

2ND PUNIC WAR: Longus vs. Hanno: The 1st Battle of Grumentum 215 BC:

Campaign Note: Following his great victory at Cannae in 216BC Hannibal sent a lieutenant by the name of Hanno into Bruttium in the toe of Italy to recruit and seek alliances among the local populations and tribal groups. For several years thereafter Hanno continued to command what amounted to the second major Carthaginian army in southern Italy (after the force under Hannibal's immediate command) even though he was totally defeated at Beneventum in 214 BC by Gracchus's Roman army. Gracchus had two legions made up in the main of slaves who had been recruited as an emergency measure in the aftermath of Cannae. Gracchus himself would later be killed in a treacherous Carthaginian ambush probably in a ravine in Lucania in 212 BC—although as Livy himself notes in his Book 25 the story always changes depending on who is telling it.

Historical Background: (From Livy's Book 23 Chapter 37)

“About the same time as the siege of Cumae was raised Tiberius Sempronius surnamed Longus*, fought a successful action near Grumentum in Lucania against the Carthaginian commander Hanno. He killed over 2000 of the enemy with a loss to himself of 280 men, and captured 41 military standards. Hanno, forced out of Lucania, withdrew into Bruttium.”

* Longus was the same Roman noble who as consul led the Roman joint consular armies to a major defeat at the hands of Hannibal at the Trebia in late 218 BC.

Terrain Set-up:

X8 Hill Tiles: E13, D12, D9, E10, E9, D4, D5, C4

X7 Forest: B9, A10, H12, G13, E1, E2, D1

X3 Broken Ground: D10, C13, A13

Initial Setup:

Carthaginian Army:

X1 Medium Cavalry: D11

X1 Light Cavalry (Numidian Cavalry see special rules): B3

X2 Warrior: C6, C7

X2 Medium Infantry: C8, B7

X5 Auxillia: C9, B8, B4, A4, A5

X3 Light Infantry: D9, D10, C5

X2 Leaders: C8 (Hanno) B4 (Himilco)

Roman Army:

X2 Medium Cavalry: G4, G11

X4 Medium Infantry: G5, G6, G7, G8

X2 Heavy Infantry: H5, H7

X2 Light Infantry: F4, F8

X1 Auxillia: G9

X1 Warrior: G10

X2 Leaders G5 (Longus) G8 (Legate)

War Council:

Carthaginian Army:

Leader: Hanno// 4 Command Cards

Roman Army:

Leader: Longus//5 Command Cards

Move First

Victory: 5 Banners

Special Scenario Rules:

Command Rules: A Leader attached (stacked with) a friendly unit may cancel one sword hit on the unit **in lieu** of canceling a retreat hit. A unit involved in close combat with the support of a Leader may only count one helmet hit amongst those rolled to inflict a hit on an opposing unit.

Outflanking---*This is an easy way of introducing facing and flanks to the game with little fuss—it can be retrofitted to other scenarios where appropriate:*

A unit is said to be “Outflanked” if it is surrounded **in all** six adjacent hexes by either enemy units, or hexes adjacent to an enemy unit. The presence of friendly units does not negate an “Outflanked” situation **in any way**. Units on the board edges (and not surrounded by six adjacent hexes) **cannot** be “Outflanked”.

Effects of being Outflanked: “Outflanked” units when battling back roll only half the normal number of dice they would be normally entitled to rounded up—to a maximum of only two dice—“Outflanked” units when battling back **never** hit on helmet rolls even if supported by a leader. A unit’s “Outflanked” situation is judged at the instant it battles back.

Numidian Cavalry: The Carthaginian Light Cavalry unit only retreats two hexes per Flag result taken or inflicted—in battle back only it also hits on swords regardless of opponent.

Scenario Note: Since little is known of this battle it is assumed that the two armies run into each other while marching near a range of small hills somewhere in Lucania and the Romans manage to get into battle order first while the Carthaginians are still forming up some of their troops.