase the combat capacity of their units. The first to place the Command Points will be the Attacking player, then the Defender. Units must be within command range of their leader in order to receive the Command Point. Each unit assigned a Command Point will have +1 to its combat strength.



#### 4.4 Recovery

During the Recovery impulse, the Player can remove a Disorder point from as many units (even in enemy ZdC) as there are Command Points in this box. Units to recover Disorder points must be within their leader's command range.

#### 4.5 Cavalry

For each Command Point placed in this box, the player can prevent a cavalry unit from pursuing (11.3) or he can recall a cavalry unit exited due to a pursuit (11.4).

#### 4.6 Movement

Players may use Command Points in this box to increase the movement allowance of units during their impulse of movement. Each Command Point adds 1MP to three units of the same type (for this rule Ha and Pr are considered to be of the same type).



#### 4.7 Furor

The Carthaginian player (only) makes two charges (15.2) with his mercenary units for each Command Point in this box.

#### 4.8 Elephants

The Roman player (only) at the beginning of a Carthaginian Movement impulse for each Command Point used can choose two enemy elephant units and make a roll on the Elephants Table (15.1).

#### 4.9 Fortuna

Players may reroll a die if they have a Command Point in this box. The player must accept the new result, whatever it is. It is not possible to put more than one Command Point in this box.

### 5 INITIATIVE

At the beginning of each game turn, each player rolls a die modifying the result by +1 for each Command Point available in the Initiative box on the map. The player with the highest result can decide whether to be the First player or the Second player. In case of a tie, reroll the die.

*It is possible for a player to move and fight twice in a row.*

### 6 MOVEMENT

In this impulse the player can move one, some, all or none of his units. Movement from one hex to another must be consecutive, hexes cannot be skipped. To move, a unit must enter one of its three front hexes so that its rear faces the hex it has just left. To move, he must also pay the terrain cost of the hex he wants to enter. If he does not have enough MP, movement is not allowed. The MP costs to enter a hex are indicated in the scenario rules.

### 7 STACKING

Two units may never be in the same hex at the same time (exception: Leaders, see rule 13).

#### 7.1 Cross Unit

If a unit crosses a hex containing a friendly unit, both receive 1 Disorder point with the following exceptions:

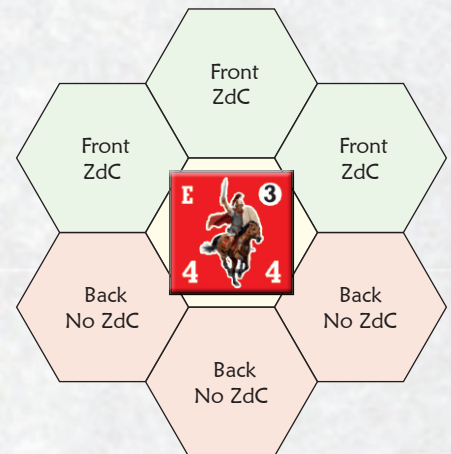
- Velites and Skirmisher (T) can be crossed or crossed friendly units without incurring any penalties.
- Hastati and Principes can cross each other without penalty.

### 8 FACING

The units on the map must be positioned in such a way as to face one of the sides of the hex in which they are located. The three hexes in front of it are its front while the other three are its rear. Leaders and In Panic units have only front.

#### 8.1 Change Facing

By paying one movement point (1 MP), units can change the direction of their front in the hex by any number of sides.



#### 8.2 Zone of Control

The three frontal hexes of a unit constitute its Zone of Control (ZdC). Units are free to enter an enemy



ZOC, but must stop. Units that start movement in an enemy ZdC can exit and also reenter another enemy ZOC, but cannot attack in the next Combat impulse.

**8.2.1** A unit in an enemy ZdC that changes its front without leaving the hex may attack.

## 9 MISSILE VOLLEY IMPULSE

The passive player, i.e. the one who did not move, can now use his missile units (marked with an arrow). The arc of fire is limited to the three frontal hexes.

