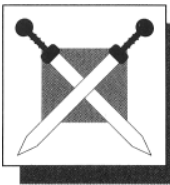


G R E A T B A T T L E S M O D U L E

The Battle of Telamon, 225 B.C.

BY DAN FOURNIE

The defeat at Telamon was avenged by the Celts within a decade, in a final burst of glory at the Trebbia River, Lake Trasimene and Cannae.



Introduction

There was something about a Celtic invasion that chilled the nerve of even the toughest of Rome's legionnaires. When word reached Rome in 231 B.C. that the Celts were planning a massive invasion, the thought of hordes of wild barbarians swarming out of the North once again unnerved the Senate and People of Rome. The capture of Rome by the Gauls some 160 years before seemed a recent memory. But the rumors of the invasion did not prove true, at least for six more years. The Romans were kept on tenter hooks, constantly raising and deploying armies, then letting down their guard.

For the Campaign of 225 B.C. Rome levied five armies. As usual an army of two double legions, 25,000 men, was assigned to each of the two consuls. In addition, an army of 50,000 Etruscan and Sabine militia was placed under one Praetor to guard the frontier of Etruria in the Northwest. Another army of 20,000 Umbrian and Sarsinate levies was posted in Picenum in the Northeast under another praetor. The fifth army, with 25,000 troops, was composed of the two urban legions and allies and posted as a reserve in Rome. There were also single legions serving as garrisons in Sicily and Tarentum. (Obviously to guard against Carthage, not the Celts in the North). As the Celts did not launch their invasion in the early spring one of the Consular armies, under the consul Gaius Atilius Regulus (son of the First Punic War commander defeated at the Battle of the Bagradas Plains, **SPQR**), was dispatched to suppress an uprising in Sardinia. The second Consular Army, under Lucius Aemilius Papus took up a position along the Adriatic at Ariminum.

Meanwhile, a force of Celtic warriors

from transalpine Gaul (modern France) crossed the Alps to join their brethren in Cisalpine Gaul (northern Italy, the valley of the Po River). These Transalpine Celts were called the *Gaesatae*, or mercenaries. They were led by two kings, Concolitanus and Aneroestes. In Cisalpine Gaul they were joined by the local Boii, Insubre and Tauriscini Celts. Together they assembled a force that reportedly numbered 50,000 foot and 20,000 horse, although the number of cavalry was probably exaggerated. The Romans, however, rallied to their side 20,000 warriors from the Cenomani Celts and the Veneti, tribes at the head of at the Adriatic. Adding these tribal auxiliaries to the praetorian army with the Umbrian and Sarsinate militia, a diversionary attack was launched against the homelands of the Boii and Insubre. A portion of the Celtic invasion army had to be sent back to defend these rear areas.

The main Celtic Army, probably reduced to less than 40,000 infantry and 10,000 cavalry, struck west of the Apennines. This move by passed the

defending Praetorian Army, and the Celts eagerly laid waste the unprotected farms and villages of Etruria. They headed towards Rome, reaching Clusium, only a three days march from the Eternal City. There the pursuing army of the Praetor finally caught up with them. The Celts cleverly feigned retreat, moving their infantry into an ambush position near Faesulae during the night. The Etruscans, seeing only the enemy cavalry before them at day break, pursued them with great haste and little caution. The Celtic cavalry led the unsuspecting Roman allies into the ambush. Over 6,000 Etruscans were killed, the remainder routed. Most of the Etruscan fugitives took refuge on a nearby hill, which the Celts quickly encircled.

The Praetor's army might well have been forced to surrender, were it not for the timely arrival of the Consul Lucius Aemilius Papus with his army. The Celtic leaders held a council of war. Here the true strategic objective of the Celtic invasion was revealed — there wasn't any. King Aneroestes proposed that, since they already had more booty than they could carry, they should avoid a second battle and merely return to Gaul. The other Celtic leaders readily concurred. The great invasion turned out to be nothing more than a raiding party on a vast scale!

