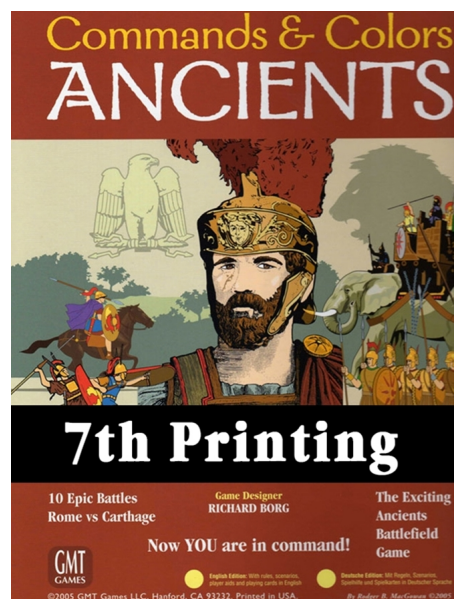


Commands & Colors: Ancients (7th Printing)



Allows you to re-fight epic battles of the ancient world.

Rating: Not Rated Yet

Price

Price £57.95

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Manufacturer [GMT GAMES](#)

Description

Note on 7th Printing: This will be nearly identical to the prior Printing except that all known errata will be corrected.

Commands & Colors: Ancients allows you to re-fight epic battles of the ancient world. Here the focus is on the two rivals for power in the Western Mediterranean – Carthage and Rome. Will you, as Hannibal, triumph over larger Roman armies; or as Scipio Africanus, will you beat Hannibal with newer tactics of your own?

Units in both armies can only move and fight when ordered. The command playing cards supply those orders, providing an element of luck that creates a fog of war and presents players with both challenges and opportunities. You must maximize your opportunities by playing your command cards judiciously. How well you handle the diverse units, their weapons, and the terrain, will determine victory.

Commands & Colors: Ancients contains the battles of Akragas, Crimissos River, Ticinus River, Lake Trasimenus, Cannae, Dertosa, Castulo,

Baecula, Ilipa, and Zama.

COMPONENTS

UNIT LABELS: Five full-color sheets of unit labels to affix to the 345 wooden blocks.

MAP: One 22"x34" full-color mounted map + three sheets of Terrain Tile Overlays (double-sided)

CARDS: 60 Command Cards

28-page Rule and Battle book

2 full color Player Aid cards

7 Battle dice

Game Features

AGE 12+

NUMBER OF PLAYERS 2

PLAYING TIME 1 hour per battle