FIGHTING FOR
ROME

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LOADING INSTRUCTIONS

LOADING-AMIGA
To load the game, insert the game disk into your Amiga's disk drive and then switch on your computer. The game will load automatically.

LOADING-ATARI   ST
Insert the game disk into your disk drive, then switch on your computer. Then double-click on the COHORT.PRG file to load the game.

IBM PC VERSION
LOADING INSTRUCTIONS (FLOPPY DISK)
Insert your DOS, disk into Drive A: and turn on the power to your computer. At the A:\ prompt, replace your DOS disk with the appropriate *Fighting for Rome* disk and type: COHORT [ENTER].

HARD DISK INSTALLATION
At the C:\ prompt, switch to your A:or B: drive and type INSTALL [ENTER]. This installation will create a sub-directory on your C: drive, named COHORT. To start the game once it is installed on your C: drive, type the followlng:

CD\COHORT   [ENTER]
COHORT [ENTER]

TUTORIAL

Introduction
Fighting for Rome is a wargame.   Unlike many other wargames, however, it is extremely *easy* to learn and play. Newcomers to computer wargaming may find this tutorial helpful: it guides the player through the steps needed, to start a game.

We recommend people initially start a game and just play around to accustom themselves to the icon   control system. You can easily restart the game whenever you feel ready to do so. This tutorial's goal is just to get you started with a game.   You will still need t o consult the instructions in order to fill out your knowledge of the system.

To get straight into the baffle, click on the Impressions logo on the title screen and you will be put into the "ARCADE MODE". This means that the computer will automatically select two

armies and, a, scenario, and will automatically set both armies marching towards each other. Just join in and give your side orders when you want to or sit back and watch the fun!

Selecting a Rattle
First, load the game and click on the U.S. flag.

You must then decide which battle to play. This means selecting a Terrain and the composition of both your own army and your opponents army.

.The first screen you are presented with after selecting clicking on the US flag is the Terrain Select screen. To choose a Terrain, simply click firmly on the left mouse button when the mouse pointer is over the type of terrain you wish to choose. The computer will then move on to the Army Select screen, and will wait for you to choose your own army.

Although you can define your own army, it is simplest to start off by choosing one of the armies supplied. To do this, simply click on one of the top row of yellow numbers (1 to 8) running horizontally across the screen. Underneath each army is the breakdown of how many of each type of soldier that army contains. You must now repeat the same process to select your opponents army.

Preparing Your Army For Rattle
You could simply click on the icon at the right hand corner of the screen (the yellow arrow) and the baffle would commence. If you do this, the row of icons will vanish, and after a while, the opposing army will start moving in to attack you. You can scroll around the scene by moving the mouse pointer (in the scroll box at the bottom left hand corner of the screen) in the direction that you wish to scroll. To re-enter the command'mode, simply click firmly on the left mouse button., You will probably wish, to move some of your units first, to produce your own chosen formation and tactics.

Clicking on the map icon (at the bottom of the, screen) will bring up the strategic map. A flag represents every unit on the field. Your units are blue, the enemy units red. This map is very useful: it shows you at a glance where all your units, and all the enemy units, are, enabling you to work out where you would like to move units to. To return to the command mode from the map, simply click on the yellow arrow icon.

To move some of your units, click on the flag on the strategic map which represents the unit you would like to move. This will take you to that part of the terrain, where you should see your selected unit. Click on the base of this unit and you should see the Icon Panel appear at the bottom of the screen with your unit in the middle of the panel. Click on the square on this control panel which shows your unit and a Unit Command Panel. should appear on screen. Now click on the single figure at the top right hand corner of the Unit Command Panel and then again on the terrain.

You have just instructed the unit and its group to move towards the spot you clicked on. Click on the yellow arrow on the bottom control panel and you will see your units move towards that spot.

