

The Battle of Segontia August 75 BC: Pompey & Metellus vs. Sertorius

Historical Background:

After the Battle of Sucro in July 75 BC and having reinforced his army, Sertorius moved on Segontia on the Salo River to engage the combined army of Pompey and Metellus. Sertorius was opposite Pompey and with a frontal assault he killed 6,000 of his men, losing 3,000 of his own. At the same time, Metellus assaulted Perperna's wing and killed 5,000 of Perperna's men. Metellus was however wounded in this action and his proquaestor Gaius Memmius was killed. Sertorius turned to Perperna's aid and savaged Metellus' legions until the darkness fell in. Metellus and Pompey retreated to their camp.

(The above was slightly adapted from Ian's Great Battles of History website)

Terrain:

Hill Tiles: I4, G3, F6, E11, E13, D12, D3, A3, C9, A12

Woods Tiles: E1, H8, I9, I13

Broken Ground Tiles: C1, A4, B12, F12

Roman Army Setup (Use Roman Blocks)

X6 Heavy Infantry (see special Legionary rules and special Battle-back):

G4, H3, H6, G9, G10, H10

X9 Medium Infantry (see special Legionary rules and special Battle-back):

H2, G3, H4, H5, G5, G6, G7, H7, G8

X3 Medium Cavalry: G11, G12, G2

X1 Light Cavalry: H1

X1 Light Slinger: F2

X1 Light Archer: F9

X2 Auxillia: H9, F6

X3 Leaders G9 (Pompey) G4 (Metellus) G5 (Gaius Memmius)

Sertorian Army Setup (Use Carthaginian Blocks)

X2 Heavy Infantry (Elite troops with 5 blocks each see Legionary special rules) C7, C10

X4 Medium Infantry (see Legionary special rules) B4, B5, B7, B10

X2 Medium Cavalry: B2, C12

X7 Auxillia: (Roman-trained see special rules): C4, C6, B6, A6, A8, B9, C9

X3 Light Infantry: D3, D7, D10

X3 Warrior: C8, B8, B3

X1 Light Cavalry: B11

X4 Leaders C10 (Sertorius) C5 (Perperna) B7 (Manlius) C9 (Antonius)

War Council:

Roman Army

Leader: Metellus

5 Cards

Move First

Sertorian Army
Leader: Sertorius
6 Cards

Victory:

Victory is 11 Banners for both sides. The Roman Army receives 2 Banners if Sertorius is eliminated.

Special Rules:

Leader Command, Sertorius, Pompey & Rally Special Rules:

Sertorius can cancel **both** a retreat **and** a sword hit if present with the unit receiving such hits. All other Leaders may cancel a retreat **or** a sword hit if present with the unit.

Units on both sides involved in close combat with the support of a Leader may only count one helmet hit amongst those rolled to inflict a hit on an opposing unit, unless Sertorius or Pompey is the supporting leader---then up to two helmet hits may be counted.

Sertorius when moving & ordered by himself without an attached unit normally may move up to six hexes through any passable hexes instead of the regular three hexes for Leaders in the rulebook.

Units and the Rally Card: No unit can be rallied to beyond five blocks or its strength at the start of the game whichever is less. If a Player rolls “swords” when attempting to rally he may freely choose which unit gets a block back.

Roman Legionary Infantry Rules:

The following types of infantry units in the game on BOTH sides are assumed to be Roman Legionaries: Heavy Infantry, and Medium Infantry, ALL of these units are considered to be Roman Legionary Infantry. The combatants in this era of Roman civil war often recruited non-citizens from different areas of the Roman Republican Empire into their Legions and as a result the quality of such forces sometimes varied widely.

Roman Pilum:

Each Roman Legionary Infantry unit starts with a Pilum Marker. The Pilum is a one-time use weapon that is generally fired right before a Roman Legionary unit attacks in close-combat or is itself attacked by the enemy in close-combat. Once the pilum is fired (or lost see below) –the Pilum marker is removed from the Roman unit to indicate that the pilum has been expended and the unit may not throw Pilum for the rest of the battle.

