# THE CELTIC OPPIDUM

Extension for OPPIDUM

The Celtic Oppidum

Description

The Celts built a lot of large fortified settlements or towns in the 2nd and 1st centuries BC. The Romans named them oppidum (plural oppida), from an earlier Latin word meaning "enclosed space". Their main characteristic was their large walls made of stone reinforced by wooden beams built in front of an earthen rampart, known as *Murus Gallicus*. They could be very long like the 5.5 Km (3.4 miles)-long walls of the oppidum of Bibracte in central France. The resulting enclosed area of these oppida could exceed several hundred hectares (400-500 acres).
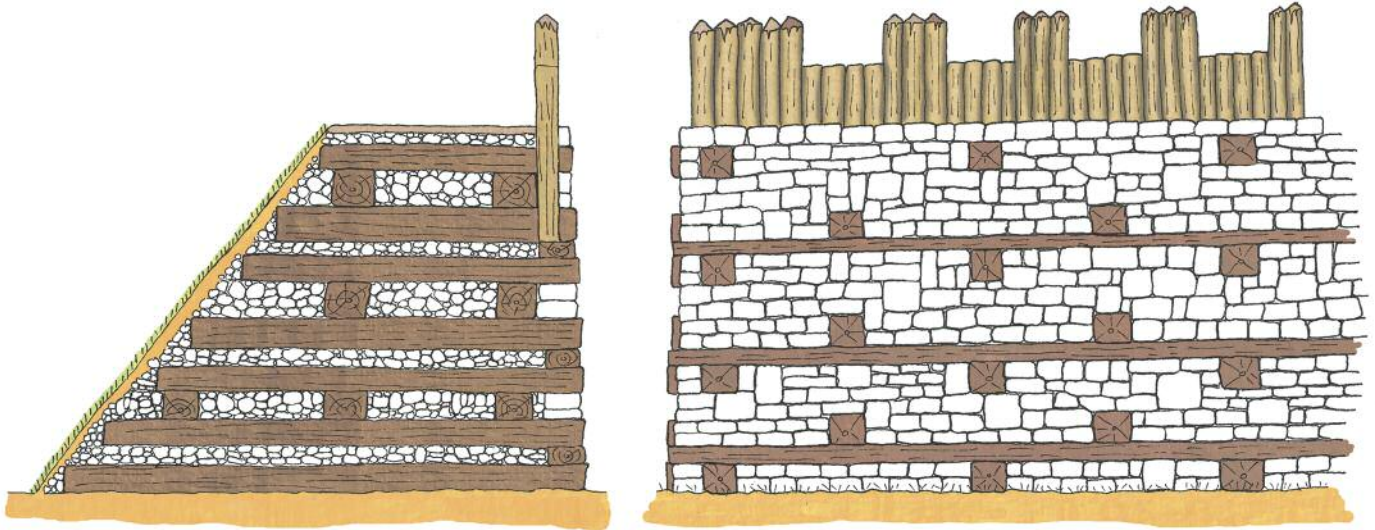
The oppidum represented here is assembled with the 3 maps provided plus the Oppidum 1 map included in the boxed game. Each map features a specific element of Celtic settlements:

Oppidum 1: The *Porta Orientalis* is one of the 2 gates of the oppidum. The gate is a pincer gate. The homes inside the oppidum often have a private courtyard delineated by a fence. Two of the buildings have a commercial purpose and have an awning (not represented) to protect shoppers and customers.

Oppidum 2: The large building named "*Villa*" is inspired from archeological research made in Bibracte. It belongs to a rich noble or a warlord. It is made of several rooms (labeled A through F) and courtyards. Note that there is only one window (in room F) opening to the outside, the other ones are all facing internal courtyards. Room F is at one level of elevation. Shooting over the villa walls is not possible unless the target is on a rampart hex. Room F can be reached from a fixed ladder in room E. Through climbing, an unarmoured character can move from a ground hex through a window to an adjacent interior hex of room F of the Villa or vice versa, for 6 MP.

Oppidum 3: The 5 buildings complement the 4 other buildings on the Oppidum 1 map to get a bigger settlement.