The Celtic force headed north along the Etruscan coast. Aemilius Papus, after collecting the remnants of the praetor's army, followed warily. With the ambush at Faesulae fresh in his mind, Aemilius was reluctant to follow too closely on the heels of the Celtic army. The Celts were well on their way to a safe withdrawal from Italy, when fortune smiled on Rome. The second consul, Gaius Atilius Regulus, had put down the Sardinian rebels and shipped his army back to Italy at Pisa. Un-

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aware of the course of the Celtic invasion, Atilius Regulus led his army south, down the coastal road towards Rome. This was, of course, the same road on which the Gauls were moving north.

The inevitable collision took place at Telamon, near the sea. The Gauls, with an enemy army behind them, had a strong rear guard but only a light screen out front. Atilius' Regulus vanguard captured some of the Celtic scouts. The prisoners revealed that their army was close behind, followed in turn by a Roman army under the Consul Aemilius Papus. Atilius Regulus immediately put his legions and alae sociorum into line of battle. While the heavy infantry advanced under the command of his tribunes, Atilius Regulus took personal command of the cavalry and velites and rode ahead to seize a commanding hilltop on the eastern flank.

When Atilius Regulus and his cavalry appeared on their flank, the Gauls initially thought that Aemilius Papus' cavalry had somehow maneuvered around them. The Celtic cavalry hurtled into action, and soon learned that they were trapped between two Roman armies. Concolitanus and Aneroestes adopted an unconventional formation, a double battle line facing in opposite directions. The booty was stacked on a hill guarded by a small reserve force. The Boii formed the main battle line facing north, with the Taurisci behind and in support. The southern facing line was composed of the fierce Gaesatae, who elected to fight naked. They were supported by the Insubre. The western flank was anchored on the sea, while the eastern flank was the site of a massive cavalry battle.

When Aemilius' scouts reported a cavalry battle in progress, he realized it could only be Atilius' Regulus army back from Sardinia. The Consul Aemilius Papus reacted quickly, sending his cavalry and velites to join the battle for the hill, while he led his legions forward at the double. The cavalry battle was hotly contested. Atilius Regulus attacked nearly 10,000 Celtic horsemen with 2,500 Roman cavalry and 3,500 velites. Aemilius Papus' army joined in with an addi-



tional 4,000 horse and 3,500 velites. The Consul Atilius Regulus was slain by the Celtic horsemen, and his head was displayed on a lance to dismay the Romans and encourage the Celts. But the Roman cavalry did not break and with the support of the velites eventually drove the Celtic horsemen from the hill.

Meanwhile, the infantry lines clashed. The Celtic army could not be flanked, and they fought with the desperate courage of surrounded troops. The wild dancing of the naked Gaesatae was impressive, but they proved to be easy prey for the Roman pila (javelins). The Roman battle lines advanced from north and south and a bitter hand to hand melee ensued. The Celts, with no option of retreat, fought almost to the last man.

Reportedly, nearly 40,000 Celts were killed while 10,000 were captured, including King Concolitanus. Only King Aneroestes and a handful of his followers managed to escape. Aneroestes committed suicide in despair. Roman losses were also very heavy, probably over 10,000 killed and wounded. But Rome was safe.

In the years following the battle of Telamon the Romans launched a series of punitive invasions against the Celts in the valley of the Po. The Celts were systematically driven back, and their lands given to Italian peasant settlers. However, the defeat at Telamon was to be avenged by the Celts within a decade, in a final burst of glory at the Trebbia River, Lake Trasimene and Cannae. But not under the command of

The Battle of Telamon, 225 B.C.

Celtic Kings — instead they would be fighting for Carthage under the command of her greatest general, Hannibal.

Map

Use the Cynoscephalae Map. The west map edge is the coast.

Counters

All units are from SPQR. Equivalent leaders from SPQR can be used (specific leader counters for Telamon will be included in a future C3i insert).

A Note on the Celtic Army

Obviously, there are not enough Celtic counters in SPQR to represent the massive army at Telamon. Therefore, a variety of MI and LI are used to represent the 4 major tribal groupings. Iberian LI, with their higher TQ rating, are used for the Gaesatae, who were considered the elite of the army. Being naked, they should obviously be LI. The Boii, Insubre and Tauricsi, are represented by various MI and LI. Again, to find 10,000 cavalry, Celtic and Iberian LN along with Carthaginian HC were used.