Just before a Roman unit with pilum is attacked or is itself attacked by the enemy for the very first time in the battle in close-combat it throws its pilum—roll one die and apply normal hits for swords, color, or a Flag/retreat hit Afterwards remove the Pilum marker. The act of throwing the pilum **is not** considered to be part of the Close-Combat—so any result of the pilum throw is resolved before the Close-combat. If two Roman Legionary Infantry units that have not thrown pilum yet engage the attacker resolves his pilum throw first. An attached Leader may use his special ability to cancel a “swords” hit that was inflicted via a pilum hit (see special Command rules) on the unit he is stacked with.

Roman units, adjacent to the enemy, that have not expended their Pilum may also be ordered to throw Pilum if the card “Darken the Sky” is played by their commanding player. The Player picks one adjacent enemy unit and throws two dice—apply the results just as one would before close combat—and remove the Pilum Marker.

Roman Relief Moves & Cohort Maneuvers:

Adjacent and on the same side Roman Legionary Infantry, instead of moving, may switch places in a “Relief/Cohort Maneuver”. Relief/Cohort Maneuvers may only be conducted through the play of Section cards ONLY. Instead of ordering one unit via a section card, the controlling Player may order a pair of adjacent Legionary Infantry units to switch hexes—at least one of the units switching places must not be adjacent to an enemy unit. A unit that switched places via the Relief/Cohort Maneuver into a hex adjacent to the enemy may close combat in the same player-turn. Sertorian Auxillia units may also conduct Roman Relief/Maneuver with each other or Sertorian Legionary infantry units.

Sertorian Roman-Trained Auxillia Units

The Sertorian Auxillia units represent the bulk of Sertorius’ infantry from the tribes of Iberia. These units used a more open Iberian skirmish style combat order in battle, but also were trained by Sertorius and his rebel citizen forces at least to some extent in Roman tactics, discipline, and weapons

- a) Sertorian Auxillia units may evade if attacked by Roman Player Legionary units.
- b) Sertorian Auxillia units may conduct Roman Relief/Maneuver with each other or Sertorian Legionary infantry units.

Sertorian Elite Legion:

Note that the two initial Sertorian Heavy Infantry units start the game with five blocks rather than the normal four blocks. These are Sertorius’ crack troops, made up of 4,000 or so Roman citizens, the veterans of many a bloody fight both in Iberia and Africa while under his command. Treat these units as normal Heavy Infantry for all other purposes, but have the advantage of an extra initial block and may rally back to a full five block strength through use of a rally card

Outflanking---*This is an easy way of introducing facing and flanks to the game with little fuss—it can be retrofitted to other scenarios where appropriate:*

A unit is said to be “Outflanked” if it is surrounded **in all** six adjacent hexes by either enemy units, or hexes adjacent to an enemy unit. The presence of friendly units or impassable terrain does not negate an “Outflanked” situation **in any way**. Units on the board edges (and not surrounded by six adjacent hexes) **cannot** be “Outflanked”. Effects of being Outflanked: “Outflanked” units when battling back roll only half the normal number of dice they would be normally entitled to rounded up—to a maximum of only two dice—“Outflanked” units when battling back **never** hit on helmet rolls even if supported by a leader. A unit’s “Outflanked” situation is judged at the instant it battles back.

Special Unit Rules:

Sertorian Veteran Mercenaries: The sole Sertorian Light Cavalry unit is made up of Veteran horsemen from Maurentania in Africa located on the other side of the Pillars of Hercules from Iberia. When battling back only they hit on swords—they also only need retreat two hexes per retreat result implemented.

Roman Elite Slingers:

The sole Roman Player Slinger unit hits on swords when executing missile fire against Sertorian light foot units & also hits on swords when battling-back in close combat against any Sertorian unit.

Sertorian Veteran Initiative when ordered by a Line Card

All Sertorian Legionary Infantry units **that are ordered** by a Line Command card may move up to two hexes and close combat at their option at +1 normal die roll.

Roman Player Special Battle-Back: Pompey's and Metellus' troops are considered to be worn down from constant (often guerilla-style) combat with Sertorius' forces over the last few years of campaigning. **All** Roman Player Legionary battle-backs only, are at one dice less than the normal on the card—thus the “normal” battle-back for Roman Player Heavy Infantry is 4 dice, for Roman Player Medium Infantry it is 3 dice.