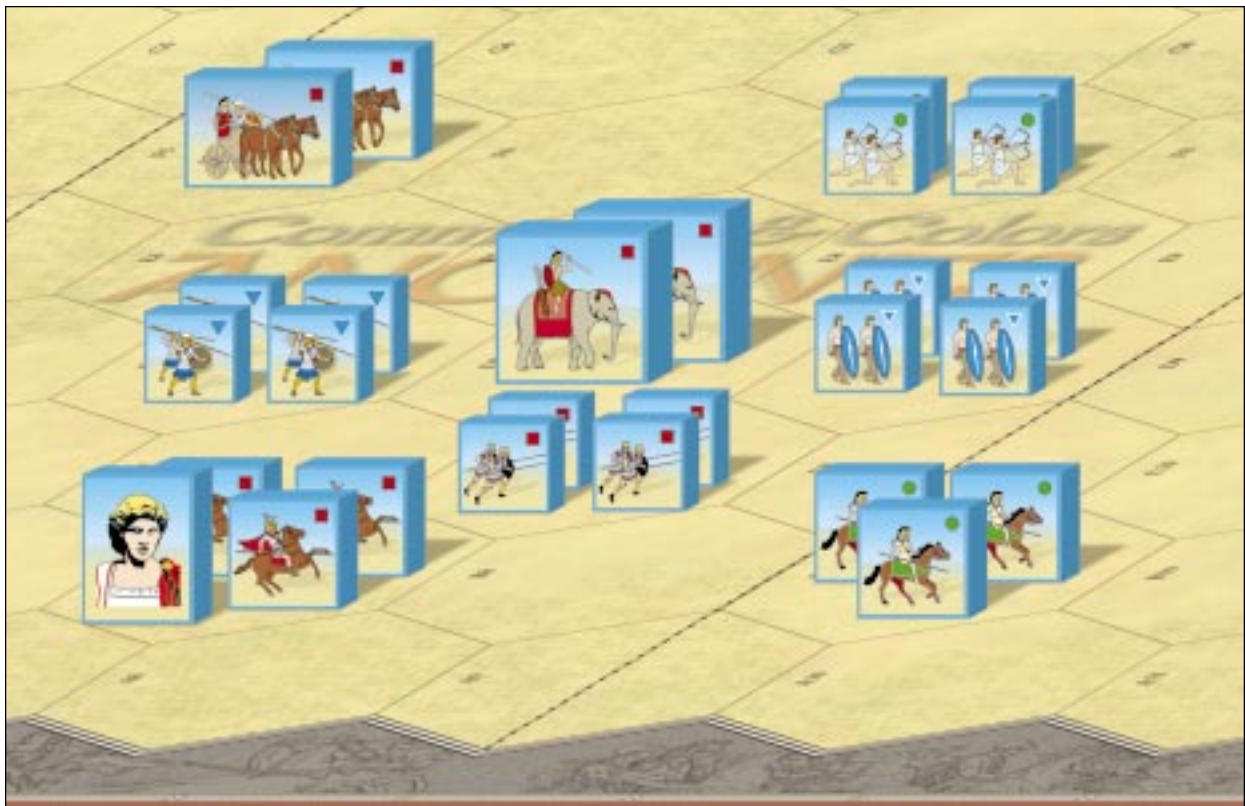


# *Command & Colors: Ancients*

# ***BONUS PACK #2***

CRONIUM – 376 BC

INDUS – 306 BC & PYDNA – 168 BC



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## CRONIUM – 376 BC



### Historical Background

In 410 BC, Carthage invaded Greek Sicily, ending seventy years of peace. In the turmoil surrounding the Punic invasion, Dionysius I was able to establish a tyranny in Syracuse in 405. Dionysius initiated a series of wars against Carthage and neighboring Greek cities. In 377 Dionysius won a crushing victory at Cabala, capturing 5,000 men and killing over 10,000, including the Carthaginian general Mago. His son, Himilco, rebuilt the Punic army and sought a re-match at Cronium in 376 with his army of over 30,000 foot and 4000 horse. Dionysius was confident that his army, of about the same size, would easily defeat this Punic army a second time. Dionysius commanded his Greek mercenaries in the center, his brother Leptines led the Syracusans on the right, while the left was held by allied Greeks and Gauls. Himilco formed his center with Libyan levies, placing heavier Greek and barbarian mercenaries on the wings. Dionysius drove back the Punic center, but Leptines was killed during his assault, and the Syracusan right wing buckled. Himilco's mercenaries also broke the Greek left. As both wings collapsed, the Syracusan center was enveloped and a great slaughter commenced. Himilco had won an unexpected victory, avenged his father's death and forced Dionysius to sue for peace. Cronium was the greatest open field Punic victory in three centuries of combat with Syracuse.

