

Battle of Trebia, 218 BC, Second Punic War

Historical Context

Trebia was the first major battle of the Second Punic War in Italy after Hannibal crossed the Alps and was confronted by the Roman consul Sempronius Longus.

The Armies

Republican Romans

Commander: Sempronius Longus

Brigades and attached Generals: 5 Heavy Brigades (1 must be assigned to the Gallic Foot; 2 Roman and Italian Legion Unit Brigades – an equal number of Legion Units per Brigade to represent the paired legions).

Victory Conditions: Army defeated with the loss of 7 Heavy Units Broken. The game ends immediately in a draw if 3 or more Legion Units exit the Carthaginian table edge before one side or the other is defeated.

Unit Type	Number of Units	Hit Triggers	Morale Value	Order Density	Doctrine	Base Combat Dice	Notes
Roman Legion Infantry	4	6-18 [2-3-4]	Average: MV 4	Massed Order Foot	Multi-Line Linear	4	Pila and Sword Note the low Shaken Hit Trigger. See special rules for Line Support. Triarii: See note * Momentum CT -1
Italian Legion Infantry	4	6-18 [2-3-4]	Average: MV 4	Massed Order Foot	Multi-Line Linear	4	See special rules for Line Reinforcement. Triarii: See note * Momentum CT -1
Gallic Heavy Infantry	1	3-6 [2]	Average: MV 4	Warrior Order Foot	Shock	4 +1 Shock	Spear Momentum CT +1
Roman and Allied Cavalry	4	3-6 [2]	Brittle: MV 3	Massed Order Mounted	Linear	3	Spear Momentum
Mounted Skirmishers	2	3-6 [2]	Brittle: MV 3	Open Order Mounted	Shoot and Scoot	3	Javelins
Foot Skirmishers (Velites)**	8	3-6 [2]	Brittle: MV 3	Open Order Foot	Shoot and Scoot	3	Javelins

*The 3rd line Triarii of the Roman and Italian Legion Units may perform Unit Division during play – see rule book. This is an exceptional scenario rule for Average Morale Value. The new independent Triarii Units have Hit Triggers 2-6 [2] and carry one third of the Hits suffered by the Legion Unit they divided from. They must operate within Contact of their original Brigade as per the normal Unit Division rules. The remaining Medium size Unit has the following Hit Triggers; 4-12 [2-3].

**Velites suffer a -1 Shooting penalty for a lack of ammunition.

Carthaginians

Commander: Hannibal

Brigades and attached Generals: 7 Heavy Brigades; 1 Light Brigade for Mago

Victory Conditions: Army defeated with the loss of 7 Heavy Units Broken. The game ends immediately in a draw if 3 or more Roman Legion Units exit the Carthaginian table edge before one side or the other is defeated.

Unit Type	Number of Units	Hit Triggers	Morale Value	Order Density	Doctrine	Base Combat Dice	Notes
African Spear	2	6-12 [3]	Average: MV 4	Close Order Foot	Linear	4	Spear Momentum CT -1
Spanish	3	6-12 [3]	Average: MV 4	Massed Order Foot	Linear	4	Spear Momentum
Gallic	3	6-12 [3]	Average: MV 4	Massed Order Foot	Shock	4 +1 Shock	Spear Momentum and Pursuit CT +1
Cavalry (Spanish, Gallic, Carth. etc.)	6	3-6 [2]	Average: MV 4	Massed Order Mounted	Linear	4	Spear Momentum 1 Unit is Gallic: Warrior Order, Linear, Momentum and Pursuit CT +1
African Elephants	2	3-6 [2]	Average: MV 4	Massed Order Mounted	Shock	4 +1 Shock	Momentum CT +1
Mounted Skirmishers (Numidians)*	4	3-6 [2]	Brittle: MV 3	Open Order Mounted	Shoot and Scoot	3	Javelins
Foot Skirmishers	4	3-6 [2]	Brittle: MV 3	Open Order Foot	Shoot and Scoot	3	Javelins
Foot Skirmishers	2	3-6 [2]	Brittle: MV 3	Open Order Foot	Shoot and Scoot	3	Bow Missile Reliant
Foot Skirmishers	2	3-6 [2]	Brittle: MV 3	Open Order Foot	Shoot and Scoot	3	Sling
Mago: Numidians**	2	3-6 [2]	Average: MV 4	Loose Order Mounted	Shoot and Scoot	4	Javelins

*Numidian Open Order Mounted Units suffer an additional -1 in Shooting having engaged the Romans from very early in the morning prior to the battle.

**Mago: Mago's hidden force was positioned on the Roman left flank in a ravine. In fact, the ravine allowed Mago's force to move behind the Roman left flank. To encourage replaying the scenario and to not fully have control over the arrival time and place of this ambush force roll a D6 on the Carthaginian turn 4. On a roll of 4-6 Mago's force appears; add +1 for each subsequent Carthaginian turn – on Carthaginian Turn 6 Mago will automatically arrive. Roll another D6 to see at which location (see Map). Note that Mago's Light Cavalry operate as Brigade in all respects.

Scenario Notes

Terrain:

The battle itself was fought on an open plain with the River Trebia behind the Roman army. The Romans had crossed the frigid waters before the battle and it has been suggested that this put them at a disadvantage. But their performance in the battle seems not to indicate a diminished fighting capacity, so in this scenario the Romans fight at full effect. If players want to decrease the Roman Legion Unit effectiveness perhaps the Catastrophe Trigger value could be reduced to 16 or 14.

Hannibal hid a force on the Roman flank in a ravine that also bent behind the Romans as they advanced onto the plain. No terrain features are needed for this scenario; the terrain that played a significant role in the battle is assumed to be off-table. If your battlefield grid includes enough depth you could include the river running along the back of the Roman army and a ravine that accommodates Mago's potential entry points.

Historical Deployment Map

Typically players will want to deploy their armies freely, albeit in accordance with the limitations imposed by the Deployment rules. For those who wish to refight the battle according to our interpretation of the historical deployments, use the Unit placements as indicated on the map. In play-testing this scenario the historical deployment tends to lead to a draw – the Roman Legion Units usually cut their way through the Carthaginian Infantry lines. But it is usually very close.

Victory Conditions

Victory Conditions: Each army is defeated with the loss of 7 Heavy Units Broken. The game ends immediately in a draw if 3 or more Roman Legion Units exit the Carthaginian table edge before one side or the other is defeated.

Battle of Trebia: Army Deployment Map

Carthaginians				Neutral				Romans
LC	LC							
	HC						LC	
HC	HC						HC	HC
	EL						Gallic HI	Mago? (D6=6)
	African HI	Sk (Bow)				Velites	Italian Legion	
	Spanish HI	Sk (Bow)				Velites	Italian Legion	
	Gallic Warriors	Sk (Jls)				Velites	Roman Legion	
	Gallic Warriors	Sk (Jls)				Velites	Roman Legion	
	Gallic Warriors	Sk (Sling)				Velites	Roman Legion	
	Spanish HI	Sk (Jls)				Velites	Roman Legion	
	Spanish HI	Sk (Jls)				Velites	Italian Legion	Mago? (D6=4-5)
	African HI	Sk (Sling)				Velites	Italian Legion	
	EL							
HC	HC						HC	HC
	HC						LC	
LC	LC							
				Neutral			Mago? (D6=1-3)	