Each unit rolls individually. Each unit only rolls once per turn.

### 9.1 Range

Skirmisher (T) have a range of two hexes, all other missile units can fire only at adjacent units.

Valid targets are those in range and in sight.

### 9.2 Line of sight

Between the target and the missile unit there can be no other units, friendly or enemy, that obstruct the line of sight. To check that a unit does not obstruct visibility, use a ruler by aligning the center of the hex containing the missile unit to the center of the hex containing the target unit.

## 9.3 Missile Resolution

To determine the effect of the shots, refer to the Missile volley table, crossing the type of unit that is shooting, the type of target and the distance between the two units; the number indicated (or less) is the one needed with a die roll to inflict 1 Disorder point on the target unit.

## 10 COMBAT

During the Combat impulse, the Phasing Player can attack opposing units with his units. A unit may attack an enemy unit in one of its three front hexes.

Each attack must be announced and concluded before starting another attack. The combat are always voluntary.

Each unit can make only one attack per impulse, but a unit can be attacked multiple times in the same Combat impulse by different units. Units attack individually, their values are not added together.

### 10.1 Withdrawal

If a unit is faster than the one attacking it, it can retreat.

The retreating unit must enter an empty hex (of its choice), among its three on the Rear, with its back to the enemy, that is, not maintaining the

original front, but as if it had moved. It is possible to carry out only one Withdrawal per Combat impulse.

### 10.2 Combat Resolution

The attacker and the defender roll a die, they must add any modifiers to the result obtained.

### 10.3 Modifiers

The following modifiers apply to the die result:

- + Combat Points of the unit
- +1 if assigned a Command point (4.3)
- +2 for Charging Mercenaries (15.2)
- +1 for Elephants attacking after move of 4 hexes in a straight line.
- +1 if the leader is stacked with the unit
- +1 for each friendly unit in support (10.4)
- 1 for each point of Disorder suffered by the unit
- + 1 / + 2 for attack on the rear (10.5)

*Terrain has no effect on combat.*

### 10.4 Support

A unit in combat can receive support from friendly units in its three rear hexes (the three rear hexes of the combat unit) as long as these are of the same type (see table), have the same front and are not in enemy ZdC.



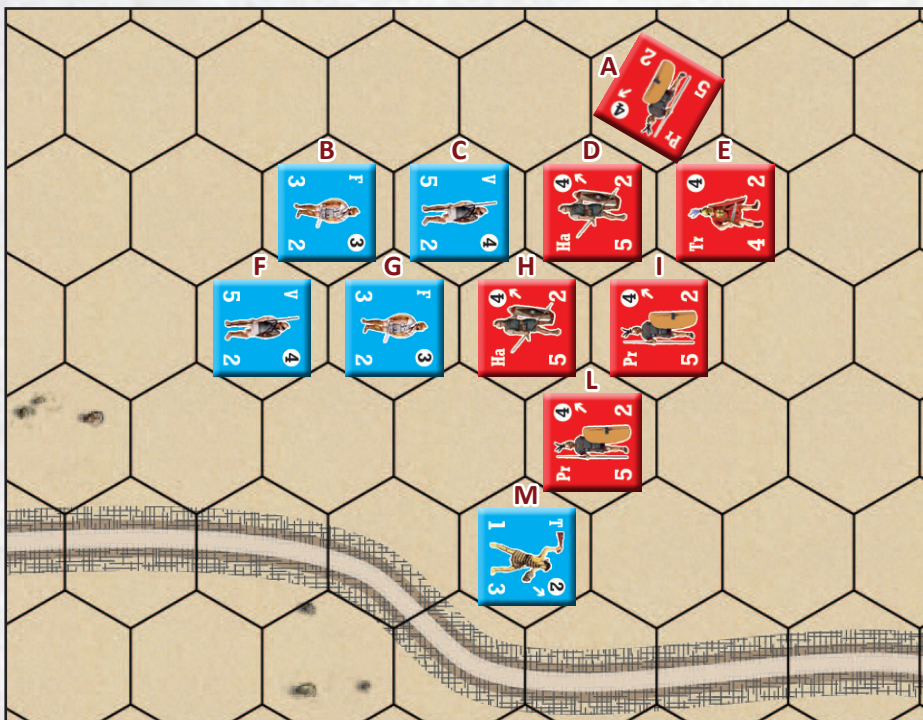
**10.4.1** A unit can only support one combat per impulse.

