

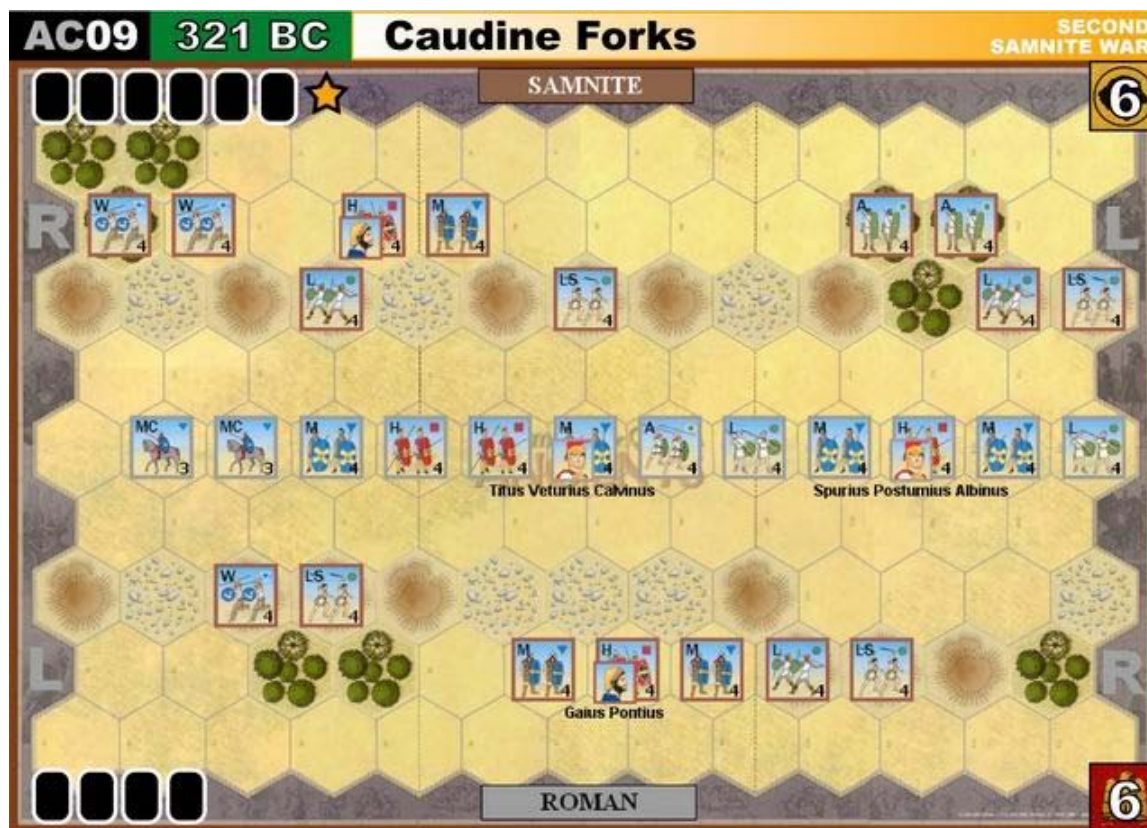
## Caudine Forks – 321 BC

### ★ Samnite vs Roman

#### Historical Background

The Samnite commander, Gaius Pontius, hearing that the Roman army was located near Calatia, sent soldiers disguised as shepherds with orders to give the same story which was that the Samnites were besieging Lucera in Apulia. The Roman commanders, completely taken in by this ruse, decided to set off to give aid to Luceria. Worse, they chose the quicker route through the Caudine Forks. The area round the Caudine Forks was surrounded by mountains and could be entered only by two defiles. The Romans entered by one but when they reached the second defile, they found it barricaded. They returned at once to the first defile only to find it now securely held by the Samnites. At this point the Romans, according to Livy, fell into total despair knowing the situation was quite hopeless.

*The stage is set. The battle lines are drawn and you are in command. The rest is history.*



#### War Council

Samnite Army  
Leader: Gaius Pontius  
Take 6 cards  
Move first

Roman Army  
Leaders: Titus Veturius Calvinus, Spurius Postumius Albinus  
Take 4 cards

Victory  
6 banners

#### Special Rules

Units cannot battle Uphill to hill hexes. These hexes are unreachable from the "middle line" area.

Samnite army flee is relative (up army must flee on the top side of the board, down army must flee on the bottom side).

Roman army on the Left Flank must flee left, Roman army on the Right Flank must flee right and Roman army on the center can choose which side to flee. Every Roman Unit that exit the map count as Victory Point for Samnite Army.