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THE BATTLE OF

The Metaurus

Northern Italy, 207 BC

RULES OF PLAY

HOW THIS BOOK IS ORGANIZED

This rulebook is structured to introduce concepts following the game's sequence of play. They are written in a format known as the Case System. This approach divides the rules into Modules, each dealing with an important aspect of play. Modules are numbered sequentially and possess a title. Each Module is divided into Sections, dealing with major sub-topics within the Module. These are also numbered sequentially. Finally, the majority of each Section consists of Cases: the specific, detailed rules that govern play. Their sequential numbering follows a logical progression based upon the Module and Section of which the Cases are a part. Look to these numbers to determine where a Case is located in the rules.

3.1.4

The fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. Try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We don't recommend attempting to learn the rules word-for-word. We've written these rules to be as comprehensive as possible—but they are not designed to be memorized. Taking in the rules as you play along is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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Attn: *The Metaurus*

Or e-mail us at: admin@turningpointssimulations.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@turningpointssimulations.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Turning Point Simulations* discussion folder at consimworld.com.

1.0 INTRODUCTION

The Battle of the Metaurus is a game covering the battle near the Metaurus River in northern Italy. The destruction of Hasdrubal's reinforcing army pretty much brought an end to whatever Italian ambitions Hannibal had. *The Battle of the Metaurus* is a fast-playing game of low complexity. To that end, much detail has been either omitted or factored into the overall mechanics. We have tried to provide as much period flavor and historical accuracy as we can, within that focus.

The Battle of the Metaurus concentrates on troop morale and the need to use the men you have to the best advantage. It assumes the player, in his decision-making mode, is the overall commander.

1.1 The Scale

The map scale is c. 200 yards per hex. Each infantry unit contains about 1000 men, although that would vary among the unit types; cavalry would be about half of that. Game Turns reflect, very loosely, about 20 minutes.

Historical Note: *While exact numbers for this battle are not known, and sources do vary a great deal, they all pretty much agree that the Romans did outnumber the Carthaginians. The numbers we have used reflect more relative strengths than absolutes.*

2.0 COMPONENTS

The Battle of the Metaurus includes:

- One 17" x 11" mounted game-map
- 1 sheet of 200 counters
- 1 Rules Booklet

2.1 The Die

This game requires players supply a ten-sided die to resolve combat and other factors for which performance will vary. For dice numbered 0 – 9, read a 0 as a "zero," not a "ten." Players can also use the chits numbered 0 to 9 in their side's colors by placing them in an opaque cup and drawing one out (without looking) when required to do so by the game rules. Replace the chit back in the cup before drawing again.

2.2 The Map and Counters

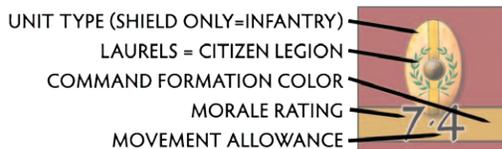
The game map covers the area over which the battle was fought. The map is overlaid with a grid of hexagons – hexes – that are used to regulate movement. The effects of the various types of terrain can be found in the Terrain Effects Chart. **Important Note:** *The trimmed, but numbered half-hexes along all the mapboard edges are all playable. Unnumbered partial hexes are not.*

We have 3 types of counters: combat units, Orders markers, and Engaged markers. There are 6 different types of combat units: Legionary Infantry, Heavy, Medium and Light non-Roman Infantry, Cavalry, and Elephants. The reverse side of each combat unit is its Disordered side.

Design Note: *We have ignored the differences between the four types of Legionary Infantry – Velites, Hastati, Principes, and Triarii – that made up the pre-Marian Republican legions.*

Play Note: *Neither side has any Leaders. Leadership quality at Metaurus was about even and was not a major factor.*

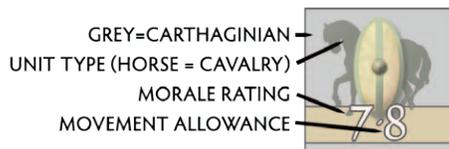
LEGIONARY INFANTRY UNIT (FRONT) - ROMAN ONLY



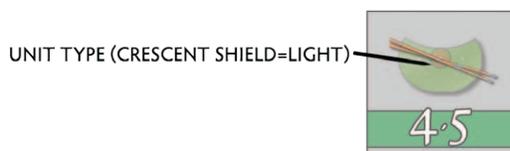
DISORDERED UNIT (BACK)



