COMMODORE

STRATEGIC SOFTWARE
1990

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INTRODUCTION TO CANNAE 216BC

This the second Punic war brought Rome very close to total defeat. Hanibal and his army took the war to Italy, he was relying on an uprising of the peoples against Rome. This was a tremendous gamble which nearly worked. In the summer of 218 Hannibal with a mercenary army of about 20,000 infantry and 6,000 cavalry set out from the Carthaginian province in southern Spain, crossed the Pyrenees and the Alpes to arrive in the north of Italy. The Celtic people of the Po valley, conquered only a few years earlier, flocked to join Hannibal, this doubled the size of his army.

The Romans opposed his advance into Italy by the river Trebbia. They attacked the centre of the Carthaginian line so Hannibal counter attacked by sending his African infantry into the wings of the Roman legions. The Roman legions sufferd heavy casualties and retreated. Hannibal had proved to the Romans that they could lose the war.

In the spring Hannibal ambushed and totally wiped out a complete Roman consular army in Etruria near Lake Trasimene. After this Hannibal moved over to the Adriatic coast and descended on souhtern Italy. The Romans followed but decided not to battle.

In Rome this did not go down well so the following year they produced an army which was over 80,000 in strength. This they hoped would end the war very quickly.

The battle of Cannae, fought in the summer of 216BC was Hannibal's masterpiece. In the 20 months since the battle of Trebbia he had turned his Celtic allies into a disciplined and reliable army.

In the battle of Cannae 216 the Romans attacked the
centre line as they had at Trebbia but the Celtic
and Spanish units held their ground. Then the
Carthaginian cavalry supported by some African
infantry attacked the wings and the rear of the
Roman lines, inflicting heavy damage on the Romans.
This caused the Romans to become penned in so they
could not manoeuvre or fight very well. Eventually
the Roman lines collasped under the pressure of the
Carthaginian attack, with the Romans in disray
they were eventually massacred with only about
15,000 escaping the battlefield alive.

Virtually all of southern Italy was captured by the
Carthaginian army after the battle of Cannas. But
the Romans became very determined to defeat the
Carthaginians and gain back their lost territory.
Hannibal and his army decided to advanced on Rome
to finish the Roman army off but they could not
capture the city because it was too heavily defend-
ed so he was forced to withdraw.

The Romans gradually recaptured most of Italy and
in 207BC they forced Hannibal and his army to
retreat into the toe of Italy. Hannibal's brother
Hasdrubal with his reinforcements were defeated and
killed in northern Italy while they were tring to
link up with Hannibal.

Hannibal and his army were forced to withdraw from
Italy when Scipio with his Roman army invaded north
Africa and was threatening Carthage. In 202BC at
Zama Hannibal and his Army were finaly defeated by
the Romans led by Scipio.

LOADING GAME

The game can be loaded by disc or tape for the CPC range ie 464, 664, or 6128 computers.

Loading disc - type run "disc" then press ENTER.

Loading tape - press play then press CONTROL/ENTER.

When the game has loaded you have the choice of loading a previously saved game or starting a new game.

When starting a new game you can have either one or two player mode. When you play one player mode the computer always starts the game first but with two player mode this allows you the choice of starting the game.

SEQUENCE OF PLAY

The game is played with each player taking turns to make all their moves. One turn represents a period of one hour.

There is no fixed sequence of actions, a player is therefor free to move, attack, or rest any units in any order they want.

When you play against the computer opponent it will probaly move it's units in to the best positions possible, and then attack the enemy units where it thinks they are weakest.

To win the game you have to totally destroy all of your enemy units. If they wish to win they must do the same to your units.

GAME CONTROLS

Use the joystick or cursor keys. To select an option
on a menu use LEFT / RIGHT to highlight it and then
press FIRE/ENTER to select it.

CURSOR   —   move the cursor over the map. When a unit
               is under the cursor it will be identified
               but only your own units will have their
               details shown.

SAVE   —   saves your game. On the disc version game
               you are allowed to continue your game but
               for the tape version it quits the game
               after saving it.

