




SPARTACUS™



WARHAMMER
• HISTORICAL •

Movements of Spartacus 73BC - 71 BC



-  73 BC: Slaves escape and head for their winter quarters in Metapontum
-  72 BC: Slaves move North to Mutina, then return Southward into the peninsula of Bruttium. Trapped by Crassus.
-  71 BC: Slaves break out of earthworks, move north and are destroyed by Crassus.

SPARTACUS'S SLAVE REVOLT & THE SERVILE WARS (135 BC – 71 BC)

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FOREWORD

Welcome to Spartacus, the first in an occasional series from Warhammer Historical that really focuses in on a specific event or individual and brings them to life for you to play in your battles and campaigns.

Due to the 'movie culture' background of Spartacus, it has been quite a challenge to balance wargamers and popular expectations with the real historical events of that particular period in time, but we believe we have succeeded.

We have included a campaign to recreate the epic journey of Spartacus and the slaves. You will find that a number of the campaign scenarios will work as excellent stand-alone battles, not just for the armies featured here, but also for different historical match-ups, and will offer interesting alternatives to the standard pitched battle.

Players may find completing the campaign quite a challenge. Please write in and tell us your exploits. Will you "Escape to Glory" with Spartacus or finish on the Appian Way!

The following people deserve mention and thanks for inspiration and list commentary:

Alan "I'm Spartacus" Merrett and Jonathan White. The guys at Gripping Beast and 1st Corps: Andy Sherwell, Darren Harding, Andy Dormer and Phil Stirpe.

Adrian Goldsworthy, Allen Curtis, Ed McDonald, Tony Garry, Trevor Browne, Martin Gibbins, Tony Edwards, John Kersey, Mike Bruck and Guy Bowers.



Should we have forgotten to mention someone, please forgive us, it was not intentional!

My thanks to all of you.

Rob Broom

Warhammer Historical General Manager.

July 2004



"All perished, except six thousand of them, who were taken prisoner and crucified along the whole highway that runs between Capua and Rome."

INTRODUCTION

The following book is concerned with the Slave Wars, which ravaged the Later Roman Republic, during the two centuries before the birth of Christ. Its main topic is the Third Servile War, or Spartacus's slave revolt, which ancient writers called 'the Great Slave War'. It was the last (major) rebellion, and possibly the most well documented of the Slave Wars.

There were, of course, numerous revolts; some of which were politically motivated, both before and after the period covered by this book but none seems to have captured the imagination, of both ancient writers, and modern film makers, as the revolt led by Spartacus. The Spartacus slave revolt is probably one of the few events in history which has more ancient writings about it than modern factual work.

Spartacus has inspired at least six films, the first being in the silent era and the last being Stanley Kubrick's epic in 1960; it has also inspired a ballet! Karl Marx identified with Spartacus's struggle in his political writings of the 19th Century, as did later communist writers (who tried to give Spartacus their own socialist principles and motivations).

In the modern world, we find the idea of slavery abhorrent but the majority of the great civilisations were built on the back of oppression: the Egyptian, Greek, and Roman Empire, and latterly, colonial expansion.

However, it should be remembered that some slaves had good lives, probably better than if they had been freemen; their masters educated them, they could eventually 'buy'

their freedom, they had housing and families of their own, additionally, they had security. Household slaves could be expensive commodities and would be 'headhunted' by other households. Crassus had slaves well trained in architecture and building (as well as large numbers of slaves working in silver mines – whose lot may not have been so good!). Agrarian slaves may have had a plot of land that they would have worked on (in their own time) to help feed their families, or to produce goods to trade or sell.

Many of the slaves in Sicily could not be bothered to support the revolts (until the Romans instigated sweeping Draconian laws). The Spartacus slave revolt was only a local (mainly southern Italy) affair – had it spread to all the slaves in Italy (estimated at 1,000,000 to 2,000,000 people) it may all have ended differently...

ACKNOWLEDGMENTS

I would like to thank the following for their help and support during the writing of this book:

John Hill (usually the most sensible person I know) for saying "Go for it Sime!", Nigel, Steve and the rest of RAF Stafford Wargames Club for listening with great patience to much ranting and raving about something that they were not really bothered about. John Johnson for proof reading and boat & terrain construction. Finally, anyone else who helped with this work in any way.

Thank you!

Simon Brown

MAIN CHARACTERS

Spartacus

A Thracian gladiator who had served as a mercenary for Rome in his native country before deserting, being captured and sold into slavery.

Oenomaus

A Gallic gladiator, one of the two captains elected by the gladiators. Later, one of the commanders under Spartacus. Possibly one of the ringleaders of the initial breakout of gladiators.

Crixus

Another Gallic gladiator, a close friend of Spartacus. Also one of the captains elected by the gladiators. Crixus commanded the first group of Gauls/Germans to split off from Spartacus's army. Possibly another of the ringleaders of the initial breakout of gladiators.

Castus

The Gallic co-commander of the second group of Gauls/Germans to split off from the slave army.

Gaius Gannicus

Another Gaul, co-commander with Castus.

Marcus Licinius Crassus (115 BC - 53 BC)

The richest man in Rome, who assumed command of the war against the slaves. Raised six legions at his own expense. He saw the war as a way of furthering his political ambitions. A supporter of Lucius Cornelius Sulla in the civil war of 83 BC - 82 BC.

Gnaeus Pompeius Magnus (106 BC - 48 BC)

Roman general (the son of Gnaeus Pompeius Strabo) who was campaigning in Spain against the Roman rebel governor Sertorius. Sertorius was a supporter of Marius's, adopted son. Pompey was recalled to Italy towards the end of Spartacus's revolt. Pompey married Julius Caesar's daughter Julia. Pompey 'the Great' suppressed the Cilician pirates during the decade after Spartacus's revolt.

Marcus Licinius Lucullus (110 BC - 56 BC)

Roman governor campaigning in Macedonia (Lucullus was recalled to Italy towards the end of Spartacus's revolt). He was the grandson of Lucius Licinius Lucullus, who put down Titus Minutius's slave revolt and took part in the Second Sicilian Slave revolt.

CHRONOLOGY OF MAIN EVENTS

135 BC: Slave revolt in Sicily, led by Eunus and Kleon.

132 BC: First Slave Revolt finally suppressed on Sicily.

105 BC: Revolt of 200 slaves at Capua. Titus Vettius Minutius's revolt.

104 BC: Second Slave War on Sicily, led by Salvius and Athenion.

100 BC: Sicilian Slave War ends.

91 BC - 80 BC: Rome and its allies fight the 'Italian War'.

83 BC - 82 BC: Civil war in Italy, between the successors of Marius and the supporters of Sulla.

78 BC: Sulla dies.

77 BC: Renewed civil war in Italy.

73 BC: Seventy eight gladiators escape from their school at Capua. Gaius Claudius Glaber with six cohorts (urban militia) are surprised at Vesuvius and routed. Lucius Cossinius and Publius Varinius take the field against Spartacus and are defeated at the Battle of Salinae. Spartacus probably winters at Metapontum.

72 BC: Spartacus defeats two legions under the command of Clodianus. Quintus Arrius and Gellus with two legions defeat Crixus and his Gauls/Germans near Mount Gargonius. Oenomaus is killed in an unknown battle. Spartacus defeats Arrius and Gellus. Crassus gets overall command of the war against the slaves. Spartacus defeats the Praetor Manlius.

72 BC: Spartacus defeats Cassius Longinus and two legions near the River Po. Crassus trains his legions. Mummius, with two legions, engages Spartacus without orders and is routed. Crassus decimates the remains of Mummius's command. Spartacus possibly defeated in the field by Crassus. Spartacus moves south into the Bruttium Peninsula, in an attempt to cross to Sicily, but is betrayed by Cilician pirates. Crassus constructs 37 mile long earthworks to contain the slaves on the isthmus.