Playingthe Game
Click on the yellow arrow on the control panel at the bottom of the screen to start the baffle. The enemy will begin to move Into formation very soon and, if unprovoked by your forces, will attack you after a short while. Your troops will all turn and fight automatically if they come Into contact with any enemy units. At any time, you can bring up the control panel again to give more commands to your army simply by clicking firmly the left mouse button. Clicking on the red cross icon on the control panel makes the Statistics Panel appear, showing details of both sides' casualties so far.

When you are ready to restart the game, simply click on the disk icon on the control panel. Then click on the yellow arrow at the bottom of the disk panel which will appear on-screen. Then click on the word "HERE" at the top of the panel. You will now be able to restart the game.

INSTRUCTIONS
I. THE FORCES — REPRESENTATION
You are designated the "Blue" army, the Opposition the "Red." Each infantry figure (a unit) represents just under 100 men, while the cavalry figures each represent 50 soldiers.

The baffle takes place in "real time" — you give your orders to the men, and away the battle goes until you tell it to stop. You can then issue further commands, and let the battle recommence. There are no "turns", you can give as many (or as few) orders as you wish.

The bafflefield is approximately one mile wide by one third of a mile high — plenty of room for outflanking maneuvers.

II. UNIT TYPES

There are seven different types of troop units:

LIGHT CAVALRY	Men unarmored on unprotected horses with bows, the fastest troops available.
MEDIUM CAVALRY	Men in rawhide/light armor with unprotected horses.
HEAVY CAVALRY	Men in armor with armored horses.
ARCHERS	Unarmored light infantry with bows.
LIGHT INFANTRY	Unarmored light infantry with slings.
MEDIUM INFANTRY	Men in a light armor covering only part of the body.
HEAVY INFANTRY	Men in heavy armor. The strongest troops available, but also the least mobile.

III. COMMANDING GROUPS

For ease of play, you can control either individual units or groups of 8 units at a time. All units in a group must be of the same type. The maximum number of groups allowed per army is 12: the minimum is 6. An army can therefore represent anywhere between 3,000 and 10,000 men, depending on its composition.

You can give orders to each unit individually (unit mode) or to each group (group mode). In group mode, any order given to a unit is automatically passed onto its fellow group members

IV. TERRAIN

Click on the terrain on which you wish the battle to take place. There are 4 different terrains:

OPEN FIELD	Fairly open area for battle bordered by woods on the northwestern and south-eastern corners.
THE BRIDGE	An east west river dominates the battle-field with a single bridge. The river can be waded.
CLIFF DEFENSE	The northern edge is a cliff which leads to the sea. Any unit going over the cliff is "lost."
HILL TERRAIN	A hilly terrain to hamper fast moving cavalry breaks up the battlefield.

V. ARMY COMPOSITION

You can select one of eight pre-defined armies by clicking on one of the numbers running across the top of the screen. You can also take a randomly selected army or create your own army. To set up your own army composition, click on the "+" or "-" icons for each type of unit. Note that this selects "groups" of units: a figure of 4 for medium infantry, for example, means that your army will include four groups (of eight units each) of medium infantry. You cannot have more than 8 groups of any unit type, or of any of the following combinations of unit:

> Light Infantry and Archers
> Medium and Heavy Infantry
> Medium and Heavy Cavalry

An army must have at least 6 groups but no more than 12. You must also select your opponent's army using the same three options.

The different terrain options and variable army composition mean that you can create a wide variety of conflicts of varying difficulty. To start you off, 20 scenarios are provided (see separate Scenario Cards).