ORDER   —   allows you to give your units orders like
               move, or battle.

END GO   —   ends your turn.

MOVE   —   units can move either one or two squares
               per turn depending on the type of unit
               involved.

BATTLE   —   a unit may attack any adjacent enemy
               units. Some units can attack twice in one
               turn depending on the type of unit used.

END   —   lets you get out of the order menu.

MOVEMENT

Units can move any where on the map on any of the terrain. Some units can move up to two squares per turn depending on the type of unit but they are not allowed to move onto any other units.

BATTLE

When a unit is going to attack any other unit the unit which is to be attacked must be ajacent to the attacking unit.

When two units battle the outcome depends on the following -

1) Units involed in the battle ie, light cavalry, heavy infantry.
2) Troop strength.
3) Troop quality.
4) Troop morale.
5) Troop fatigue.
6) The different types of terrain a unit is on ie, water, hills.

When two units battle each other there will be troop losses for both sides and depending on the result each unit's quality and morale will change. If a unit has less troop losses than the other then it is classed as the winner of that battle so its quality and morale will improve by one, the loser's will go down by one. If the troop losses of the battle are the same then they have drawn so quality and morale will not change. Also when two units battle their fatigue will increase by 3 points and if a unit's fatigue is over 10 points then it will refuse to attack any other unit because it is too tired to fight and will need to be rested a few turns. When a unit is defeated then it is taken off the map.

UNITS

LIGHT INFANTRY

Light infantry units have the lowest quality rating but morale could be higer than some of your other units. These are good for backing up your stronger quality units and are much better than most other units in terrain like mountains and hills. They can move or attack only once per turn.

HEAVY INFANTRY

Heavy infantry have a higher quality rating than that of light infantry and are very good for frontal attacks on the enemy. They are also capable of stopping cavalry asaults if their strength is high enough. They can move or attack only once per turn.

LIGHT CAVALRY

Light cavalry have high quality ratings and are good for attacking infantry units. They can also put up a good battle against heavey cavalry units if the conditions are right. They are not very good on some terrain like mountains and hills. These units can move or attack twice per turn.

HEAVY CAVALRY

Heavy cavalry are the elite units, they have the highest quality and if used correctly they can annihilate enemy units. These are not very good in mountain or hilly terrain. Try to use these wisely because you do not have very many. They can move or attack twice per turn.

QUALITY

Quality is training experience and equipment a unit has available. The higher the quality the better the unit is in battle against other units. Heavy Cavalry have the best quality rating with light infantry the lowest rating.

STRENGTH

Strength this represents how many troops a unit has available for battle. A unit can have a very good quality rating but have a low strength rating which is equivalent to being highly experienced with good equipment but having very few troops to fight with. When a unit's strength becomes too low they become virtually useless to use for fighting with.

MORALE

Morale is how confident a unit is, the higher the more confident in battle. When morale starts to drop the quality of the unit also starts to drop.

FATIGUE

Fatigue represents how tired a unit is. This is caused by making a unit figth too many battles without giving it a rest. When a unit's fatigue rating goes over 10 it will not be able to attack any enemy units because it is classed as too exhausted. To make the fatigue rating drop you will have to rest the unit for a few turns.

When a new game is started quality, and morale
ratings are set differently each time. Fatigue
ratings are set at naut.