### 10.5 Rear Attack

Triarii, Hastati, Principes, Elephants, Veterans, Equites or Light Cavalry attacking an enemy unit through one of its rear hexes apply a +2 modifier to the die roll. Infantry, Velites, Skirmisher and Allies have a +1 modifier.

### 10.6 Combat Results

Calculate the difference between the two modified dice rolls. If the two results are the same, both players receive 1 Disorder point. If the results are not equal, the unit with the lowest result receives 1 Disorder point. If the highest result is at least double that of the opposing player, the unit with the lowest result receives 2 Disorder points.



**Support example:** In the Roman player's combat impulse the Hastati D and H attack enemy units C and G respectively. A cannot support the attack of D because he does not the same front, E cannot support the attack of D because it is not of the same Type. I can support both D and H and must decide which of the two units to give +1. L cannot support H because it in ZdC of M. C cannot receive support from B because it is not of the same type while G can receive support from F.

## 10.7 Morale

Each Disorder Point suffered by a unit reduces its morale by one. The first time a unit suffers a Disorder Point, flip the counter. If the unit suffers further Disorder Points, it receives a counter indicating the Disorder Points suffered; if these are equal to or greater than the morale value of the unit, it goes into Panic (see 11).

## 10.8 Advance after Combat

If the hex previously occupied by the defender has become vacant due to Combat, the attacker unit must enter the hex in question. Advancing units will be able to vary their front within the hex.

**10.8.1** Triarii, Hastati, Principes and Veterani are not obliged to advance, they can choose whether to do so or not.

## 11 PANIC

A unit with as many Disorder Points as its morale, Panic and flee, put an In Fugam counter on the unit (exceptions: 11.1.1 and 11.2). In Panic units can no longer be recovered, have no ZdC, and cannot attack. A panicked infantry unit immediately moves its full movement allowance to its side of the map. If it ends its movement in a hex where there are friendly units, it will continue fleeing until it reaches an empty hex. If during this escape the Panicked unit crosses through friendly units it could inflict 1 Disorder point (7.1), but see also 11.1.2.

### 11.1 Escape

In subsequent turns, infantry in panic at the start of their movement turn move their full movement allowance, before other friendly units move, and must exit their side of the map by the shortest route.



**11.1.1** Elephants and Panicked Skirmishers are immediately removed from play.

**11.1.2** A panicked unit is automatically eliminated if it attempts to cross through an enemy unit, a Veteran unit through one of its Front hexes, or if it is attacked.

### 11.2 Cavalry on the run

When cavalry unit Panic they will immediately flee off their side of the



map, using the fastest route, and may be pursued (see 14).

## 12 RECOVERY

In this impulse, the player can recover as many Disorder points as he has Command Points in the appropriate box (4.4). Recovering units must be within range of their Leader. In Panic Units cannot be recovered.

## 13 LEADERS

In all battles, each side has a leader. Leaders have no Combat value, have six movement points, and can be stacked with friendly units. A leader's command range is equal to twice his Command Point value.



*Ex. Scipio, with a value of 4 has a command range of 8 hexes.*

Leaders can always retreat (10.1) and in Combat they give a +1 modifier to the unit they are stacked with. Leaders who are with a unit that receives one (or more) Disorder points must roll a die: on a roll of 1 they are eliminated, while any other result has no effect, even if the unit Panic or it is eliminated (in this case the Commander must withdraw).

If a Leader is eliminated, the player cannot use Command Points anymore.