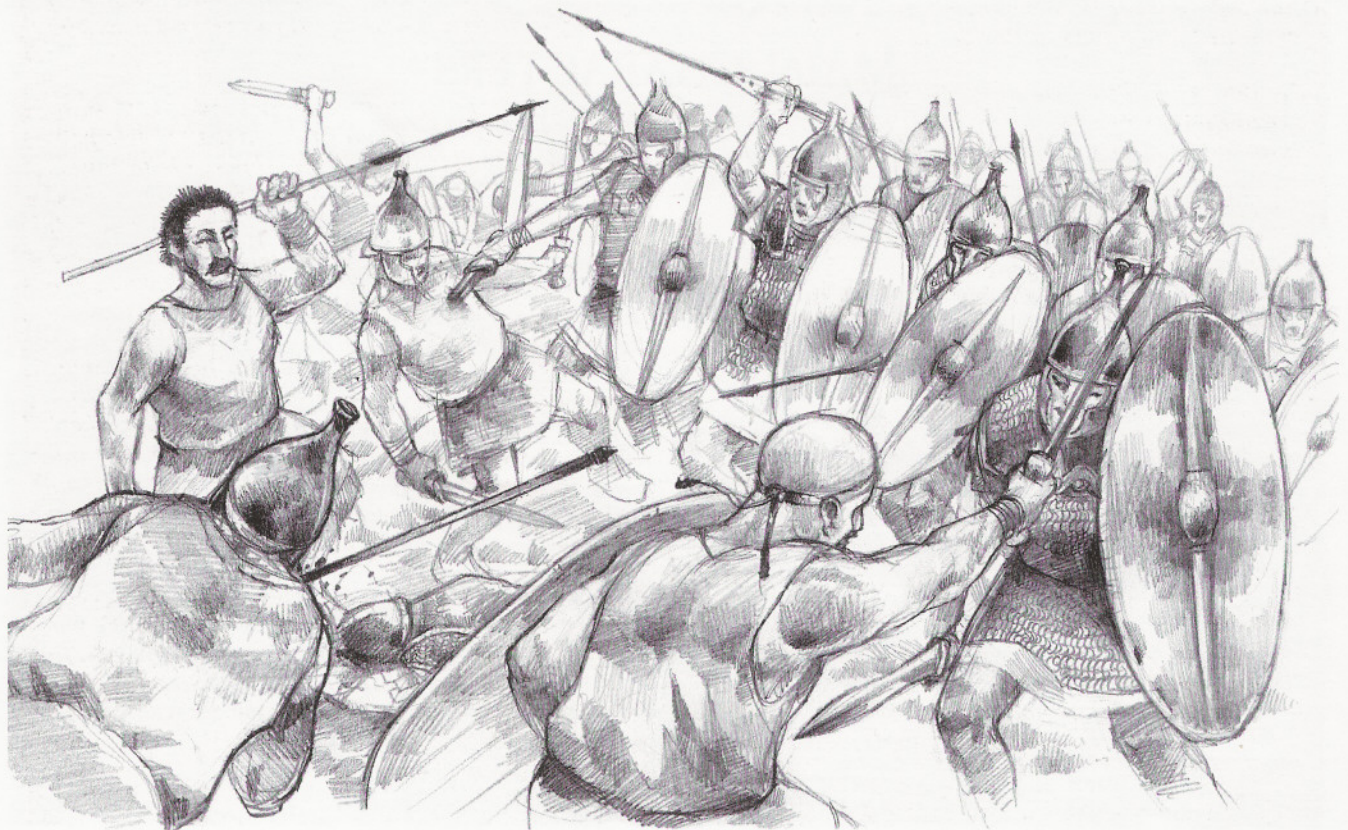
72 BC - 71 BC (Winter): Pompey recalled from Spain. Spartacus loses many thousands of men trying to breach Crassus's works. Spartacus breaks through the siege lines and moves north, followed by Crassus.

71 BC: Castus and Gannicus with 30,000 followers split off from the main army. Lucullus arrives at Brundisium, stopping any thought of Spartacus using that port. Castus and Gannicus defeated by Crassus. Scrofa and Quinctius shadow Spartacus with Roman cavalry and infantry. Spartacus turns and defeats them.

71 BC (Summer): Spartacus fights his last battle against Crassus - his army is destroyed.

70 BC (Spring): Pompey kills several thousand rebels in Northern Italy. Six thousand slaves are crucified along the Apian Way.

62-61 BC: Afraid that the remnant slaves will join Catiline's political revolt, the Senate orders Octavius (father of the future Emperor Augustus) to finally suppress the slave revolt in Southern Italy.



SPARTACUS'S SLAVE REBELLION

EVENTS OF 73 BC

Spartacus was a warrior from one of the tribes that roamed Thracia during the 1st Century BC. He served with the Roman army as a mercenary or auxiliary, before being arrested and sold into slavery as punishment for a crime, possibly desertion.

Plutarch, the ancient historian (writing in the 2nd Century AD), says that Spartacus was sold at the slave market of Rome in 73 BC.

"Some say that when Spartacus was taken to the slave-market in Rome, he fell asleep there and a snake coiled itself upon his face. His wife, who had been enslaved with him, was a prophetess, a priestess of the frenzied cult of Dionysus. Seeing the snake on her husband's face, she declared it was a lucky sign, portending that Spartacus would grow powerful but meet an unfortunate end". (The other valid translation is that 'he would grow powerful and have good fortune' – Plutarch's texts are unclear).

The Romans knew the Goddess Dionysus as Bacchus. Spartacus's wife escaped with him but nothing is recorded of her fate after the final battle.

Both Spartacus and his wife were sold to a man, Lentulus Batiatus, who was a lanista, a man who ran a school for gladiators from Capua. Henceforth, Spartacus would be trained to entertain the public by fighting with weapons in the arena.

Spartacus was enrolled in his master's gladiator school (the ludus gladiatorius), which was essentially a heavily guarded prison, where 200 gladiators were trained by whip-wielding martial arts instructors. Capua was about 20 miles from Mount Vesuvius in central Italy and the area was a hot bed of slave rebellion. There had been at least two slave revolts centred on Capua within the last 30 years, the last being suppressed by Lucullus (grandfather of Marcus Lucullus), who had also helped to finally put down the slave revolt of 104 BC in Sicily.

SPARTACUS THE MAN

Spartacus was a Thracian born among the pastoral nomadic people of Thracia (roughly the modern Balkans), possibly the Maidi tribe.

In the ancient Greek language, "tuo nomadikuo genous" means "among the nomadic peoples", however it has been argued that it should be translated "tuo maidikuo genous" – which means "among the Maidi people(s)". Plutarch's manuscripts are a little corrupted at this point.

Appian said that Spartacus persuaded his fellow gladiators to escape, so he was probably quite a charismatic character.

Plutarch:

"He was not only possessed of great spirit and body, but he was more intelligent and nobler than his fate. He was more Greek than his Thracian background may indicate".

Appian:

"Spartacus was a Thracian, whom the Romans had imprisoned and then sold to be a gladiator; he had once fought as a soldier for the Roman army".

Sallust (1st Century BC):

"...He was a man of immense bodily strength and spirit".

Florus:

"Spartacus began his life as a regularly paid soldier in Thrace, next an army deserter, then a bandit and finally, as a tribute to his bodily strength, a gladiator".

Varro (writing in the 1st Century BC):

"Although he was an innocent man, Spartacus was condemned to the professional life of a gladiator".

Diodorus Siculus (1st Century BC):

"Spartacus was a barbarian, having been done a favour by someone, should himself be grateful to the man. For even among barbarians, human nature is self taught to return and equal favour to those who bestow benefits on us".

The only (possible) contemporary illustration of Spartacus is one piece of graffiti on a wall in Pompeii, which shows a gladiator, on horseback, above him is the name SPARTAKS. This dates from the period 100 BC to 70 BC and could refer to Spartacus, and if so, it would imply that he finished his training and attained a public following (for his exploits in the arena).

Other than this, there is no evidence that Spartacus actually finished his training as a gladiator or that he ever fought in the arena. Also, it should be kept in mind that the gladiators tended to be given names by their masters and that a common name for a Thracian gladiator might well have been Spartacus.

In addition, though Spartacus was 'most likely' Thracian in origin, a 'Thracian gladiator' need not have been from Thrace. It just means that he fought in a style and with weapons the Romans called Thracian, ie, a technical definition rather than a literal one.

Although some of the gladiators in the school were convicted criminals or even volunteers, called *auctorati*, most were prisoners of war from northern Europe. Amongst these, Thracians were quite common, so common in fact that at this time there was a type of gladiator called the Thracian. Although they knew that they were doomed, the enslaved gladiators also knew that an aura of glamour surrounded their profession. The best (or luckiest) gladiators who survived many combats became celebrities before they died, some even attaining freedom and the coveted '*Rudis*' – the wooden sword which was the sign of a freed gladiator. In the city of Pompeii, Roman merchants decorated their villas with portraits of champion gladiators, whilst infatuated girls scrawled love-notes to gladiators on public walls.

Inspired by Spartacus, the gladiators staged a riot at the school. Plutarch records that:

"Some 200 gladiators tried to escape, but the guards recaptured most of them. Only 78 men managed to fight their way out of the school, using weapons found in the kitchen, such as chopping knives and spits. Fleeing through the city streets, the fugitives had the good luck to find several carts full of gladiator weapons, which were being shipped to another city. After arming themselves with these, the gladiators had no trouble fighting their way out of Capua. They paused at a defensible place in the countryside, where they elected a chief and two captains. As their chief they chose Spartacus. Although he was a barbarian from one of the nomad tribes, he was brave, intelligent, and polite, more like a civilised Greek than a wild man from the Balkans... He was accompanied by his wife, who had escaped with him... When some soldiers came out of Capua to recapture them, Spartacus led the fugitives into battle. The soldiers were routed, and the gladiators captured a quantity of regular military equipment. As soon as the fugitives got their hands on conventional weapons and armour, they threw away their inferior gladiator equipment".¹

The other two captains were Oenomaus (who was to die in an unnamed battle early in the revolt) and Crixus. Spartacus and the rebel gladiator band moved south toward Mount Vesuvius, a volcano that had been inactive for generations and was considered extinct. Along the way, the gladiators plundered plantations and liberated slaves, many of who accepted Spartacus's invitation to join the rebel gladiators in a life of banditry. It is probable that Spartacus had no other aspirations at this time.