ROMAN UNITS

UNIT		TYPE	STRENGTH
II	VELITE	LIGHT INFANTRY	4,000
IV	VELITE	LIGHT INFANTRY	4,000
V	VELITE	LIGHT INFANTRY	4,000
VII	VELITE	LIGHT INFANTRY	4,000
IX	VELITE	LIGHT INFANTRY	4,000
X	VELITE	LIGHT INFANTRY	4,000
XII	VELITE	LIGHT INFANTRY	4,000
I	VELITE	LIGHT INFANTRY	4,000
XVII	LEGION	HEAVY INFANTRY	4,000
XIX	LEGION	HEAVY INFANTRY	4,000
XX	LEGION	HEAVY INFANTRY	4,000
XXII	LEGION	HEAVY INFANTRY	4,000
XXVI	LEGION	HEAVY INFANTRY	4,000
XXXI	LEGION	HEAVY INFANTRY	4,000
XLI	LEGION	HEAVY INFANTRY	4,000
XLV	LEGION	HEAVY INFANTRY	4,000
XLIV	TRIARIUS	HEAVY INFANTRY	4,000
LXV	TRIARIUS	HEAVY INFANTRY	4,000
LXX	TRIARIUS	HEAVY INFANTRY	4,000
XCII	TRIARIUS	HEAVY INFANTRY	4,000
XCIV	TRIARIUS	HEAVY INFANTRY	4,000
XC	TUMAE	LIGHT CAVALRY	3,000
CX	TUMAE	LIGHT CAVALRY	3,000

CARTHAGINIAN UNITS

UNIT	TYPE	STRENGTH
CELTIC	LIGHT INFANTRY	2,000
CELTIC	LIGHT INFANTRY	2,000
SPANISH	LIGHT INFANTRY	2,000
SPANISH	LIGHT INFANTRY	2,000
SPANISH	LIGHT INFANTRY	2,000
CARTHAGINIAN	HEAVY INFANTRY	2,000
CARTHAGINIAN	HEAVY INFANTRY	2,000
CARTHAGINIAN	HEAVY INFANTRY	2,000
CARTHAGINIAN	HEAVY INFANTRY	2,000
CARTHAGINIAN	HEAVY INFANTRY	2,000
CARTHAGINIAN	HEAVY INFANTRY	2,000
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CARTHAGINIAN	HEAVY INFANTRY	2,000
CARTHAGINIAN	HEAVY INFANTRY	2,000
CARTHAGINIAN	HEAVY INFANTRY	2,000
CARTHAGINIAN	HEAVY INFANTRY	2,000
CARTHAGINIAN	HEAVY CAVALRY	4,000
CARTHAGINIAN	HEAVY CAVALRY	4,000
NUMIDIAN	LIGHT CAVALRY	4,000
CELTIC	LIGHT CAVALRY	4,000

DESIGNER'S NOTES

Cannae 216BC has been designed so that its menu
system is easy to use and you can move or attack
units in any order you want. The scrolling map
is not too small so you can spread your units
out on the different terrain. When playing
against the computer you will find it a very
difficult opponent to defeat, it will probaly
take you a few times before you achieve this.
The game has the save option so you can save
your game position when you want. The informati-
on for the units took a lot of research to find
and we had to incorparate this in to the game so
both sides had a good chance of winning the
battle.

The battle of Cannae was probaly Hannibal's most
famous and successfull battle. When he invaded
southern Italy his army was outnumbered nearly
two to one by the Romans but he still managed
to win the battle convinciniy. The Roman's fault
was probably they let the Carthaginians pen them
in so they could not battle the way they would
have liked to. So eventually the Carthaginians
broke through the Roman lines and slaughtered
them. This battle could have totally wiped out
the Roman nation if Hannibal and his army could
have taken the rest of Italy. If they did take
the whole of Italy then there would never have
being a Roman empire.

SOME TIPS

1. When attacking enemy units try to use your units which have the best strength, quality, and morale ratings. Keep your weaker units behind the strong units.

2. Cavalry units are the best units for trying to get breakthroughs because these are able to attack twice per turn. They are also very good for cutting enemy units off from other units. These units are not very good in mountain and hill terrain.

3. If you are getting beat you can always retreat if possible to the mountains and hills or to the other side of the river. This will give your units an advantage because of the terrain they are on and if the enemy units follow you it could put the battle outcome in your favour.

4. When attacking units try to attack with more than one unit it will weaken the enemy unit much quicker than one unit would.

5. If any of your units troop levels fall very low you should keep them out of the way of enemy units or they will be destroyed. You can leave these until you are really desperate for extra units.