

# OPPIDUM



**HISTORY & SCENARIOS**



# History

## The Gallic Wars

### 1 - Historical Background

The enormous ambition of a single man and dirty politics in Rome led to one of the most important conflicts of the ancient world which doubled the size of the Roman Republic and added vast tracts of rich land to expand the wealth of Rome. The Gallic tribes, which suffered enormous casualties during the 9-year war, were not as primitive as Caesar implies in his commentaries, with large cities, a thriving economy, technological breakthroughs, an elaborate political system, and military strength. Yet, it was not enough to deter Caesar's ambition.

#### 1.1 - Gaul & Britannia before the Gallic Wars

The Celtic culture known as 'La Tène' (from a village in Switzerland where the first archeological discoveries were made in 1857) evolved from many influences by Greek, Phoenician, and Etruscan civilizations and developed from 450 BC into a vast territory covering modern France, Switzerland, Italy, Austria, southwest Germany, Bohemia, Moravia, Slovakia, and Hungary. The tribes of Gaul were civilized and wealthy. During the first century, parts of Gaul were becoming urbanized with cities no different than those of the Mediterranean. They struck coins and traded extensively with Rome, providing iron, grain, and many slaves.

Non-Celtic people were living along the Mediterranean coast, such as the Greeks and Phoenicians, who had established outposts such as Massilia (present-day Marseille) or the Ligures. In the 2nd century BC, they had a prosperous economy supported by a network of multiple urban centers which led a coalition of Gauls and Ligures to attack them. Rome came to their aid in 154 BC and 125 BC, when they decided to stay in Gaul and conquered the territories of the Gallic tribes they had defeated. As a result, by 122 BC, Rome now controlled a territory from the Pyrenees in the Southwest to Lake Geneva in the East called *Provincia* and soon to be named *Gallia Narbonensis*.

North of the Roman *Provincia* was the *Gallia Comata* (long-haired Gaul) which Caesar divided into 3 broad groups: The Aquitani to the West, the Belgae to the North and the Gauls. Cities in northern Gaul included *Avaricum* (Bourges), *Cenabum* (Orléans), *Autricum* (Chartres) and Bibracte near Autun in Saône-et-Loire, along with a number of oppida used in times of war.

These ethnic groups were structured around clans, led by a council of elders and initially a king who later became an annually elected magistrate, like the *vergobret* of the Aedui clan. Above the clans, there was no unified system, which is one of the reasons why the Gauls never fought as a nation. Caesar knew how to play with the divisions of the various clans and many Gauls fought in his army against the insurgency led by Vercingetorix.

Celtic people migrated into Britain over a 500-year period between -1300 and -800 BC during the Bronze Age. Like the continent, Ancient Britain was made up of many clans and kingdoms, associated with various hillforts. Some of the southern clans had strong links with mainland Europe, especially Gaul and Belgica, and minted their own coins.

#### 1.2 - Germania before the Gallic Wars

The Germanic peoples spoke an Indo-European language and moved to Northwestern and Central Europe and Scandinavia after 500 BC. The Romans named the area belonging to North-Central Europe in which Germanic peoples lived Germania, stretching east to west between the Vistula and Rhine rivers and north to south from southern Scandinavia to the upper Danube. From northern Germany and southern Scandinavia, the Germanic peoples expanded south, east, and west, coming into contact with the Celtic, Iranian, Baltic, and Slavic peoples.

The Germanic culture was not as archaic as what Roman sources suggest. They had an elaborate social system with a thriving economy. Their political system was based on a popular assembly named the Thing, with kings and war leaders.

Late in the 2nd century BCE, the Cimbri, Teutones and Ambrones migrated through parts of Gaul, Italy and Hispania. Rome confronted these groups during the Cimbrian War (113–101 BCE). After several defeats by the Teutons and Cimbri, the Roman armies were finally victorious.

In the first century BCE, the Germanic peoples expanded their territories at the expense of Celtic-speaking tribes in modern southern Germany and the Czech Republic. Before 60 BCE, Ariovistus, king of the Germani, led a force including Suevi across the Rhine into Gaul near Besançon, successfully aiding the Sequani against their enemies the Aedui at the Battle of Magetobriga.

#### 1.3 - 59 BC: Julius Caesar sees the opportunity

The consul Caesar ends his term as Consul with many debts. He leverages his position in the First Triumvirate to be awarded the governorship of Cisalpine Gaul and Illyricum for the next five years. With four veteran legions under his command: Legio VII, Legio VIII, Legio IX, and Legio X, he was planning a war of conquest against the kingdom of Dacia. But he changed his plans when the governor of Transalpine Gaul died suddenly, and he managed to get awarded the governorship of this province as well.

Soon after, he received a request from the Helvetii to cross the Roman province. This tribe was a Gallic confederation established in modern Switzerland. They were under constant attacks by Germanic tribes and were planning a mass migration to the West through Transalpine Gaul and the territory of the Aedui, a tribe allied to Rome. Being afraid of the potential disruptions in Gaul and the likely takeover of the Helvetian lands by warlike Germanic tribes, Caesar denied their request to pass through Transalpine Gaul. The Helvetii decided to carry on with their migration plans while avoiding Roman territory by taking a more northern route.

Julius Caesar quickly understood that attacking and defeating the migrating Helvetii could both increase his prestige in Rome and fill his empty coffers with the spoils of war. While negotiating their passage with the Gallic tribe, he was also gathering 2 additional legions from *Gallia Cisalpina*. Once he had almost 30,000 soldiers under his command, Caesar set off in pursuit of the Helvetii, who were now marching North. He caught up with the migrating people as they were in the process of crossing the Saône River, with three-quarters of them already across the river. He slaughtered the remaining ones then crossed the river on a pontoon bridge to chase the remaining Helvetii.

The pursuit took the opposing armies close to Bibracte, the oppidum of the Aedui. Negotiations failed as Caesar's terms were too harsh. The Helvetii saw an opportunity to attack as the legions changed their route to cope with low level of supplies. The battle between the well-organized legions and the fierce but individualistic Gauls lasted all day. Despite being surrounded at one point; the Roman legions' discipline made the difference and the defeated Helvetii were forced to return to their lands to form a buffer between Rome and the fearsome Germanic tribes.

#### 1.4 - The German threat

The Aedui, a longtime allied tribe to Rome who felt threatened by the Helvetii migration, congratulated Caesar for his victory. They now requested that the consul attack the Germanic Suebi who had migrated several years ago into the territory of the Gallic Sequani, where they were offered land in exchange for military assistance against the Aedui. As more and more Germans arrived, the fear was that they would eventually take over all the Sequani territory and then threaten all of Gaul. Caesar had a political problem with an attack, as the Suebian king Ariovistus was an ally of Rome.

Yet, another opportunity to expand his conquests was too good for Caesar and he presented Ariovistus with a list of excessive demands: returning all hostages they had taken, protect the allies of Rome like the Aedui, withdraw to the Eastern bank of the Rhine and never return to Gaul. Ariovistus refused the Roman demands, arguing that Caesar had no authority to formulate them. Attacks on the Aedui continued while more Germans were crossing the Rhine. Caesar now had his war.

#### 1.5 - The battle of Vesontio

Ariovistus wanted to capture *Vesontio* (modern-day Besançon), the largest city of the Sequani. Once the Romans heard about it, they quickly moved through a series of rapid marches to arrive first. The next few days were spent in deceptive negotiations while both parties were trying to incite each other to war. In the meantime, the Suebians cut Caesar's supply lines by marching behind his camp. To force Ariovistus into battle, the Roman consul moved his camp closer.

Ariovistus launched an attack on Caesar's camp but was pushed back. The next morning both armies assembled once again to give battle (see **Scenario 1**). As usual, the Romans won, this time thanks to a cavalry charge led by Publius Crassus, son of the other consul. The Suebians suffered heavy casualties and retreated across the Rhine, marking the end of the campaigning season of 58 BC. Caesar returned to Cisalpine Gaul while contemplating conquering all of Gaul.

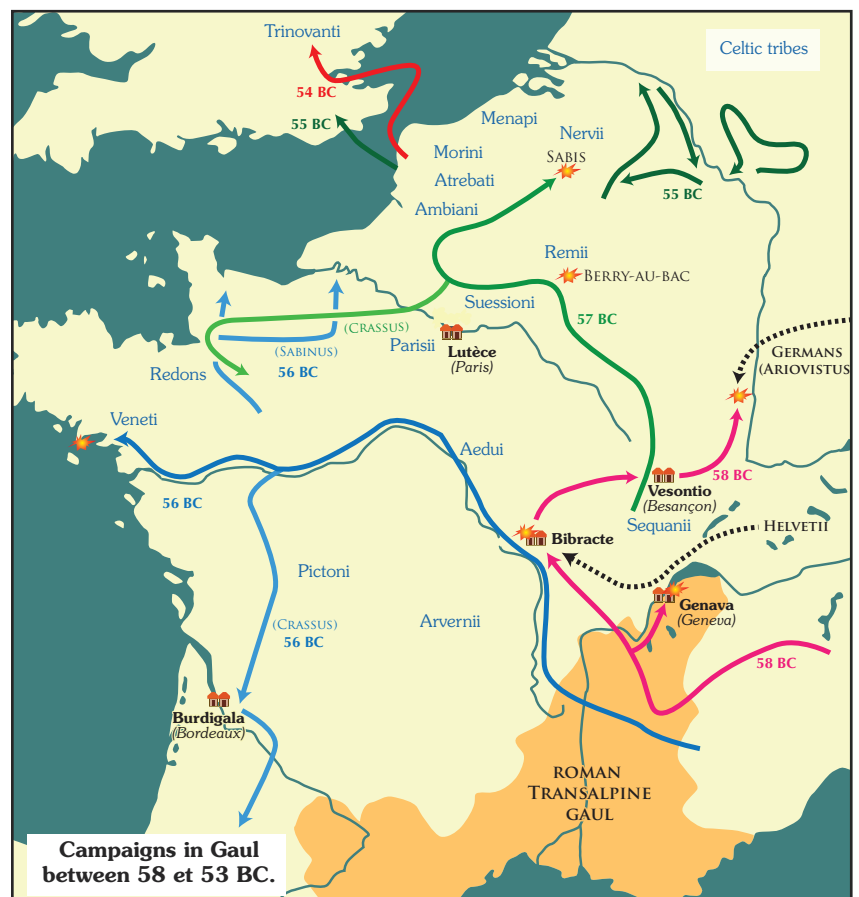
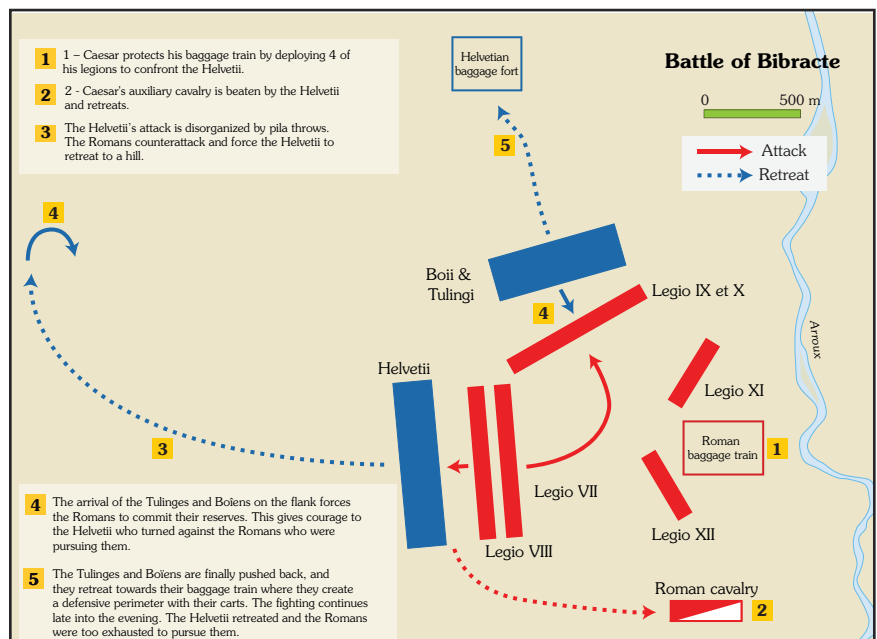
#### 1.6 - 57 BC: Now fighting the Belgae

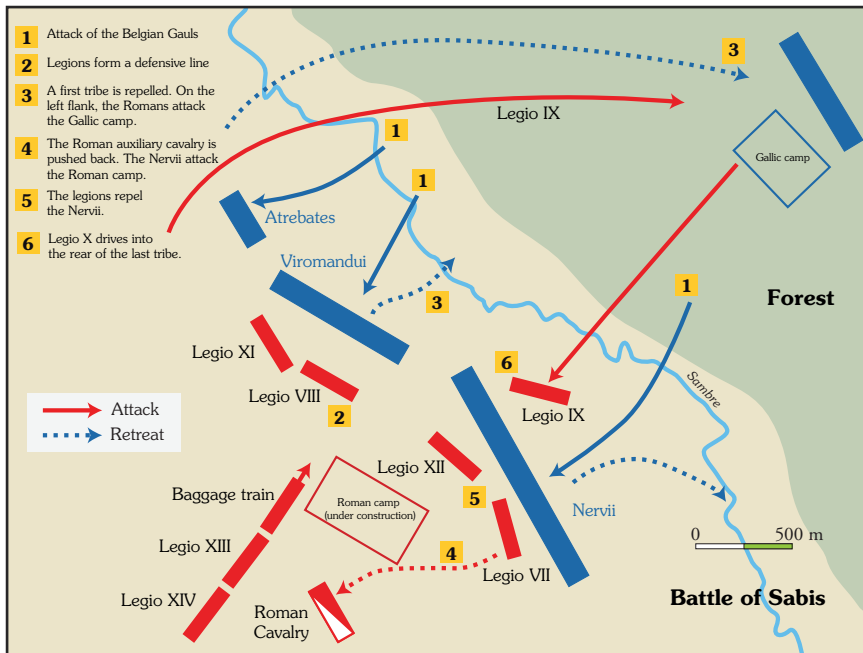
At the beginning of the following year (57 BC), Caesar was once again asked to intervene in another conflict between two Gallic tribes when the Remi, a tribe allied with Rome, were attacked by the neighboring Belgae confederation. After failing to take *Bibrax*, the largest city of the Remi, the Belgae encamped nearby. The Romans and Belgae were low on supplies. Caesar decided to build a camp next to the Aisne river. Caesar strengthened his position. The Belgae decided to attack across the river, but they were scattered by the auxiliary troops of Caesar (see **Scenario 2**). This forced the Belgae to disband as they preferred to return home to resupply and wait for a better opportunity.

Caesar used his advantage to besiege the oppidum of Suessiones. The Belgae expected to counter his move by sneaking into the city at night, but the Roman display of siege techniques was so far superior that the Gauls quickly surrendered. After the siege, many of the Belgae tribes like the Bellovaci and the Ambiones surrendered, but other tribes still wanted to fight.

#### 1.7 - The Nervii ambush

The Belgic Nervii, Atrebat, and Viromandui had 60,000 warriors still ready to fight and they planned





an ambush on the Romans. Caesar ordered his legions to set camp by the Sabis river (modern-day Sambre). When the Nervii were detected, Caesar dispatched some of his troops across the river to delay the Belgae while the rest of his forces fortified their position. But seeing that no soldiers protected the legionaries building the camp, the Nervii rushed across the river and attacked them before they were prepared for battle, with two of Caesar's legions still out of sight (see **Scenario 3**).

The Roman discipline and unmatched training saved the day, with the morale boost provided by Caesar's presence in the middle of his troops. The late arrival of the remaining two legions tipped the balance in favor of the Romans. The campaign against the Belgae generated a lot of plunder to pay off Caesar's debts, increase his fame and political clout in Rome. He was granted a 15-day thanksgiving by the Senate, which was the longest ever. He spent the winter in Transalpine Gaul while his legions stayed in Northern Gaul, where the tribes were forced to house and feed them.

