

Castrum Album (C3i #10)

Taking advantage of a knee surgery I've been able to play SPQR again after almost 4 years. I had to refresh my memory and then decided to play Castrum Album because I had already sorted the counters out a while ago.

It's been great fun! I like this medium small battles that don't take that long and allow you to be in control of the mess that usually comes up in larger disputes.

The Roman, instead of a square style march decided to openly face the enemy and this proved to be fatal. The elephants, supported by the slingers corps, cleared the way from the velites and they were also able to do some harm to a couple of cohorts before evaporating in a rampage orgy.

Then Mago grabbed all six numidian LC and assaulted the roman left wing. Without worrying about accumulated hit due to continuous activation, he first pins the still not completed roman deployment and then strikes hard in the rear a couple of valuable cohorts and principes, supported by Bostar in refitting the most battered units

The Publius Scipio and his tribunes try their best to counter act the Mago's incisive blow but they lack initiative and time. The roman cavalry is too scattered, one unit is able to rout an LC just to purstuit off map, the other two units are cut to pieces by the north African riders.

Soon Hamilcar and Hasdrubal move their Iberian combined force to the roman right. The action here is much more an attrition affair, with the Punics relying also on the deadly slingers' shots.

The Romans fights bravely but you can't let the Numidians catch you in the open. On turn three the game is over with the Romans well over their withdrawal level.

For this scenario I used the Dan Fournie skirmishers variant and my own variant.

	WL	End of turn 1	End of turn 2	End of turn 3
Rome	61	14	42	86
Carthage	48	8	16	46



Initial set up



End of turn 1



End of turn 1 closer look



End of turn 2



End of turn 2 closer look



End of game