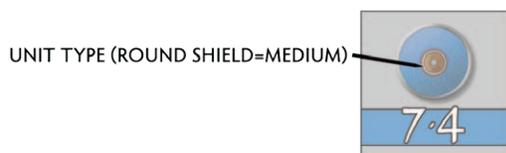
CAVALRY - BOTH PLAYERS



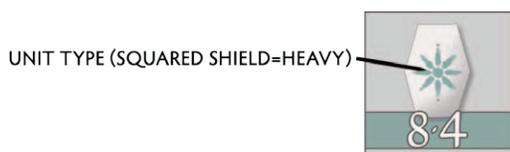
LIGHT INFANTRY - CARTHAGINIAN ONLY



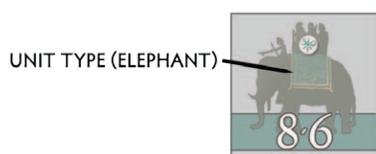
MEDIUM INFANTRY - CARTHAGINIAN ONLY



HEAVY INFANTRY - CARTHAGINIAN ONLY



ELEPHANTS - CARTHAGINIAN ONLY



Morale: The unit's training, discipline, morale, and ability to stand in combat.

Order: What you want the units in an individual command to do.

4.0 SEQUENCE OF PLAY

The Battle of the Metaurus is played using a variable number of Game Turns. The game simply keeps going until one player wins, as determined in Module 14.0.

Each game turn includes two Player Turns, one for each player. The order of these Player Turns within the Game Turn is determined by Initiative (see below), which is determined at the start of each Game Turn.

4.1 Game Turn Sequence

1. Determine Initiative
2. Change Orders
3. Undertake **Player Turn**
4. End of Turn/Winner Determination

4.2 Player Turn Sequence

The sequence of play for each **Player Turn** (for each player) is as follows:

1. Movement (Module 6.0)
2. Combat (Module 9.0)
3. Reform (Module 11.0)

Each Command undertakes the above Sequence separately; however, see Section 5.3. When both players have finished their Player Turns they check to see if either has won (Module 14.0); if not, go to the next turn.

Initiative. Each player rolls one die. High die roller decides whether he wants to go first or last in the Game Turn. Ties? Roll again.

5.0 WHAT UNITS CAN DO

5.1 Commands

Commands are the distinct groups of units that may be given Orders. Commands are defined by the color stripe. Every unit with the same color stripe is part of that Command.

Rome. Each separate Legion (including its attached cavalry) is an individual Command. There are six Roman legions (and thus six Commands and six sets of Order chits).

Historical Note: Actually, these are Republican double-legions, one citizen legion, and one allied legion. They were probably not up to full strength.

Carthage. There are four Carthaginian Commands with Orders chits:

- Celtic Medium Infantry
- Iberian Medium Infantry
- African Heavy Infantry and Ligurian Medium Infantry
- Balaeric Light Infantry

5.2 Orders

Commands activate and operate with specific Orders. These Orders determine what the units in that command may do – Actions – in an individual Player Turn. All units in the same Command are under the

3.0 IMPORTANT CONCEPTS BEFORE YOU BEGIN

Command: Term used to describe which units may move and fight. Commands can be identified easily by the color stripe on the counters.

Disorder: A loss in unit cohesion under the stress and strain of battle.

DR, DRM: Abbreviations for Die Roll and Die Roll Modifier, the latter being a plus or minus number used to adjust the die roll.

Engaged: A state in which a combat does not end cleanly, but the contenders keep on fighting for an extended period.

same Orders (except for cavalry, see below), regardless where those units may be.

In the Orders Phase of the Game Turn, each Player may change the Orders of up to three (3) of his Commands. Commands whose Orders are not changed retain the same Orders as the previous turn.

Play Note: This mechanic reflects what we consider to be the small difference in leadership quality the Carthaginians have over the Romans. Being able to change Orders chits for three-quarters of their army as opposed to half for the Romans, is pretty much the only advantage they have.

Orders for a Command are indicated by placing the corresponding Orders marker near the Command units, information side down (they are revealed when activated) so as to keep any changes secret from the opponent.

Carthaginian Cavalry and Elephants. While these units operate under Orders, they do not require Orders markers. All Carthaginian cavalry units are part of a single “Command” in terms of being Activated (and the Elephants are their own as well). However, individual cavalry units may undertake different Actions/Orders.

