

Battle of Sentinum, 295 BC, Third Samnite War

Historical Context

Sentinum was the decisive battle of the Third Samnite War. Facing a coalition of Italian and Gallic tribes, Quintus Fabius commanded a consular army of four legions and supporting Roman and Latin cavalry. Would Rome extend its control over Italy with victory?

The Armies

Republican Romans: Commander Quintus Fabius

Brigades and attached Generals: 4 Heavy Brigades

Victory Conditions: Army defeated with the loss of 8 Heavy Units Broken

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock(?)	Notes
Heavy Foot: Roman and Italian Legion Infantry	6	Deep: 6-18 [2-3-4]	Average: CCV 4	Massed Order Foot	4	Pila and Sword Note the low Shaken Hit Trigger. See special rules for Line Support; must remain in 3 Lines. Momentum CT +1 Well armoured Shooting target -1
Heavy Foot: Italian Legion Infantry (Roman right wing)	2	Medium: 4-12 [2-3]	Average: CCV 4	Massed Order Foot	4	Pila and Sword Note the low Shaken Hit Trigger. See special rules for Line Support; must remain in 2 Lines. Momentum CT +1 Well armoured Shooting target -1
Heavy Foot: Italian Legion detached Triarii	1	Medium: 6-12 [3]	Tough: CCV 5	Close Order Foot	5	Spear Momentum CT +1 No Line Support Well Armoured Shooting Target -1
Heavy Cavalry: Roman and Allied Cavalry	8	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear Momentum
Light Foot: Velites	8	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins

Senone Gallo-Samnite Alliance: Commander (unknown but might have been the Samnite Gellius Egnatius)

Brigades and attached Generals: 4 Heavy Brigades

Victory Conditions: Army defeated with the loss of 8 Heavy Units Broken or 7 if the Gaestati are distributed to the Gallic Heavy Foot.

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes
Heavy Foot: Gallic Warriors	4	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4 +2 extra Shock Die first turn of melee.	Spear Momentum and Pursuit CT -1 Warrior Order Foot may Charge 2 Boxes Forward.
Heavy Foot: Gaestati Warriors*	1	Medium: 8-12 [3]	Average: CCV 4	Warrior Order Foot	4 +2 Shock	Spears Note the higher Shaken Trigger. Must be Deployed with and remain part of the Infantry Brigade. Momentum and Pursuit CT -1 Does not cause Brigade Losses or Flight Path CaTs.
Heavy Foot: Samnite Heavy Infantry	4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear Well Armoured Shooting Target -1
Heavy Cavalry: Gallic Cavalry	4	Shallow: 3-6 [2]	Average: CCV 4	Warrior Order Mounted	4 +1 Shock	Spear Momentum and Pursuit CT -1
Heavy Cavalry: Samnite Cavalry	4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear
Gallic Chariots	1	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +1 Shock	Spear Momentum and Pursuit CT -1 Players may change this unit to Loose Order with Javelins, no Shock.
Light Foot (Samnites)	4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins
Light Foot	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant
Light Foot	2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Sling

*Gaestati: A player may elect to use the Gaestati as a separate Unit or can use them embedded in 4 of the Warrior Units all in the same Brigade. Declare which Units include Gaestati during Deployment. When resolving the Unit's first turn of Melee it gains an additional Shock D6 (e.g., total 3 D6 Shock Bonus). That first turn of Melee must be frontal; if the Unit is fighting to the flank or rear it permanently loses the bonus. This bonus occurs only once in the game.

Scenario Notes

Terrain:

The battle was fought on an open plain.

Historical Deployment Map

Typically, players will want to deploy their armies freely, albeit in accordance with the limitations imposed by the Deployment rules. For those who wish to refight the battle according to our interpretation of the historical deployments, use the Unit placements as indicated on the map.

Victory Conditions

Victory Conditions: See the Army Lists

Battle of Sentinum, 295BC: Army Deployments

Senone Gallo-Samnites				Neutral				Romans
Samnite HC	Samnite HC						HC	HC
Samnite HC	Samnite HC						HC	HC
	Samnite HI	SI (Jls)				Velites	Italian Legion (2 Lines)	Italian Triarii
	Samnite HI	SI (Jls)				Velites	Italian Legion (2 Lines)	
	Samnite HI	SI (Jls)				Velites	Roman Legion	
	Samnite HI	SI (Jls)				Velites	Roman Legion	
	Gallic Warriors	SI (Sling)				Velites	Roman Legion	
	Gallic Warriors	Gaestati Warriors				Velites	Roman Legion	
	Gallic Warriors	SI (Bow)				Velites	Italian Legion	
	Gallic Warriors	SI (Sling)				Velites	Italian Legion	
Gallic Chariots								
Gallic HC	Gallic HC						HC	HC
Gallic HC	Gallic HC						HC	HC
				Neutral				