The Roman Army

The Roman army consists of two standard consular armies. The Northern army has one veteran and one recruit legion. The Southern Army includes a consular army of two recruit legions and the remnants of the Praetor's army with Italian MI as the Etruscan militia.

Celtic Leadership

The two Kings, Aneroestes and Concolitanus, are both Overall Commanders with a Strategy Rating of 4. They may issue orders to any and all units and Princes. The identities of the subordinate Celtic princes at Telamon are unknown. However, the names used are those of prominent members of the Celtic tribes. Magilus was the chieftain of the Boii who crossed the Alps in 218 B.C. to meet Hannibal in France and offer his support. Ducarius was a famous Insubres noble, who slew the Roman consul Flaminius at the Battle of Lake Trasimene in 217 B.C.. Finally, as no Tauricsi noble names are known from this period, Brennus was chosen. Brennus was the name of the Celtic commander who sacked Rome in 390 B.C..

Roman Leadership

Consul Atilius Regulus is Overall Commander (OC) for the Northern Army. The Consul Aemilius (Dentatus) is the OC for the Southern Army. Each Consul and his subordinates may only issue orders/LC's to units of their own army. Rule 4.46 Proconsuls, applies to the Praetor (Proconsul Servilius) in this scenario.

Line Command Eligibility

Same as Cannae for the Romans, except that only units of the same army may combine to form lines; and cohorts extra may join a line of velites. The Etruscan militia may form a line, but may not combine with any other units.

Celtic lines are as follows:

1. Gaesatae Infantry (Iberian LI)
2. Insubres Infantry (North African LI, Mauretanian & Cartage Levy MI)
3. Boii Infantry (Celtic MI)
4. Tauricsi Infantry (Ligurian LI)
5. Any and all Cavalry

Retreat Edges and Celtic Dissolution

The Northern Roman Army uses the North edge; the Southern Roman Army uses the South edge. Celtic cavalry use the East edge.

Celtic Dissolution:

Celtic Infantry have no retreat edge. Celtic infantry units that rout are automatically eliminated instead. *Exception:* If either Roman Army is routed, the Celtic Infantry may use its retreat edge. (i.e., if the Northern Roman Army is routed, the Celtic Infantry may use the North map edge as a retreat edge.)

Army Withdrawal and Victory

The Northern and Southern Roman Armies are independent; losses must be recorded separately. If one Roman Army is forced to withdraw, the other may continue to fight on. The Celtic Army has one combined withdrawal level, as usual.

The Roman player wins by forcing the Celtic Army to withdraw.

The Celtic player wins by forcing *both* Roman Armies to withdraw; *or*, by forcing *one* Roman Army to withdraw *and* exiting the map (from any edge except the West) with units with TQ totaling 250.

Celtic Army:

Withdraws when units with TQ totaling 180 have been eliminated.

Northern Roman Army:

Withdraws when units with TQ totaling 120 have been eliminated.

Southern Roman Army:

Withdraws when units with TQ totaling 95 have been eliminated.


Sources

Polybius is the primary source. However, I have followed the consensus of most modern historians in reducing Polybius' four double legions per consular army to the standard two. Otherwise, this scenario is faithful to his description of the battle.

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THE BATTLE OF TELAMON, 225 B.C.

Initial Deployment

The Celtic Forces (Southern Battleline – all units face south)

Unit(s)	Hex(es)
Gaesatae: Iberian LI (1-15)	From hex 2100-2010, along the south edge of the Level 3 terrain
Insubre: North African LI (1-6)	From 1910-1814, along South edge of Level 3.
Mauretanian MI (1-4)	From 1815-2116, along South edge of Level 3.
Carthage Levy MI (1-8)	From 2217-2122, along South edge of Level 3.

