Age of Hannibal

Over the Alps

PUNIC WAR SCENARIO SUPPLEMENT

CREDITS

AUTHOR
Greg Wagman

GAME DESIGN
Chalfant Conley & Greg Wagman

GRAPHIC ART & MAPS
Greg Wagman

PLAYTESTING
The good fellows at Army Group York,
south-central Pennsylvania's most irreverent,
insufferable war-gaming club.

ACKNOWLEDGEMENTS
Age of Hannibal is an official variant of Chipco's FR!,
originally published in 1996. As such, we owe a
debt of thanks to Chip and Curtis for their original
work and their blessing in publishing this rule set.

LITTLE WARS TV

BATTLE OF THE TREBIA
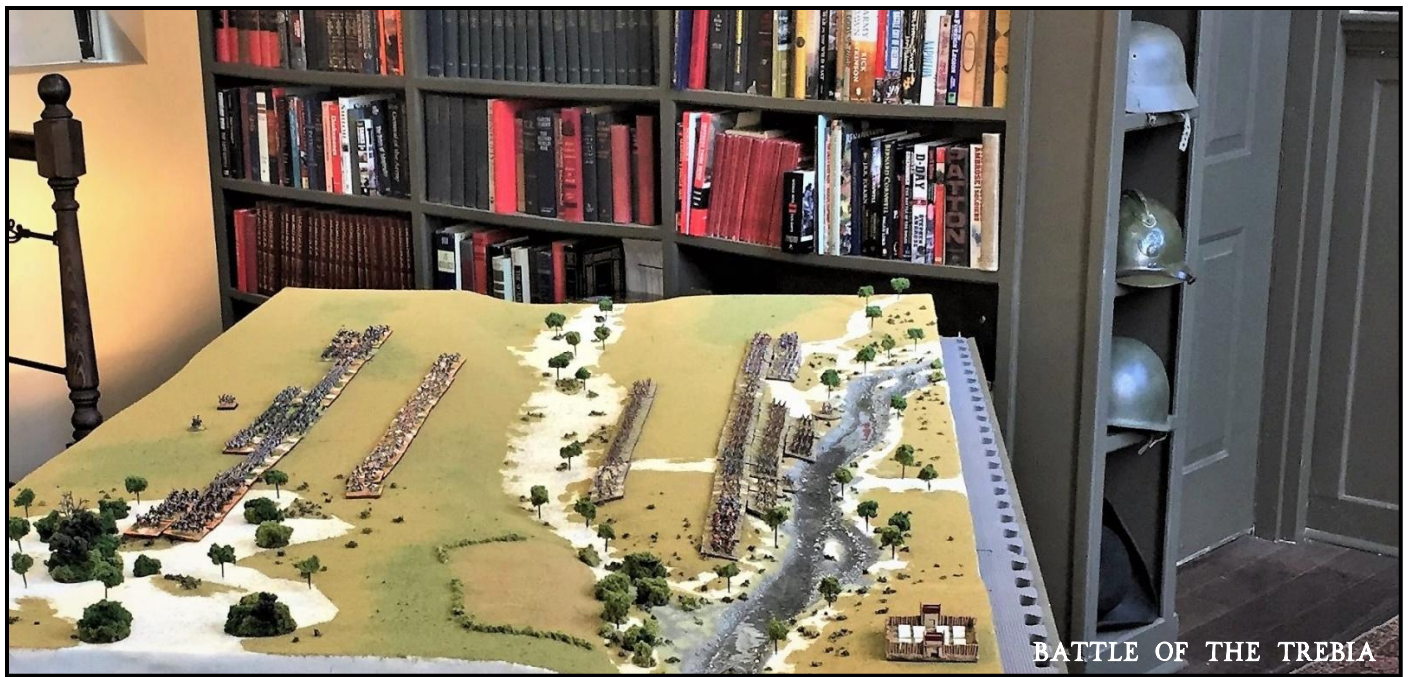
The PUNIC WARS

The Punic Wars, between rivals Rome and Carthage, spanned over 100 years and defined the course of Western Civilization. Before the wars, Rome was a regional power in Italy; but after, she was undisputed master the western Mediterranean. This book covers 15 of the most famous battles from the conflict.

Sicily served as the initial flashpoint. Carthage had long maintained a large foothold over western Sicily and Rome had long coveted a seat at the table on the grain-producing island. In 264 BC the Roman senate found the pretext they needed, when the city of Messana requested Roman protection from island powers Carthage and Syracuse. By inserting themselves into the great power politics of Sicily with an expeditionary army, Rome sparked the conflict that would burn for 100 years.

The First Punic War saw only a handful of pitched battles in Sicily and Africa, but numerous naval clashes. Exhausted by years of conflict and strained by a cash-crunch, Carthage sued for a humiliating peace. In the years that followed, the powerful Barcid family rose to prominence in Carthaginian-controlled Iberia, and a young general named Hannibal Barca would etch his name in history as Rome's most feared nemesis. The Second Punic War ravaged the Italian countryside for decades, but Rome proved herself far more stubborn than Carthage in her defiant refusal to admit defeat.