VI. COMMANDING TROOPS

You can only give orders while the baffle is paused. When you first start the game, the baffle is paused until you click on the "continue" arrow. During battle, simply click firmly on the right mouse button to freeze the action and bring the control panel back onto the screen.
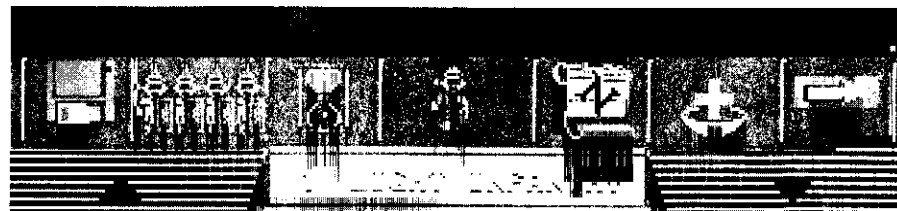
General Control panel'

There are three important panels used for controlling your men: 1) the General Control panel (the bottom portion of the screen), **2) the** Unit Command panel (accessed from the General Control panel) and 3) the Extended Unit Command panel (accessed from the Unit Command panel).

VII. INDIVIDUAL & GROUP COMMAND MODES

Select whether you wish to be in unit or group mode by clicking on the second icon from the left. A picture Of a single soldier indicates unit mode, while a row of soldiers signifies group mode. In group mode, any orders you give to one member of the group will be followed by the entire group. In individual mode, it will be just the individual unit which executes each order.

VIII. SELECTING UNITS FOR ORDERS

Select which unit/group you wish to give an order to by clicking on it. Clicking on the up and down arrows on the left and right of the control panel moves through your army, unit by unit, using each unit's identification number.

A red arrow will point at the piece currently selected and the relevant figure will appear in the central square of the control panel. Click on this central square to bring up the Unit Command panel.

IX. ALTERING DIRECTION

Click on the yellow arrows around the central square to rotate the piece to face a different direction.

X. **MOVING** TROOPS

There are two ways of moving troops:
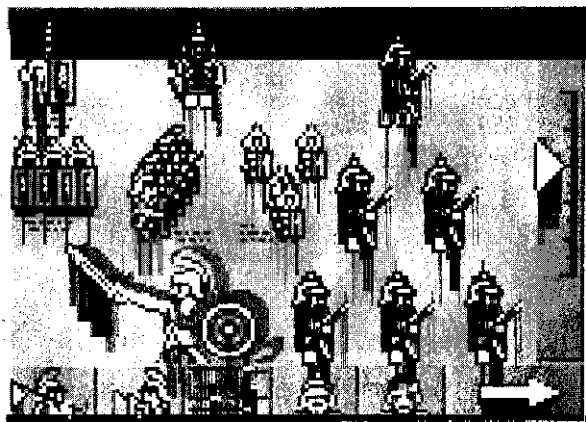
Unit Command panel

a. SHORT DISTANCE   Click on one of the three icons at the right hand side of the command panel. The single figure represents Move at a March. The two figures below it indicate Move at a Run, while the three figures below that

indicate Charge! Having selected the speed by clicking on one of these choices, the panel will disappear, revealing a larger area of the battlefield. Move the mouse pointer to where you want the unit or group to move to and then click the right mouse button.

b. LONG DISTANCE   Click on the Centurion icon (the one with a raised sword) to bring up the Extended Unit Command panel. This includes 4 directional arrows; simply click on one to get the group to march in that direction.

XL HALTING MOVEMENT

The troops will stop automatically if they:

a. Arrive at or near their target as set by the SHORT move command, OR

b. Get close to the edge of the bafflefield if sent by a LONG move, command, OR

c. Meet an enemy group, which they will automatically engage.

You can also halt movement by clicking on the Stand icon (on the top left of the control panel).

XII. TROOP FORMATIONS

These commands will effect the entire group whether you are in group mode or not. The piece under command will form the upper left hand part of the formation. For instance, with the single horizontal line command, the other units in the group will line up to the right of it.
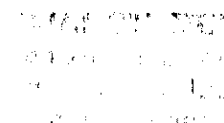
The formations available from the Command and Extended Unit Command (accessed via the centurion) panels are:
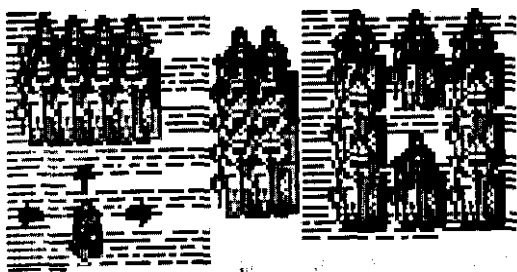
UNIT COMMAND PANEL,
a. single row-horizontal line
b. single row-vertical line