### 1.8 - 56 BC: Naval battle against the Veneti

Quartering his army amongst the Gauls had its benefits, but it also created a lot of resentment. Roman officers sent to requisition grain from the Veneti, a seafaring tribal confederation in modern Normandy and Brittany, were seized and imprisoned. The Veneti then began fortifying their settlements, most of which could only be accessed by sea. Roman warships were not suited for operations in the rougher waters of the English Channel, and Caesar had to leave a large portion of his army behind to watch the Germans and Belgae. As a result, the Veneti held the upper hand for most of the campaign.

Caesar realized that the only way to defeat the Veneti was to win a naval engagement. The battle was eventually fought off the coast of Brittany. It appears that the Veneti possessed a far larger fleet, but their ships relied solely on wind power. The Roman ships were powered by oars, so they were able to attack the Veneti ships when the wind dropped. Additionally, the Romans also employed grappling hooks to shred the enemy sails and board their ships en-masse. With their fleet destroyed, the Veneti surrendered. As had now become his standard practice, Caesar had the Veneti leaders executed and sold the rest of the tribe into slavery before moving to subdue the rest of the coastal tribes.

### 1.9 - 55-53 BC: Bridges over the Rhine

Early in the spring of 55 BC, Julius Caesar's soldiers massacred a large group of Celtic refugees who had crossed the Rhine during an armistice. This action was widely condemned in Rome and by the Senate. Hoping to restore his image, distract the public, and dissuade the Germans from launching raids into Gaul, Caesar embarked on a new series of campaigns. In only 10 days, Caesar's men built the first bridge across the Rhine River. The Romans then marched across the bridge and spent a few days burning abandoned German villages. Satisfied with his demonstration of Roman power and receiving word that the Germans were massing an army, Caesar marched back into Gaul after burning the bridge.

In 53 BC, Caesar would again repeat the process of bridging the Rhine, burning villages, and retreating without fighting a battle. The purpose of these incursions was to demonstrate to the Germans that the Rhine would not protect them from Roman power. They also served to bolster Caesar's public image in Rome. Never before had a bridge spanned the Rhine, and never before had a Roman army crossed into Germania. With Caesar's original five-year term as governor of Illyricum, Cisalpine Gaul, and Transalpine Gaul ending, he needed support in Rome to have his term extended.

### 1.10 - 55-54 BC: Britannia landings

Late in 55 BC, Caesar also launched an attack across the English Channel into Britannia. According to Caesar, the Britons had aided the Veneti in their fight against Rome the year before, but it is likely that the real motive was to impress Rome with a first landing on the island. The first campaign nearly ended in disaster as the fleet was heavily damaged in a storm, his cavalry unable to make the crossing. The Britons were waiting for the invaders on the beach with their carts and cavalry, which impressed the Romans and prevented them from disembarking. The courage of the X Legion's *aquilifer* (standard bearer) who jumped into the sea saved the day, as the rest of the army followed him to make sure the standard would not be taken by the Britons (see **Scenario 4**). Caesar built a camp and sent the VII legion to forage but got ambushed by the Britons (see **Scenario 5**). He was able to rescue them with his other legion and withdrew to the camp where the Britons attacked. However, they were no match for the Roman organized warfare and were routed. Once his fleet could return, Caesar withdrew his forces back across the channel. Although this campaign accomplished little, Caesar still was hailed as a hero in Rome, with a 20-day thanksgiving.

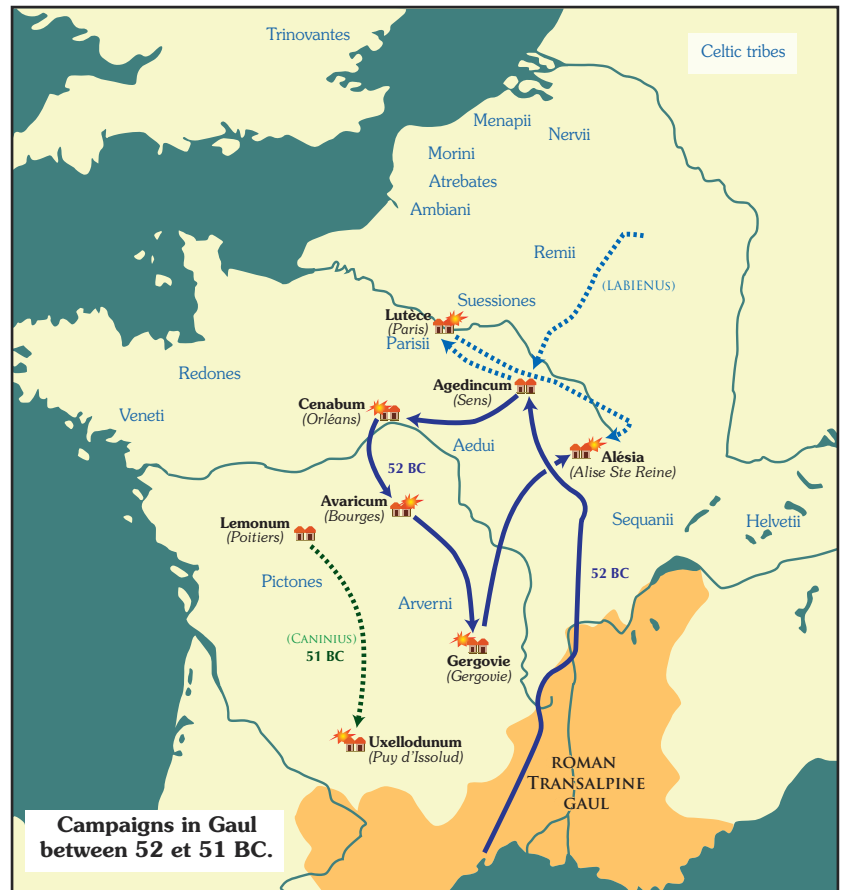
A larger invasion was launched in 54 BC with 5 legions and 2000 cavalymen. British resistance was fierce, but the Romans advanced much further into the countryside before they had to return to the coast, as a violent storm had destroyed most of the fleet. The various Briton tribes were united by Cassivellaunos, king of a clan north of the Thames. He sent small groups of cavalry and carts to harass the Roman cavalry, retreating quickly when the invaders were counterattacking. But the division of the Briton tribes played in favor of Caesar, with 6 of them deciding to ally with the Romans. With Cassivellaunos' lands being ravaged by the legions, he



finally submitted to Caesar which ended the campaigning season. Caesar decided to cross the Channel back as he was receiving word of mounting unrest in Gaul. Overall, Caesar's invasions of Britannia expanded the sphere of influence of Rome and added a new clientele to Caesar, while furthering his political career back in Rome.

### 1.11 - 54-53 BC: The Belgic Gauls revolt

Roman occupation and poor harvests had led to growing discontent in Gaul. And Caesar's practice of quartering his troops amongst the Gauls over the winter only made the matter worse. The Eburones, a Belgic tribe in Northeast Gaul led by Ambiorix, launched a surprise attack on the Roman forces encamped in their territory. After surrounding the Roman camp, Ambiorix offered the Romans safe passage to one of the other nearby Roman forts. Following a bitter debate, the Romans chose to accept the offer. Once they had left their camp and entered a ravine, they were surrounded and massacred by the Gauls. This was the worst defeat suffered by the Romans during Caesar's Gallic Wars. This victory convinced more Belgic tribes to revolt and besiege the Roman camps in their territory. They tried to lure them outside of their camps to defeat them in the same way they did the first time, but they didn't succeed. Caesar was finally informed of the siege and marched with two legions to rescue them. The Gauls tried to stop him, but they were routed.



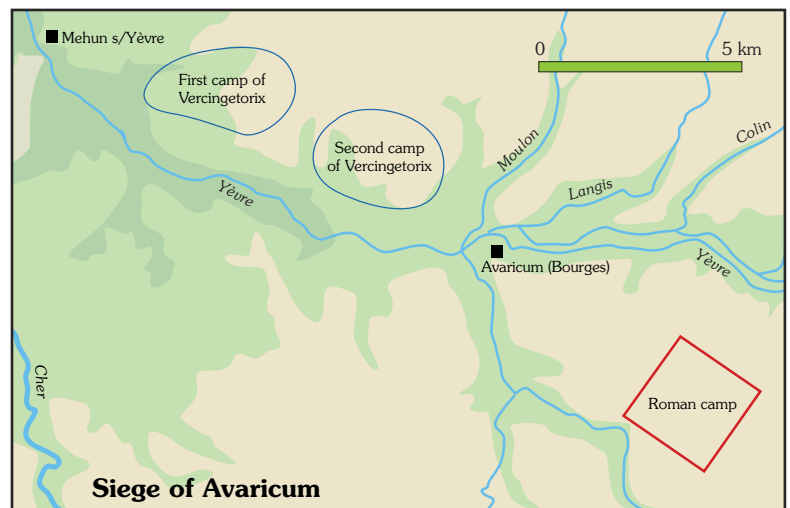
### 1.12 - 53 BC: Chasing Ambiorix

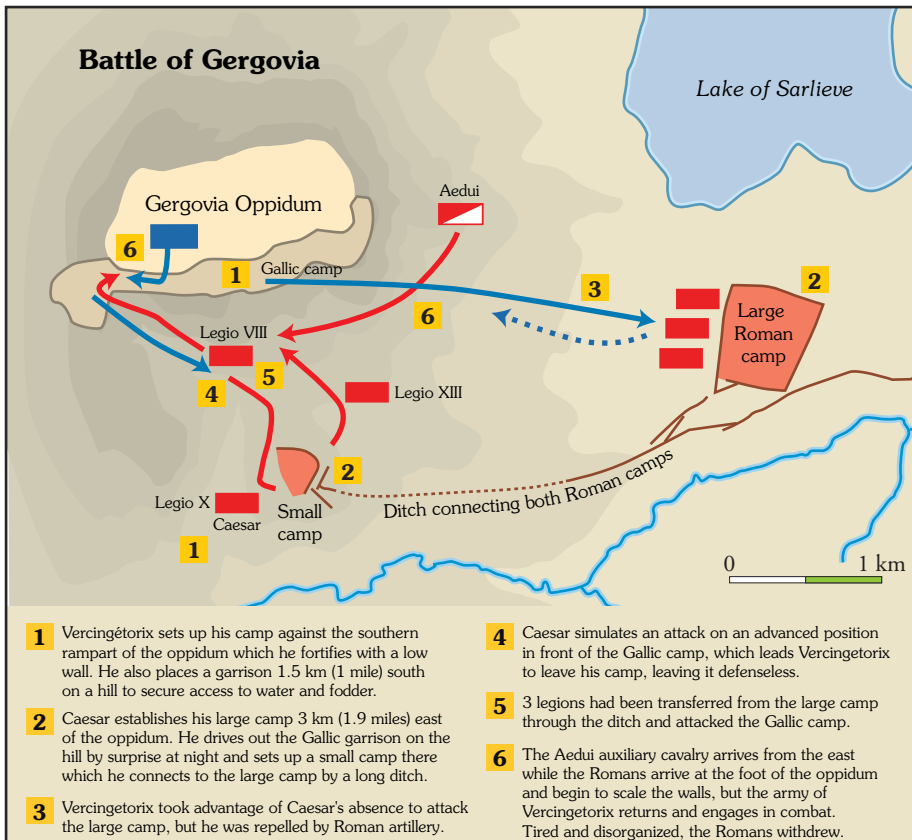
For this new campaign year, Caesar decided to punish the various rebel tribes by attacking and burning their villages, raiding livestock, and taking prisoners. Consequently, all the tribes surrendered one after the other. It was at this time that Caesar crossed into Germania for a second time to dissuade the Germans from aiding the Belgic tribes. But Caesar's wrath mostly targeted the Eburones who had annihilated one Roman legion the previous year. The Roman laid such waste in their territory that the Eburones were slaughtered and ceased to exist. Ambiorix managed to escape across the Rhine into Germania with his followers, where they eventually disappeared and were never heard of again (see **Scenario 6**). Meanwhile, in Rome, the First Triumvirate had dissolved with the death of Crassus in Parthia and the death of Julia, daughter of Caesar and married to Pompey. Though far away in Rome, these events threatened the outcome of Caesar's Gallic Wars.

### 1.13 - 52 BC: The Great Gallic Revolt

The willingness to transform Gaul into a Roman province subject to Roman laws and religion led to a widespread revolt, as the Gauls feared that the sacred forest of the Carnutes where druids were gathering annually to mediate between the tribes could be destroyed. The first act took place in *Cenabum* (modern-day Orléans) in January when all the Roman traders were slaughtered (See **Scenario 7**). The news quickly reached the territory of the Arvernii where a young noble, Vercingetorix, convinced his people to revolt. Many other Gallic tribes joined the Arvernii and they awarded Vercingetorix with the leadership of the revolt. Meanwhile, Caesar had left Transalpine Gaul to cross the Cevennes mountains during the winter and arrived in the territory of the Bituriges in Central Gaul. A troop of 600 Germanic cavalymen he had recruited previously for this campaign helped him to conquer the oppidum of *Noviodunum* (see **Scenario 8**). The proconsul then marched towards *Avaricum* (modern-day Bourges) which was the largest city of the Bituriges.

Vercingetorix quickly realized that he could not defeat the Romans in open battle and adopted a policy of scorched earth and sheltering behind fortified positions. His hope was to cut the Romans off from all sources of supplies and force them to retreat. While many towns and villages were destroyed by the Gallic army, the city of *Avaricum* was spared since its inhabitants refused to evacuate. When the Romans arrived to besiege the city, Vercingetorix carried out a guerilla campaign against the foraging parties but did not enter the city. The siege of *Avaricum* lasted 25 days and required the Romans to undergo heavy labor with ramps and siege towers while also facing serious shortages of food. The final assault took place during a storm and the Romans took no prisoners and slaughtered all but 800 of the city's 40,000 inhabitants (see **Scenario 9**).