The Orders available to each Command, with the Actions these Orders allow and their effect on game play, are as follows:

- **Stand and Defend.** Units under this order may not move or attack or Retreat before Combat. If attacked by enemy units while under this order, the attacking units must subtract one (a max of -1) as a DRM per combat resolution.
- **Move.** Units under this order must move when Activated, and may Retreat Before Combat during the other player’s phase. Units under this order may not move adjacent to an enemy unit, but may move away from such a unit. If attacked by enemy units while under this order, the attacking units get to add one (a max of +1) as a DRM per combat resolution.
- **Move to Attack.** Units under this order must move a maximum of one hex when Activated and, in doing so, move adjacent to an enemy unit. It may then Attack (below). Attacking units under this order get to add one (a max of +1) as a DRM per combat resolution (representing the additional power gained by momentum). This order has no DRM effect on the units under it when defending, but they may not Retreat Before Combat. Units in a Command that start their Activation already adjacent to enemy units are considered to be under the Attack Order (below).
- **Attack (No Orders chit required).** Units under this order must attack any adjacent enemy unit and may not move. This order has no DRM effect on the units under it when defending, but they may not Retreat Before Combat.
- **Reform.** Units under this order may try to Reform (Module 11.0). Units may not move or Retreat Before Combat or Attack (or anything else). If attacked by enemy units while under this order, the attacking units get to add two (a max of +2) as a DRM per combat resolution.

Engaged Restriction. Regardless of what a command’s Orders are, units in that Command that are Engaged (Module 10.0) **must instead Attack** when Activated.

5.3 Activation

Each Player’s Commands are Activated and undertake the Player Turn separately, one at a time. Commands may not combine movement/attacks, other than certain Roman commands.

Roman Combined Activation. When it is his Player Turn, the Roman player may attempt to use two commands (legions only) as if they were one. Both of these legions must be under the same Orders. To try this he rolls one die:

- If the die roll is a 4-9, he may treat the two designated as one.
- If the die roll is a 0-3, both commands are considered Inactive and may not do anything that Game-Turn.

5.4 The Gauls (Optional)

Play Note: Gamers who want a more evenly balanced – albeit less historical – game may choose to ignore this rule.

As if being slightly outnumbered wasn’t enough of a problem for Hasdrubal, he had a contingent of newly raised Celtic Gauls who were most unhappy about being involved with veteran Roman legions (and probably drunk).

- When under any Move or Attack Order, the Carthaginian Player must roll one die for **each unit** he wishes to use:
 - If that die roll is a 6-9, the unit ignores Orders and does nothing.
 - If that die roll is a 0-5, the unit undertakes its Orders
- Cannot be given Reform Orders

Design Note: The lack of commitment on the part of these Gauls is further reflected by their low Morale ratings when Disordered. They are very brittle.

6.0 MOVEMENT

Each unit has a Movement Allowance, representing the number of Movement Points (MP) a unit may expend in one Activation. The costs to enter the various types of hexes and cross certain types of hex sides are listed on the Terrain Effects Chart

Units move from one hex to another, contiguous hex. Units cannot move into a hex occupied by another combat unit, enemy or friendly, and they have to stop when they move adjacent to an enemy unit.

Units that start movement adjacent to an enemy unit may still move, subject to Activation, and provided they are not currently Engaged through Shock Combat (Module 9.0). A unit that starts in one enemy-adjacent hex **can** move directly to another if it has the right Orders. It must stop when it moves adjacent to an enemy unit.

Units usually may **not** move off the map. (If they do, they’re eliminated.) However, Carthaginian units that move off the game map through the southern (long) edge are not considered eliminated (Module 14.0).

Restrictions. Engaged units (Module 10.0) may **not** Move, regardless of Orders.

6.1 What is Movement; What is Not

There is a difference between moving counters around the map, and the game mechanic of Movement. Movement, as a mechanic, is any action

that requires the expenditure of Movement Points. Actions that move a unit – e.g., Advance after Shock – but do not require an expenditure of Movement Points, are not Movement in terms of a game mechanic.

7.0 FACING

Facing refers to how a unit sits within a hex. A unit must be faced so that the top of the unit faces one of the hex's vertices, not the side of the hex. A unit may ignore this facing when moving, but, once it stops movement, it must be faced in a specific direction. The two hexes to each side of the vertex the unit is facing are Frontal, the two at the other end, the Rear, and the sides, Flank.

Facing determines who a unit is able to Shock Attack. In general, this applies to only their (two) Frontal hex/hex sides.

Facing does **not** matter when determining movement direction, and units are free to change facing as much as they want **during** movement, at no cost. However, they may do so only when Activated.

Changing facing is **not** considered movement for purposes of a Movement Order, as it does not expend Movement Points. Units may Change facing when Activated, regardless of what Orders they are under.

