

The Second Punic War

An ADLG Scenario Booklet

Hannibal vs Scipio

Trebbia * Cannae * Ilipia * Zama

Art De La Guerre v4

Games and history flow together for equal enjoyment. This booklet covers 4 signature battles of the Second Punic War. They can be played one off or as a series. The historical records of these battles are based on the works of Polybius, Appian and Livy. These scenarios are based heavily on the research as presented in the publications of the wargaming historians Philip Sabin and Tony Bath, with supplemental information from other less prominent sources. Persons with a deep knowledge of the battles may dispute interpretations; indeed scholars have disputed the histories for decades in academic journals, so why should gamers have any less right?

For experienced ADLG players these scenarios will provide a change of pace or a chance to examine a battle through historical options. These scenarios can also serve as a quicker introduction to the ADLG game for less experienced players. With pre-set armies and deployment, the traditional 2.5-hour game should be considerably shorter.

Each scenario attempts to balance the conflicting goals of offering an enjoyable, *somewhat* balanced game and still remaining loyal to our historical understanding of the battle. The armies presented are also designed to be consistent with the spirit of the *Art De La Guerre* (ADLG) rules written by Herve Caille. These challenges mix and provide an extra way to explore history through these games.

Taking the suggestion directly from Philip Sabin's book, *Lost Battles*, we have Trebbia, Cannae, Ilipia and Zama. Historically these represented two victories of the Carthaginians under Hannibal and two victories of the Romans under Scipio

Constructing scenarios with these parameters requires many decisions to preserve the historical flavor while retaining game balance. This includes starting when the battle was already underway and deemphasizing the early skirmishing. Another key decision was not to introduce special rules. The differences from normal play are pre-set armies and deployments. In two of the games the Roman player has already made the first move.

Trebbia 218 BC: Hannibal has just crossed the Alps and must prove himself on Italian soil. The Romans have been baited to hastily come out of camp before breakfast, cross a cold river and fight a battle of Hannibal's choosing.

Cannae 216 BC: One of the most famous victories of history, Hannibal double envelopes and annihilates a numerically superior, but less experienced Roman army.

Ilipa 206 BC: Scipio is in Spain and after days of maneuver springs forth to engage numerically superior Carthaginians in a test that would prove the high quality of the Roman legion.

Zama 202 BC: The final confrontation in Africa between Scipio and Hannibal that would seal the fate of Carthage.

Each battle has a longer scenario description, deployment sheet, and two army sheets at the end of this booklet.

How to Use the Scenarios

There are several ways to play these scenarios. First, as individual games, although the imbalances based on history might be frustrating to some. Second, as so-called “duplicate” games, where each game is played twice with players alternating sides. The winning player is the one who scores highest in total after wearing each general’s sandals. Third, as a campaign, where you fight all four battles on the same side. Each side holds the historical advantage in two of the battles.

Scenario Game Rules:

Every game begins with the Roman player as the first player. However, in two of the games the Roman player has already concluded their first move. This represents their historical aggressive battle plan. Therefore, the Carthage player will be the first player to move units. This is specified in the scenario outline.

Each game should be played to a minimum of 7 full game turns.

Victory is per normal rules. You need to inflict losses equal to the number of units in the opponent’s army to break their army and win the game. Note there are intentionally no camps to be sacked in these scenarios.

These are *not* entirely balanced scenarios. In each the historical victor has a game advantage.

General Deployment Instructions

Each scenario has specific deployment locations or areas for most units. Parts of many corps have some flexibility of location. Units must be deployed where indicated. Units must be deployed with their front edge facing the enemy board edge and the *farthest forward possible* in that location. Note: there is an exception for Mago’s Corps in the Battle of Ilipa where those units are deployed facing toward the Roman army. For simplicity, the deployment maps have a full standard 20x30 UD board with a grid overlaid. The locations for each corps are as indicated by the color coding. Corps designated left or right are as seen from that army’s perspective. The player who deploys his units first is also indicated in each scenario.

Deployment codes: LI = Light Infantry. MI = Medium Infantry. LC = Light Cavalry. MC = Medium Cavalry. HC = Heavy Cavalry. E = Elephant. T = Triarii. i = All otherwise unspecified MI/HL, and possibly Elephants are freely deployed in those locations. * = indicates the mandatory location of an included general. Unincluded generals are freely deployed by the owning player with any unit of their corps.

Trebbia 218 BC:

Hannibal has just crossed the Alps and must prove himself on Italian soil. The Romans under Sempronius have been baited to hastily come out of camp before breakfast, cross a cold river, and fight a battle of Hannibal's choosing.

The battle features a Roman army with lackluster leadership and questionable morale against Hannibal's cunning plan. Even the inexperienced Roman legion still proved to be a powerful adversary that Hannibal had to defeat with his wits. Hannibal's army contains more mounted and light troops, while his heavy foot is not as ready to meet the Romans on even terms. Hannibal placed his brother in ambush with a picked force on the flank of the Roman army.

