

Rome vs. the Celtiberians III: The Final Revolt: 174BC

The following selection is from Book 41 of Livy's History of Rome:

[41.26] In Spain the Celtiberi who, after their defeat, had submitted to Ti. Gracchus, remained quiet during M. Titinius' administration. On the arrival of Appius Claudius they resumed hostilities and began by a sudden attack on the Roman camp. The day had hardly dawned when the sentinels on the rampart and the men on outpost duty at the gates caught sight of the enemy advancing in the distance and gave the alarm. Appius Claudius hoisted the signal for action and after addressing a few words to the soldiers made a simultaneous sortie from three gates. The Celtiberi met them as they emerged and for a short time the fighting was equal on both sides, because owing to the confined space the Romans could not all get into action. As soon as they got clear of the rampart they followed those in front of them in a compact mass in order to be able to deploy into line and extend their front to the same length as that of the enemy by whom they were being surrounded. Then they made a sudden charge which the Celtiberi could not withstand. In less than two hours they were defeated; 15,000 were either killed or taken prisoners; 32 standards were captured. Their camp was stormed the same day and the war brought to an end. The survivors from the battle dispersed to their various towns. After that they submitted quietly to the authority of Rome.

Terrain Set-up: (See Special Terrain Rules)

X12 Roman Campworks: A5, A6, A8, A9, B4, B9, D4, D9, E5, E6, E8, E9

The facing of the Roman Campworks tiles is immaterial—Use Rampart Tiles to represent Roman Campworks.

X7 Roman Camp Core: C6, C7, C8, D5, D8, B5, B8

Use Fortified Camp tiles to represent the Camp Core terrain. (See Terrain Special rules & Victory rules on Camp Core Hextiles)

X4 Roman Camp Gates: C4, A7, C10, E7

Use River Tiles to Represent the Roman Camp Gates or some other made-up marker.

X6 Hill Tiles: H4, H5, I5, G1, G2, H11

X5 Forest: I12, I13, I11, H9, I9

X1 Broken Ground: G12

Note: The Initial Roman Camp-trace is hexes: A9-A8-A7-A6-A5-B4-C4-D4-E5-E6-E7-E8-E9-D9-C10-B9 representing the line of the campworks & gates.

Initial Set-up:

Roman Army: Free Set-up: Setup Second Move First:

The Romans setup inside, or directly on the initial Roman Camp-trace (see special terrain rules below & above) of their campworks and camp gates. Their Roman force consists of: x6 Medium Infantry, x2 Heavy Infantry, x2 Light Infantry, x2 Auxillia, and x2 Medium

Cavalry. They have Two Leaders: Appius Claudius and his Legate. The Roman Cavalry units may not set-up initially on Roman Campworks or camp gate hexiles

Celtiberian Rebels: Free Setup: Setup First Move Second:

The Celtiberians set-up outside the initial Roman Camp trace in hexes **not adjacent** to the Roman Campworks or camp gates. Their Rebel Force consists of: x1 Medium Infantry, x6 Warriors, x4 Auxillia, x2 Light Infantry, and x1 Medium Cavalry. They have one Leader: The Celtiberian Chief

War Council:

Roman Army:

Leader: Appius Claudius Command: 5 Cards **Move 1st**

Celtiberian Rebels:

Leader: Celtiberian Chief Command: 4 Cards

Victory: Victory is 7 Banners initially for both sides scored in the normal way, however the Celtiberians also receive 1 Banner for each Roman Camp Core hextile they manage to remove.

Special Rules:

Command: All Leaders may cancel a retreat **or** a sword hit if present with the unit. Units on both sides 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.

Units and the Rally Card: No unit can be rallied to beyond its strength at the start of the scenario. If a Player rolls “swords” when attempting to rally he may freely chose which unit gets a block back.

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 or impassable terrain 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.

Barbarian Indiscipline & Exhaustion: No more than six Celtiberian units in a single linked “blob” of hexes may be ordered by the Celtiberian Player via play of a single line Command Card. Celtiberian Warrior units reduced to one or two blocks may not engage in Momentum Combat unless stacked with a Leader.

Roman Cavalry Discipline: Roman Medium Cavalry only retreat 2 hexes per Flag result taken.

Iberian Skirmish Style Combat: Auxillia on **both sides** may evade the close-combat attacks of enemy medium or heavy foot. Auxillia for **both sides** battle-back normally with only two dice.

*****Terrain Special Rules:**

Roman Campworks: Roman foot Units occupying their own Campworks hextiles that **are not** in an outflanked condition Battle-back with one extra dice **and** may ignore the first Flag result inflicted upon them. Roman foot units **may never** conduct an ordered move, or a momentum move **from a** campworks hex **into** a hex **outside the initial** Roman camp trace of the Roman campworks & gates. (in other words Hexes **outside** the Map 1 initial camp trace counter-clockwise listed “doughnut” of: A9, A8, A7, A6, A5, B4, C4, D4,E5, E6, E7, E8, E9, D9, C10, B9)...Roman units **may** close-combat/missile attack from their campworks tiles to a hex outside the initial Roman camp trace. If the campworks hextile is removed by Celtiberian action and converted to a clear terrain hex (see paragraph below) the initial camp trace is no longer considered for the now clear hex in relation to Roman foot ordered moves or momentum moves.

Campworks tiles are removed (and the hex reverts to clear terrain) when an opposing Celtiberian unit enters the hex for any reason. Campworks block line of sight. Celtiberian Foot units **may only** enter Campworks tiles if they are ordered from a starting position **in an adjacent hex** to move in (and they must then halt the move in the adjacent Campworks hex and remove the tile), **or** as a result of a Momentum Move after combat into the Campworks hex. Cavalry units on both sides may not close-combat attack, retreat, evade, or conduct an ordered move or momentum move into Campworks hexes regardless of who owns them. They may battle-back into such hexes however.

Camp Core Hextiles: Roman Camp Core Hextiles confer no combat benefit to Roman units occupying them, **but do** block line of sight. Camp Core tiles are removed (and the hex reverts to clear terrain) when a Celtiberian unit of any type enters the hex for any reason.

Roman Camp Gates Hextiles: Combat and Battle-back into or out of Roman Camp Gate Hextiles is always at **minus one** normal dice. Roman foot units occupying a Roman Gate hex may ignore the first Flag result inflicted upon them. Roman Camp Gates hextiles are removed if entered by a Celtiberian unit for any reason and the hex reverts to clear terrain.