

## The Second Celtiberian War: The Ambush of Segeda:

### The Roman Battle with the Belli 153BC

[§44] [154 BC] Some years later another serious war broke out in Spain for the following reason: Segeda, a large and powerful city of a Celtiberian tribe called the Belli, was included in the treaties made by Gracchus. It persuaded some of the smaller towns to settle in its own borders, and then surrounded itself with a wall seven kilometers in circumference. It also forced the Titthi, a neighboring tribe, to join in the undertaking.

When the [Senate](#) learned this, it forbade the building of the wall, demanded the tribute imposed by Gracchus, and ordered the inhabitants to furnish a contingent for the Roman army, for this was one of the stipulations of the treaty made with Gracchus. As to the wall the Celtiberians replied that they were forbidden by Gracchus to build new cities, but not forbidden to fortify existing ones. As to the tribute and the military contingent they said that they had been released from these requirements by the Romans themselves subsequently. This was true, but the Senate, when granting these exemptions, always added that they should continue only during the pleasure of the Roman people.

[§45] [153 BC] Accordingly the [praetor](#) [Quintus Fulvius] Nobilior was sent against them with an army of nearly 30,000 men. When the Segedians learned of his coming, their wall not being yet finished, they fled with their wives and children to the Arevaci and begged that the latter would receive them. The Arevaci did so, and also chose a Segedian named Carus, whom they considered skillful in war, as their general. On the third day after his election he placed 20,000 foot and 500 horse in ambush in a dense forest and fell upon the Romans as they were passing through. The battle was for a long time doubtful, but in the end he gained a splendid victory, 6,000 Roman citizens being slain. So great a disaster befell the city on that day.

But while he was engaged in a disorderly pursuit after the victory, the Roman horsemen, who were guarding the baggage, fell upon him and killed Carus himself, who was performing prodigies of valor, and not less than 6,000 others with him. Finally night put an end to the conflict. This disaster happened on the day on which the Romans are accustomed to celebrate the festival of Vulcan [23 August 153]. For which reason, from that time on, no general will begin a battle on that day unless compelled to do so.

(The above selection is from Appian of Alexandria's Annals of Rome)

#### **Terrain Set-up:**

X42 Forest Tiles: A1, A10, B5, B10, C1, C5, C6, C11, C12, D2, D3, D5, D8, D9, D11, D12, E3, E4,E5, E9, E10, E12, F1, F7, F11, F12, G1, G2,G4, G5, G7, G8, G9, G10, G12, H4, H8, H11, I2, I3, I6, I7

X9 Hill Tiles: B2, B3, A3, A4, A7, A8, A12, A13, I10

### **Initial Set-up:**

#### **Roman Army:**

x5 Medium infantry: A5, C7, C8, E6, E7 x2 Heavy Infantry: D6, B7 x3 Auxillia: C4, C10, E8 x2 Light Infantry: G6, C9 x2 Medium Cavalry: B3, B9 x2 Leaders B7 (Nobilior) E7 (Legate)

#### **Celtiberian Rebels:**

x1 Medium Infantry: G8 x9 Warriors: E3, E4, F3, G4, I7, G9, F9, E10, D11 x1 Auxillia: H7 x2 Light Infantry: I6, H4 x1 Medium Cavalry: F10 x2 Leaders: G8 (Carus) F3 (Belli Chief)

### **War Council: (Neither side starts the game with Line Command Cards)**

#### **Roman Army:**

Leader: Nobilior Command: 4 Cards

#### **Celtiberian Rebels:**

Leader: Carus Command: 5 Cards **Move 1st**

**Victory:** Victory is 7 Banners for both sides scored in the normal way.

### **Scenario 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—except if the Celtiberian Leader Carus is supporting then up two helmet hits count.

*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 & Ambushed Romans:** No more than five Celtiberian foot units in a single linked "blob" of hexes may be ordered by the Celtiberian Player via play of a single line Command Card. No more than six Roman foot units in a single linked "blob" of hexes may be ordered by the Roman Player via play of a single line Command Card. Neither side may start the game with a Line Command Card in hand.

**Barbarian Exhaustion:** 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. They "normally" close-combat attack and battle-back with four (4) dice instead of the three (3) listed in the rules. When located atop a hill hex-tile their 'normal' dice is 3 dice (instead of the two (2) dice per the rulebook) in battle-back or close-combat attack.

**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.

**Heavy Forest Cover:** Missile Fire into Forest Tiles is always at one dice regardless of whether or not the missile unit moved before firing.