## 14 PURSUIT

A cavalry unit that caused Panic in an enemy cavalry (11.2) must immediately pursue it by the same route as the cavalry in Panic. The pursuer unit will cease its pursuit if it enters an enemy ZdC.

Pursuit can be avoided by using a Command Point from the Cavalry box Units that pursue to the edge of the enemy map are placed next to the hex they exited from (place an Hostem insequi marker on top of it).



### 14.1 Return

Cavalry with an Hostem insequi marker on it will be able to re-enter during their Movement impulse, by spending one Command Point from the Cavalry box for each pursuing cavalry they wish to re-enter. The cavalry re-enters from the same hex it exited from or from an adjacent one.

## 15 SPECIAL UNITS

Some units have special rules based on their abilities.

### 15.1 Elephants

Elephants were extremely emotional animals and in the combat the enemy used different methods to make them



go wild and send them on the run. To reflect this, the Roman player can use his Command Points to get a chance to roll against enemy elephants (1 Command Point for every two elephants). This roll is made at the beginning of the Carthaginian movement impulse, before moving any in panic units.



The results can be:

- 1-2: No Effect.** They move normally.
- 3-4: Motionless.** The Elephant does not move and does not fight for the entire turn (place a "Finis" marker on the counter).
- 5: Enraged.** The Elephant receives 1 Disorder point and moves in a straight line at the maximum allowed speed (it may have to cross through friendly units and if the movement ends with enemy units in ZdC he can attack in the next combat impulse).
- 6: Furious.** The Roman player takes control of the Elephant unit for the entire Movement impulse. If the furious Elephant arrives with its front adjacent to a Carthaginian unit and still has MP left, it remains stationary, but both the elephant and

the unit suffer a Disorder point. The Elephant cannot fight this turn. The next round the Carthaginian will regain control.

### 15.2 Mercenaries

The player who owns attacking Mercenary units can declare up to two Mercenary Charges for each Command Point in the Furor box.



To declare a Charge, the Mercenaries must be adjacent to an enemy unit at the time of Combat. The attacking Mercenary unit will have a +2 die modifier in combat, but if the attacker's unmodified die roll result is 5 or 6, the Mercenary unit at the end of the combat will receive 1 Disorder point in added to the combat result.

### 16 VICTORY CONDITIONS

The two sides receive PR (Rout Points) when one of their units panics. If at the end of a turn a player has reached the number of Rout points indicated by the scenario, he loses the battle. The PR received must be recorded in the chart on the map using the PR counters.

If at the end of a turn both players have lost the battle or at the end of the game there is still no loser, the game is a draw.



### 16.1 Rout Points

A side suffers 2 PR for each Hastati, Principes, Triarii or Veteran unit eliminated, one PR for Veliti, Equites and Infantry eliminated and 5 PR if the Leader is eliminated. The other types of units (Skirmisher, Elephants, and Light Cavalry) do not count for PR.

**16.1.1** In Panic units do not give other RPs if subsequently eliminated.

**16.1.2** Cavalry pursuing off-map or units with Disorder Points, but not in Panic, are not considered for PR.

### 17 SCENARIOS

About the battles of ancient times, reliable sources are very few and often unreliable, both in terms of the actual numbers of troops present and the type of terrain. Major battles were usually fought in plains or flat places, so that troops could be deployed and maneuvered with ease.

The units to use in each battle are indicated on the Table.

The battle of the Trebbia is chronologically the first, but it is also that with more particular rules, we advise you starting with Zama or the Po.

### 17.1 Trebbia, 218 BC

The battle of the Trebbia took place on 18 December 218 BC. The Roman legions of the consul Tiberio Sempronio Longo and a Carthaginian army led by Hannibal clashed. The first to go into action were the Balearic slingers. The Roman light infantry was put in difficulty and, as soon as the elites began to retreat to the second line to make way for the heavy troops, the Carthaginian cavalry came into action, superior in number, pressed the Roman wings. The Roman cavalry, also attacked by elephants, had to retreat and fled to the river they had previously crossed with proud confidence. Hannibal then ordered the elephants to be pushed towards the left wing, where the allied troops of the Cenomaniacs were deployed. Here they immediately provoked a rout of the Celts. Meanwhile, Mago, a lieutenant of Hannibal, with his men, who had been hiding inside the river bed, fell on the center of the Roman army. The first line of the Roman legions broke the Punic alignment, entering bloody between the Celts and the Libyans, but cut off from the bulk of the army, they had to give up bringing aid to the comrades and, tired, hungry and wet, but compact, they managed to retreat in good order to Piacenza.