The stage is set. The battle lines are drawn and you are in command. The rest is history.

### War Council

- Carthaginian Army
- Leader: Himilco Mago
  - 6 Command Cards

Syracusan Army (*Use Greek blocks*)

- Leader: Dionysius I
- 5 Command Cards
- Move First

### Victory

7 Banners

### Special Rules

None

# INDUS – 306 BC



## Historical Background

Seleucus of Syria crossed the Indus in 306 to recapture the Ganges Valley that had been overrun by the Mauryan king, Chandragupta. Using a cavalry feint, Seleucus had crossed the Indus and drew up in a strong defensive position. Deployed in two lines with his flanks resting on a series of hills and woods, he waited for his mounted force to return.

The Indian king was faced with a difficult problem, because his opponent could not be outflanked. His plan called for a quick frontal assault before the Seleucid cavalry returned. The Indian force, however, was made up of mostly light units and cavalry, and it did not fare well against the Seleucid phalanx in the center. On the Indian right, light infantry on both sides struggled for control of the high ground. The fight in the center turned when the Indian elephants hit the Seleucid phalanx along with fresh Indian cavalry. The phalanx broke, and at the same time, the Indian infantry, crossed the stream and drove off the Seleucid elephants and cavalry. Seleucus, seeing this, abandoned the remnants of his shattered army and rode off.

The stage is set. The battle lines are drawn and you are in command. The rest is history.

*Little is known about Seleucus' Indian campaign, for there is no factual historical record of these campaign battles, though one or more was likely fought on the Indus. We therefore present it only as a plausible encounter between the two Eastern powers. Enjoy! Richard Borg*

## War Council

Seleucid Army (Use Greek blocks)

- Leader: Seleucus of Syria
- 5 Command Cards

Indian Army (Use Eastern Kingdom blocks)

- Leader: Chandragupta Maurya II
- 5 Command Cards
- Move First

## Victory

6 Banners

## Special Rules

- The stream is fordable.
- The three Auxilia units in the Indian army are special units. Place a special unit block in the same hex with each of these units to distinguish them from the other units. These Auxilia units are armed with bows and follow Ranged Combat bow weapon rules.

## PYDNA – 168 BC



The Roman victory at Cynoscephalae (197) had humbled, but not eliminated, the Macedonian army. As the reality of Roman world domination became clear, most of Greece rallied to support Perseus, the son of Philip V. The Third Macedonian War broke out in 169, but the initial Roman campaigns were plagued by inept commanders and ill disciplined troops. Then Lucius Aemilius Paullus was elected consul and immediately instituted a tough regimen of drill and discipline. The Roman army had two reinforced legions, Numidian allies with 22 elephants under their Prince Misagenes and a few Greek allies—34,000 foot and 4,000 horse in all. Perseus fielded a large force of 26,000 Macedonians supported by 13,000 Greek and Thracian allied infantry and 4,000 cavalry.

Perseus offered battle on a flat plain near Pydna but Paullus declined to fight and encamped behind rough ground. The following day fighting broke out between the two armies' watering parties. Perseus responded by suddenly advancing his entire army on the Roman camp. Paullus launched an attack on his right with his elephants, breaking the Macedonian left flank. In the center the Macedonian phalanx drove back the Roman legions, but lost its cohesion as it advanced into broken ground. The Romans counterattacked when the Macedonian phalanx began to fragment. After hard fighting, the legionnaires were able to penetrate and destroy the phalanx. It was a decisive victory for the Romans, and the final major battle in establishing Roman

dominion of the Mediterranean world. Pydna is also considered the classic Legion versus Phalanx battle, demonstrating the superiority of the Roman system.

The stage is set. The battle lines are drawn and you are in command. The rest is history.

### War Council

Macedonian Army (*use Greek blocks*)

- Leader: Perseus
- 5 Command Cards
- Move First

Roman Army (*Use Roman blocks*)

- Leader: Aemilius Paullus
- 6 Command Cards

### Victory

8 Banners

### Special Rules

Optional – Roman tactical flexibility. Whenever an unsupported Greek heavy infantry unit in non-broken ground terrain is attacked by a Roman medium or heavy infantry unit, the Greek heavy unit, if able to battle back, may only use three dice (reflects the ability of the more maneuverable legions to find the flanks of the phalanx and strike decisively).