

TREBIA

December 218 BC
6mm "Age of Hannibal" Scenario



"...Here he proposed to lay a stratagem to surprise the enemy."

--Polybius, of Hannibal



BACKGROUND

In 218BC Hannibal carried the Second Punic War from Spain, through Gaul, and famously across the Alps. He defeated a Roman army at Ticinus in northern Italy, leading great numbers of Gallic and regional allies to join his cause. This stunning move led the Roman senate to take quick action.

Rome reinforced Publius Cornelius Scipio with a second army under the consul Tiberius Sempronius Longus and their armies converged near the colony of Placentia at the junction of the River Po and Trebia. It was December 218 BC and Hannibal's army of some 40,000 men camped across the Trebia, waiting for battle. Hannibal sent his light cavalry to harass the Romans, provoking a response that continues to confuse historians to this day. Scipio and Longus could not agree on the proper course of action and Roman customs led to a confused command structure where neither commander could claim sole charge.

Historians believe that Longus, acting without Scipio, crossed the freezing waters of the Trebia to pursue the Carthaginian skirmishers and give battle. He led an army roughly equal in size to Hannibal, but severely lacking in cavalry. Hannibal waited on the opposite bank, his men deployed on a wide plain with his brother Mago laying a small ambush on the Roman left.

GAME LENGTH

There is no turn limit. Play until one side is broken.

TABLETOP

The scenario requires a 6'x4' tabletop. The Trebia may be forded at any point as rough ground. The tabletop should be set up according to the map below, with deployment areas noted for both sides.

DEPLOYMENT

Players may wish to deploy simultaneously with a screen between them. If not, the Roman player sets up first in the noted deployment area. Hannibal's polyglot army deploys second, with Mago's ambush command off-table to start the game.

Starting Turn 2, the Carthaginian player may attempt to spring Mago's ambush with a d10 roll of 7+. Add +1 to each subsequent turn attempt. When the roll is passed, the ambushing command deploys at the start of that Carthaginian turn, but may not charge into close combat on their first turn on the tabletop. Historically the ambush came from the ravine on the Roman left, but in this scenario it may be sprung from either end of the ravine to help keep the Romans guessing.

SCENARIO NOTES

A "base" of troops in this *Age of Hannibal* scenario represents approximately 1,000 formed infantry, 500 skirmishers, or 750 cavalry. Players with fewer miniatures can rescale to a higher ratio to refight the battle using what they have available. Using this calculation, the scenario has 40,000 Romans facing an army of 35,000 Carthaginians. The Carthaginian player is able to spring an ambush entering from off-table (and this is obviously best played if the GM running the game hasn't told the Roman players). This ambush force was said to be only a few hundred men historically, but in this scenario it is made somewhat larger to give the ambush a suitable amount of punch—enough to cause some discomfort for the Romans!

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ROMAN BRIEFING

Hannibal and his horde of barbarians must be stopped before invading deeper into Italy. His army has only recently crossed the Alps and must be weary and depleted. If we strike him now before he can rally fresh mercenaries and Celts, a glorious victory can be secured. Break this barbarian army for Rome...and for your own political ambitions as consul.

REINFORCEMENTS

None.