EXTENDED UNIT COMMAND PANEL
a. double row -- horizontal line
b. double row — vertical line
c. square

Extended Unit Command panel

Once in these formations, issuing move commands in group mode will get the groups to travel in these formations. Disarray, however, can occur if you pass through other groups or over difficultterrain.

XIII. TROOP ATTRIBUTES
Each unit has five attributes which are represented by icons on the bottom of the Unit Command panel. Going from left to right, they are: Attack Strength, Defense, Strength, Missile Power, Morale and Number of Men (in the unit). All attributes are rated between 1 (low) and 99 (high). By clicking on an attribute icon, the gauge on the right hand side of the Unit Command panel will indicate that attribute's current level.

unit command **d — Attribute Icons**

To help with individual recognition, each unit has its own unique unit number which appears next to the unit type on the Control panel. This appears, though, only if you are in the unit mode. If you are in group mode, the number of the group that the unit belongs to is displayed.

XIV. MORALE
Morale is extremely important. It will 'rise if you're doing well and fall if you're in trouble. The lower your morale, the greater the chance that your unit will rout. That is, run off the bafflefield taking no further part in the conflict. You cannot issue orders to routed units.

XV. EFFECT OF TERRAIN
Terrain should play a very important part in your tactics.

Terrain Type	Movement Effect	Battle Effect
Trees/Forest	Reduces speed to walk.	Reduces effectiveness of Cavalry.
Stones/Rocks	*Reduces speed to walk.*	Reduces effectiveness of Cavalry.
River	Passable. but at a walk.	Reduces attack and defense attributes.
Cliff	Units going over the top will take no further part in the baffle.	None.
Other Units	Passable, but formation is likely to be disrupted.	None.
Hills	Reduces speed.	Units on higher ground have increased attack and. defense attributes.

XVI. RALLYING TROOPS
Units at half strength can be combined with adjacent units of the same type which are in a similar predicament. To do this, click on the Combine icon on the Unit Command panel (the third icon ii-om the left, in the middle). The unit currently under command will combine with any or all adjacent units. Note: if combining the units results in the number of men in the new unit being over 99, the new unit will not be formed.

XVII. HAND TO HAND COMBAT
When units from opposing forces, are adjacent to one another, hand to hand combat will commence. It will continue until either one of the units:

a. retreats, OR

b. routs, OR

c. is wiped out (i.e. the number of men is less than 1!)

Success depends on a combination of factors: the advancing units attack strength against the opposition's defense strength, their relative morales, the number of men remaining in each unit

and the terrain they are standing on. In addition, out-numbering your opponent by having more than 1 unit adjacent to the attacked unit greatly enhances your chance of victory.

XVIII. MISSILES

Light infantry, light cavalry and archers all have the, capability of firing missiles. In **Fighing for** Rome missile firing is automated. Just select your target and your units will continue firing. They reload automaticallyuntil they are wiped out, routed or engaged in hand to hand combat.

To set up a target bring up the Unit Command panel and click on the archer icon at the top. A map of the battlefield will appear with red (enemy) and blue (yours) flags denoting where the units are. A red pointer shows where your currently selected unit is. Just move the white pointer over the base of the red flags you wish to fire at and click! Your units whole group wlll aim at the group you've targeted. They will fire at the opposing group even if they move away. To alm at a different target, just repeat the process.

How effective your shooting is depends on your missile power (archers are best), how far away from the target you are, how much armor the target has (lightly armored units are effected the most) and how many men are left in your unit.

