

BATTLE OF THE TAGUS RIVER

220 BC

The History

In the wake of his father's assassination, young Hannibal Barca assumed command of the Barcid family dynasty in Carthaginian-controlled Iberia. Hannibal promptly launched a successful campaign to expand his northern holdings.

Returning south with a long baggage train of captured goods, Hannibal's 25,000-man column is intercepted by a hasty coalition of three Celt-Iberian tribes led by the Carpetanis. The exact location of the battle and the size of the tribal coalition remains a hotly debated question. What is certain is that Hannibal was heavily outnumbered and caught while crossing the Tagus River. Hannibal skillfully turned the river to his advantage by feigning retreat and baiting the enemy into crossing the river at known fords where he could contain and channel the tribal numerical superiority. The Battle of the Tagus River would be the first large-scale pitched battle of Hannibal's long and storied career. It also provided a preview of his tactical vision.

Game Length & Objectives

To win the battle, the Carpetani coalition must capture both Carthaginian camps or break Hannibal's army. For each turn after Turn 10, the tribal coalition must lower their Morale Clock by 1 if they do not have at least one unit of formed infantry across the Tagus River at the conclusion of their half of the turn. This keeps the pressure on the Celt-Iberians!

Deployment

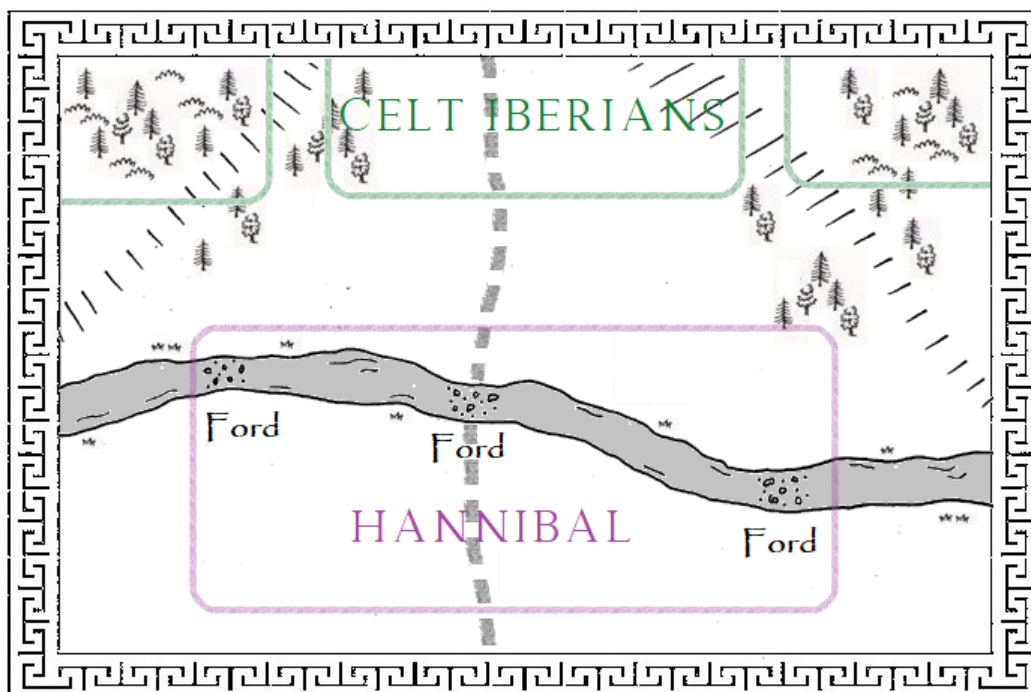
The scenario requires a 6'x4' tabletop, set up according to the map below. The Carthaginian army sets up first and must deploy exactly 4+[d6] units and one of his two camps on the northern side of the river. This requires Hannibal to straddle the Tagus.

Scenario Notes

The Carthaginian player may choose the "Ambush" or "Hidden Obstacles" stratagem card before the battle. The Tagus River can be crossed as difficult ground at the three marked fords. All infantry may attempt to cross the river elsewhere, but it has a notoriously strong current. Infantry crossing the Tagus anywhere other than a ford must take a Morale test in the river. If passed, cross to the opposite bank with 1 DMZ. If failed, fall back to the near bank with 1 DMZ. If you roll a natural "1", the unit is swept away and eliminated. The Celt-Iberian army is organized into three tribes. Each turn, the tribal player may only move units in two of the three, thus preventing full coordination.