#### 17.1.1 Terrain

Open Terrain hex costs 1MP, Rocky Terrain and Hill 2MP. Ignore the road. The river is located behind the Roman line.

#### 17.1.2 Set up

Combat units are placed in the hexes indicated on the map (e.g. the Hastati in the Ha hexes, etc.). If a player has fewer units of a certain type than possible placement hexes, he will be free to place units in the hexes of his choice from those available. The Roman set up first.

The two leaders Tiberio Sempronio Longo (Sempronius) and Hannibal (Hannibal) can be placed with any friendly unit. The Roman player receives 2 Command Points and the Carthaginian 4. Both also receive a false Command Point (Vacuus).

### 17.1.3 Regole dello scenario

- a) Due to the crossing of the river in the middle of winter on a day of exceptional cold and snow, all Roman units except E and SC **start the game on the reduced side.**
- b) The Roman player cannot use the Elephant Command in this battle.
- c) The Carthaginian player may keep one unit of Numidian Cavalry out of the starting set up. In any friendly movement impulse after at least one Roman unit has *In fugam*, the Carthaginian player may enter this unit from any Roman map edge hex using a Cavalry Command.

### 17.1.4 Victory Conditions

The game lasts 14 turns, both sides rout if they suffer 12 Rout Points (place the Turn marker in box XIV and the PR markers in box XII). Each Roman unit exiting the Carthaginian side of the map allows the Roman to recover PR equal to its PR value. The draw at the end of the game is considered a Roman victory.

### 17.2 Beneventum, 214 BC

Several battles took place near this city, the best known being that of 275 BC. against the army of Pyrrhus army, but the theme of our simulation is the battle of 214 BC. between the Carthaginian army led by Annone and the Roman one, led by the proconsul Tiberio Gracchus. After the battle of Cannae, Hannibal sent Annone to raise the Brutius and in 215 BC. with the conquest of Locri and Crotona, all of Calabria passed to Carthage, with the exception of Rhegium. During the summer of 214 BC, Annone tried to reunite with Hannibal in Campania, but near the river Calore, not far from Benevento, his army was intercepted by the proconsul Tiberio Sempronio Gracchus and his legions, formed in part by slaves and former prisoners. In the battle that followed, the Carthaginian army was destroyed and Annone managed to escape with only a few thousand soldiers. The winner of this battle did not become famous, like other Roman and Carthaginian leaders. Tiberius Gracchus died in 212 BC. fighting against Magone, while the traces of Annone will be lost, after suffering another defeat, always near Benevento, in 212 BC. Historians will often confuse him with other Carthaginian generals of the same

name.

### 17.2.1 Terrain

Open terrain hex costs 1MP, Bushes and Hill 2MP. The Calore river is impassable.

### 17.2.2 Set up

Combat units are placed in the hexes indicated on the map (e.g. the Hastati in the Ha hexes, etc.). If a player has fewer units of a certain type than possible placement hexes, he will be free to place units in the hexes of his choice from those available. Carthaginian set up first. The two leaders, Tiberio Gracchus (Gracchus) and Annone can be placed with any friendly unit. Both players receive 3 Command Points plus a false one (Vacuus).

### 17.2.3 Victory conditions

The game lasts 12 turns, the Carthaginian army routs if it suffers 9 RP, the Roman army routs if it suffers 10 RP (place the Turn marker in box XII, the Carthaginian PR marker in box IX and the Roman one in box X). A draw at the end of the game is considered a Carthaginian victory.

