

*Command & Colors: Ancients*

# MUTINA - 193 BC



## Historical Background

Following the crushing Roman victory over the combined army of Gauls at Cremona in 200BC, the Romans proceeded to successfully subdue the remaining independent Gallic tribes. The Boii were the last major tribe still active against the Romans, and so in 193BC the consul Lucius Cornelius Murela took his army into Boii territory and laid waste to their lands and carried away much booty. When Murela departed south a Boii force followed him and during one night they stole past the Roman camp and set up an ambush in a narrow defile along the Roman route of advance. The Romans discovered the Boii and would not march into the trap so that the Gauls had to descend into the plain to give battle. The Romans fortified their spoils under the guard of the Triarii and then deployed.

The initial Gallic attack was pressing back the left wing of the Romans, led by the ex-consul Tiberius Sempronius in charge of a "Special" corps, until a combination of a Roman attack by their fresh legions, and a cavalry charge led by Livius Salinator, broke the Gauls who were now visibly wilting in the heat of the day. 14,000 Gauls were slain and 1,092 captured for the loss of 5,000 Romans and allies.

Not long after this defeat the Boii finally submitted to the Romans and Cisalpine Gaul was fully conquered by Rome.

## War Council

### Roman Army

Leader: Lucius Cornelius Murela

- Take 5 Command cards.

### Galic Army

Leader: Boii Chieftain

- Take 5 Command cards.
- Move first.

## Victory

6 Banners.

## Special Rules

1. The heat of the sun caused the Gauls to become badly fatigued. This was probably due to them having had no rest during the night as a result of their march past the Roman camp. To simulate this, the Gallic player doesn't draw a command card on their 3rd and 6th turns.
2. If a Gallic unit ends its turn on the camp tile, that player is awarded a victory banner.

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