XIX. FIELD OF VIEW

By clicking on the map icon on the main panel, the battlefield will appear with blue and red flags denoting unit positions. This enables you to picture the overall pattern of the baffle and adjust your tactics as necessary. You can zoom into the battle by moving the pointer over the area you wish to see and clicking.

In this 'mom mode", the attributes section of the Unit Command panel will appear. Click on any of the attributes and signs will appear over all your units giving their current value for that attribute. This enables you to see how your troops sre standing up to the fight, where your weaknesses are and whether you need to rally any of them.

Additionally, rather than exiting by clicking on the yellow arrow, click on one of your units and when you return to the main panel, that piece will be the one under command.

HINT: When your army becomes spread out, using this method is the quickest, way of regaining control of your troops.
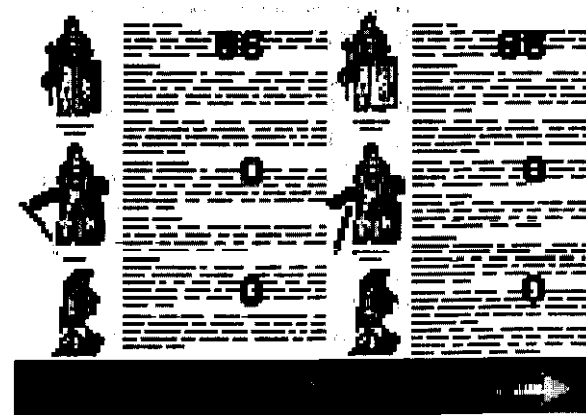
XX. BATTLE MODE

Once you have issued all of your commands, clicking on the yellow arrow on the main panel will put you in Battle Mode, Troops will move, fights will take place, missiles will fire — the whole battle will occur before your very eyes!

You can scroll around the bafflefield by moving the mouse pointer. in the Scroll Box in the direction that, you wish the display to move. Coordinates are displayed in the top left hand comer so you can keep track of where you are. The first digit is the horizontal (X) distance. the second vertical (Y). (0,0 is the top left comer of the map).

At any stage while watching the battle progress, you can bring up the control panel. For example, to issue new orders or monitor casualties, simply click flrmly on the left mouse button and the control panel will appear.

XXI. STATISTICS

Clicking on the red cross icon on the control panel will bring up the statistics screen. You are told the number of men alive, routed and dead for each of the armies. (The top icon represents living units, the middle one, represents routed units, the bottom one units wiped out). If you are in group, mode the statistics are in units; If you are in unit, mode, the figures are numbers of men.

Statistics screen

XXII. QUICK MODE

Clicking on the "egg-timer" icon moves **you** Into "Fast-Forward-Battle" mode. The battle continues and you are kept up to date about casualties but the fight proceeds at a faster pace. This enables you to play through a scenario quickly. If time is short,

just issue 'commands, and go into,, this mode; when casualties start happening, or you're starting to lose — exit and alter your tactics! To exit tbis mode, just click the, mouse.

XXIII. RESTART
To restart a game at any time during a baffle, click on the disk icon (on the control panel) and then the yellow arrows on the Disk Panel. You will then be given the option to exit the scenario and restart the simulation. Unless you've saved the game to disk already, the current game in progress will be lost.

XXIV. SAVING AND LOADING GAMES
Just click on tbe disk icon on the control panel and follow the instructions. Make sure you have a formatted disk available first.

XXV. TYPES OF SOLDIER UNITS
As a guide for the newcomer, here is a brief analysis, of the strengths/weaknesses of, the units under your command and some tips as to how you might use them.

LIGHT INFANTRY — Being the,' fastest foot soldier and witb a' missile capability, this force is ideal for harassing the enemy and outmaneuvering the slower, more heavily armored units. Before engaging heavy or medium troops, try softening them up with bit and run tactics - hit them with a few volleys, retreat, then repeat the process.

MEDIUM INFANTRY — Good general purpose unit: no missile capability, but sufficiently strong to survive conflict with most troops.