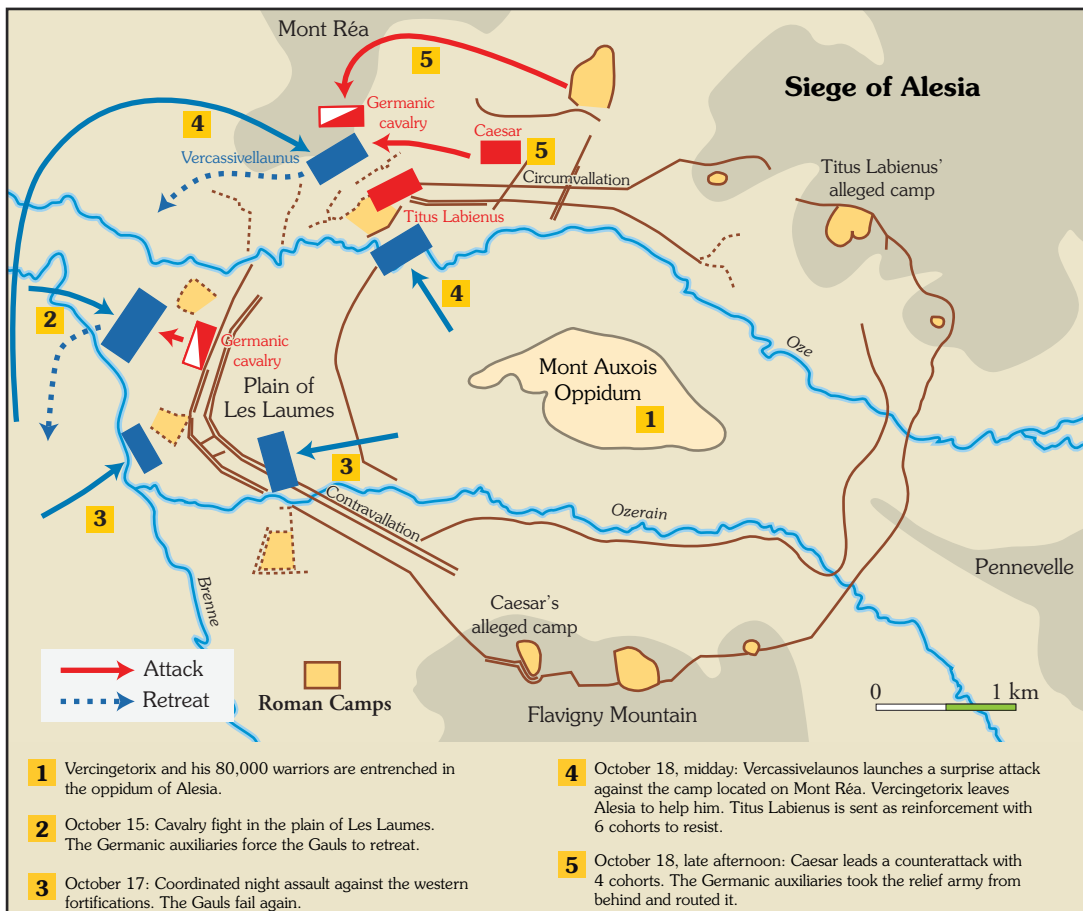
#### 1.14 - Caesar's retreat

Julius Caesar next pursued Vercingetorix to the city of Gergovia, the oppidum of the Arverni. The Romans laid siege and built 2 camps joined by a double ditch (see **Scenario 10**). The Roman assault was repulsed with heavy losses, forcing Caesar to withdraw while Vercingetorix pursued him. The revolt kept on spreading across more tribes, including the Aedui who had been the most loyal allies of the Romans so far. Caesar had sent his lieutenant Labienus further north with 4 legions to fight the Parisii in Lutece and he was marching north to join him and reach the territory of the Lingones, one of the last tribes still allied to him. His plan was to retreat towards the Roman *Provincia* as opposition was growing in the Roman Senate about his conquest initiatives. Vercingetorix stopped his scorched earth policy and decided to annihilate the retreating legions before they could reach the Roman *Provincia* (see **Scenario 11**). He launched his cavalry of 15,000 men against the head of the army, but the legionaries resisted, got reinforcements and the newly recruited Germanic cavalry did wonders and won the day (see **Scenario 12**). The defeated Gauls

withdrew to the nearby city of Alesia, oppidum of the Mandubians, where Caesar finally managed to trap Vercingetorix and his army. Caesar built walls of contravallation (16 km/10 miles) and circumvallation (21 km/13 miles) around Alesia to prevent Vercingetorix from escaping or receiving reinforcements.

#### 1.15 - The climatic fights

Before the walls were completed, Vercingetorix had managed to dispatch messengers who raised a relief army of 80,000-250,000 who arrived 6 weeks later. The cavalry of the relief army, reinforced with archers and light infantry, spread in the plain. Caesar



ordered his cavalry to attack and one more time, the Germanic cavalry made the difference, slaughtering the foot archers and pursuing the fleeing survivors to their camp (see **Scenario 13**). The next morning, the relief army built gangways, hooks and ladders and attacked the contravallation in the middle of the night (see **Scenario 14**). Both sides suffered heavy losses, but the Gauls retreated before dawn as they were afraid of a counterattack in their rear by the legionaries from a nearby camp. Vercingetorix in Alesia lost too much time assembling his assault weapons and could not reach the circumvallation before the retreat of the relief army, forcing him to pull back to Alesia. The last attempt sees an assault from all sides which almost overwhelms the Romans,

but a sally from the Roman cavalry in the back of the Gauls routed them and they melted away (see **Scenario 15**). Vercingetorix was forced to surrender the next day and was held as a prisoner for the next six years until he was paraded at Caesar's triumph through Rome and then executed at the Tullianum prison in 46 BC. With the fall of Alesia, major fighting in Gaul ended, although mopping up operations would continue into 50 BC, especially in southwest Gaul which was not pacified.

### **1.16 - 51 and 50 BC: Pacification of the last Gauls**

The spring of 51 BC saw the legions campaign among the Belgic tribes to eliminate any thoughts of a revolt, and the Romans achieved peace. However, two chiefs in southwest Gaul, Drappes and Lucterius, remained openly hostile to the Romans and had fortified the formidable oppidum of *Uxellodunum*. Gaius Caninius Rebilus, later joined by Caesar, surrounded the oppidum and set siege of the city, focusing on building a series of camps, a circumvallation, and disrupting Gallic access to water. Placing archers, slingers and siege weapons at every waterpoint, the Romans prevented the inhabitants from being able to reach the river (see **Scenario 16**). After several failed attempts to destroy the Roman defenses, the Gauls finally surrendered. Caesar chose not to slaughter the defenders, and instead just cut off their hands as an example.

The legions were again wintered in Gaul, but little unrest occurred. All the tribes had surrendered to the Romans, and little campaigning took place in 50 BC. The legions in Gaul were eventually pulled out that same year as the civil war drew near, for Caesar would need them to defeat his enemies in Rome. The Gauls had not been entirely subjugated and were not yet a formal part of the empire. Gaul would not be made formally into Roman provinces until the reign of Augustus in 27 BC. Several rebellions happened subsequently, maybe as late as 70 AD, and Roman troops were kept stationed throughout Gaul.

### **1.17 - The Legacy of Caesar's Gallic Wars**

The cumulated losses over the period are quite impressive: With a Gallic population estimated at 10 million, the death toll was probably 1 million and the prisoners reduced to slavery, which was a major wealth engine, another 1 million.

The conquest of Gaul brought vast resources under the control of Rome and linked for the first time the Mediterranean world with Continental Europe. In the span of eight years, Caesar conquered all of Gaul and part of Britain and is today remembered as one of history's greatest military commanders. He had become fabulously wealthy and achieved a legendary reputation. However, the conflict also hastened the end of the Roman Republic as Caesar's rivals grew anxious about his power. Ordered to disband his army and return to Rome to stand trial, Julius Caesar instead chose to cross the Rubicon and march on the city. The resulting civil war brought an end to the Republic and led to the creation of the Roman Empire.

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## 2 - The Characters

### 2.1 - The Celts



#### 2.1.1 - Medium cavalry (Ccm)

The personal retainers of tribal chieftains were the wealthiest and most prominent of the Celtic warriors. They were mounted warriors and this cavalry was one of the best of ancient times. Their equipment was made of finely worked weapons and armour as the Celts were experts at metallurgy. Their coat of mail was later adopted by the Romans, as well as their helmet with cheek guards. Their sword was long, sharp and with a rounded tip for slashing rather than stabbing. Their saddle had four horns to provide stability in the absence of stirrups, another Celtic invention which was later copied by the Romans. Their preferred tactic was the charge, fueled by their high morale, but their undisciplined nature made them difficult to control or rally after the initial engagement.



#### 2.1.2 - Light cavalry (Ccl)

Not all Celts could afford an expensive coat of mail, but this didn't prevent them from fighting on horseback, with only a shield and helmet. Besides the distinctive sword, their primary weapon was the spear, which could be thrown but was mostly used for thrusting.



#### 2.1.3 - Medium infantry (Cim)

Many Celts liked to fight on foot and their equipment is no different than that described for the cavalrymen.



#### 2.1.4 - Light infantry (Cil)

Most Celtic warriors were foot soldiers who could not afford expensive equipment. The spear was their primary weapon and beyond their shield, their only protection was their thick woolen cloaks.



#### 2.1.5 - The Britons

These insular Celts had not been exposed to the Roman culture before Caesar's expeditions in 55 & 54 BC, which is why they still display an archaic appearance, like the bare chest with woad paintings or their hair bleached with lime and dressed into spikes with animal fat to look more frightening.



##### 2.1.5.1 - The nude warriors (Cin)

Their most noteworthy characteristic was the habit of fighting nude, something that Celts on the continent gave up several hundred years before. It was both a way to impress their opponents and boast about their courage and fearlessness.

#### 2.1.6 - The chariots



The chariot is another Celtic specialty which only survived in Britannia at the time of the Gallic Wars. Caesar was very impressed with their tactical usage by the Britons. It was primarily used as a "battle taxi" rather than a war chariot as used by other ancient civilizations. The charioteer was an expert at driving the 2 yoked ponies at a full gallop, and, according to Caesar, he could even run along the chariot pole, stand on the yoke, and get back into the chariot. On the battlefield, chariots were mostly used to cause panic, with the charioteer rushing towards the enemy lines while the warrior passenger, typically a noble, was hurling javelins. The chariot would then stop and the warrior step down to fight on foot while the chariot would be waiting at a safe distance, ready to carry the warrior away in case of danger.



#### 2.1.7 - The carnyx (Cil)

This elongated, S-shaped trumpet was used to boost morale or signal the launch of an attack.



#### 2.1.8 - The archers (Cia)

They were used in support of infantry and especially cavalry charges to soften the enemy lines before the assault. At Alesia, the Gallic cavalry was seeded with archers to cover any potential retreat.



#### 2.1.9 - The slingers (Cis)

Slingers were used in the same way as archers.

#### 2.1.10 - The druid (Cic)



The Celts were very religious people and devoted to superstitious practices. The most important gods were Teutates, Esus and Taranis. The druids were a priestly cast who oversaw all religious ceremonies, but also arbitrated in disputes and judges in criminal cases. Druids were highly educated and spent many years in training. To keep their teaching secret, they kept them in memory, which is another reason why the Celts didn't have a written language.

#### 2.1.11 - The peasants (Cip)



Celtic peasants were free to come and go. Unless they married out of their clan, or studied to become an artisan, a bard, a druid priest, or a warrior, they had no reason to venture very far from their homestead. Along with hunting and fishing, the men did the heavy labor on the farms and were wonderful farmers. The women gathered berries and other foods that could be harvested. They cooked and cleaned and sewed and looked after the children.



## 2.2 - The Romans



### 2.2.1 - Roman cavalry (Rcm)

The cavalry didn't play a big role during the Roman Republic as priority was given to infantry formation. Most cavalrymen belonged to the class of the equites and were nobles. Their tactical role was limited to scouting. The base color for the cloak and tunic of the cavalry was blue. Their shield was either oblong or round (*parma equestris*) and made of ox hide.

### 2.2.2 - Auxiliary cavalry



#### 2.2.2.1 - Gallic cavalry (Ccl)

Caesar relied mostly on allied Gallic tribes like the Aedui for his mounted force. They never exceeded 4 to 5,000 men. They were used against their enemy counterparts, to organize ambushes, pursue fugitives or defend supply convoys.



#### 2.2.2.2 - Iberian cavalry (Rcl)

These Spaniards wore heavy leather jackets. The white tunic with a purple garment is typical of the Iberian Peninsula. They didn't wear any helmets. Their primary weapon was the spear, but they also had a Roman sword.



#### 2.2.2.3 - Germanic cavalry (Gcl)

Caesar had recruited a force of 600 Germanic horsemen who were invaluable during his 52 BC campaign: They forced the Gallic cavalry to retreat at the siege of *Noviodunum* and defeated the Gallic rescue army twice in front of *Alesia*.

### 2.2.3 - Roman infantry

#### 2.2.3.1 - The legionaries (Rig)



They were paid soldiers who volunteered to serve, typically of humble origin. They carried a *pilum* (plural *pila*) which was a close-range javelin. The pilum had a wooden shaft about 1.5m (59 in.) long, in which was inserted a thin metal shank of shorter length with great penetrative power. If it pierced a shield, it would either break at the junction of the shaft and the shank, or the latter would bend, making the shield useless and the enemy would have to discard it, making him vulnerable. After throwing their *pila*, the legionaries would charge with their sword (*gladius*) in hand.

Their helmets were either the old Etruscan Montefortino-style, the more modern Coolus/Manheim style or even the Gallic-inspired Port style. Their body protection was either the *Lorica Hamata*, which was a copy of the Celtic mail shirt or a simpler padded leather jacket. The shield was the oval oblong *scutum* reinforced with a raised central spine.



#### 2.2.3.2 - The centurions (Rit)

They commanded a single *centuria* of 60 to 80 men. They were promoted from the ranks for their bravery or skill-at-arms, so most had a humble social origin. They could be paid up to 10 times more than the common legionary.



#### 2.2.3.3 - The Principales (Rip)

This term describes the various senior ranking soldiers that acted as a liaison between the legionaries and the centurions. Among them was the *aquilifer*, a standard-bearer carrying the legion's eagle or the *buccinator* who oversaw signaling salutes to officers and sound orders to the legion with their *cornu* or *buccina*. They always marched at the head of the centuries.

### 2.2.4 - Siege engines



#### 2.2.4.1 - Les scorpions

Scorpions are torsion-powered bolt-throwing engines. Their 70cm (about 2.3 ft) bolts were deadly with a range that could reach 400 m (about 440 yards) when installed in guard towers as seen in *Alesia*. They were operated by 2 servants.

### 2.2.5 - Auxiliary infantry

Although Caesar primarily praised his Roman legionaries for any battle successes, probably half of his army was made up of allies from other provinces of the Roman Republic which were mandated to serve in the army.



#### 2.2.5.1 - Numidian infantry (Rij)

These light infantrymen were used to skirmish between the battle lines with javelins. Their only protection was a shield covered with thick elephant hide.



#### 2.2.5.2 - Balearic slingers (Ris)

Slingers from the Balearic Islands were famous in ancient times and had been used by Roman armies since the Punic Wars. They carried several spare slings made of leather or braided cord, including one tied around their head. They carried their bullets made of stone or cast-lead in a satchel. Their shields had a goatskin cover.



#### 2.2.5.3 - Cretan archers (Ria)

The island of Crete provided a lot of archers. They used a powerful composite bow with double curvature. Arrowheads were typically single barbed to be more difficult to extract from flesh. Arrows were carried on the back in a leather quiver. They wore their typical white felt beret called a *kausia*.



### 2.2.6 - Roman civilians (Ric)

Parts of Gaul had been under Roman influence for a long time, and Roman merchants or farmers inhabited parts of Gaul. The game includes a woman, an ordinary citizen wearing a short sleeved, knee-length tunic, a noble man with his woolen toga and a magistrate who adds a wide purple edging to his toga.

## 2.3 - Germanic tribes



### 2.3.1 - Germanic infantry (Gil)

German warriors didn't wear any coat of mail or helmet, but protection was provided by garments made of wild animal skins. Their weapons were fairly simple spears or javelins, more rarely swords with wooden shields, but they were fearsome. Many of them had their hair knotted at the side in a so-called Suebian knot.



### 2.3.2 - Germanic cavalry (Gcl)

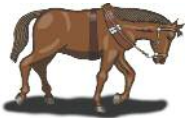
Their horses were very small and stocky even according to the standards of the time, but they were robust. During action, the Germanic horsemen frequently leapt from their mounts and fought on foot while their horses were trained to stand exactly where they were left. Germans didn't use Gallic saddles as they considered any horse housing as effeminate.



### 2.3.3 - Javelinmen (Gij)

In battle, the German javelinman ran alongside his cavalryman, clinging to the horse's mane to keep pace. He protected the cavalryman's flanks and stabbed at the enemy horse.

## 2.4 - Carrying goods



### 2.4.1 - Draft horses

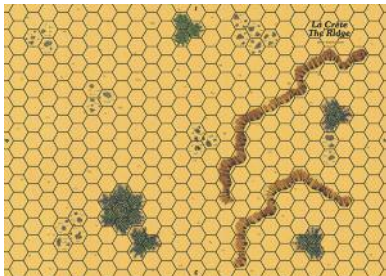
These horses were used to draw wheeled vehicles like the carts which followed the legions with their supplies or were used on foraging missions.



### 2.4.2 - The cart

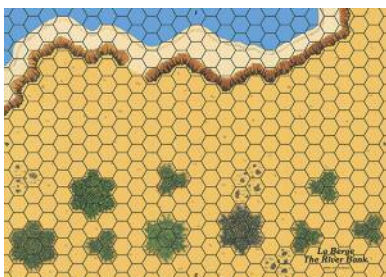
Wood, leather, and metal were used to construct the carts and make them strong enough to be pulled. The carts also had wheels made of bronze and iron, as well as frames that were designed to be light yet strong. This allowed them to maneuver around the cobblestone streets easily.

