

Cannae 216 BC Rome vs Carthage Scale 1 : 235

Background:

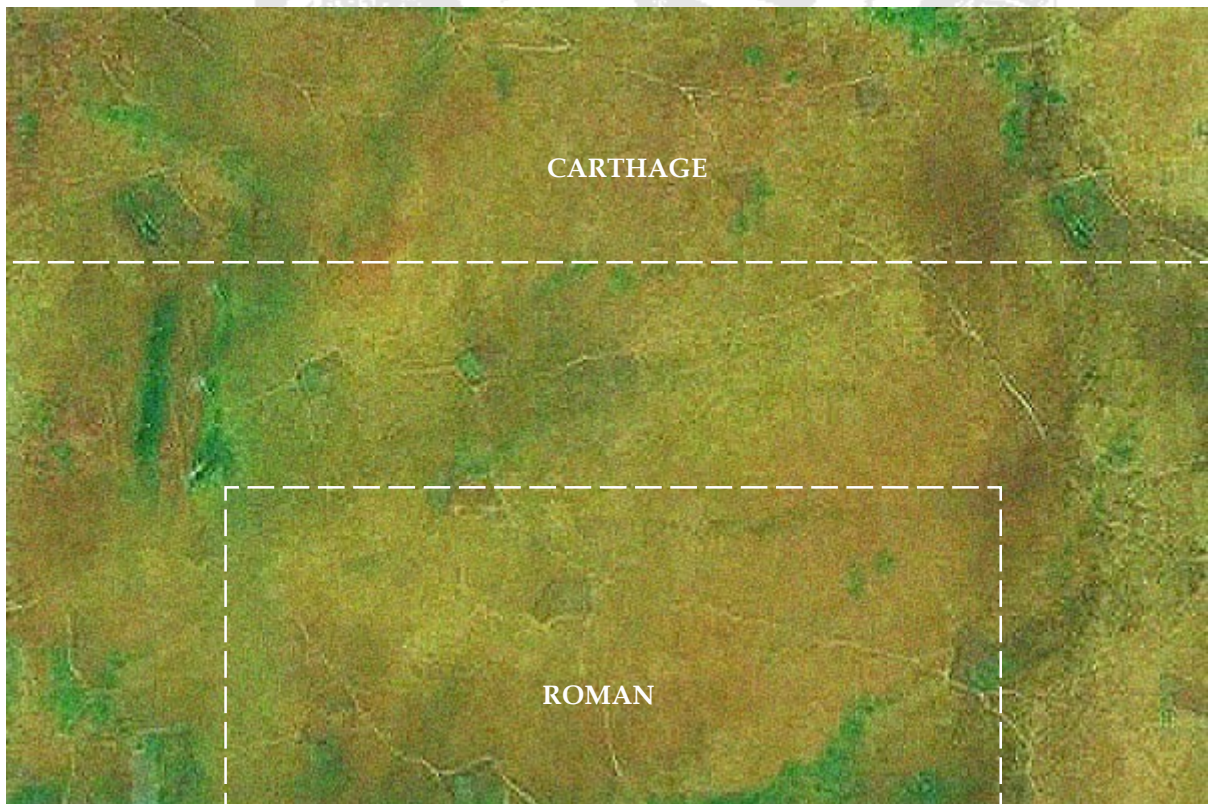
In 218 BC Hannibal crossed the Alps into Italy and smashed two Roman armies at Trebbia and then again at Lake Trasime. The Romans convinced themselves that the lost battles were due to insufficient forces and raised a huge army of 80,000 to destroy Hannibal. However at Cannae, Hannibal used his Gallic and Spanish infantry to hold the centre, whilst his cavalry and Africans encircled the Roman flanks. Almost the entire Roman force was destroyed. This is a classic battle, still taught today at war colleges and to a large part depended on the enemy being overconfident of victory.

Winning the Game:

In this classic battle, the Carthaginian player will have to do very well to match Hannibal's success in the real life battle. The Roman player should aim to crush the enemy infantry before the enemy cavalry does too well on the flanks. The result of the game should be obvious to all, destroying the enemy is the goal.

Deployment:

The Romans deploy their entire army first and cannot deploy any troops within 30 of the table edges on their left and right. The Carthaginians deploy as normal.



