

Cirta (C3i #10)

(by Fabio Bernardini – May, 24th 2008)

Quite un interesting battle! Massinissa can't wait to put his hands on his rival and forces the engagement pace. Being the last one to be activated he sees a chance to dispatch first one cavalry wing and then take care of the second with the help of the upcoming RC and velites.

At the end of turn 1 everything is going according to his plan, he is almost done sweeping the Vermina LC and gets himself prepared for the next show.

Unfortunately for him things unfolds differently from now on. Laelius decides to send Drusus with his squadron to strengthen Massinissa's contingent forcing Tychaeus (who activates just after the Roman OC) to pick the only option left: turn right and rush toward the melee already in process.

The fight is at its climax, to reach the Massinissa'LC before the arrival of the velites screen he needs to succeed with his momentum die roll. It does! Massinissa try the trump but fails and he is now finished for that turn. The clash is furious and most of Massinissa's riders are dispatched outside the map with a couple of the Tychaeus' LC now unavailable because in pursuit. Roman cavalry can just watch and try to stand, lacking the needed mobility. Syphax supports the cavalry action and pushes the numidian infantry into the struggle.

Turn three is the epilogue of the battle, the velite/skirmishers (I used the Dan Fournie variant) can't stand a fight against the numidians on foot. The RCs fight boldly but are outmanoeuvred by the darting numidians. Massinissa fails again his trump attempt and can only watch Syphax regrouping a returning LC previously in pursuit to land the last blow.

Syphax wins just barely thanks to his ability to rally a couple of LC.

The context could go either way. The Roman has a great leader in Massy and with some luck he can stop the numidian counteraction.

For this scenario I used my own variant. (available on www.grognard.com version: May, 1st 2004)

	WL	End of turn 1	End of turn 2	End of Turn 3
Rome	42	0	40	53
Numidia	54	16	40	64

Suggestion

I soon realised that using the velite/skirmishers object of Dan Fournie variant (C3i#15) in this fight was not a good idea after all.

In this kind of engagements the roman light troops supporting their cavalry were not just the same velite/skirmishers used to harrass the enemy and then flee in pitched battle. They were, in my opinion, standard infantry wearing no/few armor to keep a faster pace and be able, at the same time, to act like light infantry when meeting the enemy. Hence, for this battles the standard velite counter should be used with a movement allowance of 5, not 6. Like any other light infantry in the game. I never agreed on giving the velites LI a further asset compared to their counterpart.

You can use the Fournie mode in Castrum Album since in that case the scenario features a complete legion and Velites had just a screening/harassing role as pointed out by Dan, while the real infantry was doing his job as usual.



Initial set up



End of turn 1



End of turn 1 closer look



End of turn 2



End of game