## 3 - The maps



### 3.1 - The Ridge

Open terrain with 2 successive slopes which make a perfect setup for any defensive stand against a larger enemy group.



### 3.2 - The Riverbank

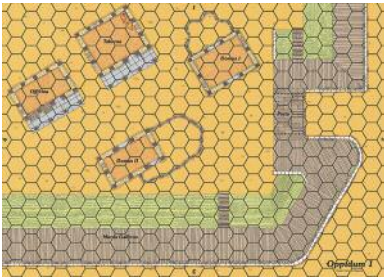
From the water, a sandy beach gives way to a slope revealing some open terrain with a line of trees beyond.



### 3.3 - The Spring

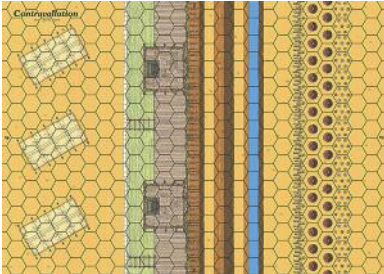
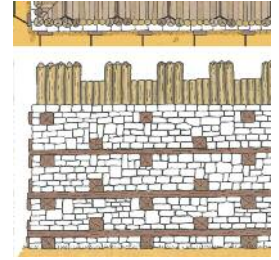
A small spring flows from a rocky outcrop and meanders through a few trees to flow into the swampy estuary of a nearby river.





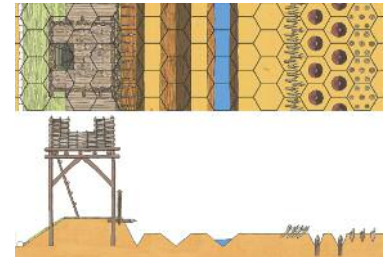
### 3.4 - The Oppidum 1

This section of a Celtic oppidum features a gateway in the solid *murus gallicus*, a rampart reinforced with horizontal timber logs. The inner slopes are covered with turf to prevent water damage. The Celtic houses feature either a fenced yard to keep livestock or a porch with stone tiles which merchants can use to set their stalls. The buildings are viewed vertically. The walls are represented by vertical wooden timber with wattle and daub in between while the floor is illustrated by dirt. The dirt also indicates the presence of a roof over that area. The windows are illustrated by their horizontal wooden frames. The doors are simple passages through the walls.

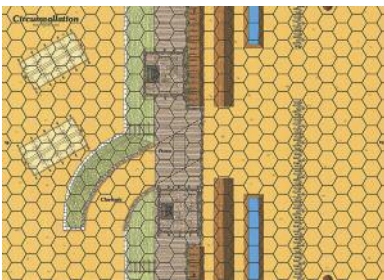


### 3.5 - The contravallation

This section of the Roman siegeworks at Alesia was intended to prevent the besieged Gauls in the oppidum from escape. A series of obstacles were erected ahead of the rampart to impede the enemy's advance. From right to left: The *stimuli* (spurs), short wooden stakes with barbed iron spikes; the *lilia* (lilies), circular pits in a checkerboard formation housing a sharpen stake; the *cippi* (gravestones), several rows of branches with their ends lopped off and sharpened, and 3 successive V-shaped ditches, the outer one being flooded by the water of a nearby river. The inner ditch had horizontal sharpened stakes embedded in the top of the earthwork to prevent any attempt to scale it. The earth and turf rampart topped by a palisade of planks was fitted with timber observation towers.



Tents for the garrison were erected at the back of the rampart.



### 3.6 - The circumvallation

To ward off a likely Gallic relief army, Caesar ordered his men to build a parallel fortification facing outwards. The same type of defensive work was used. A gateway equipped with a double door was added to allow for cavalry sorties. A *clavicula* curved inwards provided additional protection to the gateway.



### 3.7 - The Celtic Oppidum

This extension can be purchased separately. It includes 3 additional maps and a booklet with 4 scenarios. These maps can be combined with the Oppidum 1 map to form a larger city. The Oppidum 2 map's main feature is a large villa, the estate of a Celtic chieftain with several smaller buildings (labeled A to F) and courtyards grouped into a complex. It is possible to shoot from the windows on the second floor of the largest house (labeled F) at the other buildings and walls of the complex. The Oppidum 3 map adds more houses while the Oppidum 4 map features a Celtic sanctuary.

# The scenarios

These 16 scenarios are ranked by chronological order and span the full length of the Gallic Wars. To help you get familiar with the various game concepts, we have ranked them in 4 groups of increasing difficulty:

Groups	Type of rules	Scenarios (with increasing difficulty)
1	Standard rules + Carts	2, 3, 6, 1, 11 & 12
2	Standard rules + Scorpions and Celtic chariots	16, 4 & 5
3	Standard rules + Buildings	7, 9 & 8
4	Standard rules + Fortifications	10, 13, 14 & 15

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The proposed purchase table at the end of this booklet lets you create your own scenarios using balanced forces. An Excel utility on [www.cryhavocfan.org](http://www.cryhavocfan.org) is available to help you set up your scenarios more easily.



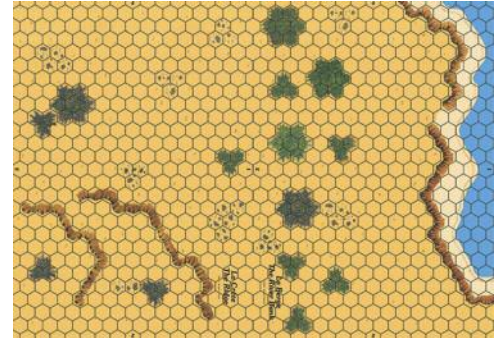
## Scenario 1: Ariovistus' gamble

### Historical Background

58 BC: Caesar intervenes in the region of the Sequani (current Franche-Comté) to repel the Germanic Suebi clans of King Ariovistus who wanted to settle there at the expense of the Aedui, a Gallic tribe allied to the Romans. When the two armies come together, a negotiated truce is violated by the Suebi, making the battle inevitable. Ariovistus marches for 2 days and makes camp 2 miles (3.2 km) behind Caesar, cutting off his supply lines with his allies. The decisive battle takes place on a plain near the Rhine, where Ariovistus positioned his baggage train to discourage any retreat by his troops.

### Map layout and starting positions

The Germans are placed within 10 hexes of Sides 4 of both maps, with the harnessed wagons behind them (to prevent them from escaping to the upper side of the map). The Aedui auxiliaries are placed within 10 hexes of Side 2 of the **River Bank** map. The remaining Romans are deployed within 10 hexes of Side 2 of the Ridge map. The Romans are deployed first. The Germans play first. The game is played in 8 turns.



### The sides

The Romans							
	Antonius Pontius Lucius Cassius		Decimus Vorenus		Quintus Claudius Servius		Gaius Domitius
	Magnus		Aelius		Sabinus Aemilius		Acumis Bituitos Luernios Acurio Drutalos Damos
The Germans							
	Segimer Aldo Hengest Curt Gero Wolf Deomar		Waldo Gaisio Raban		2		2
	Kuno Carl Earnest Folki Agilo Eriulfus		Sten Sueridus		Rocco Ricimer		Manno Odo Wido

### Victory conditions

The Germans must leave the battlefield from Side 2 of either map. The Romans must stop them.

At the end of the 8 turns, count the number of Germans (excluding carts) who have managed to leave the playing field through Sides 2:

- > 13 and up: Decisive victory for the Germans - The Aedui have lost a significant portion of their homeland.
- > Between 10 and 12: Marginal victory for the Germans - Despite the Roman help, Ariovistus will be able to continue his pressure on the Aedui territory.
- > Between 7 and 9: Tie - Another battle is likely in the next few days as this fight was indecisive.
- > Between 4 and 6: Marginal victory for the Romans - Ariovistus' warriors need to retreat as the Roman defense was strong.
- > 3 or less: Decisive victory for the Romans - The Germanic warriors are crushed, and they are fleeing the battlefield, with the Romans pursuing them.

### Epilogue

The Aedui auxiliaries located on the right wing were engaged in a furious melee from the start. The attack is so sudden that the Romans do not even have time to use their throwing weapons. The left wing was also attacked and weakened when Publius Crassus, a young lieutenant of Caesar's cavalry, took the initiative to send in the third line of legionaries as reinforcements. In shock, the Germans gave up and fled, leaving many dead on the ground.

## Scenario 2: Caesar's heroic charge

### Historical Background

57 BC: Caesar settled in Belgic Gaul after defeating the Germans. This presence of the Roman legions so worried the Belgian tribes that they decided, except for the Remi, to declare a preventive war. They set out on the campaign in the spring, commanded by Galba, king of the Suessiones. After having unsuccessfully besieged Bibrax, oppidum of the Remi, the Belgian army lined up in battle order in front of the Roman legions deployed on a hill beyond the Aisne River. Rather than launching a direct assault, Galba decided to bypass to the right of the Roman force by crossing the river via fords to cut off their supply routes. Seeing this, Caesar launched his cavalry supported by his light auxiliary troops, to stop them.


### Map layout and starting positions

The Belgians deploy on the **Spring** map, more than 5 hexes away from Side 1.  
The Romans and Remi enter in the first round via Side 3 of the **Riverbank** map.  
The Belgians go first.  
The game is played in 12 turns.



### The sides

#### The Romans & Remi

 <b>Medium cavalry - Rcm</b>	Antonius Pontius Lucius Fabius	 <b>Remi Light cavalry - Ccl</b>	Tasco Dacouiros	 <b>Iberian cavalry - Rcl</b>	Turibas Budar
 <b>Cretan archers - Ria</b>	Alkaios Kleon Niketes	 <b>Balearic slingers - Ris</b>	Mago Bocchus Tuccius	 <b>Numid peltasts - Rij</b>	Adherbal Massiva Hiempsal

#### The Belgians

 <b>Medium cavalry on foot - Ccm</b>	Orgetorix Ducarios Commios	 <b>Light cavalry on foot - Ccl</b>	Abudinos Sentios Oclino	 <b>Medium infantry - Cim</b>	Sumaros Ateratos Crixus Garos Tasgetios	 <b>Medium infantry - Cim</b>	Uenopis Samus Ambigatos
 <b>Light infantry - Cil</b>	Drutalos Damos Matulo Catiscos Excincos	 <b>Light infantry - Cil</b>	Surato Cattos Cassitalos Acumis Bituitos Luernios	 <b>Carnyx - Cil</b>	Subitio Sucabo		

### Victory conditions

The Belgians must cross the river and exit the playing field via the Side 3 of the Riverbank map. The Romans must stop them. At the end of the 12th turn, count the number of Belgians who have managed to exit the map:

- > 22 and over - Decisive victory for the Belgians - The Romans were totally surprised, and they needed to flee to regroup. With this bold move, Galba made a name for himself.
- > From 17 to 21 - Marginal victory for the Belgians - The Roman supplies were almost cut, forcing Caesar to stop his progression and evaluate different options to resume his journey in hostile territory.
- > From 12 to 16 - Tie - The fierce battle ended up in a stalemate. Both parties retreat, expecting another fight the next day.
- > From 7 to 11 - Marginal victory for the Romans - The Belgians didn't succeed in bypassing the Roman lines and they need to retreat. They will have to come up with a different strategy in the future.
- > Under 7 - Decisive victory for the Romans - The Belgian charge is stopped, and the rebels need to withdraw with many casualties left behind.

### Epilogue

The charge of the Roman and Remi cavalries stopped the Belgian army dead in the middle of the ford. Riddled with arrows by the Roman auxiliaries, the Belgians, despite their courage, had to retreat, leaving many dead behind them.

### Source

Berry-au-Bac, 57 av. J.-C. – Fabrice Delaître – Historic'One.



## Scenario 3: Ambush by the Sabis River

### Historical Background

August 13, 57 BC: Caesar and his 6 legions arrive with their baggage train at the location chosen to build their camp, on a hill overlooking the Sabis River. It is there that the Belgian warriors await them with a strong army composed of Atrebat, Viromandui and Nervii hidden in the forest which extends beyond the river. The Atrebat occupy the northern flank. Their scouts taunt Roman horsemen that are supported by auxiliaries who have advanced to the edge of the river. At this same time, the first Romans arrive on the hill, members of X<sup>th</sup> Legion, and begin construction work on the camp. Suddenly, the Belgian cavalry crosses the river and rushes towards the Romans.

### Map layout and starting positions

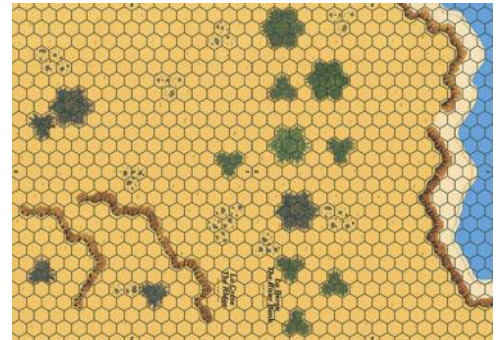
The Roman cavalry and its auxiliaries (Iberian cavalry, Numidian peltast and Balearic slingers) are placed on the **Riverbank** map at least 3 hexes from any river hex.

Roman legionnaires are placed on the **Ridge** map.













The Belgians enter during the first round on the Riverbank map through any water hex on Side 1.

The Belgians go first.

The game is played in 12 turns.



### The sides

The Romans					
	Fabius Publius		Turibae		2
Medium cavalry - Rcm		Iberian cavalry - Rcl		Carts	
	Flavius Decimus		Titus Livius Vettius		Gaius Domitius Tiberius
Centurions - Rit		Legionaries - Rig		Legionaries - Rig	
	Porcius Pullo Horatius		Adherbal Massiva Hiempsal		Mago Bocchus Tuccius
Legionaries - Rig		Numidian peltasts - Rij		Balearic slingers - Ris	
	Orgetorix Cotuatos Ambiorix Ducarios Commios Ulidorix		Tasco Dacouiros		Abudinos Litaviccus Sentios Abalanis Oclino Talos
Medium cavalry - Ccm		Light cavalry - Ccl		Light cavalry - Ccl	
The Belgians					

### Special rule

The Roman legionaries are surprised by the attack while they are building the camp, and their weapons are not next to them. During the first 5 turns, the Roman side attacks with disadvantage regardless of terrain.

### Victory conditions

The Belgians must kill as many Romans as possible. At the end of the 12th turn, count the number of Romans killed:

- > 20 or more: Decisive victory for the Belgians - The Romans are disorganized and flee the battlefield, bringing Caesar's annual campaign to an end. The debriefing with the Senate back in Rome will be tense.
- > From 15 to 19: Marginal victory for the Belgians - The Romans had to retreat and set their camp in a less exposed position. Caesar will have discussions with his legates to assess if he can resume his campaign.
- > From 10 to 14: Tie - The Belgians did stop the legions but they prefer to retreat and wait for a better occasion to stop their advance.

- > From 5 to 9: Marginal victory for the Romans - The Romans fought valiantly and repelled the Belgian cavalry. But the morale of the legionaries has been shaken and they will need a couple of days of rest to recover.
- > Less than 5: Decisive victory for the Romans - The Belgian's surprise attack didn't succeed and the legions can now resume building their camp, which is set on an excellent position to control the surrounding area.

## Epilogue

The charge of the Belgians jostles the Roman scouts at the edge of the river, and they rush towards the soldiers of Legio X who are surprised. But they regain the upper hand thanks to their discipline and push the Belgians back to their camp on the other bank of the river. Meanwhile, Caesar had galvanized the other legions who faced the other Belgian tribes. Once the Belgian camp was captured, Legio X retraced its steps and took the Nervii from behind, completing Caesar's total victory.