The battle begins with the Romans facing off Hannibal's army, the skirmish fight has already begun, and Mago's ambush is ready to advance.

The game begins *after* the Romans have completed their turn 1 move.

Rome has 26 units.

Carthage has 27 units.

Cannae 216 BC:

One of the most famous victories of history, Hannibal engages and double envelopes a numerically superior Roman army and annihilates it.

The Romans, knowing their army was inexperienced, chose to form up in a deep formation to use sheer weight to push through and rout the Carthaginian center. According to historians, Hannibal used his infantry to bait the Roman advance, while his better quality and more numerous Carthaginian and Numidian cavalry would move to overwhelm the Roman flanks.

In game terms the Carthaginian player will be stressed deciding how quickly to advance the center, while allowing the flanks to succeed. Waiting too long may permit the deep Roman formations to cope with the cavalry. Striking too fast will allow the Roman infantry to destroy the Carthaginian center unsupported.

The Roman player will face severe command and control problems, especially if their commanders fight, which historically they did. When they died the Romans were in further disarray.

The game begins *after* the Romans have completed their turn 1 move.

Rome has 26 units.

Carthage has 21 units.

Ilipa 206 BC:

Scipio is leading Roman forces in Spain to break the Carthaginian supply lines to Hannibal, and conquer the region. Facing off against Hasdrubal, the Romans spent days marching out of camp, deploying their army, and not seeing an advantage. Scipio would change tactics. Instead of deploying his strongest forces in the center, he unexpectedly inverts that plan. With his best troops on each of his wings, he refused the center and rushed forward, hoping his well-trained but numerically inferior force would break the enemy flanks before the powerful Carthaginian center could come into play. The battle was a near run case testing if the high quality of the Roman legion could endure.

The game begins *with* the Romans allowed to move on turn 1.

Rome has 24 units.

Carthage has 31 units.

Zama 202 BC:

This was the final confrontation in Africa between Scipio and Hannibal that would determine the fate of Carthage. Hannibal assembled his veterans and called up the militia to build up his army. For almost the first time, Hannibal was at a disadvantage in the mounted forces on both wings.

Scipio also brought a skilled army of veterans to the battle. There are conflicting reports of the usefulness and size of his Numidian ally.

Both armies deployed in depth for different reasons, Scipio to hold a reserve as he wanted to maneuver to the flanks if he could, and Hannibal hoped to use his first line of troops to wear down the Romans so that his African veterans could win the final decisive engagement. To about an equal extent, each side's plan partially succeeded but also partially failed. This led to a close confrontation where the victorious Roman horse returned to turn the tide against the Carthaginians.

Scipio brought his Numidian ally Masinissa to the battle. By some accounts these forces were numerous, but still yielded limited battlefield value. This scenario follows that suggestion. This corps is rated as allied and may be unreliable. If mutually agreed players may make this ally automatically reliable at the start of turn 3 with little impact on the outcome.

The debate over how Hannibal employed his elephants is a long one. Given his plan, how they appear to be employed historically, and how they performed in the battle, the Carthaginian elephants are rated as scythed chariots. This seems the best game reflection of their role at Zama.

The game begins *with* the Romans allowed to move on turn 1.

Rome has 23 units.

Carthage has 26 units plus 3 Elephants that do not count as units for losses.

Translating History to a Game

In each scenario the process of creation followed a clear path. First, approximating the historical army size and troop ratios as best as history tells us. Second, noting the key elements of how the battle unfolded as historically described. Then telescoping that information to armies that approximate a “near 200 points” ADLG army for at least one of the combatants. Last, making a series of judgements to ensure the flavor of history. In these four scenarios this process significantly removed a lot of the skirmishing infantry, which helps allow the game to be completed in a timely fashion. While the skirmish phase was part of these battles, it largely served as a prelude to the main action.

Then followed several run-throughs and some playtests that led to further streamlining.

Each of these battles featured the vagaries of bad orders, dead generals, or troops charging off on their own and not being at the decisive point in a timely manner. This is represented with the standard ADLG features of command points, general ratings, and included generals, which replicate the historical handicap of losing command and control.

Terrain in each of these battles is virtually non-existent for game play. This reflects the historical information we have indicating that the troops clashed on apparently unremarkable terrain. Now, the locations and boundaries of the battle were often hemmed in by streams, rivers, or hills. They shaped where the battle was fought, but not precisely where the units fought and apparently did not provide tactical advantages.

The scenarios start after the battle is underway using how the generals deployed their army as they did historically. This helps ensure the historical contour of the battle. This may seem like not maximizing the game play and not allowing players to “what if,” but the further you head in that direction the more obviously the scenario does not look like history. Here, in these scenarios, we hold closer to history and move directly to the clash of armies.