How to use this BOOK

Researching historical scenarios for the ancient battles is difficult, even considering the impressive number of contemporary sources available for the Punic Wars. We are left to deal with fragments, conflicting reports, biased narrators, and large gaps in the historical record. Maps are even more difficult, as few accounts offer more than a passing mention of geography and the land itself has changed considerably over 2,000+ years. Scientists have good reason to believe entire rivers have changed course! With that caveat, careful efforts have been made to ensure the scenarios in this book are as accurate as possible, cross-referencing period and modern sources.

While the scenarios and army rosters are designed for use with *AGE OF HANNIBAL*, players who wish to use different rule sets will still find this scenario supplement a valuable resource. Every scenario includes the raw troop strength numbers—broken down by generic type—necessary to convert into any other set of war-gaming rules. The scenarios also specify the scale used to determine manpower per base of miniatures, allowing you to adjust as needed, based on the figures you have available.

This means that every scenario in this supplement—no matter how large—can always be played with the miniatures you have at home. Just adjust the scale up or down to fit what you have available!

First Punic War Scenarios

Second Punic War Scenarios

The SECOND PUNIC WAR (...continued...)

Hasdrubal leads an army from Hispania to join his brother, Hannibal, in Italy. Rome is desperate to stop this union of forces and dispatches a consular army to meet Hasdrubal along the banks of the Metaurus River in northeastern Italy.

Determined to maintain a foothold in Iberia, Carthage sends reinforcements to Mago. The Carthaginians outnumber Scipio's army and force a battle at Ilipa, where they hope to turn back the tide of Roman momentum in the region.

Fresh off his victory at Utica, Scipio and his new ally, Masinissa, venture deep into Carthaginian territory to track down a newly-formed army under Hasdrubal Gisco and Syphax. The armies meet on an open plain near the Bagrades River.

Hannibal is finally recalled from Italy to face Scipio's invasion of Africa. In what will become one of the most famous battles of antiquity, Hannibal's hastily-raised force comes to blows with Scipio's eager veterans to decide the Second Punic War.

THIRD PUNIC WAR SCENARIOS

The final act of the Punic Wars played out as a hopeless tragedy for the proud city of Carthage. After a long, grueling siege, the Romans make a furious attempt to storm a section of the fortifications and breach the city directly.

GRAND CAMPAIGN

Spanning the eight years between Rome's initial landing at Massena and their eventual invasion of mainland Africa, this grand campaign allows two or more players to refight the First Punic War in Sicily. All necessary campaign rules, map tokens, and a stunning map of Sicily are included in this final chapter of *Over the Alps*.

BATTLE OF MESSANA

264 BC

The History

The First Punic War began as a Roman adventure into the treacherous waters of Sicilian great power politics. The pretext for Roman involvement came when a band of Italian mercenaries occupying the port of Messana expelled a garrison of their former allies—Carthage—and appealed instead for Roman aid. The decision to enter Sicily was controversial in the Roman Senate, but consul Appius Claudius Caudex saw in Sicily an opportunity not just for Rome, but also for his personal glory and political gain.

He landed at Messana with two legions in 264 BC without opposition—an outnumbered Carthaginian force under Hanno withdrew to the hills west of the city. Former great power rivals on the island, Carthage and Syracuse, suddenly found themselves united in a desire to push the Roman meddlers back to the mainland. Although Hanno and Hiero's armies outnumbered the Romans, the newfound allies refused to cooperate or support each other in the coming battle. Seeing Carthage and Syracuse deployed distantly from each other, the Romans opted to attack.

Game Length & Objectives

There is no turn limit. Play until one side is broken. Victory conditions for both armies are the destruction of the enemy.

Deployment

The scenario requires a 6'x4' tabletop, set up according to the map below. The river may be forded at any point as rough ground. The allied armies set up first, while the Romans deploy second.

Scenario Notes

To reflect the lack of centralized command—and outright enmity—between Carthage and Syracuse, each of the allies should use separate Morale Clocks, both starting at 8. On a given turn, the allied player may only choose to activate one of the two forces. Historically, Hanno did not aid Hiero. If the allied player loses a phase, both Morale Clocks go lower.

Army Organization Notes

For this scenario a "base" represents approximately **600 formed infantry** or **400 skirmishers or cavalry**. Players can rescale these ratios to use what they have available based on the following historical estimates: The Roman army included some 2,400 light troops, 6,000 formed infantry, 600 cavalry, and may have been supported by 1,000 Mamertines. The Carthaginian expeditionary force included some 1,000 light troops, 3,000 formed infantry, and 1,000 cavalry. Syracuse fielded 1,600 light troops, 4,600 formed infantry, and 900 cavalry.