## Sources

Sabis, 57 av. J.-C. – Florent Vincent – Historic'One

Roman Legionary versus Gallic Warrior – David Campbell – Osprey Publishing

## Scenario 4: “The Eagle has landed”

### Historical Background

55 BC: Caesar launches an expedition to Brittany (present-day Great Britain) at the end of the summer with two legions. With the coast near the cliffs of present-day Dover being guarded by the Britons, the Roman general attempts to land on a beach a little further away. However, the Britons were waiting for him there. The *aquilifer* of the X<sup>th</sup> Legion jumps into the water, followed by the entire legion as the loss of their Eagle would be the biggest dishonor.

### Map layout and starting positions

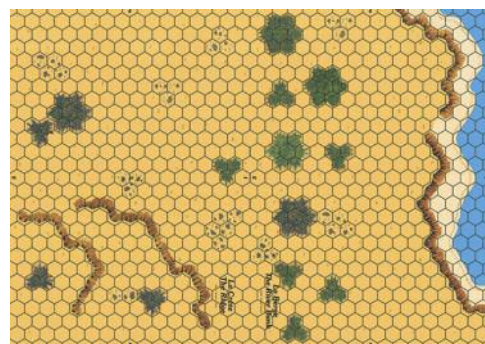
The Romans are placed in the water or enter through the water hexes on side 1 of the **Riverbank** map. The *aquilifer* must be adjacent to a beach hex.

The Briton cavalry and chariots are placed on the Riverbank map.

The Briton infantry is placed on the **Ridge** map.















The Romans play first.

The game is played in 12 turns.


















### The sides

#### The Romans

 <b>Magnus</b> Aquilifer - Rip	 <b>Flavius</b> Centurions - Rit	 <b>Claudius</b> Legionaries - Rig	 <b>Domitius</b> Legionaries - Rig	 <b>Aemilius</b> Legionaries - Rig	 <b>Saevus</b> Legionaries - Rig	 <b>Porcius</b> Legionaries - Rig	 <b>Titus</b> Legionaries - Rig
 <b>Sabinus</b> Legionaries - Rig	 <b>Aemilius</b> Legionaries - Rig	 <b>Saevus</b> Legionaries - Rig	 <b>Porcius</b> Legionaries - Rig	 <b>Titus</b> Legionaries - Rig	 <b>Sabinus</b> Legionaries - Rig	 <b>Aemilius</b> Legionaries - Rig	 <b>Saevus</b> Legionaries - Rig

#### The Britons

 <b>Ponies</b> Chariots	 <b>Commios</b> Medium cavalry - Ccm	 <b>Sumaros</b> Medium infantry - Cim	 <b>Abalanis</b> Light cavalry - Ccl	 <b>Acurio</b> Light infantry - Cil	 <b>Moltonei</b> Nude warriors - Cin	 <b>Contessilo</b> Archers - Cia	 <b>Dallo</b> Slingers - Cis
 <b>Chariot 1</b> Chariots	 <b>Commios</b> Medium cavalry - Ccm	 <b>Sumaros</b> Medium infantry - Cim	 <b>Abalanis</b> Light cavalry - Ccl	 <b>Acurio</b> Light infantry - Cil	 <b>Moltonei</b> Nude warriors - Cin	 <b>Contessilo</b> Archers - Cia	 <b>Dallo</b> Slingers - Cis



## Special rules

Using the Roman special tactics (Section 10.1 of the rules) is highly recommended to ensure proper scenario balance.

## Victory conditions

At the end of 12 turns, count the number of Romans located within 5 hexes of the Side 3 of the Riverbank map or on the Ridge map (even if stunned).

- > 15 and over: Decisive Roman victory - The legionaries followed their valiant aquilifer onto the beach and repelled the assaults of the Britons. They will be building their first camp on Britania's soil tonight.
- > From 11 to 14: Marginal victory for the Romans - The battle was tough, but the beachhead is now established. Caesar is dispatching scouts in all directions to make sure another Briton army is not ready to attack.
- > From 7 to 10: Tie - The night has come and, while the Romans are holding the beach, the Britons are ready for the next assault.
- > From 3 to 6: Marginal victory for the Britons - The Romans could not hold the beach and retreated to their ships. The Britons will keep patrolling the coast to make sure they will not try another landing tomorrow.
- > Less than 3: Decisive victory for the Britons - The eagle is lost, and the Romans must head back to the continent. Brittanica will remain out of Roman rule for a long time.

Alternative victory condition: The death of the heroic *aquilifer* and the capture of his Eagle will crush the morale of the Romans. Any Briton on foot who kills the *aquilifer* can perform a Short Action to capture his Eagle. The Britons win if the Briton carrying the Eagle can exit the Ridge map through its Side 3.

## Epilogue

Overwhelmed by the courage of the *aquilifer*, the Romans set foot on the beach and forced the Britons back. But the ships carrying the cavalry have been delayed and they cannot pursue their enemy.

Note: The title is obviously a pun with the historical quote of Neil Armstrong when landing on the Moon, but I felt it was adequate for this scenario.

## Scenario 5: Food shortage

### Historical Background

55 BC: Some of Caesar's ships were destroyed by a storm, stranding him in Brittanica without provisions. The mission of the VII<sup>th</sup> Legion sent to find supplies has become essential. The legion is harassed incessantly by the Britons.

### Map layout and starting positions

12 legionaries led by centurion Decimus and the carts enter from side 4 of the **Riverbank** map.

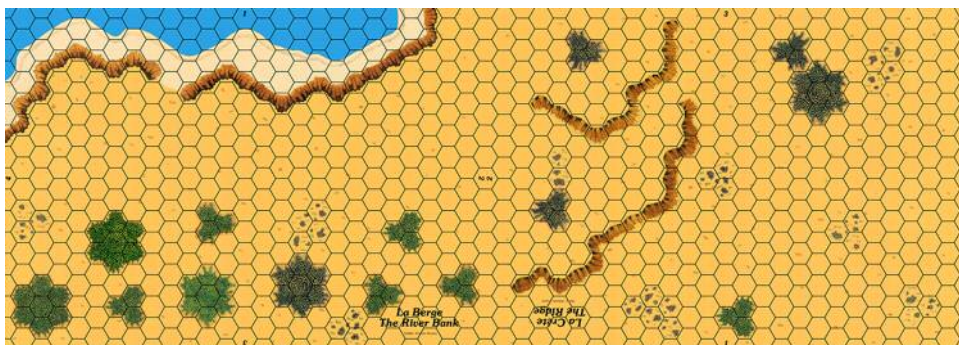
Briton horsemen and chariots enter from side 3 of the **Ridge** map.

The Briton infantry enters from side 3 of the Riverbank map.












The Romans go first.

The remaining legionaries led by centurion Vorenus enter on turn 6 from side 3 of the Ridge map.

The game is played in 14 turns.



### The sides

The Romans							
	2		2		Magnus		Decimus Vorenus
Carts		Draft horses		Aquilifer - Rip		Centurions - Rit	
	Quintus Claudius Servius		Gaius Domitius Tiberius		Porcius Pullo Horatius		Titus Livius Vettius
Legionaries - Rig		Legionaries - Rig		Legionaries - Rig		Legionaries - Rig	
	Sabinus Aemilius Paullus		Saevius Marcus Decius		Cornelius Aulius		
Legionaries - Rig		Legionaries - Rig		Servants - Rie			

## The Britons

   <b>Chariots</b>  <b>Light infantry - Cil</b>	<b>Brocio</b> <b>Gutuater</b>   <b>Acurio</b> <b>Damos</b> <b>Surato</b> <b>Cassitalos</b>	 <b>Medium cavalry - Ccm</b>   <b>Nude warriors - Cin</b>	<b>Commios</b> <b>Ullidiorix</b> <b>Cotuatos</b>   <b>Brennos</b> <b>Adbugio</b> <b>Uxouinos</b>	 <b>Medium infantry - Cim</b>   <b>Archers - Cia</b>	<b>Sumaros</b> <b>Ateratos</b>   <b>Cilurnos</b> <b>Albios</b>	 <b>Light cavalry - Ccl</b>   <b>Slingers - Cis</b>	<b>Sentios</b> <b>Abalanis</b> <b>Oclino</b>   <b>Boios</b> <b>Dallo</b>
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### Special rules

The Britons cannot kill the draft horses pulling the carts (as they want to steal the supplies).

### Victory conditions

The carts must exit the map via side 4 of the Ridge map. The Britons must stop them. At the end of 14 turns:

- > If 2 carts have left the field as indicated above: Decisive victory for the Romans - Plenty of supply will be brought back to the camp, which will allow Caesar to lead a long expedition in enemy territory.
- > If only one cart succeeds: Marginal victory for the Romans - The legions will be able to eat tonight, but foraging will need to resume tomorrow.
- > If no cart succeeds and at least 5 Romans die: Marginal victory for the Britons - With this type of daily attrition, Caesar might decide to withdraw sooner than later.
- > If no cart succeeds and at least 10 Romans die: Decisive victory for the Britons - Empty bellies are a better way than a hazardous fight to drive Romans out of Britannia.

### Epilogue

Caesar leaves his camp to come to the aid of the VII<sup>th</sup> Legion, forcing the Britons to withdraw.

## Scenario 6: Ambiorix's escape

### Historical Background

53 BC: Ambiorix, leader of the Eburones, people of Belgian Gaul, had lured the XIV<sup>th</sup> Roman legion into an ambush and annihilated it. In retaliation, Caesar deports the Eburones who are sold as slaves. Ambiorix had managed to escape and found refuge among a friendly Germanic tribe. However, his refuge in the forest is discovered and Basilus is ordered to attack him with his horsemen.

### Map layout and starting positions

The Eburone riders start the game on foot. They must be positioned below the red line on the **Ridge** map. Their horses are kept between the two embankments of the Ridge map by the two peasants who will bring them forward in case of danger. The Roman riders enter during the first turn from Side 2 of the **Riverbank** map. The German and Iberian riders enter the first turn from Side 4 of the Riverbank map. The Eburones are deployed first. The Romans play first. The game is played in 8 turns.



### The sides

## The Romans

 <b>Roman cavalry - Rcm</b>	<b>Antonius</b> <b>Pontius</b> <b>Lucius</b> <b>Cassius</b> <b>Fabius</b>	 <b>Light allied cavalry - Gcl</b>	<b>Segimer</b> <b>Vallio</b> <b>Gero</b>	 <b>Iberian cavalry - Rcl</b>	<b>Turibas</b> <b>Budar</b>
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## The Eburones

 <p>Medium cavalry (on foot) - Ccm</p>	<p>Ambiorix Orgetorix Commios</p>	 <p>Light cavalry (on foot) - Ccl</p>	<p>Litaviccus Sentios Oclino</p>	 <p>Medium cavalry (Chevaux) - Ccm</p>	<p>Ambiorix Orgetorix Commios</p>	 <p>Light cavalry (Chevaux) - Ccm</p>	<p>Litaviccus Sentios Oclino</p>
 <p>Peasants - Cip</p>	<p>Damuio Correos</p>	 <p>Carnyx - Cil</p>	<p>Subitio</p>	 <p>Medium infantry - Cim</p>	<p>Garos Tasgetios Ambigatos</p>	 <p>Light infantry - Cil</p>	<p>Surato Acumis Luernios Matulo Excincos</p>
 <p>Slings - Cis</p>	<p>Stamulos</p>	 <p>Archers - Cia</p>	<p>Samo Cilumos</p>				

### Special rules

The Romans can't deliberately kill the horses.

### Victory conditions

Ambiorix must escape on horseback via Side 4 of the Riverbank map before the end of the 8 turns.

If at the end of 8 turns:

- > Ambiorix manages to escape and is not injured: Decisive victory for the Eburones - Despite the target that the Romans set on his back, he will be able to continue the fight and lead a new insurrection.
- > Ambiorix is injured in his flight but manages to escape: Marginal victory for the Eburones - Ambiorix will have to recover from his wounds, but he should be able to resume the fight in the not-too-distant future.
- > Ambiorix is still healthy and on the map at the end of the game: Tie. The chase will continue, as the Romans are committed to avenge their dead comrades.
- > Ambiorix is injured and on the map at the end of the game: Marginal victory for the Romans. Ambiorix should be easy to capture as he can't ride very fast due to his injuries. The rebel's chase should come to an end very soon.
- > Ambiorix is killed: Decisive victory for the Romans - The XIV<sup>th</sup> Legion is avenged. No other Belgian tribe will dare attempt an uprising after this.

### Epilogue

Ambiorix's supporters held off Basilus' horsemen long enough to allow the Gallic leader to escape on horseback.



## Scenario 7: The maid of Cenabum

### Historical Background

December 53 BC: *Cenabum* (modern-day Orléans) is the capital city of the Carnutes. The city had been under Roman protectorate for 5 years because it was an important grain storage center for Caesar's legions. Many Roman merchants live in the city such as Septimius and his daughter Livia, who is secretly in love with Tasgetios, the handsome son of a Gallic noble. However the Carnutes fomented a revolt to regain their independence. One morning in December, a troop of horsemen burst into the city with the objective of killing all the Romans. Tasgetios will try to convince the inhabitants to let them live.

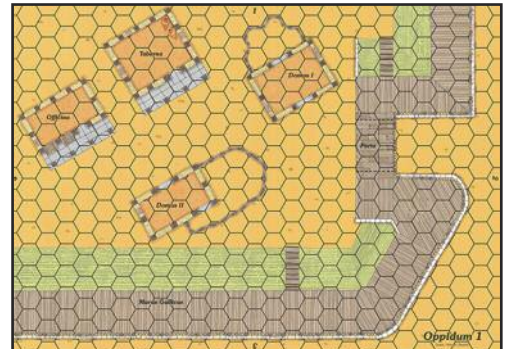
### Map layout and starting positions

The Romans and the Gauls on foot are placed inside the walls of the city. The male civilians are each positioned in one of the houses (*Domus*). Livia and Tasgetios are under the porch of the inn (*Taverna*). The legionaries and the Gallic infantrymen are in the streets of the city, at least one hex away from the buildings. The Romans are deployed first.

The Gallic cavalry enters the map on Turn 1 from Side 2. The gates of the city are open. They come to kill the Romans.

Tasgetios will try to avoid the bloodbath by convincing the inhabitants of *Cenabum* to let the Romans live. The Romans play first and Tasgetios should be the first character to play. No character can leave the map.

The game is played in 12 turns.



### The sides

#### The Romans



Legionaries - Rig

Saevius  
Marcus  
Decius



Civilians - Ric

Rufus  
Septimius  
Marius  
Livia



Legionaries - Rig

Porcius  
Pullo  
Horatius



Gallic medium infantry - Cim

Tasgetios

#### The Gauls



Medium cavalry - Cc

Orgetorix  
Cotuatous



Light cavalry - Ccm

Sentios  
Abalanis



Medium infantry - Cim

Uenopis  
Ambigatos



Civilians - Cip

Damuio  
Correos  
Coria



Light infantry - Cil

Luernios  
Damos  
Calicos

### Special rules

**Activation of the inhabitants:** The Gauls on foot represent the inhabitants of Cenabum. They are unaware of the attack and their feelings about the Romans are mixed. The Gauls on foot may not attack Tasgetios or Livia, unless one of them attacks any Gaul. Tasgetios and Livia can try to sway the Gauls on foot to the Roman side.

By taking a Short Action in a hex adjacent to a Gaul on foot, they may roll 1d10:

- > 1-5: The Gaul stays with the rebellion,
- > 0-6: The Gaul will join Tasgetios and protect the Romans. He will be controlled by the Roman player until the end of the scenario. Each Gaul can only be tested once per game.

### Victory conditions

The number of surviving Romans (excluding Tasgetios and other swayed Gauls) decides the victory.

At the end of 12 turns, count the number of Romans still alive:

- > 8 and above: Decisive Roman victory – At best a tavern brawl between drunken fellows. Caesar will not even hear about it.
- > 6-7: Marginal Roman victory – The Gauls who helped the Romans will be rewarded while the attackers will be chased and trialed.
- > 4-5: Tie – This is a serious problem. Not sure that the Pax Romana can be maintained for very long after this.