8.0 STACKING

Combat units may not stack (be together in the same hex) at **any** time, even during movement. Status markers don't count for stacking.

9.0 COMBAT

All of the combat in *The Battle of the Metaurus* is what is called "Shock," the face-to-face, slash and crash of one line against the other.

Design Note: There is no missile fire combat in *The Battle of the Metaurus*. Neither army appears to have had missile troops, other than the one or two javelins some infantry used for pre-shock effect. The Carthaginian army did have a contingent of Balaeric slingers, but these were used almost exclusively to slow down approaching troops, not cause many casualties. In addition, the scale – 200 yards per hex – precludes definitive missile fire mechanics.

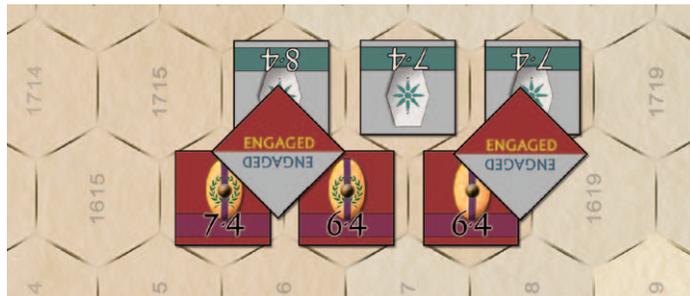
In the Combat Phase, a unit in a Command that is under Orders that allows it to attack **must** do so if it has an enemy unit in one of its Frontal hexes or it is already Engaged. Phasing units, regardless of Orders, **must** attack the units with which they are Engaged (and only those units).

Play Note: Friendly units may join in on an attack by an Engaged unit, as long as the above condition is satisfied.

Units that must attack must do so against any/all enemy units that are in their Frontal hexes, unless some of those units are being attacked by other, friendly units.

Exception: It is conceivable that, because of Engagement, it is impossible for all enemy units in Frontal hexes to be engaged. In such a case, the Engaged units attack the units with which they are Engaged. Then the un-Engaged units must attack all of the enemy units in their Frontal hexes. If it is impossible to attack some enemy unit after satisfying these two requirements, then that enemy unit does not get attacked.

Example: On the left and center, the 7-4 and 6-4 Roman Legion units are Engaged with the Carthaginian Africa 8-4 Heavy Infantry unit. On the right, the 6-4 Allied Legion is Engaged with the rightmost 7-4 Africa Heavy Infantry. All are the result of Roman attacks in the previous game turn. In the current game turn, no Roman unit can attack the 7-4 Africa Heavy Infantry in the Carthaginian center.



Light Infantry units may never attack, even if they have enemy units in their Frontal hexes. They do defend, though. Poorly, to be sure.

Retreat Before Combat. Any unit under a Move Order (but not Move to Attack) may Retreat Before Combat when attacked by an enemy unit.

A unit that Retreats Before Combat may move one or two hexes away from the enemy unit in its Frontal hex. If it cannot so move, it may not Retreat. When it finishes such movement, the player rolls a die for that unit. If the unit has moved two hexes, he adds one (+1) to that DR.

- If the adjusted DR is the same as or lower than the unit's printed Morale Rating, there is no further effect.
- If the adjusted DR is higher than the unit's printed Morale Rating, that unit is Disordered. If already Disordered, it is Eliminated.

Cavalry units that are about to be attacked by enemy infantry do not have to roll for Disorder; they Retreat without incurring any penalty.

9.1 Combat Resolution

Attacking is mandatory when under any Attack Order or if Engaged. If a unit does attack, it must attack all enemy units in its Frontal hexes. It does not have to do so against enemy units that are being, or going to be, attacked by other friendly units.

Order of Combat Resolution. Combat is resolved after **all** Movement is finished, in the following order:

1. The active player announces which of his units are attacking which defending units.
2. The Defender retreats, if he is capable and wishes to.
3. The Attacker resolves all his attacks, in any order he wishes. Advances are taken where required or possible.

Die Roll Modifiers for Resolving Combat. To resolve combat, the Attacker rolls the die, then modifies the result by any DRMs that apply from the following five situations:

1. **Numerical Advantage.** The player with the higher number of units receives the difference between the number of units as a DRM. **Example:** One HI unit attacks two Legion units. There is a -1 Numerical (dis-)advantage DRM to the Combat resolution for the attacking HI.
2. **Position Advantage.** There are two types of Position Advantage:

Eliminated. The unit is no longer effective as a fighting force and is finished for the day. Remove it from the board. Keep track of these to determine victory.