Oppidum 4: The *Porta Occidentis* is the second gate of the oppidum. The sanctuary is inspired by an archeological site in Alesia. This place of worship is surrounded by a 2.5m (8 feet) wooden palisade and features 2 pits about 60 cm (2-foot) deep where animals like cows and goats were sacrificed to please the Gods. The sanctuary building is covered with a thatched roof, making it impossible for shooters on the *murus gallicus* to hit anybody in the sanctuary building.

New terrains

Appearance	Hex type	Movement point cost per hex	Cover	Effect of terrain on combat
	Palisade	Impassable	Heavy (if shot over)	0
	Pit	2 - Foot, Impassable to Horses	Yes	Def. -

Scenario 1: The King's mandate

Historical Background

63 BC. The Sequani and Arverni tribes are at war with the Aedui to control the trade tolls along the Arar (modern day Saône) River which separate their territories. The Sequani asked the Germanic Suebi tribe, led by King Ariovistus, for help. The coalition crushed the Aedui in the battle of Magetobriga and massacred many of them. But Ariovistus' help came at a hefty price: He had demanded one third of the Sequani territories for his followers to settle West of the Rhine River. But another Germanic tribe, the Harudes, joined him and he is now sending a delegation to *Vesontio*, the oppidum of the Sequani, to mandate another third of their lands. The meeting in the large villa of Orgetorix, home of a Sequani noble, is unlikely to end well. Segimer, the leader of the Suebi party, understands that he'd better escape this trap quickly.

Map layout and starting positions

Orgetorix and Commios (Ccm) are positioned in room F against the left wall. Segimer, Curt and Wolf (Gcl) are also in room F.

Bituitos and Catiscos (Cil) are located in room E.

The remaining dismounted Germanic cavalrymen are in the courtyard south of rooms E and F,

The Germanic horses are guarded by Libo and Odo (Gil) at the center of the oppidum, between the *Villa*, the sanctuary and the *Officina* and *Taberna* buildings.

Position the remaining Germans on the **Oppidum 1** map in the open space between the buildings.

Litaviccos and Tasco (Ccl) are positioned in the courtyard with the *Villa* label.

The Celtic shooters are put on the *Murus Gallicus* of the maps **Oppidum 1** & **2**. Sumaros/Ateratos (Cim) and Damos/Excincos (Cil) are positioned in the under passage of the *Porta Orientalis* on the Oppidum 1 map. The remaining Sequani are positioned on the **Oppidum 3** map.

Both gates of the oppidum are open and cannot be closed.

The Germans play first.

The game is played in 12 turns.

The sides

The Sequani (Gauls)				The Suebi (Germans)		
Medium cavalry (on foot) - Ccm	Orgetorix Commios	**Light cavalry (on foot) - Ccl**	Litaviccos Tasco	**Light cavalry (on foot) - Gcl**	Segimer Aldo Vallio Curt Wolf	**Germanic horses**	Segimer Aldo Vallio Curt Wolf
Medium infantry - Cim	Crixus Garos Uenopis Ambigatos Sumaros Ateratos	**Light infantry - Cil**	Bituitos Drutalos Catiscos Damos Excincos	**Light infantry - Gil**	Kuno Carl Folki Eriulfus Libo Ricimer	**Light infantry - Gil**	Odo Warin Helmo Anzo
Slingers - Cis	Boios Stamulos	**Archers - Cia**	Albios Contessilo	**Javelins - Gij**	Sido Lanzo		

Victory conditions

The Suebi must escape and exit the oppidum before the end of the scenario. The Sequani must prevent them from escaping. At the end of 12 turns, count 2 points for the Suebi leaders (all Gcl characters) and 1 point for the other Suebis who could exit the map. Add all the points:

> 17 or more, it is a resounding victory for the Suebi - Ariovistus will be mad at the treason of his former allies and no doubt they will pay a hefty price.

> 14 to 16, it is a marginal victory for the Suebi – Ariovistus's demands will largely be met but maybe not as fully as what he initially expected.