Historically these were battles of annihilation and they should reach a conclusion in 4-7 turns of normal play.

One final note on interpretation history. For the Punic Wars the level of precision of our knowledge should remind us to be humble with our description of history. Many people are ready to jump to certain conclusions with excessive certainty about what the sources say and what happened. But a real historian admits there are a lot of unknowns and assumptions.

Game Strategies

Historically these four battles featured main battle lines with mounted forces on the wings. In each of these scenarios one side begins with some obvious advantages in deployment, troop quality, and power on the wings. The opponent will likely have an obvious strong center. Each side will have to manage the timing of their pressing forward where they are strong and delay defeat where they are weak. Hopefully, the players will find the history and the tactical nuances challenging.

It is a testament to the ADLG point system that as the armies were brought into point parity the game naturally became more balanced. Every run through showed that the historically defeated army can still inflict serious losses on the winner. So, while the historically defeated may be at a disadvantage, the relative difference is not as extreme as people may expect.

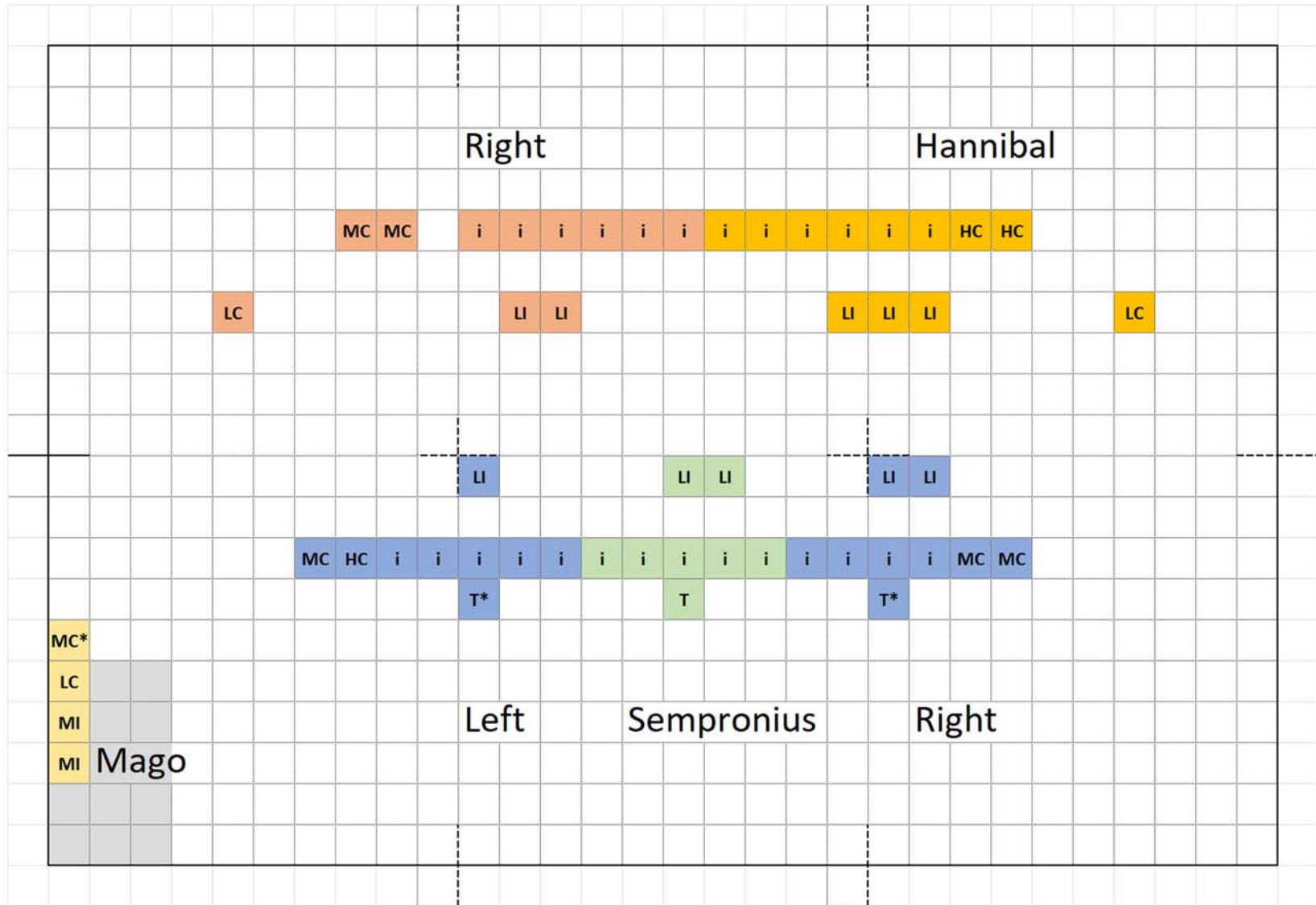
It is possible players will find a way to “break” the scenario with unorthodox moves including wholesale retreats. In cases like this all players are advised to embrace the spirit of history and not be excessively difficult.

