



Legio VI

Ancient Battles
for 6 mm figures

Game Scenario

Ilipa

206 BC

Historical Background

Fought near modern Seville, this battle of the Second Punic War resulted in the Carthaginians being driven out of Spain. The Carthaginians had around 70,000 men to the Romans' 45,000.

For several days both sides deployed for battle without engaging. Publius Scipio's Romans formed up with legions in the centre and Spanish allies on the wings. Hasdrubal Gisgo deployed his Africans in the centre and Spanish on the wings.

On the day of battle Scipio attacked early, changing his array to place the less reliable Spanish in the centre and legions on both wings. Caught off guard the Carthaginians had no time for breakfast nor to change their habitual deployment to react to the Romans.

As the Carthaginian line was considerably longer than that of the Romans, Scipio marched his legions further out to the flanks and then turned them in to attack Hasdrubal's Spanish while pinning the better African infantry with his own Spanish allies. He also detached maniples from the legions to reinforce his cavalry wings. The Carthaginian wings were driven in and they were forced to withdraw to their camp. A sudden torrential rain stopped the Roman pursuit.



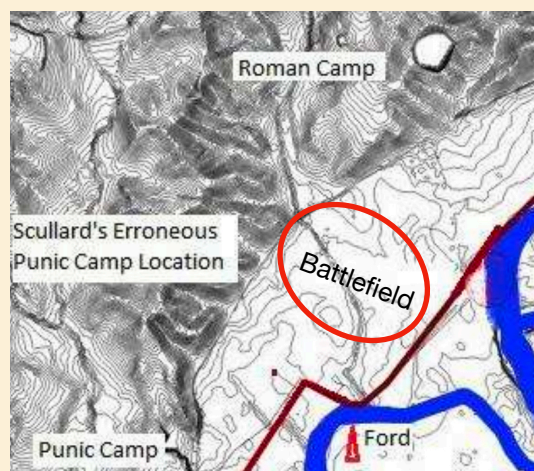
The Battlefield

Both armies were encamped on hills to the west.

The battle took place on low, flat ground beyond the hills, the eastern edge bound by the River Baetis (modern Guadalquivir).

Apart from the hills on one edge of the table and river on the other, no other terrain features are needed. The river and hills could simply be taken to be the table edges.

With so many troops, even in 6 mm scale, an 8ft wide table is needed — unless the numbers are scaled down further than those given in the following orders of battle.



Roman Order of Battle



Scale.

1 medium infantry (MI) base = 300 men, 1 light infantry (LI) & cavalry base = 200 men.

This gives 22400 foot and 2000 cavalry on the order of battle below. Multiply by 2 to give 44,800 foot and 4000 cavalry, or double the base/men ratio.

The numbers below are bases (2cm square for Legio VI).

Right, Publius Scipio, 3 actions, commander in chief

2 Roman legions, MI, A Grade (6000 men, each legion 10 bases in 3 lines)*

8 Roman velites, LI, A Grade (1600 men in one or two units)

2 Roman equites, MC, A Grade (400 men)

Centre, Andobales, 1 action, Spanish ally

16 Spanish Scutarii MI, C Grade (4800 men in up to 4 units)

12 Spanish LI javelinmen and/or slingers, C Grade (2400 men in 2 or 3 units)

Left, Marcus Silanus, 2 actions.

2 Italian legions, MI, B Grade (6000 men, each legion 10 bases in 3 lines)*

8 Italian velites, B Grade (1600 men in one or two units)

Left cavalry, Lucius Septimus, 1 action, subordinate commander to Silanus

4 Spanish LC, C Grade (800 men)

4 Italian MC, B Grade (800 men)

Notes:

*Legions may either be 10 bases each (4 hastati, 4 principes and 2 triarii) or the triarii may be represented by 4 understrength bases giving 12 in total). Two understrength bases count as one in combat.

The Romans may choose to take up to 2 bases from each legion to form separate units.

Carthaginian Order of Battle



Scale: 1 MI base = 300 men, 1 HI base = 500 men, 1 LI & cavalry base = 200 men, 1 elephant = 5

This gives 33200 foot, 2600 cavalry and 15 elephants on the order of battle below. Multiply by 2 to give 66400 foot, 5200 cavalry and 30 elephants, or double the base/men ratio.

