

# Hypothetical Battle

**Date Played:** Saturday, 11 March 2006, start time 1:18 p.m., game ends at 17:38 p.m. Run time 4 hours and 20 minutes.

**Scenario:** A small Spanish force is holding out on a hill. A larger Carthaginian force must dislodge the Spanish.

**Game Length:** No duration set

**Victory Condition:** Remain or gain control of the hill.

**Players:** Alex in command of Spanish-Iberian force. Matt, with some assistance from Nate, is in command of the Carthaginian force.

**Comments:** A simple test play of the rules.

The game reflected my mantra about this period of warfare, especially this period where force movement is less flexible; namely, your initial setup is critical to victory. Matt was frustrated by the inflexibility of his forces, and the deadly reality that half-naked Numidian infantry are no match for seasoned Spanish infantry.

The wounded elephant rules (our first game with elephants) need a drastic revision. All in all, a good game — we just need a few more players for our test games. Some team work would help in planning and rule play.

## Forces:

Stands									
	<b>CARTHAGE</b>					men			
9	Moorish Infantry					432			
8	Moorish Archers					256			
2	Elephants					6			
8	Lybian Pikemen					512			
12	Hoplites					768			
6	Peltasts					192			
						2166	TOTAL MEN		
	<b>SPANISH</b>								
4	Light Cavalry					256			
16	Swordsmen					1024			
						1280	TOTAL MEN		
	manpower ratio:		1.692188	CARTHAGE AT THE ADVANTAGE					

## Map & Deployment:

### Deployment:

Carthage forces deploy first, anywhere on the board except upon the hill.

Spanish must deploy upon the hill.

The river is impassible.

Turn 1 (13:18): Carthage deploys, much to my surprise, at the center of the far side of the field. I believe it would have been better to utilize the river to protect one of the flanks; since, the Spanish forces have some light cavalry.

Spanish Morale = 10  
Spanish Losses = 0%

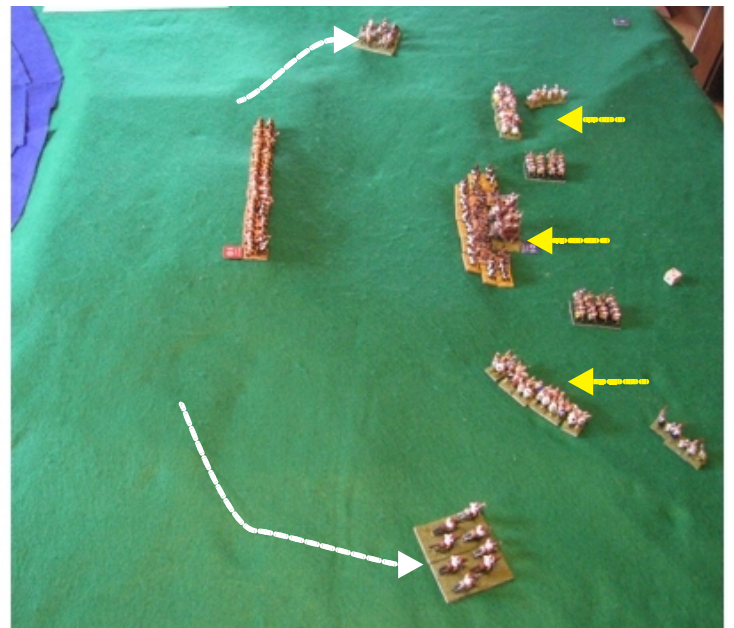
Carthage Morale = 10  
Carthage Losses = 0%



Turn 2 (13:44): Both army commanders give an advance command. Spanish cavalry split to hit flanks of Carthage. Carthage has heavy infantry supported by a small number of skirmishers on both flanks that begin to turn outward.