Notes for Traditional Tournament Players

At first blush, the dictated list, deployment, and straightforward nature of the scenarios may not appeal to traditional tournament players. I would suggest they look closely because there is a lot revealed here. First the quip, “you go to war with the army you have not the army you want” is on parade here. The armies are handicapped with several issues. That alone creates new challenges.

Please feel free to share comments or opinions at Hazelbark2005@yahoo.com

Trebbia, 218 BC



Trebbia, 218 BC



200 pts

V4

List	Name	Date / option	Initiative
55	Carthaginian	Trebbia	4

Regions	Type of camp	Defences	Qty	Budget
Plain	-----	Standard	Fortifications	0
Mountain	-----	0	Obstacles	0

Corps I		Commander name	Value	Type	Budget
		Right	Competent	-----	3
Quantity	Troop description	Troop type	Quality	Budget	Total
2	Spanish Cavalry	Medium cavalry	-----	7	14
1	Light Cavalry	Light cavalry javelin	Elite	7	7
2	Spanish Foot	Light infantry javelin	-----	4	8
3	Gallic Warriors	Medium swordsmen impetuous	-----	6	18
3	Spanish Foot	Heavy swordsmen impact	-----	9	27
11					77

Corps II		Commander name	Value	Type	Budget
		Hannibal	Strategist	-----	10
Quantity	Troop description	Troop type	Quality	Budget	Total
4	African Spear	Heavy spearmen	-----	8	32
2	Punic Cavalry	Heavy cavalry	-----	9	18
1	Light Cavalry	Light cavalry javelin	Elite	7	7
1	Spanish Cavalry	Medium cavalry	-----	7	7
1	Elephant	Elephant	Mediocre	10	10
2	Numidian Foot	Light infantry javelin	Elite	5	10
1	Baeleric Slingers	Light infantry sling	Elite	5	5
12					99

Corps III		Commander name	Value	Type	Budget
Ally :		Mago in Ambush on the Right	Competent	Included	0
Quantity	Troop description	Troop type	Quality	Budget	Total
					0
2	Picked Foot	Medium swordsmen	-----	6	12
1	Picked Cavalry	Medium cavalry*	Elite	9	9
1	Numidian Horse	Light cavalry javelin	Elite	7	7
4					28

27	Units in the army	Total budget :	204
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Trebbia, 218 BC



200 pts

V4

List	Name	Date / option	Initiative
53	Republican Roman	Trebbia	0

Regions	Type of camp	Defences	Qty	Budget
Plain	Forest	Standard		
Mountain	-----	0		

Corps I		Commander name	Value	Type	Budget
		Sempronius	Ordinary	-----	0
Quantity	Troop description	Troop type	Quality	Budget	Total
2	Hastati & Principes Allied	Heavy swordsmen impact	Mediocre	7	14
2	Hastati & Principes	Heavy swordsmen armour impact	-----	11	22
2	Velites	Light infantry javelin	-----	4	8
1	Triarri	Heavy spearmen armour	Elite	12	12
1	Cenonani	Heavy swordsmen	-----	8	8
8					64

Corps II		Commander name	Value	Type	Budget
		Left	Ordinary	Included	-3
Quantity	Troop description	Troop type	Quality	Budget	Total
1	Allied Equites	Medium cavalry	-----	7	7
1	Roman Equites	Heavy cavalry	-----	9	9
1	Velites	Light infantry javelin	-----	4	4
1	Triarri*	Heavy spearmen armour	Elite	12	12
2	Hastati & Principes	Heavy swordsmen armour impact	-----	11	22
3	Hastati & Principes Allied	Heavy swordsmen impact	Mediocre	7	21
9					72

Corps III		Commander name	Value	Type	Budget
Ally :		Right	Ordinary	Included	-3
Quantity	Troop description	Troop type	Quality	Budget	Total
2	Allied Equites	Medium cavalry	-----	7	14
2	Velites	Light infantry javelin	-----	4	8
1	Triarri*	Heavy spearmen armour	Elite	12	12
2	Hastati & Principes Allied	Heavy swordsmen impact	Mediocre	7	14
2	Hastati & Principes	Heavy swordsmen armour impact	-----	11	22
9					67

26	Units in the army	Total budget :	203
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Cannae, 216 BC



200 pts

V4

List	Name	Date / option	Initiative
55	Carthaginian	Cannae	4

Regions	Type of camp	Defences	Qty	Budget
Plain	-----	Standard	Fortifications	0
Mountain	-----	0	Obstacles	0