HEAVY INFANTRY — The strongest and most effective unit — but also the slowest and with no missile capability. Could be susceptible to "bit and run" attacks, so it is sensible to use a combination of lighter forces as well, to guard against the enemy exploiting this weakness.

ARCHERS — Should avoid hand to hand combat. Place them behind some armored infantry and use tbem to weaken the enemy.

LIGHT CAVALRY — Like light infantry, but with greater speed and inferior combat ability.

MEDIUM CAVALRY — Good for slowing the advance of the enemy or out-flanking them.

HEAVY CAVALRY — Strong enough to be used as shock, band to hand combat troops.

XXVI. OBJECTIVES-GAME END
Your objective in *Fighting for* Rome will vary depending upon which scenario you play. The scenario cards provided give details of each objective. while, for your own custom-built scenarios you must set your own objectives. Typically, these objectives will consist of holding ground, generally a bridge or cliff-top position, or taking opposing positions and defeating enemy armies.

The game ends when the first of the, following conditions, are met:

Time runs out (as shown by the sands of time slipping away — see the egg-timer on the control panel)

OR

One of the 'sides is decimated — reduced to just a couple of units

At the games end (as notified by the computer) you will 'be shown the final positions of each side, using the strategic map. No victor is proclaimed by the computer. It is for you to decide whether any winner emerged or whether there was simply a Phyrric victory.

FIGHTING FOR ROME
HISTORICAL BACKGROUND

I. The Ro- Empire
The Romans built one of the flrst, and arguably the finest, empire in history. Undoubtedly, they were very advanced, building extraordinarily high quality roads, heating buildings, and creating a sophisticated legal system. And of course, their armies were extremely strong and, unusually for the time, very well-disciplined.

Rome was an extraordinary civilization for its time and despite many barbaric practices, has left the world considerably richer for it. Many modem languages, including English, are based heavily on Latin, the language of Rome.

II. The Rise of the Roman Empire
Technically, the Roman Empire was not an Empire until long after most people think. Rome began as a republic, which was established in about 510 BC, with an extremely sophisticated

political **system.** Rome's territorial expansion began early on, around 380 BC.

In common with many ancient tribes at this time, Rome was **often** at war; Rome suffered a particularly bad defeat at the hands of **the Gauls in 387 BC** when the city of Rome was largely destroyed. Afterwards, the Romans rebuilt their **city,** and developed a more powerful army. With the help of another tribe (the Samnites), they then attacked and defeated all the other tribes in their area, and their influence began to grow.

Two series of wars, the Samnite wars (against their former ally) and the Pyrrhic Wars, enabled Rome's power to spread throughout much of what is now Italy.

The Pyrrhic wars were fought against Tarentum, a weak but rich commercial city. They bought the services of another kingdom's army to do their fighting — King Pyrrhus of Epirus (in Northern Greece). During the wars, Pyrrhus's troops won a number of battles, but doing so cost such great losses that the term Pyrrhic victory arose. (A Pyrrhic victory is a victory that is so costly that it is not worthwhile winning). Tarentum surrendered to Rome in 272 BC.

Rome managed to combine considerable political skill with its military prowess. This meant that' following defeat, conquered tribes became part of the Roman Republic, –– on terms set by Rome. These terms included supplying men for the Roman army, and adopting Latin as the official language. Gradually, Rome was conquering what is now known as Italy.

The Carthaginians; under the leadership of Hannibal, had also been expanding their own empire in **North** Africa during this time. Their sphere of influence did not yet overlap with Rome's. The Punic Wars, though, broke out in 264 BC after the Carthaginians invaded Messana. Southern Italian cities regarded as a direct threat. There were three Punic Wars with Rome winning the first in 241 BC following large naval battles.