As Roman Italy was a slavery based economy, slaves made up a large percentage of the population of Italy in the 1st Century BC. Nobody knows exactly what percentage was enslaved, but in rural areas the numbers were probably quite large, some 'households' having seven hundred or more slaves. Most slaves in Italy were prisoners of war who had been captured by conquering Roman armies in northern Europe, North Africa, or the Middle East. Local authorities in Capua, alarmed by the growing disruption (caused to the local economy by slave rebellion) requested help from the central government in Rome. An army of 3,000 soldiers (probably six poorly trained cohorts) marched from Rome under the command of Claudius Glaber. Spartacus, in response, retreated with his men up the slopes of Mount Vesuvius.

Plutarch wrote:

"The gladiators took refuge atop the mountain, which was accessible only by one narrow and difficult passage. By keeping this passageway guarded, the Roman general thought that he had caught the gladiators in a trap, since the mountaintop was surrounded on all other sides with steep and slippery cliffs. On the mountaintop was a crater, in which grew a profusion of wild vines. Cutting as many vines as they needed, the gladiators twisted them into ropes, and constructed ladders long enough to reach the bottom of the cliffs. By this means, they all descended except for one man, who remained at the top long enough to lower their weapons; then he also descended. The Romans had failed to notice what was happening, so the gladiators decided to attack them by surprise. They stormed into the rear of the Roman camp and captured it. Many of the slaves in that region now revolted against their masters and joined the rebel gladiators".

The shock to Glaber's untried men must have been decisive. One moment they had the gladiators confined on Vesuvius, apparently starving them into submission, the next the gladiators are behind them in their camp. The rebels captured Glaber's own horse and came close to capturing Glaber himself.

In, or around, 131 BC an unnamed governor of Sicily had built a military road from Capua to Rhegium to facilitate the speedy movement of troops from mainland Italy to Sicily should another revolt break out there. It might have been this road that Spartacus and his followers used to travel around the area. The road was the Via Annia and was 321 miles long (this same governor having also had all the bridges, milestones and sign posts put along its length).

After Spartacus's defeat of Glaber's army, Appian records that the slaves started to 'forge regular weapons and began to collect basic supplies for an army'. He also records that Spartacus's army was 70,000 strong, but this may have included a number of non-combatants. Spartacus decided to move north and through the Alps to allow his followers to disperse to their homelands. However, the Gauls and Germans in the slave army (Orosius writing in the 5th Century AD states 10,000 men, whilst Appian, in the 2nd Century AD, records 30,000 followers), commanded by Crixus, wanted to stay in Italy, possibly encouraged by the fact that there was no Roman field armies based in the country. It might have been a simple case of the 'barbarians' being overconfident.

Later in 73 BC, possibly the autumn, the new Praetor² Varinius assembled another army. The number of which is unknown but it would in all likelihood have been bigger than Glaber's army. In an early action, Varinius' subordinate, Cossinius (with 2,000) men was routed, losing his camp and horse. Cossinius himself was almost captured as he bathed at a local villa – this would tend to point to the fact that the slaves surprised his army possibly towards nightfall. Plutarch writes that Cossinius was killed during the pursuit.

Varinius himself and another subordinate Toranius were also routed soon after – this time only Toranius's horse was captured.

Sallust claims that Varinius's army was plagued by disease and desertion; however, he could have been looking for excuses to cover up for apparent Roman military incompetence.

Florus writes that:

"...the slaves rampaged over the whole of Campania... Spartacus devastated the towns of Nola, Nuceria, Thurii and Metapontum, inflicting a terrible slaughter on them in the process".

At some point, perhaps the winter of 73 BC - 72 BC, and probably before the slaves marched north, they used Metapontum (modern day Metaponto) as a base in order to gather their strength, collect supplies and train recruits. It is not known whether Crixus had already left the main army at this point, or if he split off later in the spring of 72 BC - the start of the campaigning season.

EVENTS OF 72 BC

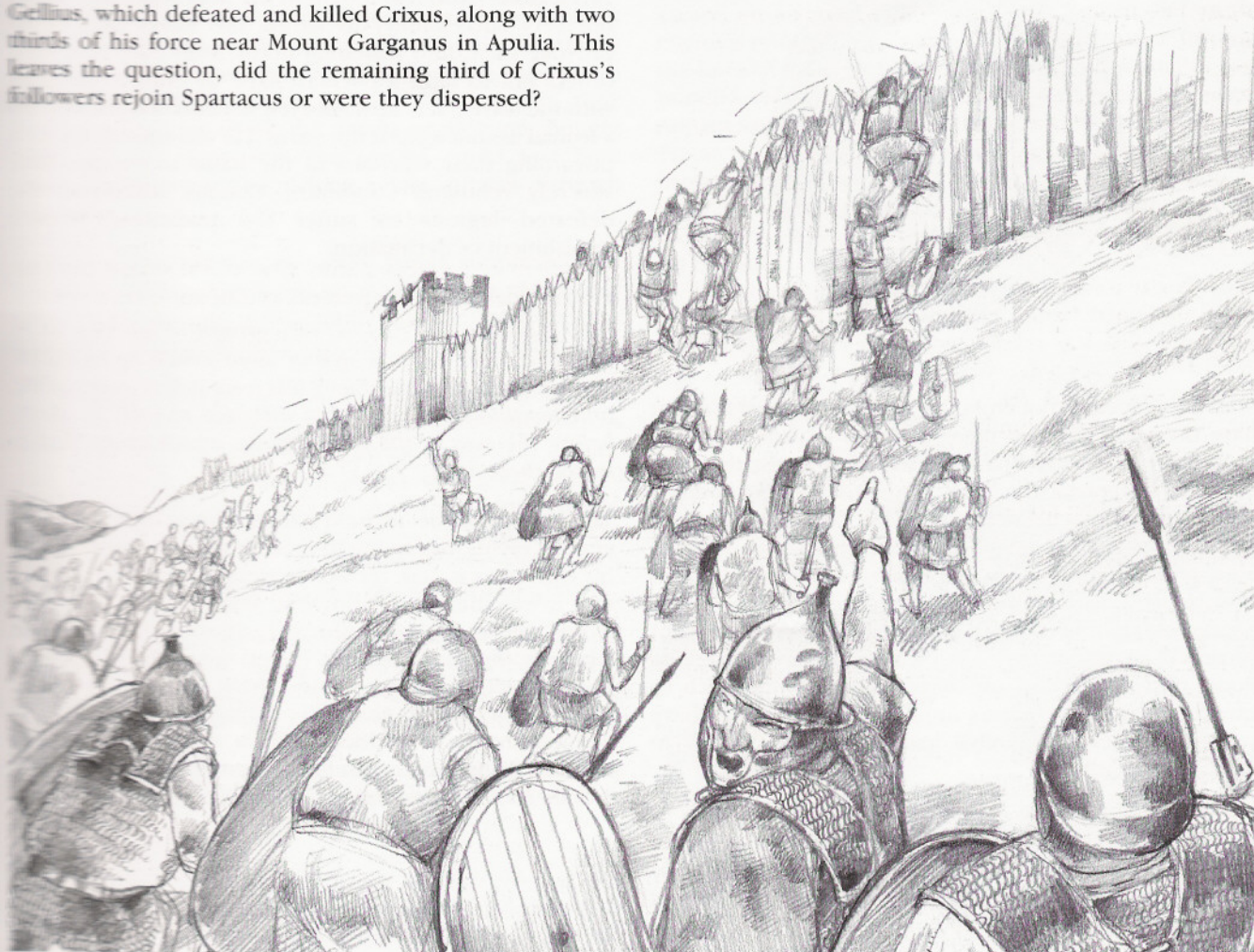
The Roman senate dispatched two larger armies, against the slaves, each consisting of two legions led by Lucius Gellius Publicola and Lentulus Clodanus. According to the ancient historian Appian, these were not regular Roman armies, but "forces picked up in haste and at random, for the Romans did not consider this a war yet, but a raid, something like an outbreak of robbery". These armies carried the Fasces before them - the bundles of rods and an axe, which were the symbol of Rome's right to beat or execute criminals. It was one of these armies, that of Gellius, which defeated and killed Crixus, along with two thirds of his force near Mount Garganus in Apulia. This leaves the question, did the remaining third of Crixus's followers rejoin Spartacus or were they dispersed?

