Battle of Trasimene, 217 BC, Second Punic War
Historical Context

Undeterred by their defeat at Trebia a new Roman consul, Gaius Flaminius, was eager to bring Hannibal to battle. Unfortunately, his aggression led him into a trap along the misty shores of Lake Trasimene. Hannibal chose the battle ground carefully hiding his army on wooded high ground overlooking a narrow plain that led to the lakeshore. It was the perfect killing zone, but could Hannibal's troops spring the ambush before the Romans formed up?

The Armies
Republican Romans
Commander: Gaius Flaminius

Brigades and attached Generals: 3 Heavy Brigades (2 Heavy Foot and 1 Heavy Mounted)

Victory Conditions: Army defeated with the loss of 12 Heavy Units Broken. The game ends immediately in a draw if 2 or more Heavy Foot Units exit the short end of table before one side or the other is defeated.

Unit Type	Number of Units	Hit Triggers	Morale Value	Order Density	Base Combat Dice and Shock?	Notes
Heavy Foot: Roman Infantry	4	6-12 [3]	Average: CCV 4	Massed Order Foot	4	Pila and Sword Momentum CT +1
Heavy Foot: Triarii	4	3-6 [2]	Average: CCV 4	Massed Order Foot	4	Spear Momentum CT +1
Heavy Foot: Italian Infantry	4	6-12 [3]	Average: CCV 4	Massed Order Foot	4	Pila and Sword Momentum CT +1
Heavy Foot: Italian Triarii	4	3-6 [3]	Average: CCV 4	Massed Order Foot	4	Spear Momentum CT +1
Heavy Cavalry: Roman and Allied Cavalry	3	3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear
Light Foot: Velites	8	3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins

Carthaginians
Commander: Hannibal
Brigades and attached Generals: 7 Heavy Brigades (player organized)
Victory Conditions: Army defeated with the loss of 8 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	Base Combat Dice and Shock?	Notes
Heavy Foot: African Spear	2	6-12 [3]	Average: CCV 4	Close Order Foot	4	Spear Momentum CT +1
Heavy Foot: Spanish	4	6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear Momentum
Heavy Foot: Gallic	4	6-12 [3]	Average: CCV 4	Massed Order Foot	4 +1 Shock	Spear Momentum and Pursuit CT -1
Heavy Cavalry: Spanish	3	3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear
Heavy Cavalry: Gallic	3	3-6 [2]	Average: CCV 4	Warrior Order Mounted	4 +1 Shock	Spear Momentum and Pursuit CT -1
Light Cavalry: Numidians	3	3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins
Light Foot	4	3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins
Light Foot	2	3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant
Light Foot	2	3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Sling

Scenario Notes
Terrain and the Carthaginians
Part of Lake Trasimene is on the table but most of the shore is represented by the long table edge on the Roman right. Consider the lakeshore impassible (e.g., Pursuers stop).

The Carthaginian army is deployed on wooded high ground overlooking the plain below. Apply the rules for Woods and Hills. To initiate movement a Brigade General must roll to activate his Brigade. A 1-3 activates the Brigade allowing any or all Units to move for the balance of the game. A result of 4-5 means that the Brigade remains stationary. Add a +1 for each neighbouring Brigade that has successfully activated (up to +2). Once clear of the woods the Carthaginians suffer Momentum.

Mist was present and this helped to obscure Hannibal's army and complicated the ability of the Romans to form up for battle. Apply a -1 to the Roman Heavy Unit CCV when performing the Control Test to form-up from March Column. See below.

The Carthaginians start the game as the Active Side.

The Romans
The Romans are not Legion Units. It appears that they did not have the time to form up into the multi-line legions and so fight as normal Heavy Foot without the benefits of the Roman Line Support rules. They may use the Pila rules (not the Triarii). The Romans do not suffer Momentum effects in this scenario.