Army Organization Notes

A "base" represents **1,000 formed infantry** or **750 skirmishers or cavalry**. Players can rescale these ratios to use what they have available based on the following historical estimates: The Carthaginian army included some 4,000 light troops, 16,000 formed infantry, 6,000 cavalry, and 40 elephants. Livy counted the tribal coalition at "100,000 men," but is more reasonably projected at 5,000 light infantry, 36,000 formed infantry, and 3,000 cavalry.



CARTHAGINIAN ARMY

COMMANDER		MOVE	CF	RF	Traits	COST
Hannibal	General	6" / 6"	+1	+1	<i>Tactician, Noble Origins</i>	100
Marhabal	Lieutenant	6" / 6"	+2	+1	<i>Veteran Soldier</i>	100
Hasdrubal	Lieutenant	6" / 6"	+1	+1		100

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Balearic Slingers	Skirmishers	5" / 4"	+2	5+				35 (x2)
								<i>Bows, Free Facing, (Elite)</i>
Iberian Javelin	Skirmishers	5" / 4"	+0	6+				25 (x3)
								<i>Thrown Weapons, Free Facing</i>
Iberian Inf.	Hand Wpns	4" / 3"	+4	4+	Yes			40 (x6)
								<i>(Veteran Combat)</i>
Celt Warriors	Warband	5" / 4"	+2	5+	Yes	+1 CF		25 (x4)
								<i>Impetuous, Unreliable</i>
African Veterans	Spears	4" / 3"	+3	4+	Yes		-1 CF	40 (x6)
								<i>Phalanx Drill, +1 v. Mounted</i>
Iberian Nobles	Med. Horse	6" / 3"	+3	6+		+1 CF	-2 CF	45 (x4)
								<i>Wild Charge</i>
Carthaginian Horse	Med. Horse	6" / 3"	+3	4+			-2 CF	45 (x3)
								<i>(Veteran Morale)</i>
African Elephants	Elephants	4" / 3"	+4	6+		+3 CF	-2 CF	60 (x2)
								<i>Fearsome, Panic, +2 v. Mounted</i>
Baggage Train	Camp	2" / 1"	+0	7+				(x1)
Fortified Camp	Camp		+3	5+				(x1)

1,800

CELT IBERIAN ARMY

COMMANDER	TYPE	MOVE	CF	RF	Traits	COST
Carpetanis Chieftan	General	6" / 6"	+1	+1	<i>Brash</i>	100

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Carpentanis Slingers	Skirmishers	5" / 4"	+0	6+				25 (x4)
		<i>Bows, Free facing</i>						
Carp. Warriors	Warband	5" / 4"	+2	5+	Yes	+1 CF		35 (x10)
		<i>Impetuous, Tribal</i>						
Carp. Nobles	Hand Wpns	4" / 3"	+4	3+	Yes	+1 CF		50 (x5)
		<i>Wild Charge, (Elite)</i>						
Celtic Horse	Med. Horse	6" / 3"	+4	5+			-2 CF	45 (x2)
		<i>Impetuous, Tribal, (Veteran Combat)</i>						
								890

COMMANDER	TYPE	MOVE	CF	RF	Traits	COST
Vettones Chieftan	Lieutenant	6" / 6"	+1	+1		100

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Vettones Javelin	Skirmishers	5" / 4"	+0	6+				25 (x4)
		<i>Thrown Missiles, Free facing</i>						
Vettones Warriors	Warband	5" / 4"	+2	5+	Yes	+1 CF		35 (x8)
		<i>Impetuous, Tribal, Wild Charge</i>						
Vettones Nobles	Hand Wpns	4" / 3"	+4	3+	Yes	+1 CF		50 (x2)
		<i>Wild Charge, (Elite)</i>						
								580

COMMANDER	TYPE	MOVE	CF	RF	Traits	COST
Olcades Chieftan	Lieutenant	6" / 6"	+1	+1	<i>Suspect Ally</i>	100

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Olcades Scouts	Light Inf.	5" / 4"	+2	5+	Yes		+1 CF	30 (x4)
		<i>Tribal</i>						
Olcades Warriors	Warband	5" / 4"	+2	5+	Yes	+1 CF		30 (x8)
		<i>Impetuous, Wild Charge, Unreliable</i>						
Olcades Nobles	Med. Horse	6" / 3"	+4	5+			-2 CF	45 (x2)
		<i>Tribal, Unreliable, (Veteran Combat)</i>						
								550