> 11 to 13, it is a tie – There will be another discussion, but this one will take place on neutral grounds.

> 8 to 10, it is a marginal victory for the Sequani – Ariovistus will get a clear message that his demands went too far and that he

may have to find other land for the Harudes.
> 7 or less, it is a resounding victory for the Sequani - The Suebi now know that they shouldn't have attempted to claim more land from the Sequani.

Epilogue
There's not been any recorded fight over Ariovistus' demands to the Sequani. But the main consequence of the defeat of the Aedui was a request sent to Rome by their druid Diviciacus for help. This was the pretext that Caesar was looking for to intervene in Gaul, as a protector and not a conqueror.

Scenario 2: Race to the oppidum

Historical Background
57 BC: The Belgian coalition that King Galba led had been unable to effectively challenge Caesar's legions. As a result, Galba decided to disband his army. Seeing an opportunity, Caesar rushed his troops towards the nearby oppidum of Noviodunum[1] and laid siege to it. Despite reaching the city after Caesar, the fleeing elements of the once mighty Belgian army succeeded into sneaking into the fortress at night. The next morning, the Belgians exit the oppidum to test the Roman siegeworks.

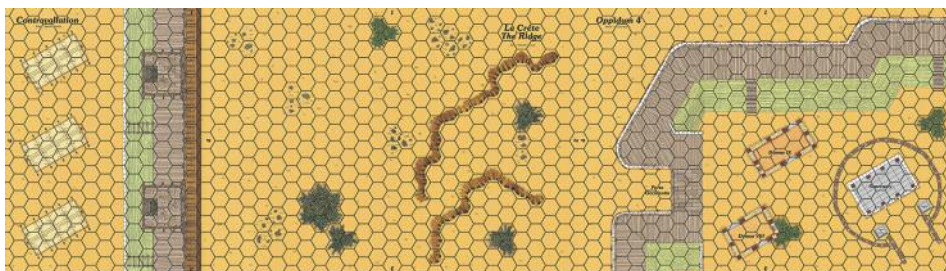### Map layout and starting positions
Position the **Contravallation** map under the **Ridge** map to only show the last ditch ahead of the rampart. Complement with the **Oppidum 4** map.

The Belgians are deployed ahead of the oppidum on the **Oppidum 4** map. The Romans are positioned on the rampart of the Contravallation.
The Belgians play first.
The game is played in 14 turns.

The sides

The Romans		The Belgians	
Centurion - Rit — Decimus	**Servants - Rie** — Faustus, Cornelius, Marcellus, Aulius	**Medium cavalry (on foot) - Ccm** — Cotuatos, Commios, Ulidorix	**Light cavalry (on foot) - Ccl** — Abudinos, Litaviccos, Tasco, Dacouiros
Legionaries - Rig — Sabinus, Aemilius, Paullus	**Cretan archers - Ria** — Alkaios, Kleon, Niketes	**Medium infantry - Cim** — Sumaros, Ateratos, Uenopis, Samus, Ambigatos	**Light infantry - Cil** — Acumis, Bituitos, Luernios, Matulo, Catiscos, Excincos, Surato, Acurio, Drutalos, Damos
Scorpios — 2		**Archers - Cia** — Samo, Siluanos, Contessilo	**Slingers - Cis** — Stamulos, Dallo
	Gangways — 2	**Ladders** — 4	**Fascines** — 4

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1 - Same name but different from the other *Noviodunum* mentioned in Scenario 8.

Victory conditions

To break the siege, the Belgians must exit the Contravallation map by its Side 4. At the end of Turn 14, count the number of Belgians who have at least reached the battlements of the rampart on the contravallation map.

> If at least 12 Belgians could exit the contravallation map through its side 4, it's a total Belgian victory – Galba will be able to regroup its fleeing troops and rebuild a mighty army which will soon attack Caesar's legions.

> If between 6 and 11 Belgians could exit the contravallation map through its side 4, it's a partial Belgian victory – The troops which could break the siege will join with the remnants of Galba's army to strike Caesar's siegeworks in the back.