Spanish Morale = 10  
Spanish Losses = 0%

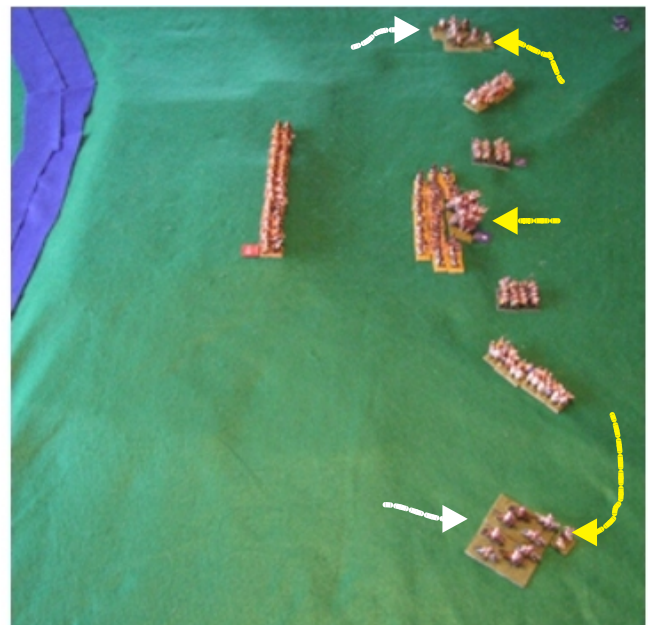
Carthage Morale = 10  
Carthage Losses = 0%



Turn 3 (14:08): Carthage moves its skirmishers out to greet the Spanish cavalry, and a number of skirmishers are lost.

Spanish Morale = 10  
Spanish Losses = 0%

Carthage Morale = 8  
Carthage Losses = 6%



Turn 4 (14:42): Main Carthage forces advance slowly up the hill toward the Spanish line. On the flanks, Greek Mercenary Infantry wheel their lines to attack cavalry, while Carthage exchanges losses with skirmishers and cavalry. Note, the Morale drop because this is a sideshow to the main battle. Also note, the heavy infantry is going after cavalry!

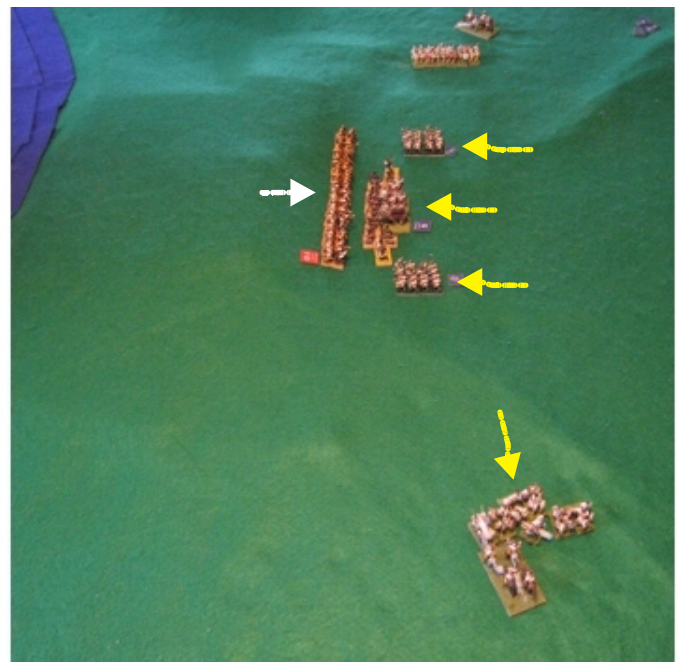
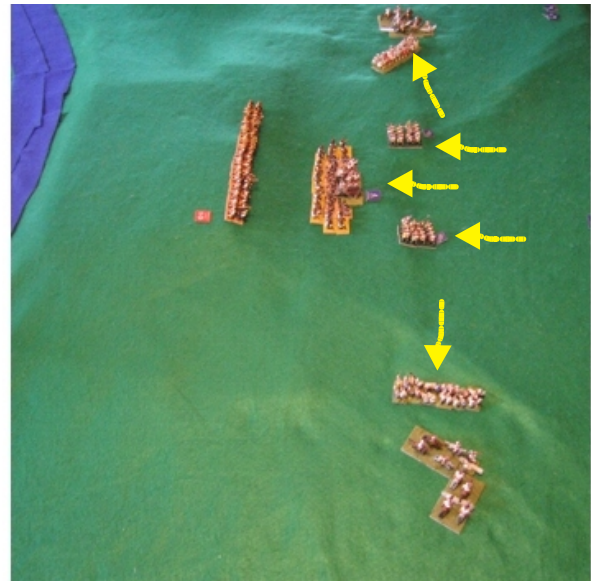
Spanish Morale = 10  
Spanish Losses = 4%

