

The Battle of Clastidium 222BC

Scenario 22 for Conquerors and Kings ancient battle rules.

Setting the scene

Clastidium is just one battle in the decades long Roman and Celtic counter invasions of northern Italy.

The Romans were busy besieging various Celtic towns. One of these was the siege of Acerrae. To draw the Romans away a largely mercenary Celtic army besieged the nearby town of Clastidium (about 20 miles away?).

The Romans responded by sending the bulk of their cavalry. This gives an unusual Roman force. The celt/gallic mercenaries were mainly gaesatae (Gas-eat-I). These are worthy of note as very good warband troops but lacking armour or clothes due to their self belief as superior fighters.

The Roman cavalry line was extended, confident and outnumbered.

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

The Roman foot units cannot move in turn 1.

After deployment the two number 1 generals will clash.

This will be between the two army deployments.

Method

1. Move the generals to the table centre.
2. Roman general rolls 3D6 and adds them up. He can re-roll (all or none) if wished.
3. Celtic general then rolls 3D6. No re-roll. then +1.
4. Highest score wins.
5. There must be continued rounds of fighting until one general has won two rounds or a total of 5 rounds have taken place.
6. If no result after 5 rounds then battle continues as per normal.
7. Any killed general will roll 1D6 per gift as a new general.

Celtic army

6 x Foot skirmishers
 2 x Cavalry (Trained, spear , shield)
 1 x Auxiliary (Trained, spear, shield)
 9 Close order foot spear and shield (3x veteran, 3 x shock) No armour or trousers.

General1= Viridomarus **Gifts** = Fight, Morale

General 2= Local Chieftain **Gifts** = Fight

Battle tactics= Brace shields x2, Fury x3

Celtic army (Defender)

Celtic army (Defender)					
Wood					Rough hill
1 auxiliary	2 Close order	3 Close order General 1	3 Close order General 2	1 Close order	2 Cavalry
					Wood
1 Cavalry	1 Cavalry	1 Cavalry General 1	1 Cavalry General 2	1 Cavalry	1 close order 1 Auxiliary 1 Skirmisher
Roman army (Attacker)					

Republican Roman

General 1= Marcus Marcellus **Gifts** = Fight ,Morale

General 2= Prefectus Alae (Cavalry commander) **Gifts** = Valiant

5x cavalry (armoured, veteran)

1 x Close order (Veteran, no armour)

1 x Auxiliary(Spear) 1x Foot skirmishers

Battle tactics= 3 x die hard, 2x Advance

What really happened at the battle of Clastidium

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.

Os romanos estavam em menor número, 2 para 1. Isso porque o principal exército romano estava distante, ocupado lutando contra os celtas.

Os celtas eram uma mistura de mercenários (Gaesatae) e outras coisas diversas.

O general celta desafiou o general romano para um duelo (sempre um grande erro quando você tem probabilidade de vencer uma batalha). O general celta foi morto. Isso deu ao general romano a capacidade de reivindicar "spolia opima" (os melhores despojos). Uma conquista rara e gloriosa.

Os romanos espaçaram sua cavalaria e atacaram os celtas desconcertados.

A cavalaria romana realmente contornou os flancos da linha de batalha celta. Isso derrubou a linha de batalha. Os celtas deveriam ter vencido esta batalha, mas não venceram.

Esta derrota abriu o norte da Itália para a dominação romana.

Estava ficando muito claro que os gaesatae despidos eram vulneráveis aos dardos e estilingues romanos antes mesmo de entrarem em contato. Uma grande falha nas táticas celtas.

Portuguese

January 2025