> If less than 5 Belgians could exit the contravallation map through its side 4 but a total of at least 12 Belgians are either on the rampart or to its left, it's a tie – The contravallation is still standing yet battered. Whichever side musters reinforcements first will probably win the day.

> If less than 5 Belgians could exit the contravallation map through its side 4 but a total of at least 6 Belgians are either on the rampart or to its left, it's a partial Roman victory – Belgians on the rampart are not numerous enough to sustain the upcoming cohorts sent to the rescue from another section of the contravallation which is less exposed.

> If less than 6 Belgians are either on the rampart or to its left or did exit the map, it's a total Roman victory – The Belgian sally didn't succeed. They will have to retreat to the oppidum and will soon have to surrender due to lack of food.

Epilogue

No attack took place. The Belgians had never experienced the Roman art of siege and were so impressed that they decided to surrender quickly.

Scenario 3: Cassivelaunus' stronghold

Historical Background

54 BC: Cassivelaunus was a Briton warlord who had been at war with most of his neighboring tribes. Realizing that he could not defeat Caesar's legions in a pitched battle, he resorted to guerrilla warfare with his chariots and cavalry. But as the other tribes submitted to Caesar, they also revealed to the Roman the location of Cassivelaunus' oppidum. The Roman consul decides to besiege it and give an assault.

Map layout and starting positions
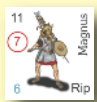
The Briton infantry (except the chariot riders) are positioned on the **Oppidum 3** map. The Briton cavalry and chariots are positioned on the **Oppidum 4** map, inside the walls. The gates of the oppidum are open. The Romans are deployed in the red section of the **Riverbank** and **Ridge** maps.
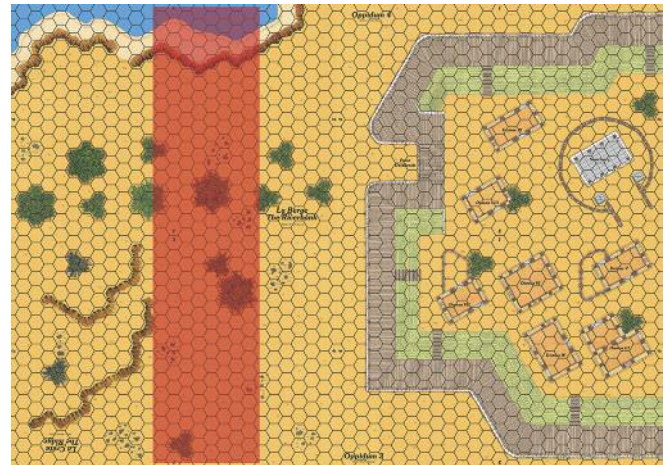
The Romans play first.

The game is played in 12 turns.

The sides

The Romans		The Britons	
Medium cavalry (on foot) - Rcm	Lucius Cassius Fabius Publius	**Medium infantry - Cim**	Crixus Tastegios Uenopis Ambigatos
Centurions - Rit	Decimus Flavius Vorenus	**Light infantry - Cil**	Acumis Luernios Acurio Drutalos
Legionaries - Rig	Quintus Claudius Servius Gaius Domitius Tiberius	**Nude warriors - Cin**	Moltonei Autaritos Brennos Adbugio Uxouinos
Legionaries - Rig	Porcius Pullo Horatius Titus Livius Vettius	**Slingers - Cis**	Stamulos Dallo
Legionaries - Rig	Sabinus Aemilius Paullus Saevius Marcus Decius	**Medium infantry - Cim**	Sumaros Ateratos
Principales - Rip	Magnus Aelius	**Medium cavalry - Ccm**	Orgetorix Cotuatos Commios Ulidorix

Cretan archers - Ria	Alkaios Kleon Niketes	Balearic slingers - Ris	Mago Bocchus Tuccius	Light cavalry - Ccl	Abudinos Litaviccos

Cretan archers - Ria
Alkaios
Kleon
Niketes

Numid peltasts - Rij
Adherbal
Massiva
Hiempsal

Roman Cavalry - Rcm
Pontius
Antonius

Balearic slingers - Ris
Mago
Bocchus
Tuccius

Iberian cavalry - Rcl
Turibas
Budar

Ladders
6

Light cavalry - Ccl
Abudinos
Litaviccos

Chariots
Brocio
Gutuater

Victory conditions

At the end of 12 turns, count 1 point for any living Roman on the oppidum battlements and 2 points for any Roman inside the oppidum. The total of points will determine the winner:

> 9 points or more: Total Roman victory – The Romans are now inside the oppidum and will slaughter any remaining Briton they find.