Then the two forces co-operated against Spartacus with Gellius pursuing, whilst Lentulus attempted to block his route north. However, Spartacus attacked and defeated Lentulus in the Picenum highlands (Apennine mountains). According to Appian, "The Roman general himself only narrowly avoided capture by a gladiator, and Spartacus did capture the general's horse". Then he turned on Gellius's army and defeated it. The fasces fell into the hands of the victorious slave army.

It could be that the Roman writers used the capture of a general's horse as the symbol of a terrible defeat, Spartacus and his army are attributed with capturing three generals' horses, but it need not be taken literally.

The Romans were not alone in their grief though. Spartacus was particularly upset by the death of his friend Crixus (despite the apparent disagreement with strategy) and he ordered that 300 captured Roman prisoners, should fight to the death as a funeral rite to him, behaving as the Romans would have done in honour of one of their own fallen commanders.

Each time Spartacus won a victory against the Romans, more slaves joined his rebellion. By 72 BC, less than a year after the gladiators had escaped from Capua, Spartacus was commanding a large fairly well-equipped army, and with all of Rome's regular armies fighting wars of conquest abroad, the regular troops in Italy found themselves outnumbered (and possibly outclassed) by the forces of Spartacus.



Spartacus continued northward with the intention of crossing the Alps and allowing his followers to disperse to their homelands. He was faced by a third army of 10,000 men under the command of Gaius Cassius Longinus (governor of Cisalpine Gaul), Marcus Porcius Cato and Caepio. This army he defeated at Mutina near the River Po. According to Orosius, writing in the 5th Century AD, Longinus was killed in the battle. Longinus's army would have consisted of decent troops whose task it was to defend the passes through the Alps and prevent any excursion by the Gallic tribes beyond. This defeat would have convinced the Senate and people of Rome that this was no longer a band of robbers but an effective army and a very real threat. Spartacus's route over the Alps now lay open to him, however Spartacus did not cross.

Plutarch wrote:

"Despite his success, Spartacus was wise enough to know that he could not match the power of the whole Roman Empire. He therefore marched his army north, intending to escape from Italy by crossing the Alps. His plan, after crossing the mountains, was to disband his army and send his men to their homes in Thrace and Gaul. But the gladiators, puffed up with their own success, would not obey Spartacus. Instead of escaping to freedom, they roamed up and down the Italian peninsula, looting and plundering".



Why did Spartacus not cross the Alps to freedom? It might have been the fact that there were no Roman armies in Italy, that encouraged Spartacus to stay. It might also have been his recent victory over Longinus that encouraged him, feeding his belief in the strength of his own force and his own ability. It is possible that he could have had the idea of crossing over to Sicily, the location of a recent unsuccessful slave revolt. Some senators feared that Spartacus might next attack Rome itself. However, it is not recorded anywhere that Spartacus considered attacking Rome and not having any siege engines with which to breach the walls, it seems unlikely that he would have succeeded – even Hannibal had not gone as far as to attempt taking Rome.

By now it was getting difficult for the Roman Senate to find a qualified general to lead an army against Spartacus. Few were willing to risk the disgrace of being defeated by an army of slaves and subsequent ruin of any political ambition.

Appian wrote:

"This dangerous conflict, which the Romans had at first ridiculed and despised as a mere rebellion of gladiators, had now lasted two years. When it was time to elect new officials to deal with the crisis, all the political leaders were afraid to run for office. Nobody offered himself as a candidate, until Marcus Licinius Crassus, a very rich nobleman, agreed to run for the office of praetor".

Crassus was an ambitious man who saw the Slave War as a chance to further his political ends. Crassus was also the richest man in Rome – a landowner who owned many properties. He had brought up cheaply the properties of the out of favour followers of Marius, which he then rented out. Crassus had supported Sulla during the civil wars, a decade prior to the slave revolt. Once elected Praetor, Crassus used his vast wealth to personally recruit and equip six legions, no mean feat given the vast expense involved. He recruited many veterans and experienced soldiers (especially ex-legionaries from Sulla's army) and combined this army with four existing legions in Italy to create a powerful force. However, despite the fact that his army consisted of veterans, the legions still had not fought together in the field and Crassus needed time to train them.

Crassus expected that Spartacus would now flee north towards the Alps, so he positioned his main force to block this escape route (allowing them to train, whilst awaiting the slaves). He then sent his subordinate, Mummius, with two legions (who had fought in the field together – albeit not very successfully) to harass the slaves and try to provoke them into marching north. Mummius had strict orders not to fight a pitched battle or even to skirmish with the slaves, but he disobeyed his instructions and led a frontal assault against the slaves. He was routed, his men discarding their weapons in the haste to escape. After severely rebuking Mummius, Crassus sentenced the defeated legions to suffer the traditional Roman punishment of decimation.

Plutarch described the process as follows:

"The soldiers were divided into groups of ten men each, who drew lots to see which of them would be executed. Those who drew the unlucky lots were killed in appalling and terrible ways, suffering disgrace as well as death before the eyes of the whole army, which assembled to watch them die".

The practice of decimation had not been used for some years; Crassus was trying to make himself more fearful to his own troops than the slaves were. One account states that it was the whole army that was decimated – which would equate to 4,000 plus casualties, another account that only the most cowardly cohort was selected (a more usual practice) which would have led to 50 or so casualties. I tend to favour the latter, arguing that if the whole army had been decimated it would have severely reduced its fighting capability and probably not increased morale (possibly quite the reverse).

CRASSUS'S SIEGE (WINTER 72 BC-71 BC)

Following the defeat of Mummius, Crassus led his main army against Spartacus. It is mentioned by Appian that Crassus engaged Spartacus in battle and defeated him. Sallust, writing in the 1st Century BC also records that at this point Crassus killed 6,000 slaves and captured a further 900. For whatever reasons, Spartacus retreated southward down the Italian peninsula to the isthmus of Bruttium. It might have been in keeping with a plan to cross over to Sicily or it could have been caused by the defeat alluded to by Appian and Sallust. When Spartacus reached the straits separating Italy from Sicily, he could retreat no further.

Plutarch wrote:

"Meeting with some Cilician pirate ships in the straits, Spartacus decided to send a small force to Sicily, where a slave rebellion had been extinguished only a few years earlier. By landing 2,000 men in Sicily, Spartacus hoped to rekindle the fire which had so recently been smothered, and which seemed to need only a little fuel to set it blazing again. But after the pirates had struck a bargain with him, and collected their payment, they deceived Spartacus and sailed away".

The Cilician pirates came from Asia Minor (modern day Turkey) and had for a number of years been the scourge of the Mediterranean. They were the major independent slavers of the region and it is more than likely that a number of Spartacus's slave followers had been brought to Italy (by them) in the first place. Why they betrayed Spartacus is unknown but it is possible that the Roman governor of Sicily, Gaius Verres, who at this time built fortifications along the Straits of Messina, bought them off. Or alternately, the pirates could just have been treacherous and behaved like pirates through the ages.

In fear of a revolt starting again, Verres suppressed the slave population of Sicily so vigorously that a member of the Senate, Cicero, prosecuted him for inappropriate behaviour, including misappropriation of public funds.

Meanwhile, to trap Spartacus and keep him on the peninsula of Bruttium, Crassus built a fortification across the entire isthmus. Building it much faster than anyone had expected, Crassus completed this great feat of engineering, digging a ditch from the Tyrrhenian Sea to the Gulf of Taranto, a distance of 37 miles, right across the neck of land. The ditch was fifteen feet wide and equally deep and was backed by a good, strong wall and a paling.³

This wall would probably have been similar to the fortifications which Julius Caesar constructed around Alesia during his Gallic wars (these fortifications were reconstructed by the French during the 19th Century).

Upon realising his betrayal Spartacus tried to force passage through the Roman lines.

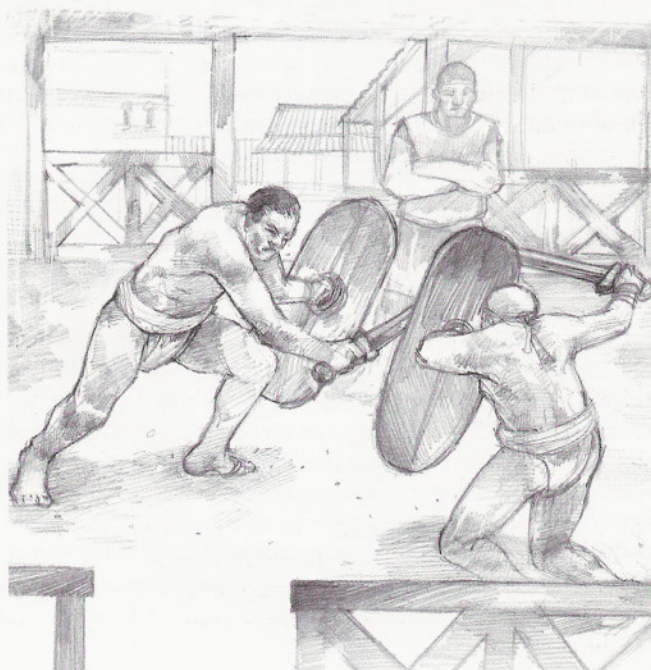
Appian wrote:

"One day Spartacus tried to break through the wall but he failed. Crassus killed about 6,000 of Spartacus's men in the morning and as many more towards evening. The

morale of the Roman soldiers had been improved so dramatically by their recent decimation, that only three Romans were killed and seven wounded in this battle".