Carthage Morale = 7  
Carthage Losses = 7%

Turn 5(15:59): Units continue to advance up the hill, but Spanish infantry decides to advance. Carthage also charges cavalry on one flank producing some losses.

Spanish Morale = 10  
Spanish Losses = 5%

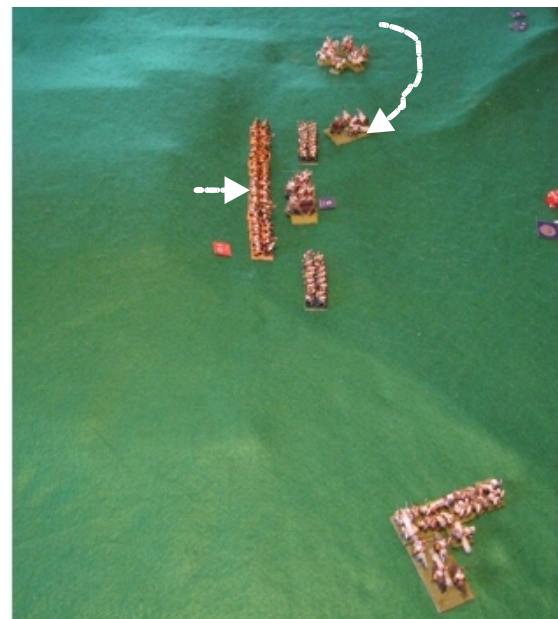
Carthage Morale = 5  
Carthage Losses = 10%



Turn 6 (16:31): Carthage opts to change its command to a close order. The Spanish Pila manage to remove all of the under-armored Moorish forces. Note, in a brutal turn, Carthage has 41% losses, and its morale had already been drained by skirmish losses on the flanks. Only the elephants hold the center.

Spanish Morale = 10  
Spanish Losses = 6%

Carthage Morale = 5  
Carthage Losses = 41%



Turn 7 (16:45): Not much movement this turn. Spanish loss of cavalry figure on flank..

Spanish Morale = 10  
Spanish Losses = 8%

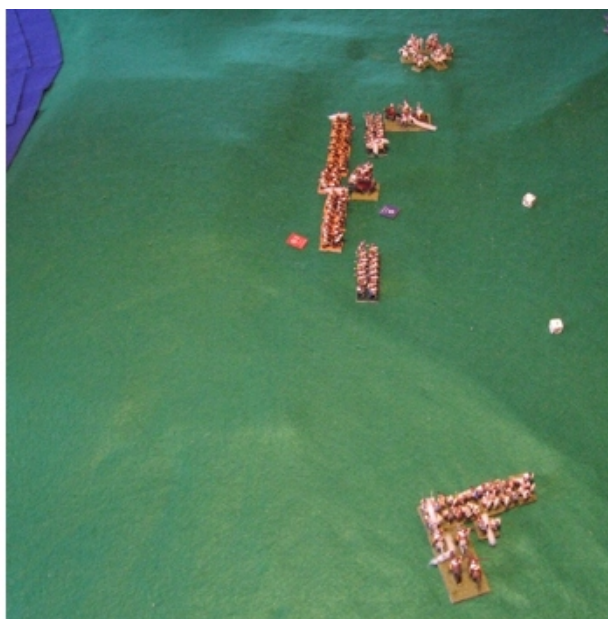
Carthage Morale = 6  
Carthage Losses = 41%



Turn 8 (17:07): In pike impact, one elephant is lost, and Spanish struggle to engage infantry pikemen.