The Celtic Forces (Northern Battleline – all units face north)

Unit(s)	Hex(es)
Boii: Celtic MI (1-21)	From 3100-3116, along North edge of Level 3.
Tauricsi: Ligurian LI (1-6)	From 2917-3022, along North edge of Level 4.

The Celtic Cavalry

Unit(s)	Hex(es)
Gaesatae: Iberian LN (1-5)	Within one (1) hex of 2531
Insubre: Carthage HC (6-10)	Within one (1) hex of 2527
Boii & Tauricsi: Celtic LN (1-10)	Within two (2) hexes of 3130

The Celtic Leaders

Unit(s)	Hex(es)
King Concolitanus (Nicanor)	With any cavalry unit
King Aneroestes (Athngras)	With any infantry unit
Ducarius (Tychaeus)	With any Insubres (Carthage, N.African or Mauretanian) unit
Magilus (Hasdrubal)	With any Boii (Celtic) unit
Brennus (Bostar)	With any Tauricsi (Ligurian) infantry or (Celtic) cavalry unit

Size and TQ Levels

Army Ratio	Size	TQ Points	Withdrawal	Quality
Celtic	356	448	40%*	1.26
Northern Roman	192	354	35%*	1.84
Southern Roman	242	373	25%*	1.54

* The Celtic Withdrawal Ratio is unusually high to account for their desperate situation, and to compensate for the Celtic Dissolution Rule. The Northern Roman Army's Withdrawal Ratio is high to reflect their recent victory in Sardinia and advantageous strategic position. Finally the Southern Roman army's Withdrawal Ratio has been lowered to reflect the demoralization of the defeat at Faesulae and their failure to protect Italy from being plundered.

The Northern Roman Army

Unit(s)	Hex(es)
Gaius Atilius Regulus (use Regulus)	With any Cav., Velite or cohort extra
Tribune (2)	With any Has, Prin or cohort
Pr. Soc	With any cohort
Pr. Equit	With any cavalry
• VII Double Legion	
Cohorts	3700-04, 3802(2), 3804(2)
Hastati	3704-07
Principes	3806(2), 3808(2)
Triarii	4005-09
• V Double Legion	
Cohorts	3713-17, 3814(2), 3816(2)
Hastati	3709-12
Principes	3810(2), 3812(2)
Triarii	4010-4014
• Velites & Cohorts Extra	
VII Velites (5)	3627-31
V Velites (5)	3633-37
Cohorts Extra V & VII	3632 (2)
• Cavalry	
VII RC, AS/VII a,b,c (4)	All cavalry within two (2) hexes of 3932
V RC, AS/V Ex. a,b (4)	

The Southern Roman Army

Unit(s)	Hex(es)
Lucius Aemilius Papus (Dentatus)	With any unit
Tribune	With any Has, Prin or Triarii
Praetor (use Proconsul Srvilius)	With any unit of his army
Pr. Soc (2)	With any cohort
Pr. Equit	With any cavalry unit
• XIV Double Legion (Consular Army)	
Cohorts (9)	1400-1404, 1302(2), 1304(2)
Hastati (4)	1405-08
Principes (4)	1306(2), 1308(2)
Triarii (5)	1204-1208
• XV Double Legion (Consular Army)	
Cohorts (9)	1413-17, 1314(2), 1316(2)
Hastati (4)	1409-12
Principes (4)	1310(2), 1312(2)
Triarii (5)	1209-1213
• Praetorian Army (Remnants)	
Sabine MI (2)	All from 1013-1022
Italian MI (2)	All from 1013-1022
Samnite MI (2)	All from 1013-1022
Lucanian MI (2)	All from 1013-1022
Bruttian MI (2)	All from 1013-1022
• Cavalry	
XIV RC, AS/XIV a,b,c (4)	1832-35
XV RC, AS/XV a,b,c (4)	1731-34
Etruscan - XIX RC, AS/XIX a,b,c (4)	1632-33
• Velites & Cohort Extra	
XIV Legion/AS Velites (5)	1528-32
XV Legion/AS Velites (5)	1534-38
Coh Ex XIV, XV (2)1533	1533 (2)