Continued Attack. When this result is obtained, the attacking units may (player's choice) attack again, even if they advance (Section 9.2 above). When resolving a Continued Attack, subtract one (-1) from the Resolution die roll for **each previous** attack undertaken in that Activation. The Continue Attack result allows unit(s) to continue to attack other enemy unit(s) if the one(s) originally attacked is destroyed. They can attack an enemy unit already attacked. Likewise, they may attack enemy units that have already retreated before another Combat. *Play Note:* Thus, a Continued Attack will automatically incur at least a -1 DRM. The DRM reflects the ongoing loss of formation and impetus such attacks are subject to.

Counter-Attack. If the combat resolution die roll is a 1, then the Defender may, if the player wishes, and regardless of Orders status, attack (as part of the resolution of the original individual combat) the unit(s) that had just attacked it, using all Combat Rules. This occurs after implementing all other combat results, including Disorder and Elimination. Only the original defender, or defenders, may counter-attack, and then only against the unit or units that just attacked in the first place. If the defenders counterattack, they must attack all original attackers located in a Frontal or Flank hex. Units destroyed in combat cannot counter-attack (they're already gone from the battlefield).

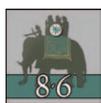
11.0 REFORM

Disordered units may remove their Disordered status by spending an Activation with Reform Orders. Only units in a Command with a Reform Order may do so. If they are not adjacent to an enemy unit they may attempt to Reform.

Roll one die for each unit wishing to Reform:

- If the die roll is the same as or lower than the unit's Disordered Morale Rating, the unit is reformed; flip to its Normal (not Disordered) side.
- If the die roll is higher than the unit's Disordered Morale Rating, the unit remains Disordered.

12.0 ELEPHANTS



Hasdrubal appears to have brought 10 elephants with him (some sources say 15), none of which were a factor in the battle (so far as we know). They are represented by one counter.

The Elephants are a separate Command, but they do not need Orders. They simply do what the Carthaginian Player wants. However, as with all war elephants, they present something of a problem in that they sometimes tend to do what they want, even turning on their own army. Therefore, each time the Carthaginian Player activates his Elephants he rolls on the Elephant Table to see what – if anything – happens before the Elephants do what is asked of them.

When determining “nearest” unit, use Movement Points (not just hexes), and count only unoccupied hexes. If there is a tie, the Carthaginian player may determine which unit is rampaged. Loss of the Elephants does not count against Carthaginian losses when determining victory.

13.0 INITIAL DEPLOYMENT

Note that the setup below is also shown on the back of the game box.

The Carthaginian Army under Hasdrubal Barca

Set up first. All units start facing in whatever direction the player wishes. The player may give each Command whichever Orders he wishes to start the game.

Units	Hexes
Celtic MI (Woad)	1615-19, 1715-19
Iberian MI (Brown)	1103-6, 1003-7
African HI (Teal)	1208-10, 1308-10
Ligurian MI (Aqua)	1511-12, 1411-13, 1211-13
Light Infantry (Forest)	0908, 0910, 0912, 1415, 1417, 1419
Celtic Cav (Tan 7 MPs)	1620-21
Numidian Cav (Tan 8 MPs)	1001-2
Elephants (Teal)	1111

The combined Roman Consular Armies of C. Claudius Nero and L. Livius Salinator

Set up second. All units start facing in whatever direction the player wishes. The player may give each Command whichever Orders he wishes them to start the game.

Historical Note: Two Legions were actually commanded by the Praetor for Gaul, L. Porcius Licinus.

Units	Hexes
I Legion (Blue)	0620-25
I Legion Cav (Blue)	0725-6, 0626
III Legion (Red)	0312-18
III Cav (Red), V Cav (Yellow)	0401-3
V Legion (Yellow)	0504-10
VII Legion (Violet)	0304-10
X Legion (Brown)	0520-25
XIX Legion (Green)	0512-18

Historical Note: Nero's two “legions” – the I and X – were under strength. They had just fought against Hannibal at Grumentum.

14.0 VICTORY

Balance. Historically, this was not a very balanced battle. The Romans not only out-numbered the Carthaginians but they also had better troops. The only benefit the Carthaginians had was position.

With that in mind, we have formulated Victory conditions to challenge the player do better than his historical counterpart.

The Roman player must eliminate 19 Carthaginian units (LI and Elephants do **not** count) before he loses 12 of his own units.

- If he does this, he wins.
- If he does not, Carthage wins.

In addition, if the Carthaginians can exit 20 units off the south edge of the map (in any condition, and that includes LI), before the Roman player can destroy the 19 required, they win.