Spanish Morale = 10  
Spanish Losses = 11%

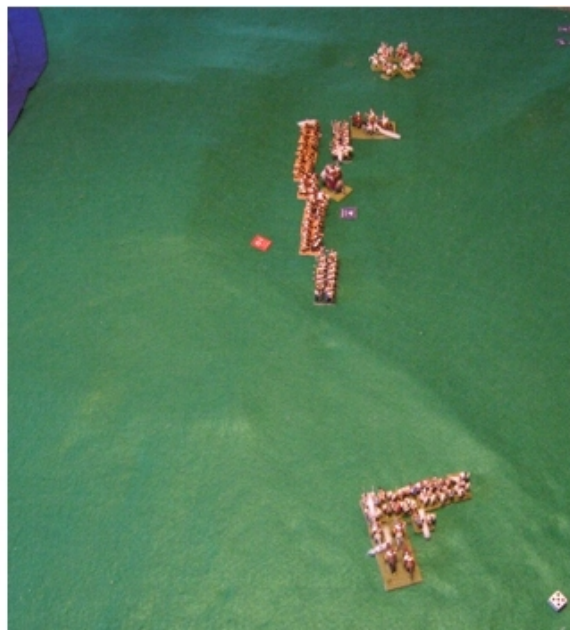
Carthage Morale = 5  
Carthage Losses = 42%



Turn 9 (17:19): Carthage struggles to gain some advantage as the forces slog it out. The wounded elephant at the center of the line panics.

Spanish Morale = 10  
Spanish Losses = 11%

Carthage Morale = 4  
Carthage Losses = 42%

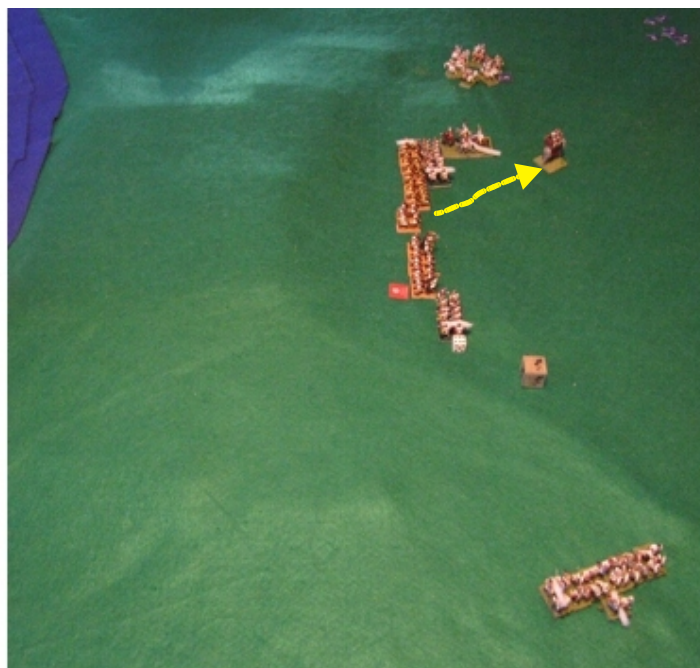


Turn 10 (17:34): Carthage has their commander killed (he was riding an elephant). The surviving elephant in flees, and it is probably the end, unless the morale roll improves the field of command morale level. Without a commander bonus, it's unlikely.

We see that Carthage may have won the left flank from the cavalry, but they lost the center!

Spanish Morale = 9  
Spanish Losses = 19%

Carthage Morale = 3  
Carthage Losses = 44%



Turn 11 (14:00): Carthage routes. Control of the hill is maintained by the Spanish.

Spanish Morale = 9  
Spanish Losses = 19%

Carthage Morale = 2  
Carthage Losses = 89%