The numbers below are bases (2cm square for Legio VI).

Left, Attenes 1 action, Spanish ally

24 Spanish Scutarii MI C Grade (7200 men in up to 6 units)

10 Spanish LI javelinmen and/or slingers, C Grade (2000 men in 2 or 3 units)

4 Spanish LC, C Grade (800 men)

Centre, Hasdrubal Gisco, 2 actions, Commander in chief

4 African veteran spearmen, HI, A Grade (2000 men)

14 Liby-Phonecian spearmen, HI, B Grade (7000 men in up to 4 units)

12 African LI javelinmen and/or slingers, C Grade (2400 men in 2 or 3 units)

Right, Mago Barca, 2 actions.

24 Spanish & mercenary MI, C Grade (7200 men in up to 6 units)

10 Spanish & other LI javelinmen and/or slingers, C Grade (2000 men in 2 or 3 units)

Right cavalry, Massanissa, 1 action, Numidian ally

6 Numidian LC, C Grade (1200 men)

4 Numidian LI, C Grade (800 men)

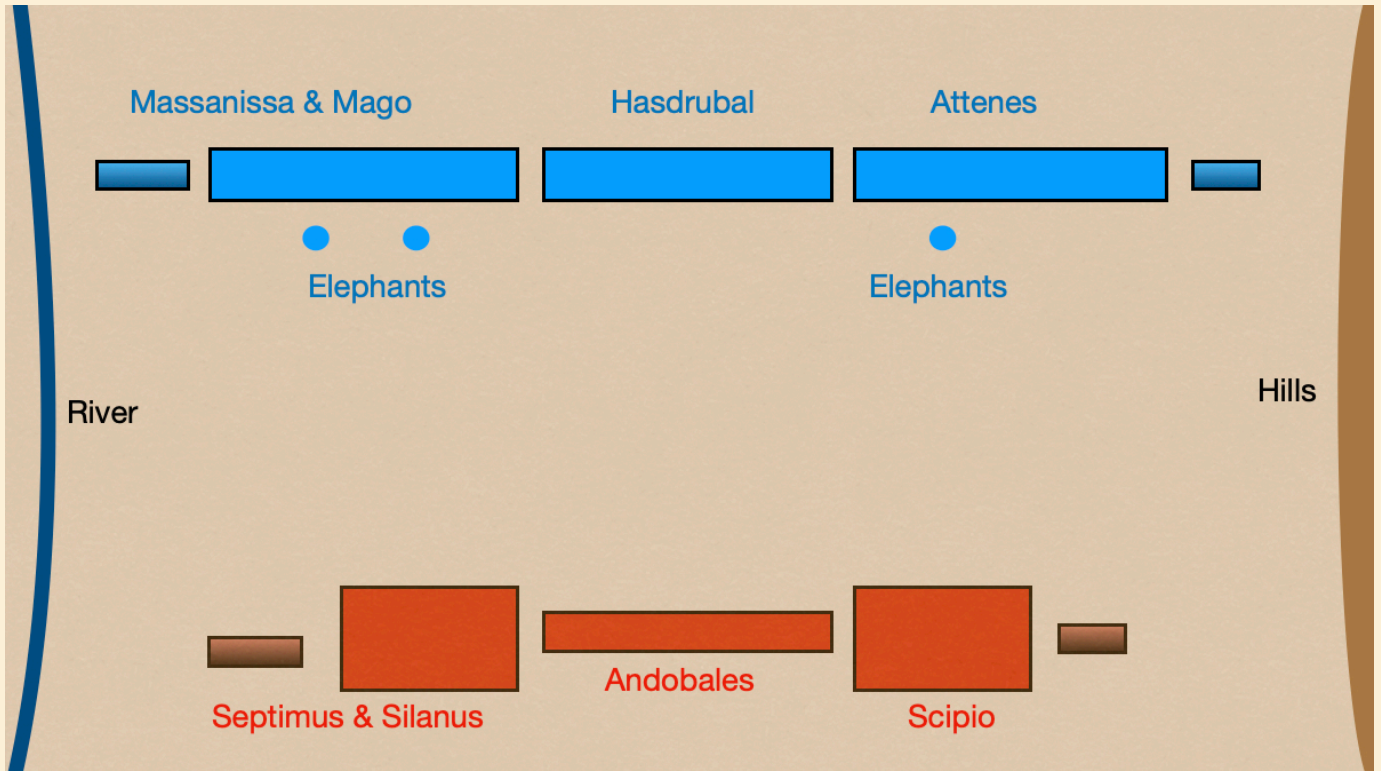


Additional troops

3 Libyan MC, B Grade (600 men). May be in reserve or on one of the wings

3 elephants. Split between the two wings.

Deployment



To replicate the historical deployment, place the commands on table as per the sketch map above. Light infantry may be placed in front of the heavier troops, or behind, or to the flanks. Historically the Romans placed the velites from the legions together with the cavalry on both wings. They also detached 3 maniples from the legions to reinforce their cavalry. This can be replicated by taking bases from the legions to form separate units to accompany the cavalry or to extend the line.

An alternative deployment would be to have the cavalry on both sides initially behind the infantry to replicate the fact that after initial skirmishes as the infantry were deploying they fell back and then sent out to the flanks.

Special Rules

As the Romans surprised the Carthaginians with an early attack, the Romans get a free move at the start of the game.

The Carthaginians suffered from fatigue due to having missed breakfast. Starting on 3rd turn Carthaginians roll a die. 1-2 = increase fatigue 4-6 HI, 5-6 other formed. Re-roll each turn until it takes effect.

A torrential downpour brought the battle to an end. Starting on 3rd turn roll a die. 1=weather changing. Roll again each turn thereafter. 1-2 = torrential downpour—**no shooting, no charge bonuses, movement halved, +1 DP all manoeuvre**. Roll again following turn 3-6 = weather clears.



Alternative Deployment