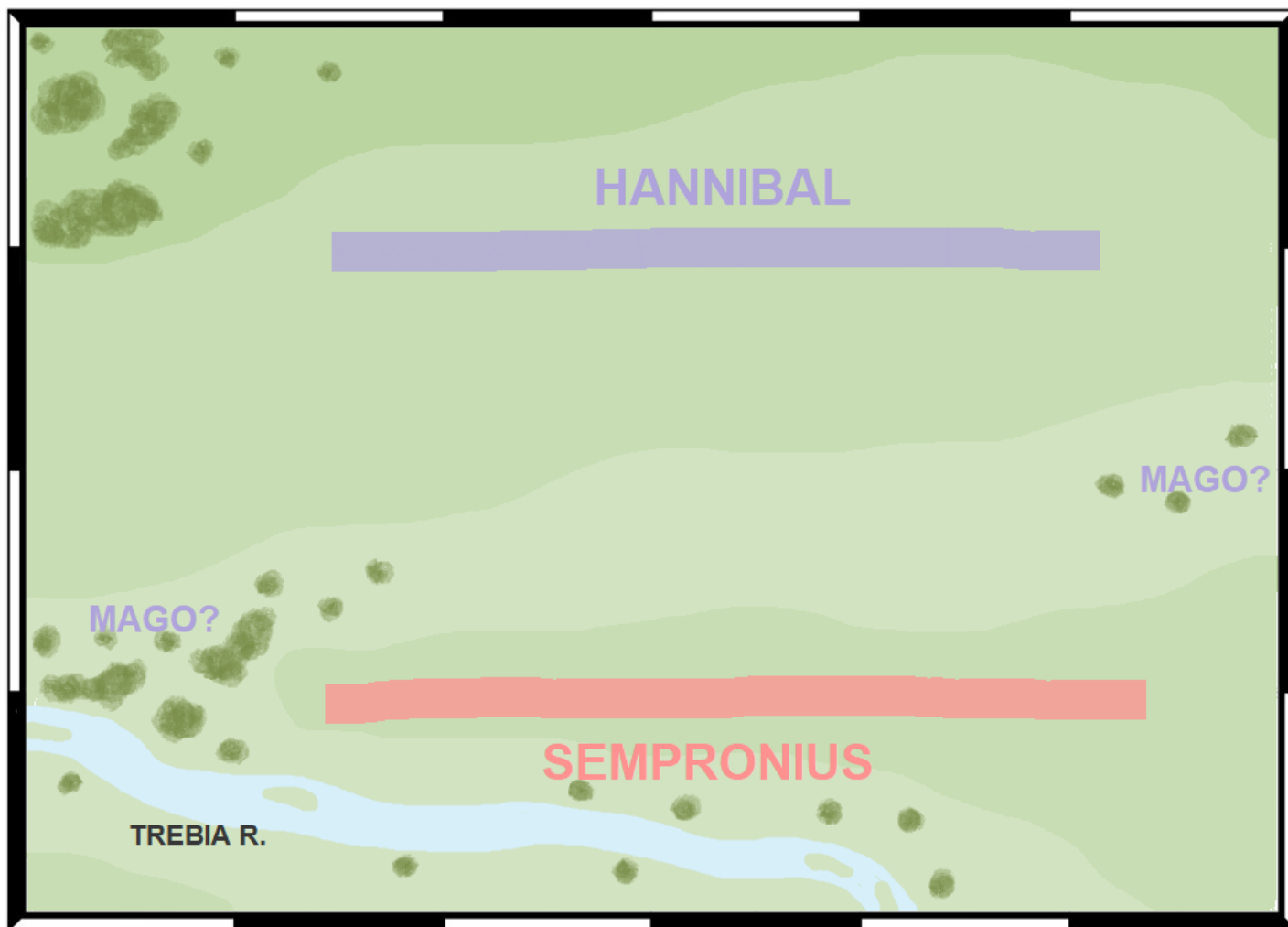
CARTHAGINIAN BRIEFING

Fresh off our victory at Tinicus, morale in the ranks is soaring and confidence is high. Thousands of Celts have joined our ranks and more still will come if another victory could be won. The Roman have been baited into accepting battle on a shallow plain of our choosing. In their haste to engage, they have failed to detect a small but potent ambush force laid on their flank. Destroy the Roman army to win the day.

REINFORCEMENTS

Mago's Command per the Deployment special rules.