The Roman army is on the march. Apply the March Column rules described below for all Heavy Units. Note that the Control Tests associated with the March rules suffer a -1 due to the mist. Flaminius failed to scout the route but I assume that his order of march recognized the danger of the woods and hills on the left and thereby arranged the column so that he could deploy to his left. This might be too generous, but some evidence does suggest three columns advanced along the shore.

Roman Units (including Lights – Velites) may not break off from their line of march nor form-up until at least one Carthaginian Unit has advanced from out of the woods.

March Column:
Roman Heavy Units are assumed to be in marching order and not in battle formations. Units must remain on the road or parallel to it in adjacent Boxes while in March Column (e.g., prior to going through the "forming-up" process). Brigades must remain in Contact. All Units move forward 2 Boxes per turn along the road/next to it. All Heavy Units are considered Unformed while on the march. Light Units are ready for battle but may not break from their line of march until at least one Carthaginian Unit advances out from the woods.

Deploying from Road March:
At some point Units in March Column will form-up for battle. The Roman player can decide when each Heavy Unit will form-up and end their March Column status. A Unit forming-up for battle must remain stationary in its Active Turn and must pass a Control Test. Apply the following modifiers: +1 for being Steady if applicable; -1 for the confusion caused by the mist.

If the Unit passes the CT it may face to any side of the Box and is considered Formed. A Unit that fails the CT remains stationary and Unformed. A Unit may not form-up if engaged in Melee but is considered battle ready (e.g., no longer in March Column) if it survives the fight.

Option: The Romans form-up well
To make the scenario re-playable and to give the Romans better odds of winning players can agree to give them the chance of forming-up into Legion Units capable of using the Line Support rules etc. Use the same procedure noted above. If both the Hastati/Princeps Unit and the Triarii to its right form-up for battle they may, on the following turn combine into a Deep Legion Unit. Neither Unit may be engaged in Melee and one of the Units must remain stationary while the other moves into its Box to create the Legion Unit. The facing of the Legion Unit is determined by the Unit that remained stationary.

Historical Deployment Map
Typically, players will want to deploy their armies freely, albeit in accordance with the limitations imposed by the Deployment rules. It might be best to allow the Carthaginians to freely deploy on the high ground but leave the Romans as indicated on the map. 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.

Victory Conditions
Victory Conditions: See the Army Lists. The game ends immediately in a draw if 2 Roman Heavy Foot Units exit the short end of the table behind the Carthaginian lines before one side or the other is defeated.

Carthaginians									
								LF (Sling)	LF (Sling)
	Carthaginian Camp			HC (Spanish)	LF (Bow)	LF (Bow)			
		HF (Spanish)	HF (African)	HF (African)				Road	
	HF (Spanish)	LF (Jls)	LF (Jls)	LF (Jls)					
	HF (Spanish)	LF (Jls)							
	HF (Spanish)								
	HC (Spanish)								
	HC (Spanish)								
	LC (Numidian)				HC	HC	HC		
	LC (Numidian)				LF (Velites)	HF (Italian)	HF Italian Triarii		
	LC (Numidian)				LF (Velites)	HF (Italian)	HF Italian Triarii	Lake	
		HF (Gallic)			LF (Velites)	HF (Roman)	HF Roman Triarii		
			HF (Gallic)		LF (Velites)	HF (Roman)	HF Roman Triarii		
			HF (Gallic)		LF (Velites)	HF (Roman)	HF Roman Triarii		
			HF (Gallic)		LF (Velites)	HF (Roman)	HF Roman Triarii		
		HC (Gallic)	HC (Gallic)		LF (Velites)	HF (Italian)	HF Italian Triarii		
Wooded Hill			HC (Gallic)		LF (Velites)	HF (Italian)	HF Italian Triarii	Romans	

Battle of Trasimene: Army Deployment Map

HF = Heavy Foot; LF = Light Foot; HC = Heavy Cavalry; LC = Light Cavalry