

Agathocles Tower (C3i #10)

(by Fabio Bernardini – May, 23rd 2008)

A simple and fast cavalry battle (just one turn and it's all over) where a better mobility of the Carthaginian contingent is counteracted by a far more functional Roman leadership.

Africanus is there and can exploit his Elite Commander option to pour its cav over the North African Column.

The problem is that Numidian LC can orderly withdraw in front of the RC attack playing a frustrating elusive role. I played the battle twice, once trying to push the RC as far as possible causing the North African line to bend, in order to avoid the RC zocs and at the same time protect the flank of the more rigid HC line.

In the second try the RC attacked only the Carth. HC refusing the flank with the remaining units. Nevertheless the refused flank, as you can see from the shot, had some holes and the LCs took advantage of them to interpenetrate during their second activation and strike the back of the RC pretty battered after a frontal assault to the Sacred Band.

The Roman situation was critical but the higher initiative rating of both Massinissa and Africanus frustrated any momentum attempt of Hanno and Bostar. Although my variant reduces chance of rallying to a minimum, Africanus was still able to save one unit. He then used his momentum to recollect the returning cavalry previously in pursuit and, with what was left of the refused flank, stroke back on the now vulnerable LCs.

Massinissa with only one unit can just take out on enemy cav, then his LC is either in Pursuit or Broken off thus useless for the rest of the turn.

The scenario shows how fleeting and deadly the Numidian devils can be when free to operate in the open.

In both of my games Africanus didn't fail a single trump and momentum attempt, but if he does the pendulum might as well shift to the other side quite easily.

The Map (Cynoscephalae) his layered in six levels but this is not a problem for the cav. Units.

For this scenario I used my own variant.

	WL	End of turn 1 (game 1)	End of turn 1 (game 2)
Rome	28	18	12
Carthage	27	30	30



Initial set up



Roman refused flank



End of game