MAP



ROMAN CONSULAR ARMY

COMMANDER		MOVE	CF	RF	Traits	COST
Sempronius	General	6" / 6"	+1	+1	<i>Reckless</i>	100
Tribune	Lieutenant	6" / 6"	+1	+1		100

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Roman Velites	Skirmishers	5" / 4"	+1	6+				20 (x8)
		<i>Thrown Missiles, Free facing</i>						
Roman Hastati	Hand Wpns	4" / 3"	+3	6+	Yes			45 (x6)
		<i>Pila, Roman Drill</i>						
Roman Princepes	Hand Wpns	4" / 3"	+3	5+	Yes			50 (x6)
		<i>Pila, Roman Drill, (Veteran Morale)</i>						
Roman Triarii	Spears	4" / 3"	+4	5+	Yes		-1 CF	50 (x4)
		<i>Roman Drill, +1 v. Mounted, (Elite)</i>						
Roman Equites	Med. Horse	6" / 3"	+3	6+			-2 CF	45 (x2)
		<i>(Veteran Morale)</i>						
Alae Peltasts	Skirmishers	5" / 4"	+1	6+				20 (x4)
		<i>Thrown Missiles, Free Facing</i>						
Alae Archers	Skirmishers	5" / 4"	+1	6+				20 (x2)
		<i>Ranged Missiles, Free Facing</i>						
Alae Light Inf.	Light Inf.	4" / 3"	+3	6+	Yes			20 (x6)
Alae Spears	Spears	4" / 3"	+3	6+	Yes		-1 CF	30 (x12)
		<i>+1 v. Mounted</i>						
Latin Cavalry	Med. Horse	6" / 3"	+3	7+			-2 CF	40 (x5)
Gallic Infantry	Hand Wpns	4" / 3"	+3	6+	Yes			25 (x6)
		<i>Impetuous, Unreliable</i>						
Gallic Horse	Hvy. Horse	6" / 3"	+4	6+		+2 CF	-2 CF	55 (x2)
		<i>Impetuous, Wild Charge</i>						

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CARTHAGINIAN ARMY

COMMANDER		MOVE	CF	RF	Traits	COST
Hannibal	General	6" / 6"	+2	+2/+3	<i>Semi-Divine, Noble Origins</i>	100
Hanno	Lieutenant	6" / 6"	+1	+1		100

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Balearic Slingers	Skirmishers	5" / 4"	+2	5+				30 (x6)
								<i>Ranged Missiles, Free facing, Elite (+1 Missile fire)</i>
Numidian Javelin	Skirmishers	5" / 4"	+1	5+				25 (x4)
								<i>Thrown Missiles, Free facing, (Veteran Morale)</i>
Ligurian Infantry	Skirmishers	5" / 4"	+1	6+				20 (x6)
								<i>Thrown Missiles, Free facing</i>
Celt Infantry	Hand Wpns	4" / 3"	+3	6+	Yes			35 (x10)
								<i>Impetuous, Wild Charge</i>
Spanish Scutarri	Spears	4" / 3"	+3	6+	Yes		-1 CF	30 (x8)
								<i>+1 v. Mounted</i>
African Veterans	Spears	4" / 3"	+3	5+	Yes		-1 CF	45 (x6)
								<i>Phalanx Drill, +1 v. Mounted, (Veteran Morale)</i>
Numidian Horse	Light Horse	8" / 4"	+3	6+			-2 CF	45 (x9)
								<i>Thrown Missiles, Free Facing, (Veteran Combat)</i>
Celt Horse	Med. Horse	6" / 3"	+3	7+		+1 CF	-2 CF	45 (x6)
								<i>Impetuous, Wild Charge</i>
Punic Horse	Hvy. Horse	6" / 3"	+4	5+		+1 CF	-2 CF	55 (x4)
								<i>(Veteran Morale)</i>
African Elephants	Elephants	4"/3"	+5	7+		+3 CF	-2 CF	65 (x2)
								<i>Fearsome, Panic, +2 v. Mounted</i>

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MAGO's AMBUSH

COMMANDER		MOVE	CF	RF	Traits	COST
Mago	Lieutenant	6" / 6"	+1	+1		100

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Libyan Infantry	Light Inf.	5" / 4"	+3	6+	Yes			30 (x2)
								<i>Thrown Missiles, (Veteran Combat)</i>
Numidian Horse	Light Horse	8" / 4"	+3	6+				45 (x1)
								<i>Thrown Missiles, Free Facing, (Veteran Combat)</i>

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