> 7 or 8 points: Partial Roman victory – There are enough Romans inside the Oppidum to wait until another wave of legionaries overwhelms the defenders.

> 5 or 6 points: Tie – The Romans are attacked from all sides but resist fiercely. The tide of battle can go either way.

> 3 or 4 points: Partial Briton victory – The resistance of the Britons prevented the Romans from making the breakthrough they expected. Reinforcements from less exposed sections of the rampart should easily crush them.

> 2 points or less: Total Briton victory – The Romans failed to take position on the battlements and they will have to return to their camp, defeated.

Epilogue

Cassivelaunus asked his allies in Kent to attack Caesar's beach head to draw him away from his oppidum, but the diversion attack failed. Soon after, the Briton warlord negotiated his surrender which included hostages and an annual tribute.

Scenario 4: Call for rebellion

Historical Background

50 BC. All of Gaul has been conquered by Caesar's legions, but unrest is still commonplace. Caesar left a few legions to deal with peace keeping while he now focuses on his Civil War against Pompey. In the oppidum of *Limonum* (modern day Poitiers), the druid Eriappos has gathered the followers of the rebel leader Dumnacos, in a sanctuary to invoke the Gods and pray for the defeat of the Romans. But another leader, Duratios, who is allied with the Romans, sends an emissary to the legate Caius Caninius to inform him about the rebellion and ask for the druid to be arrested.

Map layout and starting positions

The druid Eriappos and the 2 medium cavalry men on foot are in the sanctuary. 2 light infantry Gauls guard the entrance to the sanctuary.

2 Gallic archers, and 2 medium infantry Gauls are on the *Murus Gallicus* of the **Oppidum 4** map.

Place the other Gauls inside the oppidum, with 5 each in the **Oppidum 1**, **3** and **4** maps.

The Romans enter from any side on Turn 1.

Both gates of the oppidum are open.

The Romans play first.

The game is played in 16 turns.

The sides

The Romans				The Gauls			
Roman cavalry - Rcm	Pontius Fabius	**Centurions - Rit**	Flavius Vorenus	**Medium cavalry (on foot) - Ccl**	Ambiorix Ducarios	**Light cavalry (on foot) - Ccl**	Sentios Abalanis Oclino Talos
Iberian cavalry - Rcl	Turibas Budar	**Light cavalry - Ccl**	Tasco Dacouiros	**Medium infantry - Cim**	Tasgetios Samus Sumaros Ateratos	**Light infantry - Cil**	Surato Cattos Cassitalos Acumis Bituitos Luernios Acurio Drutalos Damos
Legionaries - Rig	Quintus Claudius Servius	**Legionaries - Rig**	Gaius Domitius Tiberius	**Archers - Cia**	Cilurnos Albios	**Civilians - Cic**	Damuio Correos Eriappos Coria
Legionaries - Rig	Titus Livius Vettius	**Legionaries - Rig**	Porcius Pullo Horatius				

Special rules

> The druid can't be killed. Should he be killed, the Romans lose as they failed their mission. He can't be a victim of friendly fire either.

> To capture Eriappos, 2 Romans must stay in adjacent hexes for one full turn. Once captured, 2 Romans must always stay in adjacent hexes to move him out.

Victory conditions

The Romans must capture Eriappos and exit with him through Side 4 of the Oppidum 4 map to win a striking victory. The Gauls must stop them.