Corps I		Commander name	Value	Type	Budget
		Hasdrubal (left)	Brilliant	-----	6
Quantity	Troop description	Troop type	Quality	Budget	Total
1	Spanish Cavalry	Medium cavalry	-----	7	7
3	Punic Cavalry	Heavy cavalry	Elite	11	33
2	Gallic Cavalry	Heavy cavalry	-----	9	18
		-----	-----	0	0
		-----	-----	0	0
		-----	-----	0	0
		-----	-----	0	0
6					64

Corps II		Commander name	Value	Type	Budget
		Hannibal	Strategist	-----	10
Quantity	Troop description	Troop type	Quality	Budget	Total
3	African Spear	Heavy spearmen armour	Elite	12	36
4	Gallic Warriors	Medium swordsmen impact	-----	7	28
2	Spanish Foot	Heavy swordsmen armour impact	-----	11	22
		-----	-----	0	0
		-----	-----	0	0
2	Numidian Foot	Light infantry javelin	Elite	5	10
		-----	-----	0	0
11					106

Corps III		Commander name	Value	Type	Budget
Ally :		Hanno (right)	Ordinary	-----	0
Quantity	Troop description	Troop type	Quality	Budget	Total
		-----	-----	0	0
		-----	-----	0	0
		-----	-----	0	0
		-----	-----	0	0
4	Numidian Horse	Light cavalry javelin	Elite	7	28
		-----	-----	0	0
4					28

21	Units in the army	Total budget :	198
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Cannae, 216 BC



200 pts

V4

List	Name	Date / option	Initiative
53	Republican Roman	Cannae	0

Regions	Type of camp	Defences	Qty	Budget
Plain	-----	Standard	Fortifications	0
Mountain	-----	0	Obstacles	0

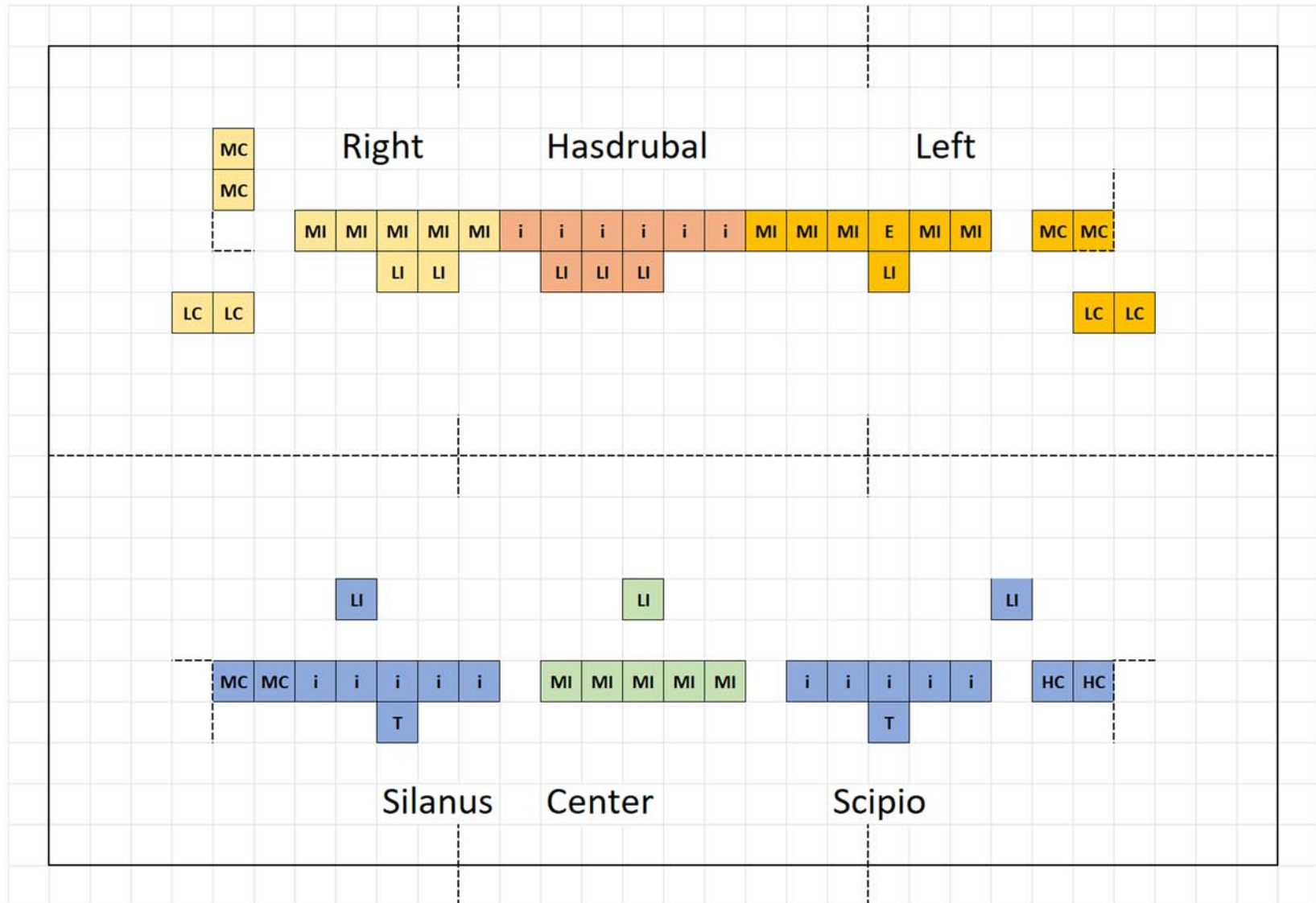
Corps I		Commander name	Value	Type	Budget
		Minicus Rufus (center)	Ordinary	Included	-3
Quantity	Troop description	Troop type	Quality	Budget	Total
1	Hastati & Principes Allied	Heavy swordsmen impact	-----	9	9
2	Hastati & Principes Allied	Heavy swordsmen impact	Mediocre	7	14
4	Hastati & Principes	Heavy swordsmen impact	-----	9	36
2	Velites	Light infantry javelin	-----	4	8
2	Triarri	Heavy spearmen armour	-----	10	20
1	Triarri*	Heavy spearmen armour	-----	10	10
		-----	-----	0	0
12					94