### 17.3 Po River, 203 BC

The Carthaginian expedition in 203 BC was an important diversionary operation carried out by Mago Barca, Hannibal's brother. The raid had the objectives of bringing aid to Hannibal who had been fighting isolated for 15 years in Italy and indirectly obstructing a possible attack on Carthage itself by the Roman army. Mago landed in Liguria in an attempt to engage the greatest number of Roman legions in northern Italy and to recruit troops from Rome's enemies (Celts, Ligurians and even Etruscans). Rome was forced to send numerous troops to oppose it and prevent its possible descent towards southern Italy and its reunification with his brother. The result was a clash in the territory of the Galli Insubri near the river Po. Just at the moment when the situation seemed to turn in favor of the Carthaginians, the proconsul Cornelio Cetego gave the order to the legions in the reserve to attack. The elephants, attacked with spears and arrows, were shot to death, or forced to turn back, bringing disorder among the ranks of the Carthaginians. Mago tried to stop the Roman counterattack with the reserve composed mainly of Gauls, but these were easily repulsed and routed. As a consequence of this defeat, the Carthaginian Senate ordered Mago, together with his brother Hannibal,

who was in the Bruzio, to return to his homeland with the remains of their armies for the defense of the city. Mago probably died on the ship during the return as a result of the wounds sustained in battle.

### 17.3.1 Terrain

Open terrain hex costs 1MP, Bushes and Hill costs 2MP. The Po River is impassable.

### 17.3.2 Set up

Units are placed in the hexes indicated on the map (e.g. the Hastati in the Ha hexes, etc.). The two leaders, Marco Cornelio Cetego (Ceteghus) and Mago (Magon) can be placed with any friendly unit.

Both players receive 3 Command Points plus a false one (Vacuus).

### 17.3.3 Victory conditions

The game lasts 15 turns, the Carthaginian army routs if it suffers 12 RP, the Roman army routs if it suffers 14 RP (place the Turn marker in box XV, the Carthaginian PR marker in box XII and the Roman one in box XIV). In the event of a tie at the end of the match, there is no winner.

### 17.4 Zama, 202 BC

The final battle of the Second Punic War, fought in October 202 BC, in



which the Romans, led by Publio Cornelio Scipione Africano, defeated the Carthaginians, led by Hannibal. The battle began with the charge of the Carthaginian elephants, but the Roman army had now learned to neutralize this threat and the Roman cavalry took advantage of the confusion resulting from the escape of the pachyderms to totally defeat their direct opponents and pursue them. The Roman infantry in the meantime faced the first two Carthaginian lines that retreated, but the retreat of mercenaries and Punic citizens allowed Hannibal's veterans to cover the flanks, who were still fresh in the center of the Carthaginian deployment. To avoid the encirclement, Scipio extended his deployment, thinning the ranks to cover the entire Punic front. The battle had reached a critical stage when the return of the Roman cavalry, which appeared behind the Carthaginian forces creating havoc and massacred the enemy, decided the battle. The Carthaginian army was surrounded and almost completely annihilated. The nickname "African" was officially given to Scipio right after this victory on African soil.

#### 17.4.1 Terrain

Open terrain hex costs 1MP. Ignore other terrain types on the map (consider all open terrain hexes).

#### 17.4.2 Set up

Units are placed in the hexes indicated on the map (e.g. the Hastati in the Ha hexes, etc.). The two leaders, Publio Cornelio Scipione (Scipio) and Annibale (Hannibal) can be placed with any friendly unit. Both players receive 4 Command Points plus one false (Vacuus).



#### 17.4.3 Victory conditions

The game lasts 16 turns, the Carthaginian army routs if it suffers 15 RP, the Roman army routs if it suffers 16 RP (place the Turn marker in box XVI, the Carthaginian PR marker in box XV and the Roman one in box XVI). In the event of a tie at the end of the match, there is no winner.

### 18 CREDITS

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### 19 ENGLISH TRANSLATION

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