In the days leading up to battle both sides deployed but no battle was fought. On each of these occasions Hasdrubal deployed his Africans in the centre and Spanish/Numidians on the wings. Scipio deployed his legions in the centre and Spanish on the wings. This led the Carthaginians to assume this would how he would always deploy. Then on the day Scipio changed his array to have the Spanish in the centre and legions on the wings. This allowed him to break through the less reliable Carthaginian troops with his best men.

A simple card game played in advance can replicate the fact that both commanders could have deployed differently and attempted to fool their opponent. Deployment cards are made up for each contingent (including a dummy) along with Attack and Hold cards. The cards may be [downloaded here](#) to be printed off and cut to size.

Card Game Rules

Roman instructions

Place deployment cards in Right, Centre, Left or Reserve sectors face down

At least 2 infantry cards must be placed in centre. Other infantry cards must be placed on the wings . They may not be in reserve.

Cavalry may only be placed on the wings or in reserve.

Dummy card may be placed anywhere.

Once both sides deployment cards are down (but not revealed), place action card face down.

You may not play the Attack card until the 2nd round, no restrictions thereafter.

Then reveal all cards simultaneously. If both sides play Hold, no battle takes place. Play another round. If one or both play Attack then battle takes place using the deployment indicated by the cards. If only one side plays Attack they get a free move on the first turn.

Command. Andobales may only command Spanish. Scipio, Septimus and Silanus may command any troops.

Carthaginian instructions

Place deployment cards in Right, Centre, Left or Reserve sectors face down

One of African, Mercenary or Spanish cards must be in the centre the others must be on each of the wings.

Massanissa's contingent and Libyan cavalry must be either on one of the wings or held in reserve.

Elephants may be placed anywhere.

Once both sides deployment cards are down (but not revealed), place action card face down.

You may not play the Attack card until the 3rd round, no restrictions thereafter.

Then reveal all cards simultaneously. If both sides play Hold, no battle takes place. Play another round. If one or both play Attack then battle takes place using the deployment indicated by the cards. If only one side plays Attack they get a free move on the first turn.

Command. Massanissa may only command his contingent, Libyan cavalry and elephants. Attenes may only command his contingent and elephants. Hasdrubal and Mago may command any troops.