Corps II		Commander name	Value	Type	Budget
		Gaius Terentius Varro (left)	Ordinary	-----	0
Quantity	Troop description	Troop type	Quality	Budget	Total
2	Allied Equites	Medium cavalry	-----	7	14
		-----	-----	0	0
		-----	-----	0	0
1	Triarri	Heavy spearmen armour	-----	10	10
1	Hastati & Principes	Heavy swordsmen impact	Mediocre	7	7
1	Hastati & Principes Allied	Heavy swordsmen impact	Mediocre	7	7
		-----	-----	0	0
5					38

Corps III		Commander name	Value	Type	Budget
Ally :		Lucius Aemilius Paulius (right)	Ordinary	Included	-3
Quantity	Troop description	Troop type	Quality	Budget	Total
1	Roman Equites* (Aemilius)	Medium cavalry	Elite	9	9
2	Allied Equites	Medium cavalry	-----	7	14
2	Triarri	Heavy spearmen armour	-----	10	20
2	Hastati & Principes Allied	Heavy swordsmen impact	Mediocre	7	14
2	Hastati & Principes	Heavy swordsmen impact	Mediocre	7	14
		-----	-----	0	0
9					68

26	Units in the army	Total budget :	200
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Ilipa, 206 BC



Ilipa, 206 BC



200 pts

V4

List	Name	Date / option	Initiative
55	Carthaginian	Ilipia	3

Regions	Type of camp	Defences	Qty	Budget
Plain	-----	Standard	Fortifications	0
Mountain	-----	0	Obstacles	0

Corps I		Commander name	Value	Type	Budget
		Right	Ordinary	-----	0
Quantity	Troop description	Troop type	Quality	Budget	Total
2	Spanish Cavalry	Medium cavalry	-----	7	14
2	Light Cavalry	Light cavalry javelin	-----	6	12
2	Spanish Foot	Light infantry javelin	Elite	5	10
5	Iberian Warriors	Medium swordsmen impetuous	-----	6	30
		-----	-----	0	0
		-----	-----	0	0
		-----	-----	0	0
11					66

Corps II		Commander name	Value	Type	Budget
		Hasdrubal Gisgo	Brilliant	-----	6
Quantity	Troop description	Troop type	Quality	Budget	Total
3	African Spear	Heavy spearmen	-----	8	24
3	African Spear	Heavy spearmen armour	-----	10	30
1	Light Foot	Light infantry javelin	Elite	5	5
		-----	-----	0	0
		-----	-----	0	0
		-----	-----	0	0
2	Baeleric Slingers	Light infantry sling	Elite	5	10
9					75

Corps III		Commander name	Value	Type	Budget
Ally :		Left	Competent	-----	3
Quantity	Troop description	Troop type	Quality	Budget	Total
1	Elephant	Elephant	Mediocre	10	10
5	Iberian Warriors	Medium swordsmen impetuous	-----	6	30
2	Punic Cavalry	Medium cavalry	Elite	9	18
1	Light Foot	Light infantry javelin	Elite	5	5
2	Numidian Horse	Light cavalry javelin	-----	6	12
		-----	-----	0	0
11					78

31	Units in the army	Total budget :	219
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Ilipia, 206 BC



200 pts

V4

List	Name	Date / option	Initiative
53	Republican Roman	Ilipia	3

Regions	Type of camp	Defences	Qty	Budget
Plain	-----	Standard	Fortifications	0
Mountain	-----	0	Obstacles	0