The second Punic war started with Hannibal's famous march through Spain, over the Pyrenees, through Prance, over the Alps, and into Italy. A remarkable journey at this time, Hannibal managed to transport a huge army, complete with elephants, all the way to Italy. He then defeated the Romans in many battles. Cannae was the site of the largest battle of the war so far, as Hannibal defeated an entire Roman army! Hannibal then roamed Italy for the next 16 years, winning baffles against individual towns but never defeating the city of Rome.

Desperate to rid themselves of the Carthaginian army, the Romans moved west and conquered Spain; from there they moved south into Carthage itself. Hannibal returned to Carthage but was defeated there by the Romans, who also retained Spain as part of the Republic.

The third Punic war was won by Rome in 146 BC and ended with the complete destruction of Carthage. Rome turned this into their North African territory. Greece followed next. and shortly after this, Rome controlled the entire Mediterranean sea.

During this expansion, there was enormous political rivalry 'in Rome itself, spurred on by different factions of the Senate. Caesar, Sulla, Marius, Pompey and others all tried, with varying success, to rule as dictators between 123 BC and 44 BC.

More political disputes followed until Antony and Octavian agreed to share the control of the territories. Antony ruled over Egypt and its surrounding territories, Octavian ruling the rest. This did not last, however, as Octavian defeated Antony and became the first Roman Emperor (though he did not use this title himself). He was known as Augustus from then on and ruled until his death in AD 14.

III. The Fall of the Roman Empire

Augustus ruled well and brought stability to the Empire. He was followed by Tiberius, his step-son. Tiberius ruled well but became paranoid about being assassinated. As a result, he executed many people as potential threats. Tiberius was succeeded by Gaius, better known as Calligula, who was slightly mad: he claimed to be a god, tried to have a horse elected consul, married his sister, murdered his sister and spent enormous amounts of money. He was murdered by the Praetorian Guard, the unit supposed to protect the Emperor.

Other emperors followed for several hundred years. From about AD 400 onward, under Honorius' rule, different **parts** of the Empire came under increasing attack from other tribes. The Goths in particular led many such attacks. Under the command of Alaric the Goths attacked Italy, defeated Rome. and rapidly spread their power throughout Italy. Barbarian tribes such as the Vandals, Huns and Burgundians joined the attacks.

Rome pulled back, its forces from Britain, which it had conquered in 44 BC, and tried to retain control. It was weakened, however, by a series of famines and diseases. Its people had also been increasingly heavily taxed and so were less keen to preserve the society which taxed them. Gradually, the Empire in the west dwindled to nothing.

IV. The Roman Army

The Roman Army was crucial to the success of the Empire, both to building it and to maintaining it for so long. It was also ultimately the' cause of the Roman Empire's fall. As well as being unusually large and well-directed, the Roman Army was. noted for its strong organizational structure.

In the early days of Rome's expansion, up to around 200 BC, the army was broken down into Centuries: groups of soldiers of 100 men, commanded by a Centurion. A number of centuries then formed a Legion, which usually had 4200 men.

Marius, a Commander of the Roman army, later changed the structure and allowed non-land-owners to join the army.

Under the new structure, centuries only had eighty men each and were grouped into cohorts. Cohorts were now the Romans' main tactical unit. Cohorts usually consisted of six centuries (480 men) and were grouped Into Legions. There were typically ten cohorts to a Roman legion. One of these cohorts, known as the Prima Cohors, was larger than the rest, having ten centuries instead of six: many of the extra people in it were non-fighting men, such as cooks or messengers. Each cohort consisted of two maniples of approximately 200 men each.

This structure allowed for much tighter control to be kept on the soldiers, which resulted in more precision during baffle and better discipline.

Commanding the army was a hierarchy of officers. A Centurion commanded each century and reported to a Tribunus Militum (the officer in charge of a cohort). Each legion was then commanded by a senior officer, known as a Legatus.

This structure is similar to that still used today, a cohort corm spending roughly to the modem battalion and the maniple to the modem company. The legion is roughly equivalent to the modem division.