- > 2-3: Marginal Gallic victory – Romans won't be trading any longer in *Cenabum* after such a day.
- > Less than 2: Decisive Gallic victory – This event will resonate throughout Gaul and inspire many other uprisings.

## Epilogue

All the Romans are massacred, including Gaius Fufius Cita who was a friend of Caesar. This revolt was the pretext Caesar was waiting for to launch his seventh campaign in Gaul.

*Note: The romance between Livia and Tasgetios is pure fantasy. But the play on words with Joan of Arc and Orléans was too tempting!*

## Scenario 8: Noviodunum

### Historical Background

April 52 BC: Julius Caesar besieges the oppidum of *Noviodunum* in Biturige country (today Neung sur Beuvron, 20 km south of Orléans). The inhabitants decide to surrender quickly, and hostages are already at the gate while Roman legionaries are sent into the city to gather weapons and horses. At this moment, the Gallic cavalry of Vercingetorix is seen in the distance, giving courage to the besieged. They then decide to close the gates of the oppidum and resist again.

### Map layout and starting positions

The inhabitants of *Noviodunum* are placed inside the oppidum, with half of them on the ramparts.

The tribute' collectors are inside the oppidum, without anyone on the ramparts.

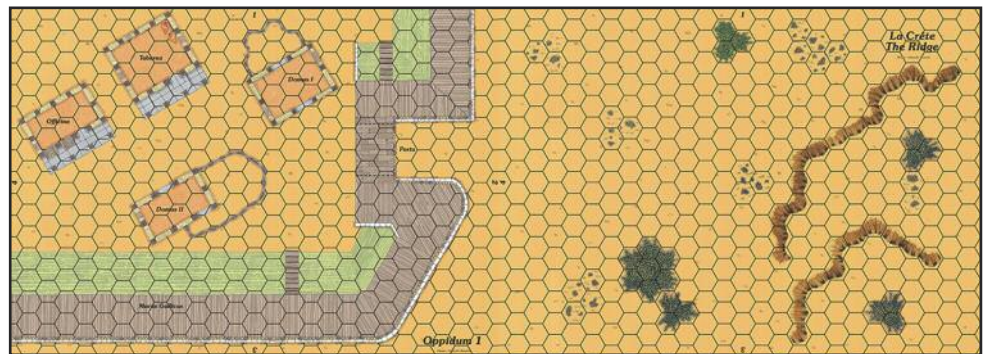
The hostages are placed outside of the gates on the **Oppidum 1** map. The gates are open.

Caesar's legion is deployed on the Ridge map.

Vercingetorix's cavalry enters the game on turn 2 through Side 1 of the **Ridge** map while the allied Gallic cavalry enters the game on turn 4 through Side 3.

The Germanic cavalry enters the game on turn 4 through Side 3 of the Ridge map. The rebel Gauls play first.

The game is played in 12 turns.



### The sides





#### The inhabitants of Noviodunum (Gauls)

	Crixus Garos Tasgetios		Acumis Bituitos Luernios		Samo Siluanos Contessilo		Stamulos Boios Dallo
Medium infantry - Cim		Light infantry - Cim		Archers - Cia		Slingers - Cis	

#### The tribute' collectors (Romans)

	Flavius		Titus Livius Vettius		Sabinus Aemilius Paullus		
Centurion - Rit		Legionaries - Rig		Legionaries - Rig			

#### Caesar's legion (Romans)

	Vorenus		Gaius Domitius Tiberius		Quintus Claudius Servius		Porcius Pullo Horatius
Centurion - Rit		Legionaries - Rig		Legionaries - Rig		Legionaries - Rig	

The hostages (Gauls)			Germanic cavalry (Romans)		
	Uenopis Samus Ambigatos			Segimer Aldo	
Medium infantry - Cim			Light cavalry - Gcl		
	Acurio Drutalos Damos			Wolf Deomar	
Light infantry - Cim			Light cavalry - Gcl		
Vercingetorix's cavalry (Gauls)			Allied Gallic cavalry (Romans)		
	Orgetorix Cotuatos Commios Ulidorix			Ambiorix Ducarios	
Medium cavalry - Ccm			Medium cavalry - Ccm		
	Sentios Abalanis			Abudinos Litaviccus Oclino Talos	
Light cavalry - Ccl			Light cavalry - Ccl		

### Victory conditions

The centurion Vorenus and his men must exit the oppidum while the hostages try to get back in. Vercingetorix's cavalry must defeat both the allied Gallic and Germanic cavalries.

At the end of 12 turns:

- > Compare the number of surviving Gaul hostages to the number of surviving Roman tax collectors. The side with the higher number of survivors scores 1 victory point, 2 if the other group was eliminated;
- > Compare the number of survivors from Vercingetorix's cavalry to the number of surviving Allied Gauls. The side with the higher number of survivors scores 1 victory point, 2 if the other group was eliminated;
- > If at least 3 Germans were killed, the Gaul side scores an additional victory point, if no Germans were killed the Roman side scores an additional victory point.

The side with more victory points scores a marginal victory, or a decisive victory if at least twice as many victory points were scored.

### Epilogue

The centurion leading the group inside the oppidum storms the gate and succeeds in getting his men out without losses. Caesar launches his allied Gallic cavalry against the men of Vercingetorix. As they failed to gain the upper hand, Caesar decides to bring in his 600-man German cavalry. The Gallic rebels retreat en-masse with heavy losses. Seeing this, the besieged surrender once again and hand over the leaders of the revolt.



## Scenario 9: Last night in *Avaricum*

### Historical Background

May 52 BC: Caesar laid siege to *Avaricum* (modern-day Bourges), the capital of the Bituriges for 25 days. He had a ramp built to allow the approach of two siege towers. The final assault is made in torrential rain while the inhabitants attempt to flee and reach the nearby camp of Vercingetorix. Tired of the harshness of the siege and still in shock from the massacre at *Cenabum*, the Romans did not intend to take any prisoners. Centurion Decimus has gained a foothold on the surrounding wall and sees the inhabitants fleeing through the streets of the city towards a gate which is guarded by his cavalry.

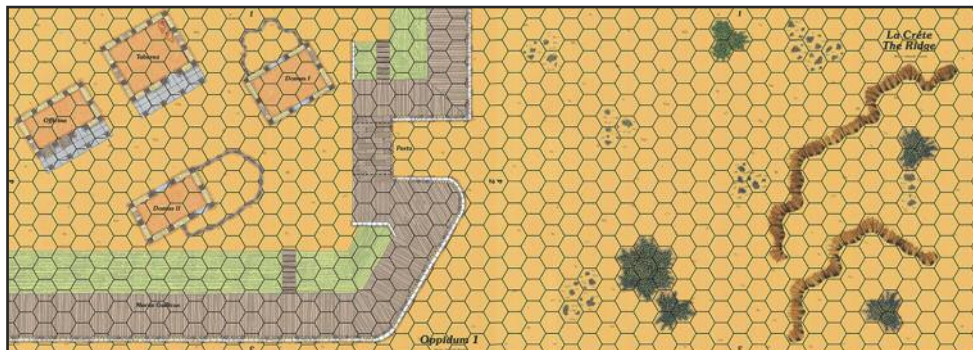
### Map layout and starting positions

The Roman legionaries are placed on the surrounding wall or inside the city, within 3 hexes of the rampart or the gate. The Roman cavalry is placed adjacent to the gate hexes. The gate is open.

The Bituriges are positioned in the city. They must be at least 5 hexes away from the rampart or the gate.

The Romans play first.

The game is played in 12 turns.



### The sides

#### The Romans

<p>Decimus</p> <p>Centurion - Rit</p>	<p>Gaius Domitius Tiberius</p> <p>Legionaries - Rig</p>	<p>Quintus Claudius Servius</p> <p>Legionaries - Rig</p>	<p>Porcius Pullo Horatius</p> <p>Legionaries - Rig</p>
<p>Sabinus Aemilius Paullus</p> <p>Legionaries - Rig</p>	<p>Antonius Pontius Lucius Cassius</p> <p>Roman cavalry - Rcm</p>		

#### The Bituriges

<p>Crixus Garos Tasgetios</p> <p>Medium infantry - Cim</p>	<p>Orgetorix Cotuatos Ambiorix Ducarios Commios</p> <p>Medium cavalry (on foot) - Ccm</p>	<p>Sumaros Ateratos</p> <p>Medium infantry - Cim</p>	<p>Uenopis Samus Ambigatos</p> <p>Medium infantry - Cim</p>
<p>Surato Cattos Cassitalos</p> <p>Light infantry - Cil</p>	<p>Matulo Catiscos Excincos</p> <p>Light infantry - Cil</p>	<p>Acumis Bituitos Luernios</p> <p>Light infantry - Cim</p>	<p>Damuio Correos Eriappos Coria</p> <p>Civilians - Cip</p>

### Special rules

The half hexes on the sides are treated as full hexes. Characters can end their movement on them.

### Victory conditions

The Bituriges must escape through the gate and exit through Side 2 of the Oppidum map.

At the end of turn 12, count the number of Gauls who have escaped:

- > 11 and over: Decisive Gallic victory – The inhabitants of *Avaricum* will reinforce Vercingetorix's army which is already moving to stop Caesar's progression.
- > Between 8 and 10: Marginal Gallic victory – Caesar needs to lift the siege as his remaining army is not strong enough to resist the upcoming army of Vercingetorix.

- > Between 5 and 7: Tie – *Avaricum* is no longer a threat for Caesar, but he will have to split his army to monitor the movements of the inhabitants while the rest of the army heads South,
- > Between 3 and 4: Marginal Roman victory – The oppidum is finally taken after a long siege. Caesar will be able to resume his chase of Vercingetorix's army.
- > 2 and under: Decisive Roman victory – The population of *Avaricum* is annihilated and the dead of *Cenabum* are avenged.

## Epilogue

Only 800 of the 40,000 inhabitants of *Avaricum* managed to escape. The others are mercilessly slaughtered.

## Scenario 10: Storming Caesar's camp

### Historical Background

June 52 BC: Caesar arrived in Gergovia and built a fortified camp for his legions. The Gauls launched repeated attacks against the gates and their archers rained down their projectiles on the defenders. Legate Fabius orders a sally to reduce the pressure on one of the camp gates.

### Map layout and starting positions

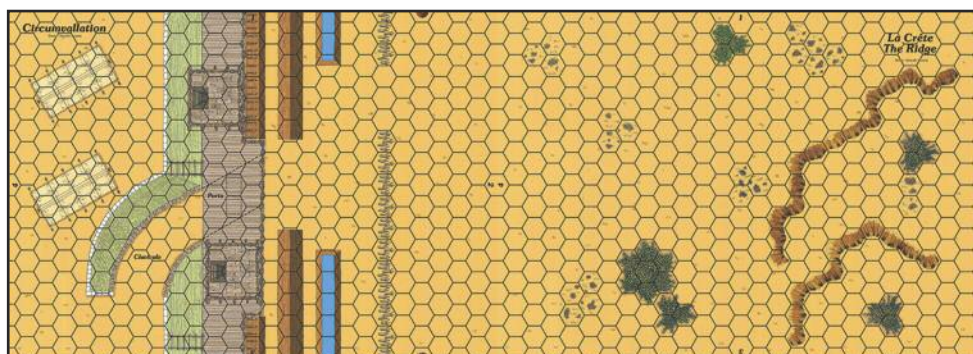
The scorpions and the servants are placed on the towers.

The centurion Flavius and 12 legionaries are placed in the clavicula as he previously ordered the gates to be opened. The other Romans are positioned on the battlement.

The Gauls are deployed on the **Ridge** map.

They play first.

The game is played in 12 turns.



### The sides

#### The Romans

<p>14 9 6</p> <p>Flavius Rit</p>	Flavius	<p>11 6 6</p> <p>Gaius Domitius Tiberius Rig</p>	Gaius Domitius Tiberius	<p>10 7 6</p> <p>Quintus Claudius Servius Rig</p>	Quintus Claudius Servius	<p>11 7 6</p> <p>Porcius Pullo Horatius Rig</p>	Porcius Pullo Horatius
<p>12 7 6</p> <p>Sabinus Aemilius Paullus Rig</p>	Sabinus Aemilius Paullus	<p>5 4 8</p> <p>Alkaios Kleon Niketes Ria</p>	Alkaios Kleon Niketes	<p>10 7 6</p> <p>Scorpions Rig</p>	2	<p>8 4 6</p> <p>Faustus Cornelius Marcellus Aulius Rie</p>	Faustus Cornelius Marcellus Aulius

#### The Gauls

<p>24 12 12</p> <p>Commios Ulidorix Orgetorix Cotuatos Ccm</p>	Commios Ulidorix Orgetorix Cotuatos	<p>18 9 12</p> <p>Oclino Talos Sentios Abalanis Ccl</p>	Oclino Talos Sentios Abalanis	<p>11 8 6</p> <p>Crixus Garos Cim</p>	Crixus Garos	<p>11 8 6</p> <p>Uenopis Ambigatos Cim</p>	Uenopis Ambigatos
<p>9 5 8</p> <p>Surato Cattos Cassitalos Cil</p>	Surato Cattos Cassitalos	<p>9 4 8</p> <p>Acumis Bituitos Luernios Cil</p>	Acumis Bituitos Luernios	<p>7 5 8</p> <p>Cilurnos Samo Contessilo Cia</p>	Cilurnos Samo Contessilo	<p>7 4 6</p> <p>Stamulos Boios Cis</p>	Stamulos Boios

## Victory conditions

The Romans must repulse the assaults of the Gauls. At the end of 12 turns, count the number of dead characters on both sides and determine the difference. A minimum of 8 dead enemies is necessary to qualify for victory conditions:

- > 3 or more dead Gauls than Roman dead: Decisive Roman victory – The Gauls are giving up and are exhausted after such a fierce resistance.
- > 1 or 2 dead Gauls more than Roman dead: Partial Roman victory – The Romans won the day, but the Gauls will probably come back tomorrow in larger numbers.
- > Same number of casualties: Tie – Large losses on both sides will bring a few days of calm, until a new assault.
- > 1 or 2 dead Romans more than Gaul dead: Partial Gallic victory – The number of defenders is now very low. The next assault should be the good one.
- > 3 or more dead Romans more than Gaul dead: Decisive Gallic victory – The Romans are crushed, and the camp is about to fall.

## Epilogue

The assault lasted all day and despite heavy losses, the Romans managed to hold out. The fighting stopped and subsided at nightfall.

## Scenario 11: Harassment

### Historical Background

July 52 BC: Caesar left Gergovia and went up the River Allier and then the River Armançon towards Agedincum (modern-day Sens). The column stretches in length, slowed down by the carts which follow the legions. The Gauls take advantage of this to attack the rear guard.

### Map layout and starting positions

The right side of the **Ridge** map is not used in this scenario.

The carts, each with 2 adjacent servants, are placed on the **Riverbank** map one behind the other, with their draft horses facing towards its Side 2. The other Romans are spread around the 2 carts to form one column.

The Gauls on foot are placed on the trees hexes on the Riverbank map.

The mounted Gauls enter the map on turn 1 from the side 3 of the Ridge map.

The Gauls play first.

The game is played in 12 turns.



