

Battle of Vercellae 113 BC

2mm "Age of Hannibal" Scenario

History: Boiorix met with Marius and offered battle, he gave the Romans the choice of where and when the battle would take place. Marius informed the king that the Romans did not allow the enemy to dictate their military affairs. However, Marius, was willing to make an exception for the Cimbri. He instructed the king to meet him near Vercellae, also called the Raudian Plain. Marius had also very sensibly formed up his lines facing west, therefore the Cimbri had to fight with the morning sun in their eyes. The wind was blowing towards the enemy so any dust kicked up by their manoeuvring blew towards the Cimbri, impairing their eyesight. Due to this, the Cimbri will experience a morale clock disadvantage.

Deployment: The bases for my 2mm ancients are 25mm square, so the table size is roughly 3'x2'. Use card system to set up table.

Game Length: No turn limit, play until one side breaks. Start morale clock at 9 for the Romans and 7 for the Cimbri.

Roman Republic

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Roman Hastati	Swords	4" / 3"	+3	4+	Yes			40 (x8)
<i>Pila, Roman Drill</i>								
Equites	Cav	6" / 3"	+3	5+			-2CF	45 (x4)
Roman Triarii	Spears	4" / 3"	+4	3+	Yes		-1CF	35 (x6)
<i>Roman Drill</i>								
Gaius Marius	General	6" / 6"	+2	+3	Traits: Gifted Orator			100
Lucius Sulla	Lieutenant	6" / 6"	+2	+2	Traits: Tactician			100
								910

Cimbri

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Warband	Inf	5" / 4"	+2	5+	Yes	+1 CF		25 (x15)
<i>Unreliable, Impetuous</i>								
Warriors	Light Inf	5" / 4"	+2	5+	Yes		+1CF	30 (x10)
<i>Tribal, Thrown Missles, Unreliable</i>								
Cimbri Horse	Med Cav	6" / 3"	+3	5+		+1 CF	-2CF	45 (x7)
<i>Wild Charge</i>								
Boiorix	General	6" / 6"	+2	+2	Traits: Reckless			100