Spartacus also tried to construct rafts, from planks tied onto empty barrels, to get some of his men to Sicily but this failed due to the bad weather (the Straits of Messina being treacherous in the best of conditions). The siege resumed.

Some time during the siege, Spartacus had a Roman prisoner crucified between the lines, possibly as a warning to both his own army and to the Romans, showing both the fate that awaited them should they be defeated. Spartacus did not make another serious attempt to break through the wall but continued to harass and skirmish with outposts, attacking at different places, attempting to find a weakness whilst waiting to be reinforced by cavalry. It could be that prior to being trapped he sent his cavalry past the Romans and was awaiting their return. His hand was forced though when he learned that a fresh Roman army, which had just returned to Italy from Spain, (under the command of Gnaeus Pompey), was reinforcing Crassus. It was at this point, that Spartacus attempted to negotiate a settlement with Crassus but Crassus's hands were tied by the Senate and even if he had wished to end the war through a political settlement, he would not have been allowed to. It is also hard to believe that Crassus would have countenanced anything other than total military victory – in view of his political ambitions. Therefore, hoping to escape on a snowy and windy winter's night, before the enemy's reinforcements arrived, Spartacus broke through the lines of the besieging force (by filling the ditches with bundles of sticks, dead cattle and even dead prisoners). Appian says that one third of his army broke out, whereas Plutarch says that all his army escaped.⁴ However many broke out, it was enough to force Crassus to abandon his siege, allowing Spartacus to move northward, over the mountains at Petelia with Crassus and his army following on behind.



THE SLAVES'S LAST BATTLES (71 BC)

After the slaves escaped from Crassus's siege lines, the Gauls and Germans (30,000 strong) split off from the main body of the slaves. This could either have been due to a strategic decision – to make Crassus's job of pursuing the slaves more difficult, or it could be that the 'warbands' and their commanders had lost faith in Spartacus's leadership.

It is possible that it was the first option because the two slave armies did march fairly close to each other and in the same general direction.

Crassus came across the Gauls and Germans near to the town of Camalatum, situated next to a lake. He dispatched 12 cohorts (commanded by Quintus Marcius Rufus and Gaius Pomptinus) to the rear of the slave army with orders to attack once Crassus was attacking to the front. Two sources (Sallust and Plutarch) state that this flanking force was spotted by two Gallic women and was in trouble until Crassus arrived. The plan did work though because the arrival of Crassus and his main force caused the slaves to break from the combat in some disorder.

Castus's and Gannicus's army was saved by the timely arrival of Spartacus's main army, which was able to cover the retreat of the barbarian colleagues.

Even then the Gauls and Germans did not re-unite with Spartacus. This could point to a disagreement between the slave army or its commanders, or it could have been a plan to ease the movement of troops, keeping in fairly close touch with each other but using different routes.

It does seem like Crassus was following a definite plan of trying to divide and conquer the slaves, perhaps he was aware that there was a disagreement between the commanders, which he then used to his advantage.

Crassus still did not attack Spartacus but continued to follow the 'barbarians', leaving half his cavalry and some infantry (commanded by Gnaeus Tremelius Scrofa and Lucius Quinctius) to watch Spartacus. It was in the highlands of Cantenna, that Crassus's Romans again caught up with Castus, Gannicus and their army.

The slaves were constructing a fortified camp, which Crassus either considered too strong to attack directly or he did not want to take too much time overcoming it with Spartacus and his army in the vicinity.

Crassus set up very close to the barbarians, in two camps. Leaving his headquarters in the larger camp, he marched his army out during the night to fool his enemy. He concealed his legions behind a ridge or hill and sent the remainder of his cavalry against the slaves. The Gauls and Germans defeated the cavalry, who made their escape with the whole of the barbarian force in hot pursuit. The cavalry retired over the ridge to the wings of Crassus's main force. This force then charged the disordered warriors, and, after a stiff fight, destroyed them.

The slaves lost 12,300 to 35,000 casualties, including their two commanders (the discrepancy between the highest estimate of casualties and the number of slaves in the army could be because the ancient writers have included some non-combatants in the total). It is recorded, by Plutarch, that only two of the Gauls/Germans had wounds in their backs, the rest had stood and fought to the end (Plutarch's statement could have been meant to glorify Roman arms in overcoming such a foe rather than taken literally). Crassus recovered five legionary eagles and 26 manipular standards from their camp.

Meanwhile, Spartacus turned on the covering force and defeated it (wounding Scrofa) but as Crassus was only a day's march away, he could not follow up his victory. Spartacus now hoped to escape by ship, but the port he intended to use (Brundisium) was occupied by a third Roman army, commanded by Marcus Licinius Lucullus (brother of the famous Lucullus), which had been recalled from Thrace by the Senate. At this point, in 71 BC, Spartacus was again moving north but running out of options (with three Roman armies closing in on him), he decided to risk fighting a decisive battle against the army of Crassus. The battle took place somewhere in Lucania, near the river Silarus.

SPARTACUS'S FINAL BATTLE

According to Plutarch, Crassus had constructed his camp close to the slaves, and had started to dig a defensive ditch when some of the slaves jumped into the ditch and began fighting with the excavators. The Roman covering parties joined the fray, as did more slaves. A general engagement ensued with Spartacus arranging his army in battle order against Crassus.

Plutarch wrote:

"Spartacus, seeing that he could no longer avoid a pitched battle, set his army in array. When his horse was brought to him, he drew out his sword and killed it, saying that if he won the day he would get a better horse from the enemy; and if he lost the day he should have no need of any horse". (This type of deed has been attributed to a number of ancient commanders).

Appian wrote:

"The battle was long and bloody, as might have been expected with so many thousands of desperate men. Spartacus was wounded in the thigh with a spear and sank upon his knee, holding his shield in front of him and contending in this way against his assailants until he and the great mass of those with him were surrounded and slain. The remainder of his army was thrown into confusion and butchered in crowds. So great was the slaughter that it was impossible to count the dead slaves. The Roman loss was about 1,000 men. The body of Spartacus was not found. A large number of his men fled from the battlefield to the mountains, but Crassus followed them. Split into four separate groups, the slaves continued to fight until they all perished, except 6,000, who were captured".

Of Spartacus's death Plutarch records that:

"Spartacus tried to fight his way through to Crassus, cutting down two Centurions, who attempted to stop him, before being killed by a mass of Roman soldiers".

A further 5,000 or more fled the battlefield but ran into Pompey's men and were killed.

Some of Spartacus's followers were still fighting on, though not in an organised manner until 61 BC when they were finally tracked down and subdued by Octavius, father of the (future) Emperor, Augustus.

The 6,000 slaves who were taken prisoner were crucified some months later (in the Spring of 70 BC), along the Via Appia to the very gates of Rome (it has been worked out that there was one crucified slave every 40 yards or so of the road from Capua to Rome).

It should also be remembered by the modern reader that an ancient army which was defeated and routed would have had most of its wounded killed, whereas an army which stood its ground would have been able to save some of its wounded. If Crassus suffered 1,000 dead in his last battle it should be expected that he had between 3,000 and 4,000 wounded.

It is plausible that given the loss of Castus's and Gannicus's men, Spartacus may have been outnumbered in his last battle (Crassus had at least eight legions left – upwards of 30,000 men – even allowing for rear echelon troops and casualties). Given the spontaneity of the battle, Spartacus might have been trying to gain a tactical advantage by attacking before the Romans were ready.

Appian wrote that:

"Spartacus forced a direct confrontation with Crassus, implying that at least tactically it was the slaves who were on the offensive. It is also possible that Crassus provoked an attack by deliberately building his camp close to the slaves".

The losses inflicted on Spartacus's army seem vast but a large number of non-combatants may be included in that number (a practice not uncommon with ancient writers – especially those trying to make a commander look 'glorious') because the sources say that only 6,000 people were captured. I feel that the number of dead to captives is disproportionate to what one would expect.

Ancient armies had large numbers of non-combatants, camp followers, etc. Even the Roman army, which is considered to be an effective fighting unit, would have had about 1,000 servants per legion (see *The Roman War Machine* by Peddie), and a Roman legion obviously did not include the large numbers of young and old that would have been part of an army like Spartacus's. In Spartacus's 'army' there could have been three or four non-combatants to each soldier, so it is possible that, in its final battle, the slave army did not contain as many warriors as might be expected.