At the end of 16 turns, and if the Romans didn't succeed at exiting the map with Eriappos, victory is decided as follows:

> Eriappos has been captured and the Romans are within 2 hexes of the *Porta Occidentis*: Marginal victory for the Romans - The resistance was tougher than anticipated, but the mission should be accomplished soon.

> Eriappos has been captured, but the Romans are still inside the oppidum and at least 3 hexes away from the *Porta Occidentis*: Tie – Difficult to know who will get the upper hand.

> Romans have not captured Eriappos who is within 5 hexes of the closest Roman: Marginal victory for the Gauls – The druid is not within reach of the Romans and his followers should be able to get the upper hand.

> Romans have not captured Eriappos who is beyond 5 hexes of the closest Roman: Striking victory for the Gauls – The druid is safe. The Roman failure should increase his fame and lead more Gauls to join him in his fight against the invaders.

Epilogue

This scenario is fiction, but the Pictones tribe in the Poitou region of France (Central West) were divided about how to deal with the Romans. 8,000 of them joined the Vercingetorix's rebellion and the region was later subject to an uprising around their oppidum of *Lemonum*. The legate Gaius Caninius Rebilus had to quell it.

THE CELTIC OPPIDUM

This extension is not a complete game.
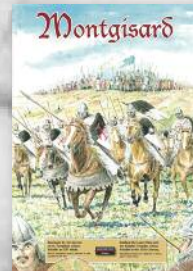You must have OPPIDUM to play these scenarios.

Already published:
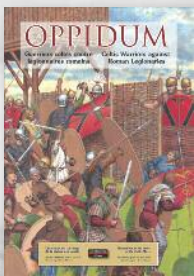
OPPIDUM : This game allows you to recreate the skirmishes between the legionaries of Julius Caesar and the warriors of the Gallic tribes (on the continent and in *Britannia*) who tried to escape Roman domination
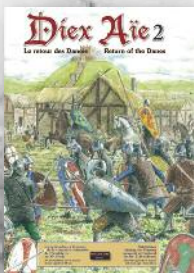
GUISCARD 2: This game is set during the epic conquest of Southern Italy and Sicily by the Normans, led by Robert Guiscard ("the cunning" or "the weasel"), in the 11th century. The game features the various factions of the time including the Byzantines and their Varangian Guard, the Arabs of Sicily, the Lombards, the Holy Roman Empire and of course the Normans, who came as mere mercenaries into the middle of this mass of conflicting interests, and then decided to seize power through force of arms.
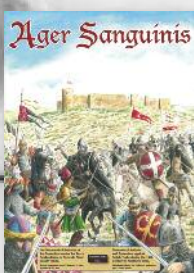
DIEX AIE 2 ("God Our Help!", the war cry of the Dukes of Normandy): This game explores the Saxon resistance to the imposition of the « Norman Yoke » in the decades following the Battle of Hastings. The game lets you play Normans, Saxons and Scots. DIEX AÏE includes a campaign game to generate tactical scenarios that can be played on the various maps of the series.

AGER SANGUINIS ('The Field of Blood', based on the name of the last battle of Roger of Salerno, Regent of Antioch in 1119): This complete game is set during the conflict between the Normans of the Principality of Antioch, one of the Crusader States, their Armenian allies and the first contingents of knights Hospitaller against the Turks in the 12th Century.

THE ANARCHY is the name given to the civil war over the succession to the throne of Henry I Beauclerc, King of England and Duke of Normandy, from 1135 to 1154. Numerous castle sieges took place during this period, so this will be the perfect opportunity to update all the siege rules of the various games of the series. A campaign game is also added to the tactical game.

MONTGISARD is an extension for AGER SANGUINIS to simulate the relentless fights in the Holy Land between Saladin and Baldwin IV, the Leper King, from the battle of Montgisard to the battle of Hattin. The game introduces new knight Templar counters as well as famous characters like Reynald de Chatillon, Balian of Ibelin. Sieges can be fought on a double map of the mighty 'Crac des Chevaliers' castle.

SHERWOOD: This game based on the popular Robin Hood theme has been specially designed to introduce beginners to skirmish games. There is even a game mode reserved for young children!

**Cover Artwork:
Florent VINCENT**