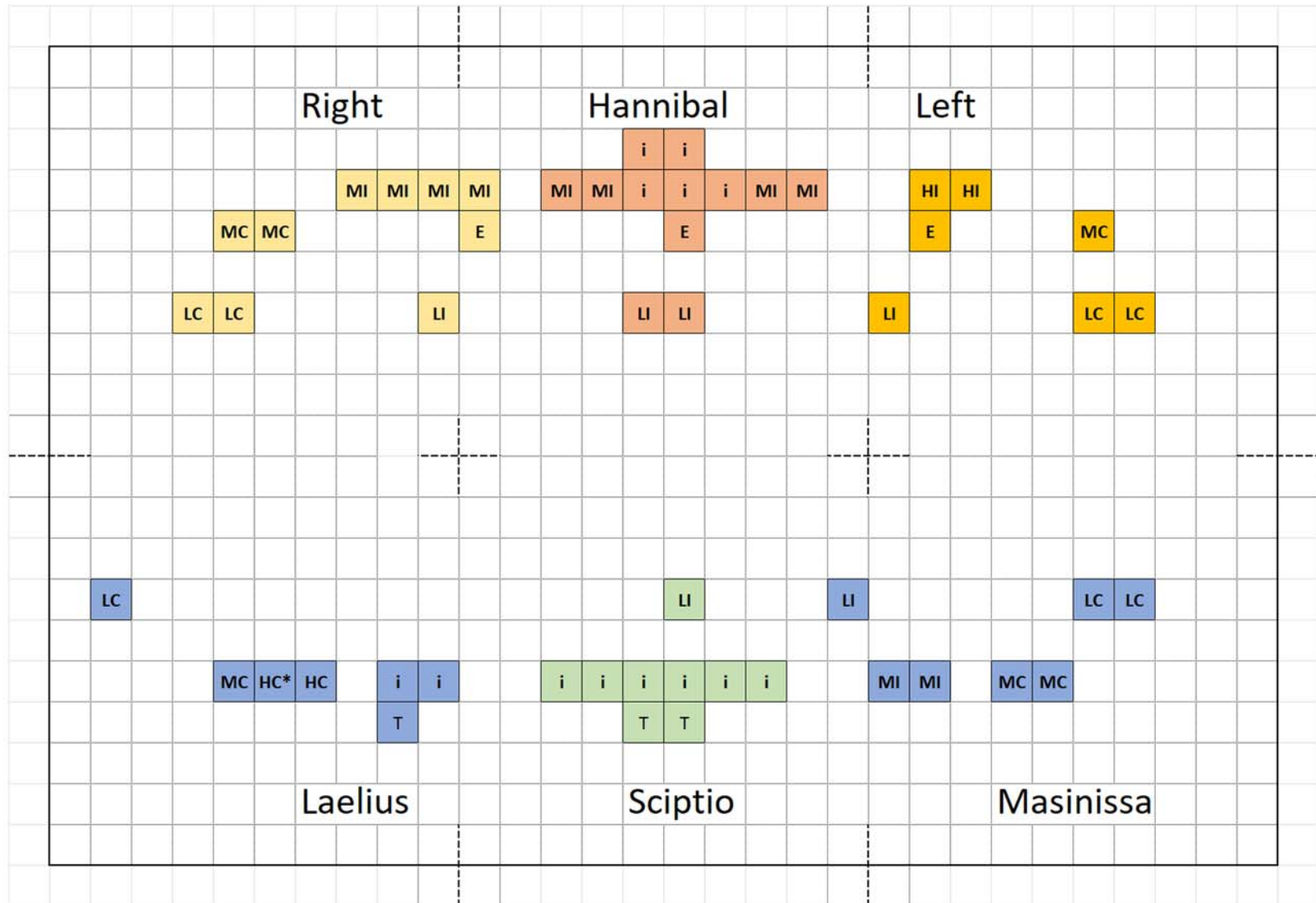
Corps I		Commander name	Value	Type	Budget
		Scipio	Strategist	-----	10
Quantity	Troop description	Troop type	Quality	Budget	Total
		-----	-----	0	0
2	Hastati & Principes Allied	Heavy swordsmen impact	-----	9	18
3	Hastati & Principes	Heavy swordsmen armour impact	Elite	13	39
1	Velites	Light infantry javelin	-----	4	4
1	Triarri	Heavy spearmen armour	Elite	12	12
2	Roman Equites	Heavy cavalry	-----	9	18
		-----	-----	0	0
9					101

Corps II		Commander name	Value	Type	Budget
		Center	Ordinary	-----	0
Quantity	Troop description	Troop type	Quality	Budget	Total
		-----	-----	0	0
		-----	-----	0	0
1	Caetrati	Light infantry javelin	-----	4	4
		-----	-----	0	0
		-----	-----	0	0
5	Iberian Foot	Medium swordsmen impetuous	-----	6	30
		-----	-----	0	0
6					34