AFTERWORD

Sixty thousand of Spartacus's followers were recorded as being killed, though how many were warriors and how many where non-combatants is not known.

After the revolt, it is known that 3,000 Roman citizens were released from captivity, probably held in some of the cities that Spartacus had taken.

Ironically, it was not Crassus who gained the glory for defeating the slaves. Pompey's army (which had returned from Spain) carried out the final subjugation of the leaderless slave groups and the crucifixion of the prisoners. These would have been no more than leaderless bands of brigands, with no co-ordinated leadership or plan.

Plutarch records that:

"In consequence, Pompey was able to write a formal report to the Senate that although Crassus had conquered the fugitive slaves in the open, he (Pompey) had extinguished the war to its very roots".

However, anyone who has studied the revolt (and probably contemporaries of Crassus & Pompey) will realise that Crassus (and his army) had put in all the hard work and that Pompey had tried to get some political mileage from Crassus's efforts (something Crassus would probably have done himself as well if the situation were reversed!).

So Crassus got his victory but it did not achieve all he wanted. At the time, it was not considered such a victory, and he only received the lesser honour of an ovation, rather than a triumph. Paradoxically, by taking on the might of Rome and losing, Spartacus won in the long run.

Few people (outside the wargaming or history fraternity) will know the name of Marcus Licinius Crassus. However, thanks to Kubrick's film, millions of people will have heard of Spartacus. They may not know what he did and why, but they will know his name. Not bad, really, for an escaped slave from over 2,000 years ago!



SPARTACUS'S SLAVE REVOLT

This army list is designed to help you create a Slave Revolt wargames army for Warhammer Ancient Battles. The most famous (third) insurrection (73 BC - 71 BC) was the subject of the film *Spartacus*. The insurrection was instigated by gladiators and joined by an enormous number of slaves from estates in southern Italy.

ARMY COMPOSITION

The minimum size for a unit is five infantry models or five cavalry models. There is no upper limit. One model in each unit may be upgraded to a Leader (+5 pts), Standard Bearer (+5 pts) and Musician (+5 pts) unless mentioned otherwise.

The forces associated with Spartacus can be split into three distinct armies, each of which should have a different proportion of troop types. Restrictions and limits are noted below.

EARLY REVOLT ARMY

Commanded by Spartacus before the Gauls and Germans under Crixus split off. This army may also be used to represent the army that Spartacus commanded between Crixus's death and the last separation of the Gauls and Germans.

Characters: Up to 30%. May include Spartacus and up to eight Gladiators per 1,000 pts (or pro rata rounding down).

Slave Infantry: At least 25% and up to 50% of the points must be spent on Gallic and Germanic Slaves.

Cavalry: Up to 15%.

Artillery: One looted piece per 2,000 pts.

GERMANO-GALLIC SLAVE ARMY

The Germano-Gallic force that split off from the main slave army, first under Crixus then later commanded by Castus and Gannicus. The number of cavalry available to the barbarians is reduced because scouting did not seem to be their strong point – in both battles against Crassus they were deceived. This army would suit players with a conventional Gallic or German army.

Characters: Up to 30%. Spartacus may not be taken. Up to five Gladiators per 1,000 pts may be taken (or pro rata rounding down).

Slave Infantry: At least 50% of the points must be spent on Gallic and Germanic slaves. May not take any Trained Slaves.

Slave Cavalry: Up to 10%.

Artillery: None.

LATE REVOLT ARMY

Commanded by Spartacus in his last battles against the Romans.

Characters: Up to 25% of the army. May take Spartacus and up to eight Gladiators per 1,000 pts (or pro rata rounding down).

Slave Infantry: At least 50%. Up to 25% of the army may be Gallic or Germanic Slaves.

Slave Cavalry: Up to 20%.

Artillery: One looted piece per 1,000 pts.

SPECIAL RULES

HATE ROMANS

Where this special rule is noted, the unit or character is subject to the Hatred rules sections 2 and 3 but not 1 (ie, re-roll misses in the first round of combat and must pursue towards the Roman units).

LOOTING

In the event of a Slave unit catching and destroying a fleeing Roman unit better equipped with shields and weapons than them, they may take the opportunity to loot the bodies and continue the battle using that equipment instead. Should the Slave unit subsequently flee for any reason, they lose this bonus equipment and revert to their original equipment options.

For example, if a unit of Untrained Slaves armed only with hand weapons pursues and destroys a unit of Roman Legionaries equipped with large shield, pilum and light armour, they may continue the battle armed with the pilum and large shield. The looting does not include armour, as there would not be enough time in the heat of battle to strip the bodies.

Players are advised to keep some spare shields and weapons handy to use as markers, or place a model from the destroyed unit at the back of the Slave unit to show its new equipment, in a similar way to a captured standard.

LEADERSHIP & WARBAND PSYCHOLOGY

If a character that does not have Warband psychology joins a unit with Warband psychology, the unit must use either its own Ld or the character's. It cannot use the character's Ld and add on the Warband rank bonus.

MIXED AND IMPROVISED WEAPONS

Details of both these weapon types can be found in the WAB rulebook. For Improvised Weapons see page 45 and for Mixed Weapons see page 127.

STEALTH

Troops labelled as having Stealth may move through difficult ground (such as woods) and obstacles at a normal pace even if formed. However, stealthy units do not retain combat rank bonuses if fighting in difficult ground or across obstacles. Stealthy units still must be able to see their foe before charging, may not march move, and must pay normal movement costs while charging in difficult ground or across obstacles.

"WE'LL TAKE CARE OF THE REAR!"

Normally, the camp followers and other poorly motivated troops would be found skulking in the rear – to simulate this, units with this special rule must be deployed together as the last units (prior to any character placement) to the rear of the army.

CHARACTERS

You must include at least one character to command the army. If you do not select Spartacus, or he is not available, a Heroic or Tribal leader may be made the General (+45 pts) and have their Ld raised to 9 or 7 respectively.

SPARTACUS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spartacus	5	6	5	4	4	3	6	3	10	200

Equipment: Armed with a sword. May have light armour (+3 pts), shield (+2 pts), or large shield (+4 pts) if on foot. May ride a horse (free) – his Move rate increases to 8.

Special Rules: Army General, "I'm Spartacus!" and "All is lost". Stealth. Hates Romans. Looting. Stubborn.

"I'm Spartacus!"

If Spartacus is in a unit and should lose his final wound, then on a 4+ he is not really dead – he may be exchanged with another model in the unit and is left with one wound.

If Spartacus is not in a unit and loses his final wound, or is killed/ran down due to pursuit, then on a roll of 6 he is not really dead but replaces the nearest friendly model and is left with one wound remaining.

"All is lost!"

If Spartacus is finally killed, then Spartacus's entire army has to carry out a Leadership test with -1 to their Ld.

HEROIC & TRIBAL LEADERS

(Eg, CRIXUS, CASTUS & GANNICUS)

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heroic Leader	5	5	5	4	4	2	5	3	8	85
Tribal Leader	5	5	5	4	4	2	5	3	6	70

Equipment: Armed with a sword. May have light armour (+3 pts), shield (+2 pts), large shield (+4 pts) if on foot. May ride a horse (free) – his Movement rate increases to 8. May be Stubborn (+3 pts).

Special Rule: Stealth. Hates Romans. Looting. Tribal Leaders are subject to the rules for Warband.

GLADIATORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gladiator	5	4	4	3	3	1	4	2	8	20

Equipment: Armed with a hand weapon. May have light armour (+2 pts), and shield (+1 pt) or large shield (+2 pts). May be armed with one of the following: additional hand weapon (+2 pts), throwing spear (+2 pts), pilum (+4 pts), or double-handed weapon (+3 pts). May increase Toughness to 4 (+5 pts). May be made Stubborn (+3 pts).

Special Rules: Stealth. Hates Romans. Looting. Different Equipment.

Upon deployment, the Slave player may choose to deploy the Gladiators as a single unit of Light Infantry or include them within other units to a maximum of two per unit.

If deployed in other units, the Gladiators will be subject to the Leadership values and psychology of the unit they have joined and may not leave it.

They may be attacked in the same way as characters in a unit can.

If kept as a separate unit, it must consist of at least five models and may not have a Leader, Musician or Standard, although if in skirmish order, the unit may reform as if it had a Musician.

If joined by Spartacus, and so long as he is alive, the unit is immune to *panic*, *fear* and *terror* and may use his Leadership even if it is in skirmish order.

Different equipment

Unlike other units, separate Gladiator models may be armed and equipped differently within the unit. This includes the Toughness option; use a particularly large model to represent the extra toughness!

Victory points are gained for each Gladiator killed.