Roman

80,000 Roman/ Italians

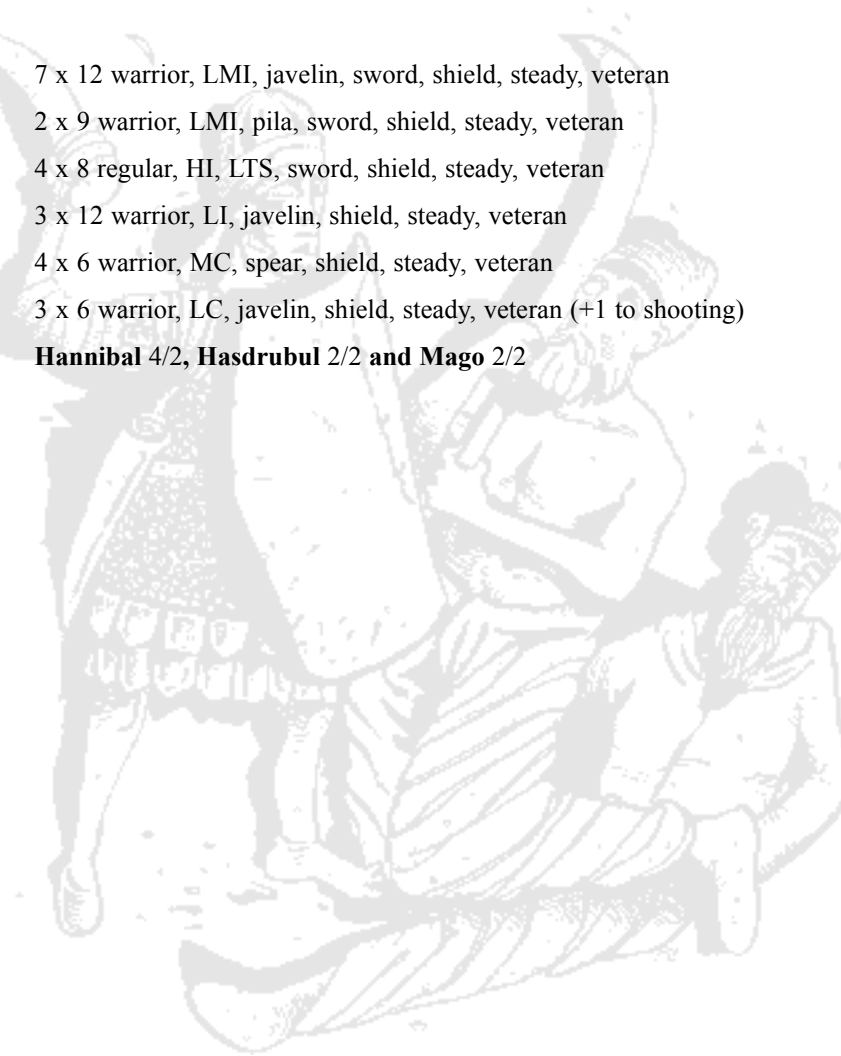
- 24 x 8 regular, HI, pila, sword, shield, steady, seasoned
- 10 x 4 regular, HI, LTS, sword, shield, steady, veteran
- 12 x 6 regular, LI, javelin, sword, shield, steady, seasoned
- 2 x 6 regular, HC, spear, shield, steady, seasoned
- 2 x 6 regular, MC, spear, shield, steady, seasoned

Commanders: **Varro 1/3 and Paullus 1/2**

Carthaginian

- 20,000 Gauls 7 x 12 warrior, LMI, javelin, sword, shield, steady, veteran
- 4,000 Spanish 2 x 9 warrior, LMI, pila, sword, shield, steady, veteran
- 8,000 Africans 4 x 8 regular, HI, LTS, sword, shield, steady, veteran
- 8,000 Lights 3 x 12 warrior, LI, javelin, shield, steady, veteran
- 6,000 Cavalry 4 x 6 warrior, MC, spear, shield, steady, veteran
- 4,000 Numidians 3 x 6 warrior, LC, javelin, shield, steady, veteran (+1 to shooting)

Commanders: **Hannibal 4/2, Hasdrubul 2/2 and Mago 2/2**



1. GENERAL

1.1 All distances

in these rules are in cm for 10mm or 15mm figures, double them for 25mm and halve them for 5mm.

Tables are assumed to be 6 feet by 4 feet for 10mm or 15mm figures. For 25mm figures tables should be at least 8 feet on the long edge if the same number of figures are being used, perhaps 12 feet by 5 feet would be ideal for this scale.

2. TROOP TYPES

2.1 Troops

are described by five characteristics

- *Training*
- *Role*
- *Morale rating*
- *Fighting ability*
- *Weapons carried.*

2.2. Training

Regulars:

Troops trained to operate as a unit under officers. These tend to be more reliable than warriors do and will perform drill manoeuvres better.

Warriors:

Operating as individuals or with no training. Sometimes fearless fighters, sometimes losing heart too soon, warriors are unpredictable but tend to be numerous.

2.3. Role:

Light:

Cavalry and infantry, with little or no armour, who fight in open formation, usually with some form of missile weapon. Highly mobile, light troops can surround and harass heavier troops.

Medium:

Cavalry and infantry, with some armour, fight in close formation. Because of their lack of armour medium troops are cheap and can be used in large numbers. Mainly for close combat or massed firepower.

Heavy:

Cavalry and infantry, normally with metal body armour, fight in close formation. The standard close combat troop type.

Light Medium:

A special type of infantry, intermediate between light and medium types. Because of a loose formation they are more effective in difficult terrain and faster than standard medium infantry.

Light Heavy:

A special type of infantry. As above except that they wear metal body armour.

Extra Heavy:

Cavalry and infantry, have metal body also extra protection for unshielded limbs. Cavalry may have armour for the front of the horse instead of extra armour for the rider.

Super Heavy:

Cavalry only, with full armour covering both horse and man. The ultimate shock troops.

Others:

Chariots, Elephants, Artillery and Camels *see chapter 19.*

2.4. Morale Classes:

The ability of troops to continue to obey orders despite the other factors of the battle around them.

<i>Raw</i>	<i>Troops with little experience, usually poorly motivated.</i>
<i>Average</i>	<i>The usual standard of most troops.</i>
<i>Steady</i>	<i>Troops with battle experience or very high standard of soldiering.</i>
<i>Guard</i>	<i>Troops of high confidence, usually protecting a general.</i>

2.5. Fighting Ability:

The effectiveness of the troops with their weapons, dependent on training and their experience.

<i>Poor</i>	<i>Very ineffective.</i>
<i>Seasoned</i>	<i>Standard.</i>
<i>Veteran</i>	<i>Troops of above average fighting ability.</i>
<i>Elite</i>	<i>Selected troops, well trained and experienced. Very rare.</i>

16.8 Abbreviations

SHC	super heavy cavalry
EHC	extra heavy cavalry
HC	heavy cavalry
MC	medium cavalry
LC	light cavalry
EHI	extra heavy infantry
HI	heavy infantry
LHI	light heavy infantry
MI	medium infantry
LMI	light medium infantry
LI	light infantry
LTS	long thrusting spear

