

# The Battle of Faesulae 225 BC

**Scenario 13** for Conquerors and Kings ancient battle rules.

## Setting the scene

The battle has 3 distinct parts.

This scenario is the second part of the battle.

Previous to this battle the Gauls (Celts) were moving down Italy, successfully looting and burning on the way. They had bypassed the nearest Roman army.

The Gauls were led by their two kings Aneroestes and Comcolitanus

As the Romans pursued the Gauls South the Gauls laid a trap.

In the early morning the Romans could see Gallic cavalry breaking camp and all on their own.

It was quite normal for Gallic armies to disperse once they had plenty of loot.

This seemed a good time for the Romans to attack; which they did.

However, the Gauls had led the Romans into a trap amongst "ideal trap scenery".

### ADVICE

Do not read up on this battle. Enjoy playing it and **then** look up the details.

## Deployment

- ◆ Skirmishers can be deployed in any zones wished by the players. Subject to the normal zone capacity and army deployment area.
- ◆ Where units have extra qualities such as armour, veteran etc the player can **choose** which particular units these are applied to.
- ◆ Generals do not roll for gifts. They must use those listed in the army make up. Replacement generals have the usual 1D6 per gift.
- ◆ No scenario generator is applied to this battle.
- ◆ Lates and losses are not applied.
- ◆ No piggy chase
- ◆ Normal victory conditions apply.
- ◆ The given battle tactics can be applied by the player as he sees fit.
- ◆ Assume all units are trained and have shield unless specified otherwise.
- ◆ The battle layout uses a normal CK battle table.

## Special scenario rule

In **turn 1** the Gallic army can **ignore** all D6 rolls to leave scenery or move sideways. Countdown is reduced to 26. If Romans can survive this long they are doing well.

## Gallic army

9 x Close order spear and shield (2 x veteran, 1 x elite, 1x armoured, 2 x schock)  
 2 x Cavalry (all shields) (1 x veteran)  
 1 x Mounted skirmisher  
 4 x Foot skirmishers  
 3 x Auxiliary (spear and shield)

**General1**= Aneroestes **Gifts** = Valiant, Fight

**General 2**= Concolitanus **Gifts** = Fight, Morale

**Battle tactics**= Advance x1, Fury x3, Goto x2

The battlefield was fairly flat and open. There were small streams but they are of little consequence .

### Gallic/Celtic army (Attacker)

		2x cavalry			
	Wood	2 x close order	3x close order <b>General 1</b>		Wood
1 x cavalry	Rough hill 3x close order <b>General 2</b>	1 x close order <b>General 2</b>	Rough ground	Wood 3x Auxiliary	
Rough ground	Wood 3x close order		1x close order	2 x Auxiliary	
	Rough hill		2 x close order <b>General 1</b>		Rough hill

### Roman army (Defending)

## Roman army

1 x cavalry Spear and shield armoured.  
 1 x mounted skirmisher  
 6x Close order spear and shield (2 x armoured, 1x Veteran )  
 2x Auxiliary spear and shield  
 4x Foot skirmishers

**General 1**= The Praetor **Gifts** = Morale

**General 2**= A Vicarius (= deputy) **Gifts** = Fight

**Battle tactics**= 2x Brace shields, 2 x Hold fast, 1x die hard

## What really happened at the battle of Faesulae

This is written in Portuguese so that you are less tempted to read the result and try to emulate it.

After the game ends put this text into a translator program and see what happened. Also you can read up on this battle through Wikipedia or similar.

### Portuguese

O pano de fundo desta batalha é a crescente colonização das terras tribais pelos romanos.

Os confiantes romanos foram levados à armadilha gaulesa.

Os romanos atacaram a cavalaria gaulesa e os perseguiram

Os gauleses os emboscaram em massa.

Uma grande parte do exército romano (6.000?) Foi massacrada. Uma grande derrota.

Os romanos abriram caminho profissionalmente em direção à colina próxima. A essa altura os gauleses estavam ficando cansados. Os romanos resistiram na colina naquela noite.

O exército romano comandado por Lúcio Emílio chegou na manhã seguinte.

Os gauleses sabiamente se desvencilharam e perderam o saque. Até aí tudo bem para os gauleses.....

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