Escaped gladiators, of course, begun Spartacus's revolt. Initially equipped with gladiatorial weaponry and armour, they acquired Roman arms and armour as soon as possible. It is debatable how well trained they actually were when they escaped but in later times the Romans were particularly wary of the skills and reputation of gladiators.

SLAVE INFANTRY

The vast majority of slave revolt armies were, unsurprisingly, slaves. These fought in massed formations, but were often poorly equipped. Since the only realistic alternative to death in battle was capture and crucifixion, they often put up determined resistance. As they defeated local forces, they captured armour and weapons, but never enough to equip the majority of the slaves.

TRAINED SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slave	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with mixed weapons and shield. Any unit may replace shields with large shields (+2 pts), mixed weapons with throwing spear (+2 pts) and may be Stubborn (+3 pts). One unit may replace mixed weapons with pilum (+4 pts). Up to one unit may have light armour (+3 pts).

Special Rules: Subject to Warband Rule 2. Hates Romans. Looting. Stealth.

There must be at least as many Untrained Slave models in the army as there are Trained Slaves.

Many domestic and agricultural slaves would have spent their lifetime in slavery, and as they fled may have taken household goods or valuables to trade with to buy food or equipment. Subsequently having joined the slave army, it's likely many were provided with some training.



CAVALRY

SLAVE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slave Cavalry	8	3	3	3	3	1	3	1	6	16

Equipment: Armed with mixed weapons and shield. May have throwing spear (+2 pts). One unit may have light armour (+4 pts).

Special Rules: Light Cavalry.

Many farm working slaves such as shepherds also used horses in their day to day work and would have been able to ride captured horses.

ARTILLERY

LOOTED LIGHT BOLT THROWER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scorpion	-	-	-	-	6	2	-	-	-	40
Crewman	4	2	2	3	3	1	3	1	7	6

Crew: Each machine has a two or three man crew.

Equipment: The crew are armed with swords.

Special Rule: Bolt Thrower – see WAB rulebook.

Range = 36", Strength = 4/-1 per rank, no save, D3 wounds per hit.

It's feasible the slaves may have used scorpions and other looted artillery, especially when trapped in the Bruttium Peninsula.

0-1 FIERY ROLLERS 40 Points

Only Gladiators and Trained, Gallic or Germanic Slaves may carry fiery rollers.

Special Rules

Nominate one formed unit that has these at the start of the game and place two rollers or suitable markers along the unit's front facing. While this unit has the rollers, it causes *fear* in its frontal facing, (see pg 51 of the WAB rulebook).

Units with the rollers can only move in open terrain (hills and flat). In their Shooting phase, the carrying unit may 'shoot' one or both rollers at an enemy unit. If the carrying unit is on higher ground, the rollers will travel 3D6". If on level ground they will travel 2D6". In either instance, the rollers must travel across clear ground.

If a roller reaches the enemy, they receive D6 Strength 4 hits with no armour save. Drilled units and units in skirmish formation may take a test with a -1 modifier to their Ld to avoid each roller – otherwise they are hit.

If a unit with rollers is charged to its front or they charge, they cause D6 S4 hits per roller on the enemy unit. Wounds caused don't count towards combat resolution but may cause a Panic test if 25% casualties are caused.

The rollers can only be used once – the unit then reverts back to normal.

Whilst there is no evidence for these, quite frankly, this would not be a Spartacus supplement without them. A homage to Mr Kubrick and Hollywood.

UNTRAINED SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Untrained Slave	4	2	2	3	3	1	2	1	5	4

Equipment: Armed with improvised weapons. May have mixed weapons (+1 pts) or throwing spear (+3 pts) and shield (+1 pt).

Special Rules: Light Infantry. Subject to Warband Rules 1 and 2. Hates Romans. Stealth. Looting.

As well as the recent untrained arrivals to the slave army, many slaves spent years of hard labour in appalling conditions within the plantations or mines. Initially, the combat abilities of both groups would be questionable, although they would have been motivated when on the offensive.

GALLIC AND GERMANIC SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gal & Ger	5	3	3	3	3	1	3	1	5	6

Equipment: Armed with mixed weapons and shield. May take throwing spear (+2 pts) and replace shields with large shield (+2 pts). May be Stubborn (+3 pts).

Special Rules: Warband. Looting. Hate Romans. Stealth.

These represent slaves from German and Gallic stock, fighting in their traditional way.

CAMP FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camp Follower	4	2	2	3	3	1	2	1	5	3

Equipment: Armed with daggers, farm tools and other improvised weapons & rocks (count as javelin – 4" range).

Special Rules: Light Infantry. "We'll take care of the rear!". Looting.

All armies have their camp followers (often women of dubious reputation!). However, for the slaves, this would have included women, children, and older people looking for a taste of freedom.

HERDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirm	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with javelins. May have buckler or shield (+1 pt), every second unit may replace javelins with sling (+1 pt) or short bow (+1 pt).

Special Rules: Skirmishers. Looting.

These represent the poorly armed farm workers, cowherds, and shepherds that always enjoyed a bit more freedom than their contemporaries. They would mostly be armed with javelins or slings.

LATE REPUBLICAN ROMAN CONSULAR ARMY

This army list is designed to help you create a Late Republican Roman Consular army for Warhammer Ancient Battles. Specifically, it is designed for the Roman armies that were used in the Third Servile War.

As a result of Sulla's reforms in 81-80 BC, the consuls and other magistrates such as Praetors spent their year of office in Rome and the burden of campaigning fell to governors in the provinces. The Consuls taking to the field in response to the slave revolts showed how exceptional the circumstances were. Due to the rapid deployment and lack of training, the quality of the legions was not up to normal Roman standards. The same army list can also be used for other local municipal forces in the late Republic.

ARMY COMPOSITION

The minimum size for a regiment is five models. There is no upper limit.

One model in each unit may be upgraded to Leader (+5 pts), Standard Bearer (+5 pts), and Musician (+5 pts).

If a Consul is not chosen, a Praetor may be made a General (+25 pts).

CONSULAR ARMY

Characters: Up to 25%.

Legionaries: At least 25% must be Conscript. Up to 25% may be Experienced Legionaries.

Auxiliaries and Support Troops: Up to 20%. One Scorpion per 1,000 points

CHARACTERS

If any Roman characters are accompanying Roman units that are Drilled or Stubborn, it is assumed the characters will receive the same abilities automatically at no additional points cost.

CONSUL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Consul	4	5	5	3	3	3	5	2	9	135

Equipment: Sword, light armour. May carry a shield (+2 pts). May ride a horse (free, his Movement increases to 8).

A Roman Consul may have up to two Lictors who must remain in base contact with the Consul (if mounted it's assumed the Lictors can keep pace).

Special Rule: Army General.

0-2 LICTORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lictor	4	3	3	3	3	2	4	1	7	30

Equipment: Sword.

Special Rule: Fasces.

Fasces

The Lictor carries the Fasces, which allows the Consul the following options once per Lictor during the game:

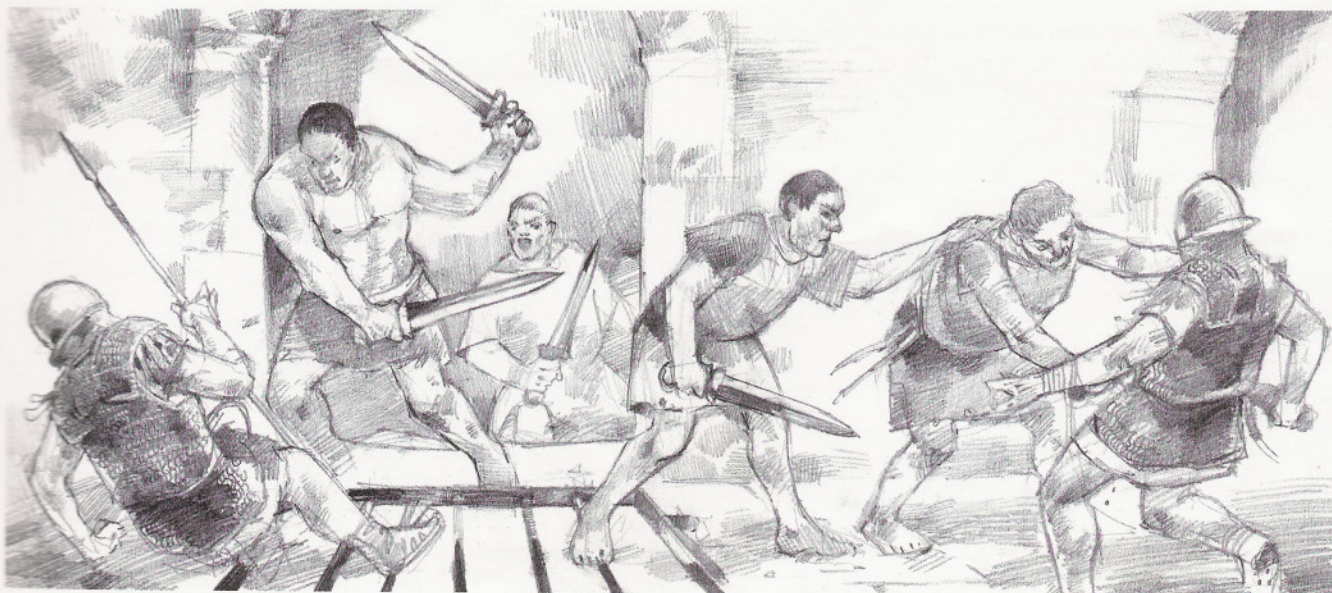
1. Re-roll any Roman Leadership test once within 12" of the Consul.

