THE BATTLE OF THAPSUS

SIDE A AS JULIUS CAESAR

Your old rival Pompey is dead, but that has not stopped his followers. The Optimates have come to break your siege around Thapsus, but they are green. Even with elephants, they should not pose a problem.

Panic:

24



SIDE B AS METELLUS SCIPIO

Your old friend Pompey is dead, but the resistance to Caesar lives on. You have caught him at Thapsus. Now is your chance to avenge Pompey's death and put down the traitor once and for all!

Panic:

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SPECIAL RULES

- 1. Any colored die result result causes an Elephant control check (rather than just black results).

 Additionally, add one to the control check die roll.
- 2. All HI units (both sides) are disciplined.

BACKGROUND

Following the death of Pompey in Egypt, the remainder of the Optimate leadership quickly gathered their forces, supplemented by those of local allies. Caesar responded by landing in Africa, initiating a series of small engagements to test the mettle of the Optmate army. Following an engagement near Ruspina, Caesar formed his army up around the town of Thapsus, which had been loyal to the Optimates. Scipio formed up his army for battle, but Caesar hesitated until one of his own trumpeters sounded the advance against orders. On his right, Caesar's slingers targeted Scipio's elephants, causing them to rampage through the Optimates line, allowing Caesar's cavalry to attach Scipio's camp. Soon, the Optimates army was in full retreat. Scipio's forces reformed on high ground not far away and offered surrender, but Caesar's forces continued to attack and slaughtered most of the retreating Optimates, against Caesar's orders. The remaining Optimate leaders died soon afterwards in a variety of fashions. Ultimately, the African province belonged to Caesar.