Unlike many previous armies, the Roman army also mastered the art of fighting in formation, ranks or squares of soldiers fighting close together, rather than a rabble of men. This proved far more effective, as is particularly well demonstrated by the tortoise formation in which walls of shields were used to protect the formation from arrows. Men in the middle of the square placed their shields on top of their backs, forming a roof against enemy arrows. This enabled the square to approach enemy fortresses with few casualties.

Cavalry were less useful than infantry at this time, since (the stirrup not having been invented yet) riders needed to spend most of their time trying to stay on the. horse, rather than fighting. Nonetheless, they were used in the Roman army. The cavalry consisted not of Roman soldiers, but of auxilia. They were less well paid soldiers who were often recruited locally, rather than brought from Rome.

V. Roman Soldiers

Roman soldiers were extremely well-trained and fit. Most of the people they fought were farmers who were fighting for their land. The Romans trained strenuously and endured very hardy fitness exercises at all times. Roman soldiers were, also paid, professional soldiers. This not only made them fitter and more proficient fighters than many of their opponents it also made them much more used to lighting in their units.

Roman soldiers had uniforms, consisting of an iron helmet, chain-mail armor, red tunics and cloaks, the well-known curved red shield (made out of leather on a wooden frame, rimmed with iron) and sandals. Their main weapon was a short sword which was about 6Ocm long. Also, each soldier carried two javelins as secondary weapons.

VI. How the Romans fought battles

The Roman army evolved a particularly distinctive style of fighting, moving away from the traditional phalanx of heavy infantry (or hoplites, as used by the Greeks) supported by cavalry and other troops.

Unlike most other armies of the era, the Romans did not rely upon a long spear as their main weapon; other armies fought from behind a wall. of shields from which protruded long (circa seven feet) spears. The Romans relied upon their sturdy shields for defense and used a short sword for offensive fighting. A Roman attack would typically consist of soldiers throwing their

two javelins at the enemy and then charging immediately at them to engage in hand-to-hand combat.

The Romans would normally deploy their army in three separate lines. Each line would be six ranks deep and was sub-divided into maniples. A gap would be left between each maniple in the line. The gaps in the first line were covered by soldiers in the second line and the gaps in the second were covered by soldiers from the third. The third line usually comprised the older soldiers, who still used the long spear rather than rely on the short sword. In an attack, all three lines would advance together, so that if any gaps arose, soldiers would be there from the second or third lines to plug them.

Initially, the Romans made very scant use of cavalry. They learned, however, from defeats at the hands of King Pyrrhus just how effective "shock" tactics as employed by cavalry in Macedonian armies could be. Hannibal also used the alternative "Macedonian" style of warfare, as developed by Alexander the Great.

The battle of Trebia (218 BC) saw' a Roman army fighting a Carthaginian force of roughly the same size. The Carthaginians, though, had far more cavalry than the Romans and used them to move swiftly around the Roman flanks and attack from the rear. Hannibal won the baffle.

Hannibal's greater victory, however, was at Cannae. Shrewd use of his mixed army (heavy cavalry, light and heavy infantry) gave his army of 50,000 men victory over the 80,000 strong Roman force. Unlike the Romans, who advanced in their three lines as normal, Hannibal retained two columns of strong infantry for use as a possible reserve. His intention was to surround the Roman force once it had engaged the main Carthaginian line and then attack from the rear. Once again, cavalry were used effectively for this, and Hannibal won the day.

The Romans were to take their revenge, however, fourteen years later at the baffle of Zama. Led by Scipio, the Romans had cavalry superiority which was used late in the baffle to attack the rear of Hannibal's thinly spread infantry. This won the day for the Romans. This baffle was particularly significant, since it was the first where both sides made use of reserve forces.

The organizational structure of the Roman forces was to prove key to their continued successes. Each group of soldiers was able to turn instantly to present a solid front against attack from any side. The Macedonian phalanx, being larger and often consisting of several rows of spears, was far more cumbersome... and vulnerable.

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