### The sides

#### The Romans

 <p>Centurion - Rit</p>	<p>Flavius Vorenus</p>	 <p>Legionaries - Rig</p>	<p>Gaius Domitius Tiberius</p>	 <p>Legionaries - Rig</p>	<p>Quintus Claudius Servius</p>	 <p>Legionaries - Rig</p>	<p>Titus Livius Vettius</p>
 <p>Legionaries - Rig</p>	<p>Saevius Marcus Decius</p>	 <p>Servants - Rie</p>	<p>Faustus Cornelius Marcellus Aulus</p>	 <p>Aquilifer - Rip</p>	<p>Magnus</p>	 <p>Buccinator - Rip</p>	<p>Aelius</p>
 <p>Carts</p>	<p>2</p>	 <p>Draft horses</p>	<p>2</p>				



## The Gauls

 <p>Commios Ulidorix Cotuatos</p> <p>Medium cavalry - Ccm</p>	 <p>Oclino Talos Sentios</p> <p>Light cavalry - Ccl</p>	 <p>Crixos Garos</p> <p>Medium infantry - Cim</p>	 <p>Samus Ambigatos</p> <p>Medium infantry - Cim</p>
 <p>Drutalos Damos</p> <p>Light infantry - Cil</p>	 <p>Catiscos Excincos</p> <p>Light infantry - Cil</p>	 <p>Albios Siluanos</p> <p>Archers - Cia</p>	 <p>Boios Dallo</p> <p>Slingers - Cis</p>

### Special rules

The Gauls can't deliberately kill the draft horses..

### Victory conditions

The Romans must move and exit by the right side of the Ridge half-map.

The Gauls must prevent as many Romans as possible from exiting by the right side of the Ridge half-map. The Romans score 2 points for each cart that exits the map and 1 point for each Roman that exits the map.

At the end of 12 turns, count the # of points for the Romans:

- > 9 or more: Decisive Roman victory – The Gauls attacks were ineffective in slowing down the column. The supplies carried by the carts will benefit Caesar's army.
- > 7 or 8: Marginal Roman victory – The column got delayed a bit, but progress is now resuming. They should rejoin Caesar's army by the end of the day.
- > 5 or 6: Tie – The Gauls can't continue to harass the column, but the Romans will have to stop and regroup, delaying Caesar's advance.
- > 3 or 4: Marginal Gallic victory – The Roman column was greatly weakened; the loss of men and supplies will be impactful. Additional Gallic reinforcements from newly revolted tribes will soon be joining for the final push.
- > 2 or less: Decisive Gallic victory – The Roman column won't be able to rejoin Caesar's legions, which will jeopardize the Roman general's ability to stop Vercingetorix's army.

### Epilogue

Several attacks were not enough to sufficiently slow down the column which continued on its way.

## Scenario 12: Cavalry clash

### Historical Background

July 52 BC: Caesar has joined forces with Labienus who is returning from a victorious campaign against the Parisii and the Senons near Agedincum (Sens). He moves his legions towards the south-east along the River Armançon towards the country of the Mandubians. His army has just been reinforced by a body of German horsemen that he went to recruit in the Rhineland. Vercingetorix coordinates a three-prong attack to put the Roman/German cavalry out of service.

### Map layout and starting positions

The Romans are positioned on the Ridge map, in between Side 1 and the first slope as shown by the red area.

The Gallic force enters the map on turn 1 from 3 sides:

- > The Light cavalry enters the **Riverbank** map from the water hexes of side 1,
- > The Medium cavalry enters the Riverbank map from Side 4,
- > The infantry enters from Side 3 of the **Ridge** map.











The Germans enter on turn 3 from the sides 3 of both maps.

The Gauls play first.

The game is played in 12 turns.

## The sides

### The Romans

 <p>Roman cavalry - Rcm</p>	<p>Antonius Pontius Lucius Cassius</p>	 <p>Iberian cavalry - Rcl</p>	<p>Turibas Budar</p>	 <p>Legionaries - Rig</p>	<p>Quintus Claudius Servius</p>	 <p>Legionaries - Rig</p>	<p>Gaius Domitius Tiberius</p>
 <p>Legionaries - Rig</p>	<p>Saevius Marcus Decius</p>	 <p>Legionaries - Rig</p>	<p>Porcius Pullo</p>	 <p>Servants - Rie</p>	<p>Faustus Cornelius Marcellus Aulus</p>		
 <p>Carts</p>	<p>2</p>	 <p>Draft horses</p>	<p>2</p>	 <p>Light cavalry - Gcl</p>	<p>Segimer Aldo Vallio Hengest Curt Gero Wolf Deomar</p>	 <p>Javelin throwers - Gij</p>	<p>Waldo Gaisio Raban</p>

### The Gauls

 <p>Medium cavalry - Ccm</p>	<p>Ambiorix Ducarios Commios Ulidorix</p>	 <p>Light cavalry - Ccl</p>	<p>Abudinos Litaviccus Sentios Abalanis</p>	 <p>Light cavalry - Ccl</p>	<p>Dacouiros Tasco</p>	 <p>Medium infantry - Cim</p>	<p>Crixos Garos Tasgetios</p>
 <p>Medium infantry - Cim</p>	<p>Uenopis Samus Ambigatos</p>	 <p>Light infantry - Cil</p>	<p>Matulo Catiscos Excincos</p>	 <p>Light infantry - Cil</p>	<p>Acumis Bituitos</p>	 <p>Archers - Cia</p>	<p>Cilurnos Samo Contessilo</p>
 <p>Slings - Cis</p>	<p>Stamulos Boios Dallo</p>	 <p>Carnyx - Cic</p>	<p>Subitio Sucabo</p>				

### Victory conditions

The Romans must move and exit by Side 4 of the Riverbank map. The Gauls must prevent as many Romans as possible from exiting by Side 4 of the Riverbank map. At the end of 12 turns, count the # of Romans who exited by the side 4 of the Riverbank map (don't count the German auxiliaries). A cart gets 2 points if it can exit the map:

- > 18 or more: Decisive Roman victory – The Gauls are badly defeated by the Germans and must retreat towards Alesia where they will get trapped.
- > 14 to 17: Marginal Roman victory – The Romans weathered the storm and despite some losses, they will be able to resume their march south towards the Provincia.
- > 10 to 13: Tie – The Gauls must retreat, but the Roman's march is now stopped for the day, in order for the legionaries to take care of the wounded.
- > 6 to 9: Marginal Gallic victory – The Romans need to stop, and they will need reinforcements if they want to continue.
- > 5 or less: Decisive Gallic victory – The Roman column needs to retreat, and reinforcements are its only hope for survival in such a hostile environment.

### Epilogue

The German cavalry maneuvered around a hill to attack the Gauls in the rear, inflicting heavy casualties. The Gauls retreated towards the oppidum of Alesia.

## Scenario 13: The killing plain

### Historical Background

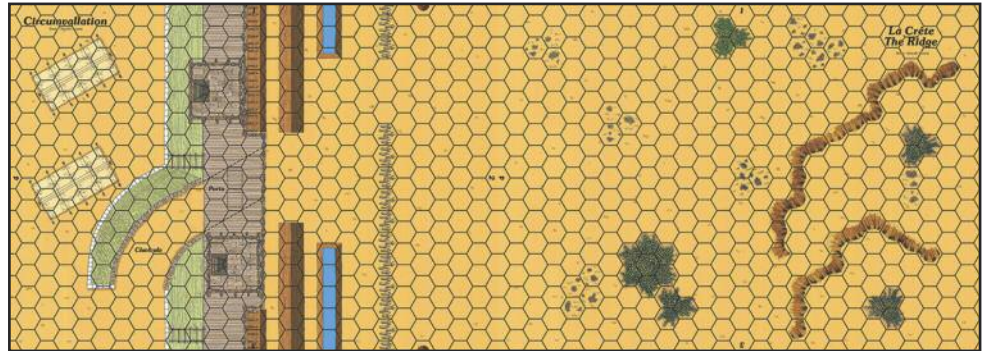
September 52 BC: The relief army arrives in sight of Alesia. The Gallic cavalry, supported by archers, sets off towards the circumvallation. Caesar brings out his cavalry to confront them.

### Map layout and starting positions

The scorpions and their servants are placed in the towers. The legionaries and auxiliaries are behind the parapets. The Roman and Iberian cavalries are placed ahead of the cippiis. The gate is closed. The Gauls enter from Side 2 of the **Ridge** map. The Germans enter on turn 5 from Side 1 of the Ridge map.

The Gauls play first

The game is played in 12 turns.






### The sides

#### The Romans

 <p>Roman cavalry - Rcm</p>	<p>Antonius Pontius Lucius Cassius Fabius Publius</p>	 <p>Iberian cavalry - Rcl</p>	<p>Turibas Budar</p>	 <p>Light cavalry - Gcl</p>	<p>Segimer Aldo Hagano Vallio Hengest Curt Gero Wolf Deomar 2</p>	 <p>Legionaries - Rig</p>	<p>Aemilius Paullus</p>
 <p>Cretan archers - Ria</p>	<p>Kleon Niketes Alkaios</p>	 <p>Balearic slingers - Ris</p>	<p>Bocchus Tuccius</p>	 <p>Scorpions</p>		 <p>Servants - Rie</p>	<p>Faustus Cornelius Marcellus Aulius</p>

#### Les Gaulois

 <p>Medium cavalry - Ccm</p>	<p>Orgetorix Cotuatios Ducarios Ulidorix</p>	 <p>Light cavalry - Ccl</p>	<p>Tasco Dacouiros Abudinos Litaviccios Sentios Abalanis Oclino Talos</p>	 <p>Archers - Cia</p>	<p>Cilurnos Albios Samo Siluanos Contessilo</p>
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### Victory conditions

The Gauls must eliminate as many besiegers as possible to relieve the Alesia garrison.

At the end of the 12 turns, count the # of Romans and Germans killed:

- > 15 or more: Decisive Gallic victory – The Romans are crushed. The gates of the circumvallation are about to be burst open to let the Gallic cavalry pour in and slaughter more Romans.
- > 12 to 14: Marginal Gallic victory – The significant Roman losses will make this section of the circumvallation very difficult to defend against another Gallic assault.
- > 9 to 11: Tie – The Romans and their Germanic auxiliaries had to retreat, but the relentless shower of arrows and stones from the parapets is forcing the Gauls to pull back as well, ending a day of bloody fighting.
- > 6 to 8: Marginal Roman victory – The Gauls were shaken by the Germanic counterattack, and they cautiously moved back to avoid further casualties.
- > 5 or less: Decisive Roman victory – The Gauls could not resist the overwhelming attack by the Germanic cavalry, and they are now fleeing.
- > Alternatively, the Gauls win a Decisive Victory if they smash the gate open or if any Gaul enters the circumvallation through the gate.

### Epilogue

The Germanic cavalry arrived in support of the Roman cavalry, forcing the Gauls to retreat and the remaining Gallic archers were cut to pieces by the Germans.



## Scenario 14: Preparation work

### Historical Background

September 52 BC: Vercingetorix is besieged in Alesia. Caesar's encirclement work is completed and any assault on the contravallation would be in vain with all the defensive works placed in front. The Arverni leader sends teams at night to fill the ditches and weaken the defenses.

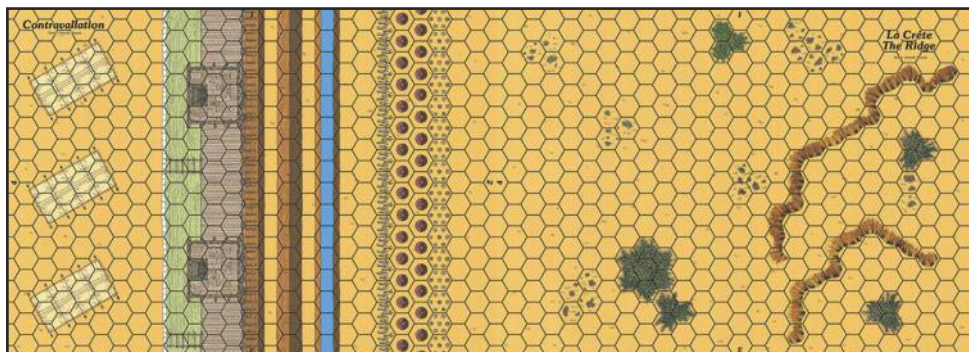
### Map layout and starting positions

The scorpions and their crews are placed in the towers. The legionaries and the auxiliaries are behind the parapets.

The Gauls are positioned on the **Ridge** map, within 2 hexes of the vertical fold of the map.

The Gauls play first

The game is played in 12 turns.














### The sides

#### The Romans

 <p>Centurion - Rit</p>	Vorenus	 <p>Legionaries - Rig</p>	Gaius Domitius Tiberius	 <p>Numidian peltasts - Rij</p>	Adherbal Massiva Hiempsal	 <p>Cretan archers - Rib</p>	Alkaios Kleon Niketes
 <p>Scorpions</p>	2	 <p>Servants - Rie</p>	Faustus Cornelius Marcellus Aulus				

#### The Gauls

 <p>Medium cavalry (on foot) - Ccm</p>	Orgetorix Cotuatios Ambiorix Ducarios Commios Ulidorix	 <p>Light cavalry (on foot) - Ccl</p>	Abudinos Litavicos Sentios Abalanis Oclino Talos Tasco Dacouiros	 <p>Medium infantry - Cim</p>	Sumaros Ateratos Crixos Garos Tasgetios Uenopis Samus Ambigatos	 <p>Light infantry - Cil</p>	Surato Cattos Cassitalos Drutalos Damos Matulo Catiscos Excincos Acumis Bituitos Luernios Acurio
 <p>Slings - Cis</p>	Stamulos Boios Dallo	 <p>Archers - Cia</p>	Cilurnos Albios Samo Siluanos Contessilo	 <p>Dirt baskets</p>	6	 <p>Fascinates</p>	6
 <p>Screens</p>	6	 <p>Gangways</p>	2	 <p>Ladders</p>	4		

### Special rules

Due to the darkness of night, the accuracy of ranged weapons is reduced. Add +2 on the roll to hit.

### Victory conditions

The Gauls earn one point for each hex of ditch or *lillia* which has been filled, or for any gangway or ladder being positioned across a ditch.

At the end of 12 turns, count the # of filled pits, fascines filling ditches, gangways/ladders crossing ditches on the map.

Any equipment positioned on the ditch hexes adjacent to the rampart counts for 2 points:

- > 15 or more: Decisive Gallic victory – The path is clear, with many pathways to reach the rampart. The upcoming assault should be a good one!
- > 12 to 14: Marginal Gallic victory – It won't be easy, but there is a clear way to get to the rampart now.
- > 9 to 11: Tie – Not sure the Gauls accomplished anything last night. It will take many more efforts like this to get a reasonable chance to overtake the rampart.
- > 6 to 8: Marginal Roman victory – It will be very easy for the Roman missiles to hit the attacking Gauls with such a narrow open path.
- > 5 or less: Decisive Roman victory – The Gauls won't be able to break the defense in this location.

*Note : Keep the position of the equipment in place to play the following scenario.*

### Epilogue

Work stopped with dawn. It was getting too dangerous to continue, as the scorpions were getting more precise with daylight.

## Scenario 15: Between a rock and a hard place

### Historical Background

October 18, 52 BC: Vercassivellaunos, kinsman to Vercingetorix and one of the leaders of the Gallic relief army, launches an attack on the Northern section of the Circumvallation while Vercingetorix is doing the same on the other side. The Romans are vastly outnumbered, but they must resist, spreading their forces between 2 opposite fronts.

### Map layout and starting positions

The scorpions and their servants are placed in one tower on each side. The legionaries and the auxiliaries are behind the parapets.

The Alesia force enters from Side 2 of the **Contravallation** map on Turn 1.

The relief force enters from Side 2 of the **Circumvallation** map on Turn 1.

The hexes which were filled or crossed on the Contravallation map in the previous scenario are placed.