Corps III		Commander name	Value	Type	Budget
Ally :		Silanus	Brilliant	-----	6
Quantity	Troop description	Troop type	Quality	Budget	Total
2	Allied Equites	Medium cavalry	-----	7	14
1	Velites	Light infantry javelin	-----	4	4
1	Triarri	Heavy spearmen armour	Elite	12	12
3	Hastati & Principes Allied	Heavy swordsmen impact	-----	9	27
2	Hastati & Principes	Heavy swordsmen armour impact	-----	11	22
		-----	-----	0	0
9					85

24	Units in the army	Total budget :	220
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Zama, 202 BC



Zama, 202 BC



200 pts

V4

List	Name	Date / option	Initiative
55	Carthaginian	Zama	3

Regions	Type of camp	Defences	Qty	Budget
Plain	-----	Standard	Fortifications	0
Mountain	-----	0	Obstacles	0

Corps I		Commander name	Value	Type	Budget
		Right	Competent	-----	3
Quantity	Troop description	Troop type	Quality	Budget	Total
2	Punic Cavalry	Medium cavalry	-----	7	14
2	Light Cavalry	Light cavalry javelin	-----	6	12
1	Spanish Foot	Light infantry javelin	-----	4	4
2	Ligurians	Medium swordsmen	-----	6	12
2	Militia Spear	Medium spearmen	Mediocre	5	10
1	Elephant	Scythed chariot	-----	3	3
		-----	-----	0	0
9					58

Corps II		Commander name	Value	Type	Budget
		Hannibal	Strategist	-----	10
Quantity	Troop description	Troop type	Quality	Budget	Total
1	Elephant	Scythed chariot	-----	3	3
5	African Veterans	Heavy spearmen armour	Elite	12	60
1	Light Foot	Light infantry javelin	-----	4	4
2	Bruttian Veterans	Medium swordsmen	Elite	8	16
1	Balearic Slingers	Light infantry sling	Elite	5	5
2	Militia Spear	Medium spearmen	-----	7	14
		-----	-----	0	0
11					112

Corps III		Commander name	Value	Type	Budget
Ally :		Left	Ordinary	-----	0
Quantity	Troop description	Troop type	Quality	Budget	Total
1	Elephant	Scythed chariot	-----	3	3
2	Celtiberians	Heavy swordsmen impetuous	-----	8	16
1	Numidian Horse	Medium cavalry javelin	-----	8	8
1	Light Foot	Light infantry javelin	Elite	5	5
2	Numidian Horse	Light cavalry javelin	Elite	7	14
		-----	-----	0	0
6					46

26	Units in the army	Total budget :	216
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Zama, 202 BC



200 pts

V4

List	Name	Date / option	Initiative
53	Republican Roman	Zama	3

Regions	Type of camp	Defences	Qty	Budget
Plain	-----	Standard	Fortifications	0
Mountain	-----	0	Obstacles	0

Corps I		Commander name	Value	Type	Budget
Center		Scipio	Strategist	-----	10
Quantity	Troop description	Troop type	Quality	Budget	Total
		-----	-----	0	0
3	Hastati & Principes Allied	Heavy swordsmen armour impact	-----	11	33
3	Hastati & Principes	Heavy swordsmen armour impact	Elite	13	39
1	Velites	Light infantry javelin	-----	4	4
2	Triarii	Heavy spearmen armour	Elite	12	24
		-----	-----	0	0
		-----	-----	0	0
9					110

Corps II		Commander name	Value	Type	Budget
Left		Laelius	Competent	Included	0
Quantity	Troop description	Troop type	Quality	Budget	Total
1	Numidian Horse	Medium cavalry javelin	-----	8	8
2	Roman Equites*	Heavy cavalry	Elite	11	22
1	Light Horse	Light cavalry javelin	-----	6	6
1	Hastati & Principes	Heavy swordsmen armour impact	-----	11	11
1	Hastati & Principes Allied	Heavy swordsmen armour impact	-----	11	11
1	Triarii	Heavy spearmen armour	Elite	12	12
		-----	-----	0	0
7					70

Corps III		Commander name	Value	Type	Budget
Ally : Right		Masinissa (Numidian Ally)	Ordinary	Allied	-3
Quantity	Troop description	Troop type	Quality	Budget	Total
2	Numidian Cavalry	Medium cavalry javelin	-----	8	16
1	Numidian foot	Light infantry javelin	Elite	5	5
2	Numidian Cavalry	Light cavalry javelin	Elite	7	14
2	Numidian foot	Medium swordsmen	-----	6	12
		-----	-----	0	0
		-----	-----	0	0
7					44

23	Units in the army	Total budget :	224
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