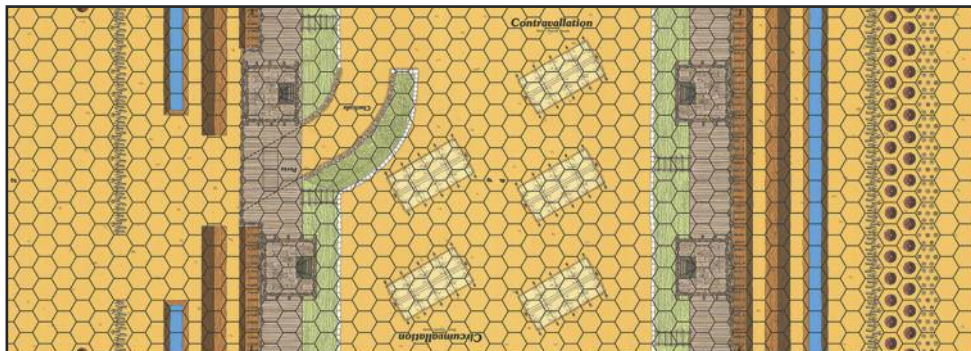
If you have not played this scenario, the Gallic player takes 3 fascines, 3 filled pits, 3 screens, 1 gangway and 2 ladders and places them on the map. Roll 1D10 for each fascine, gangway or ladder to determine the siege equipment location:

- > 1 to 5 - on a flooded ditch hex (Carrying ladder in this case),
- > 6 to 8 - on a ditch hex (Carrying ladder in this case),
- > 9 to 10 - on a ditch hex with spikes (Ladder Against Wall in this case).

The remaining equipment will be carried by the Alesia force on the Contravallation side.

The Gauls play first.

The game is played in 12 turns.

















## The sides




### The Romans

	Flavius Decimus		Magnus		Titus Livius Vettius		Porcius Pullo Horatius
Centurions - Rit		Aquifer - Rip		Legionaries - Rig		Legionaries - Rig	
	Adherbal Massiva Hiempsal		Alkaios Kleon Niketes		Mago Bocchus Tuccius		Faustus Cornelius Marcellus Aulius
Numidian peltasts - Rij		Cretan archers - Rib		Balearic slingers - Ris		Servants - Rie	
	2						
Scorpions							

### Les assiégés

	Orgetorix Cotuatios Ambiorix		Abudinos Litaviccus Sentios Abalanis		Surato Cattos Cassitalos Acumis Bituitos Luernios		Crixus Garos Tasgetios Sumaros
Medium cavalry (on foot) - Ccm		Light cavalry (on foot) - Ccl		Light infantry - Cil		Medium infantry - Cim	
	Samo Siluanos Contessilo		Stamulos		Subitio		Damuio Correos
Archers - Cia		Slingers - Cis		Carnyx - Cil		Peasants - Cip	
	Magurix Epenos Autaritos Brennos Aminorix Boiorix Uxouinos		2		4		6
Nude warriors - Cin		Gangways		Ladders		Fascines	
	6		6				
Dirt baskets		Screens					

### The relief army

	Ducarios Commios Ulidorix		Oclino Talos Tasco Dacouiros		Acurio Drutalos Damos Matulo Catiscos Excincos		Uenopis Samus Ambigatos Ateratos
Medium cavalry (on foot) - Ccm		Light cavalry (on foot) - Ccl		Light infantry - Cil		Medium infantry - Cim	
	Cilurnos Albios		Boios Dallo		Sucabo		Brocio Gutuater
Archers - Cia		Slingers - Cis		Carnyx - Cil		Charioteers - Cih	

*Note: The Gauls had long stopped fighting naked by the time of the Gallic Wars, but this scenario requires a lot of characters to overcome the obstacles designed by Caesar, hence the anachronism.*



### Victory conditions

The Gauls must break the siege at all costs by entering Caesar's camp. At the end of 12 turns, count the number of surviving Gauls inside the fortification (include characters on the rampart of the circumvallation past the gate in the clavicula, and the rampart of the contravallation):

- > 13 or more: Decisive Gallic victory – The relief army joins the besieged troops and Caesar has no other choice but to lift the siege.
- > 10 to 12: Marginal Gallic victory – The Romans are not numerous enough to support another assault. They will have to withdraw sooner than later.
- > 7 to 9: Tie – Another difficult fight with a lot of casualties on both sides which ended in a stalemate.
- > 4 to 6: Marginal Roman victory – The Gauls must retreat, and the Romans can breathe a bit.... Until the next assault.
- > 3 or less: Decisive Roman victory – The Gauls didn't succeed in breaking the defenses and they must retreat. The besieged Gauls in Alesia have no other choice but to surrender.

### Variant

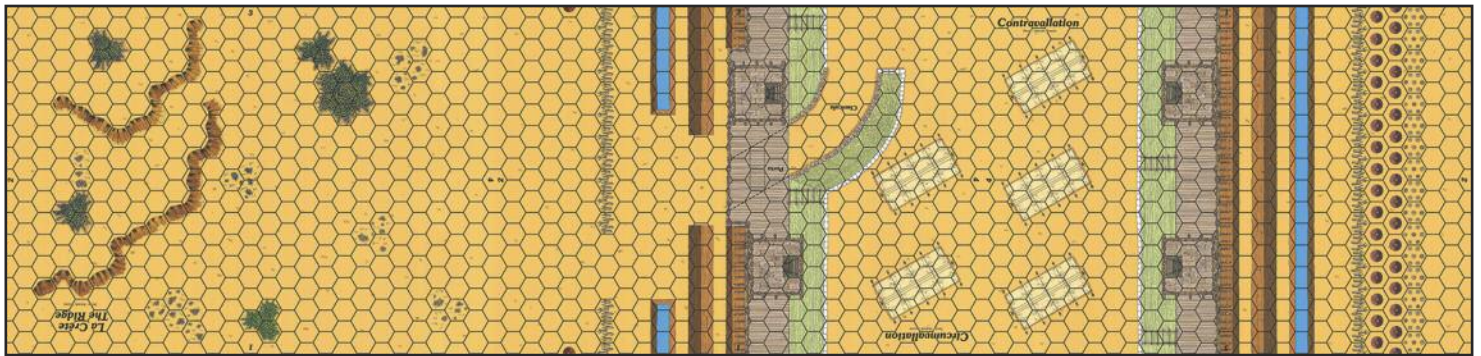
Historically, the Gauls of the relief army were routed by the Germanic horsemen who attacked them in the rear (one more time!). To simulate this, use the same setup as above with the following modifications:

#### Map layout and starting positions

Add the **Ridge** map to the left of the Circumvallation map.

The Germans enter the Ridge map on turn 8 from its Side 2.

The game is now played in 16 turns.



### The sides

Add the following counters:

	Segimer Aldo Hagano Vallio Hengest Curt Gero Wolf Deomar		Waldo Gaisio Raban Sido Lanzo Avila
Germanic cavalry - Gcl		Javelinmen - Gij	

### Special rules

The Gauls from the relief army can form a testudo to advance towards the Circumvallation.

### Victory conditions

The Gauls from the relief army are now the ones caught between a rock and a hard place. count the number of surviving Gauls inside the fortification (include characters on the rampart of the circumvallation, past the gate in the clavicula and on the rampart of the contravallation):

- > 10 or more: Decisive Gallic victory – Despite the German attack, the relief army joins the besieged troops, and Caesar has no other choice but to lift the siege.
- > 8 to 9: Marginal Gallic victory – The Gauls were able to repel the Germans and will be able to resume their attack on the fortifications soon.
- > 6 to 7: Tie – Another difficult fight with a lot of casualties on both sides which ended in a stalemate.
- > 4 to 5: Marginal Roman victory – The Gauls must retreat, and the Romans can breathe a bit.... Until the next assault.
- > 3 or less: Decisive Roman victory – The relief army was routed by the Germans, and they must retreat. The besieged Gauls in Alesia have no other choice but to surrender.

### Epilogue

The Germanic horsemen completely turned the tide of the battle. The relief army wavered, started to panic, and fled, chased by the Germans who cut down many of them. For the besieged army, it was the end and Vercingetorix surrendered to Caesar the next day.

## Scenario 16: The spring of Uxellodunum

### Historical Background

51 BC: One year after Alesia, some Gallic tribes were still in rebellion against Caesar. The Carduci and the Senones decided to occupy the oppidum of Uxellodunum (modern-day Puy d'Issolud – Veyrac in south-central France). Caesar's legions quickly besieged the fort, which was relying on a water spring located beyond the walls. The Romans decided to station archers, slingers and scorpios near the spring to prevent any attempt to gather water from this water source.

### Map layout and starting positions

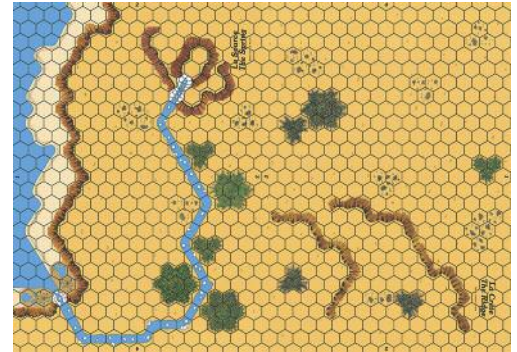
The Romans and their auxiliaries are placed on the **Spring** map and the bottom half of the Ridge map.

The Gauls enter the upper half of the **Ridge** map on Turn 1 through Side 1.

The baskets will be considered as amphorae to store water.








The game is played in 16 turns.

The Gauls play first.











### The sides

#### The Romans

 <b>Centurions - Rit</b>	Vorenius	 <b>Legionnaires - Rig</b>	Porcius Pullo Horatius	 <b>Balearic slingers - Ris</b>	Mago Bocchus Tuccius	 <b>Cretan archers - Rib</b>	Alkaios Kleon Niketes
 <b>Legionaries - Rig</b>	Saevius Marcus Decius	 <b>Servants - Rie</b>	Faustus Cornelius Marcellus Aulius	 <b>Scorpios</b>	2		

#### The Gauls

 <b>Medium cavalry (on foot) - Ccm</b>	Orgetorix Cotuatos Commios Ulidorix	 <b>Light cavalry (on foot) - Ccl</b>	Tasco Dacouiros	 <b>Medium infantry - Cim</b>	Sumaros Ateratos Crixos Garos Tasgetios	 <b>Light infantry - Cil</b>	Surato Catto Cassitalos Matulo Catiscos Excincos
 <b>Peasants - Cip</b>	Damuio Correos	 <b>Civilians - Cic</b>	Coria	 <b>Charioteers - Cih</b>	Brocio Gutuater	 <b>Amphorae</b>	6

### Special rules

**Amphorae:** An empty amphora can be picked up and carried without any restriction. A single amphora can be moved by only one character per turn. A character in or adjacent to a water fall or creek hex can fill an amphora by taking a Short Action. A full amphora is carried by a single character like siege equipment (it reduces MP by 2, see 12.6).

Flip the Basket counter to its Filled Pit side when bringing a full amphora back to avoid the confusion with the empty ones on their way to the spring.

### Victory conditions

The Gauls need to bring back as many amphorae as possible through side 1 of the ridge map. Once a Gaul exits the map with an amphora full of water, he can come back next turn through the same side to refill his amphora.

At the end of 16 turns, count the number of full amphorae which were brought back by the Gauls:

- > 10 or more: Decisive Gallic victory – All the cisterns have been replenished in the oppidum. As food supplies are not an issue, the siege can continue for a long time and Romans will probably have to lift it.
- > 8 or 9: Marginal Gallic victory – There is now enough water to sustain the siege for another week. If the Romans don't get reinforcements before then, the Gauls should be in a good position.
- > 6 or 7: Tie – The Gauls brought back just enough water for another day. They will have to sally to this dangerous place again tomorrow.
- > 4 or 5: Marginal Roman victory – The Gauls could not collect enough fresh water, and they will have to ration it, which should shorten the duration of the siege.
- > 3 or less: Decisive Roman victory – With no water left in the besieged oppidum, the Gaul will have to surrender.

## ***Epilogue***

The Romans were able to cut the Gauls off from their water sources, forcing them to surrender. Caesar decided to set a terrible example to prevent any future Gallic rebellion: Instead of executing or selling the survivors as slaves, he had the hands of all surviving men cut off and dispatched throughout the country for people to realize what would happen if they were to rebel again. *Uxellodunum* marks the end of the Gallic Wars, and Gaul was now a Roman province.

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## Purchase table

This table will let you create your own scenarios with balanced opposing sides. An Excel utility is available on [www.cryhavocfan.org](http://www.cryhavocfan.org) to help you quickly calculate the total cost of your armies.

Basic cost of a character		Average
Rider, armoured	ATT + DEF	35
Rider, unarmored	ATT + ½ DEF <sup>(1)</sup>	25
Infantry, armoured	ATT + DEF	18
Infantry, unarmoured	ATT + ½ DEF <sup>(1)</sup>	12
Infantry, Legionary	ATT + 2 DEF	22
Archer	3 ATT + DEF	25
Slinger	2 ATT + DEF	15
Javelin thrower	2 ATT	12
Peasant, Civilian	ATT	9

<sup>(1)</sup> Round down to the nearest number if necessary.

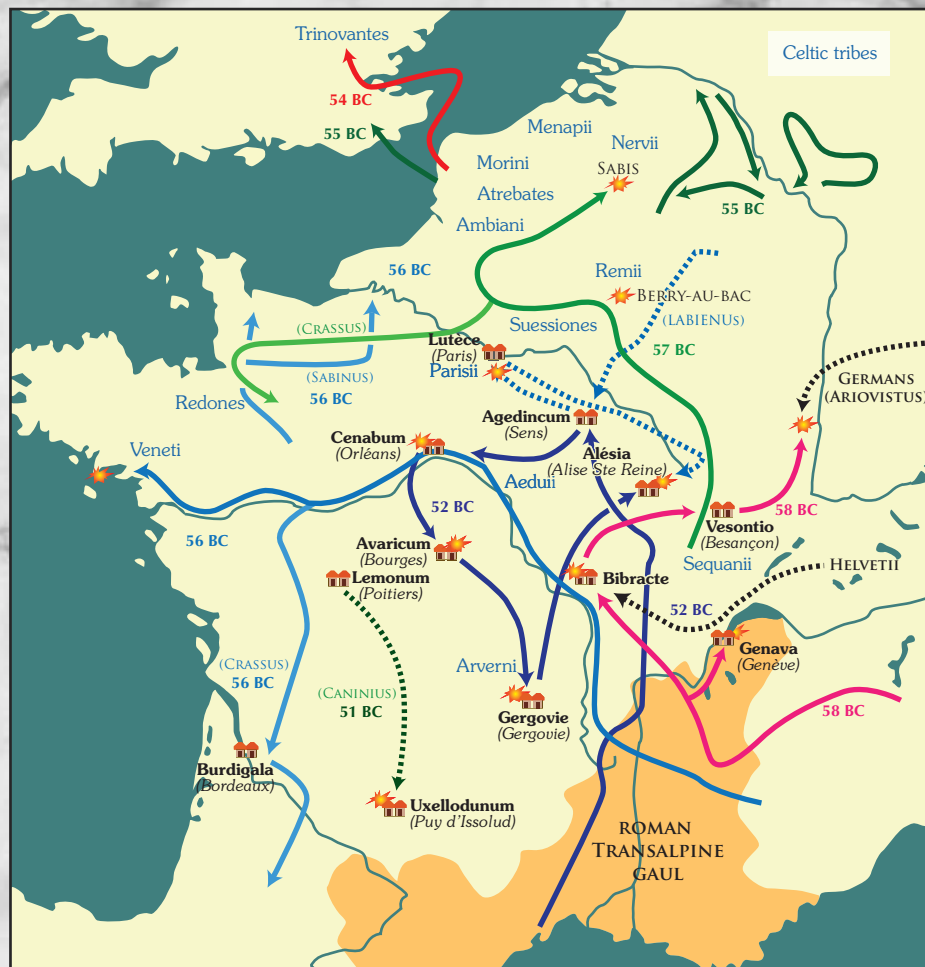
Horses & carts	
Fully equipped riding horse	12
Draft horse	6
Cart	15
Pair of ponies	20
Celtic chariot	20

Siege equipment	
Scorpio	25
Scaling ladder	10
Gangway	10
Screen	10
Fascines	10
Dirt basket	5

**Note:** ATT and DEF are abbreviations for Attack strength points and Defense strength points.

# OPPIDUM

*Celtic warriors against Roman legionaries  
during the Gallic Wars*



Campaigns of the Gallic wars