OR

2. Add +1 to any Roman combat resolution once within 12" of the Consul.

Lictors may be 'captured' in the same way as a unit standard or killed in hand-to-hand combat. In either event, each is worth an additional 200 Victory points.

The fasces were a symbol of a Roman magistrate's authority. They consisted of a bundle of rods and an axe, which symbolised Rome's right to beat or execute criminals. During their battles with the Romans, the slaves of the Third Servile War captured several fasces, which were later recaptured.



ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Eagle	4	4	4	4	4	2	4	2	8	75

Equipment: Sword, light armour and shield.

Special Rules: Army Standard Bearer and Roman Army Standard rules – see page 119 of the WAB rulebook.

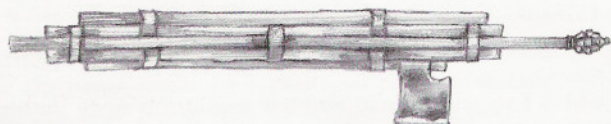
The loss of a Roman standard was considered a great disgrace. During the Third Servile War, the Romans lost, and then later regained, a number of Eagles and Standards.

PRAETOR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Praetor	4	5	5	3	3	2	5	2	9	110

Equipment: Sword, light armour. May carry a shield (+2 pts). May ride a horse (free, his Movement rate increases to 8).

Special Rule: If taken as the Army General, the Praetor may take up to one Lictor in the same manner as the Consul.



TRIBUNES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribune	4	4	4	3	3	2	4	2	8	55

Equipment: Sword, light armour. May carry a shield (+2 pts). May ride a horse (free, his Movement rate increases to 8).

CENTURION

	M	WS	BS	S	T	W	I	A	Ld	Pts
Centurion	4	4	4	4	4	1	4	2	8	20

Equipment: Sword, light armour and large shield.

Special Rules: A Centurion may only replace the leader model (and that model is discarded) in a unit of Legionaries and he may not leave the unit once assigned to it unless killed! If the unit is destroyed and the Centurion remains, he can then act as a normal independent character.

MARCUS LICINIUS CRASSUS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crassus	4	5	5	3	3	2	5	2	9	160

Equipment: Sword, light armour. May carry a shield (+2 pts). May ride a horse (free, his Movement rate increases to 8).

Special Rules: Army General. Up to one Lictor can be taken in the same manner as a Consul. Reputation. Wealthy.

Wealthy

Crassus was good with money and was able to train and equip an army from his private purse.

To represent this, at the start of the game, Crassus may nominate and upgrade one Legionary unit to become Drilled and Stubborn at no additional points cost.

Reputation.

Crassus decimated some of his forces after the defeat of Mummius. He also made his troops promise to not throw away their weapons if they fled.

To represent this, at the start of the game Crassus may remove one legionary in ten (removed equally as possible across all legionary units rounding to the nearest ten). This allows all Roman Legionary units to re-roll failed Panic tests and also, should a legion break and be caught from combat, the slaves cannot loot its equipment. Once a re-rolled Panic test is also failed then both benefits are lost. You may re-roll a failed test using the Lictor if it's that desperate!

Crassus' reputation as a harsh disciplinarian (he brought back the practise of decimation), consummate politician and leader inspired his troops in their battles against Spartacus.

LEGIONARIES

EXPERIENCED LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Exp Legionary	4	3	3	3	3	1	3	1	7	16

Equipment: Pilum, sword, light armour and large shield. One unit may be raised to Veteran status with their WS and BS increased to 4 (+2 pts).

Special Rules: Drilled. Stubborn.

Experienced Legionaries were troops that had military experience prior to call up or enough time to train up as full legionaries. Crassus made a point of ensuring a lot of these troops were in his army.

LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	3	3	3	3	1	3	1	7	13

Equipment: Pilum, sword, light armour and large shield.

Special Rule: Drilled.

Legionaries are used to represent the bulk of the Roman army; they are Drilled but not Stubborn.

CONSCRIPT LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
C. Legionary	4	3	3	3	3	1	3	1	6	10

Equipment: Pilum, sword, light armour and large shield.

These legionaries represent newly raised units, or poorly led legions (typifying the majority of Roman armies that fought in the early Spartacus slave revolt). They can also be used as garrisons for towns and villages that may never have seen combat.

LIGHT BOLT THROWER (SCORPION)

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scorpion	-	-	-	-	6	2	-	-	-	30
Crewn	4	3	3	3	3	1	3	1	7	7

Crew: Each machine has a two or three man crew.

Equipment: The crew are armed with swords and may have light armour (+2 pts).

Special Rule: Bolt Thrower – see WAB rulebook.

Range=36", Strength = 4/-1 per rank, no save, D3 wounds per hit.

AUXILIARIES & SUPPORT TROOPS

During the Late Republic, Roman citizenship had been extended to much of the Italian peninsula and so any quickly raised domestic troops would have been equipped and trained as legionaries – there was very little access to auxiliaries. It was though common practice for allied or mercenary contingents to muster in Italy when a new army was raised and they served in the provinces.

There is no direct evidence for non-Roman troops in the Spartacus revolt, although their use cannot be ruled out as Crassus made use of cavalry against the breakaway slaves of Gannicus and Castus.

To represent this and to allow for players to use this army list in other theatres, we have presented the following options. They could represent a range of nationalities including Numidians, Spanish, Balearics, Gauls, Cisalpine Gauls, Thracian or possibly even Germans.

ROMAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	3	3	3	3	1	3	1	7	18

Equipment: Throwing spear, sword and shield. May have javelins (+1 pt), light armour (+2 pts).

By this time, Roman cavalry only played a scouting, messenger or escort service in the Roman army but they are included here for completeness.

AUXILIARY OR MERCENARY INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxiliary	4	2	3	3	3	1	3	1	6	6

Equipment: Sword and javelin or sling. May have light armour (+2 points), buckler or shield (+1 pt). May exchange javelin or sling for composite bow (+1 pt).

Special Rules: Light Infantry. Sling & bow armed troops are skirmishers.

WARRIOR INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	5

Equipment: Armed with mixed weapons and shield. May take throwing spear (+2 pts), and replace shields with large shields (+2 pts).

Special Rules: Warband. Stealth.

SKIRMISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirish Cavalry	8	3	3	3	3	1	3	1	6	16

Equipment: Mixed weapons and buckler.

Special Rules: Skirmishers. Feigned Flight.

Feigned Flight: If the unit chooses to flee or fire & flee as a charge reaction, they rally immediately at the end of their move, facing in any direction. This means that should the charging enemy encounter them, the unit is not destroyed, and may instead fight in the Close Combat phase. Their opponents still count as charging.

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Cavalry	8	3	3	3	3	1	3	1	6	16

Equipment: Mixed weapons and buckler. May have shield (+1 pt). May have throwing spear (+2 pts). One unit may have light armour (+2pts)

Special Rules: Light Cavalry. Warband.



Gallic cavalry charge to engage the enemy.

UNIFORMS & EQUIPMENT

The slave army in all probability would not have been uniformed. Its members would have worn whatever clothing they wanted to or that they could get their hands on. There would have been very little evidence of 'gladiator' equipment because as soon as the slaves captured some regular military equipment they threw away the inferior gladiator weapons and armour. The appearance of the slaves might be described as 'scruffy' Romans and though it is tempting to see the slave army as contingents of Gauls, Germans, Spaniards, etc, all with their own weapons, shield and hairstyles, this was probably not the case. This is largely due to the fact that though called Germans or Gauls, a large proportion of them would have been born in captivity (albeit of German or Gallic parents) although it is possible that the recently captured barbarians grew their hair and moustaches as they would have 'back home', possibly as a political and personal statement of their freedom. Overall, the majority of the slave army would have been quite Roman in appearance and it is more than likely that they used Latin as a common language, when communicating with each other, especially when speaking with people not of their own nationality, for example, Spartacus and Crixus.

In the main, weapons and equipment would have been those captured from the Romans, with the addition of farm implements and improvised weapons (clubs, daggers, etc) for those without such arms. There is evidence in Appian that Spartacus forbade his troops from exchanging booty for gold and silver but encouraged them to trade for iron and copper – indicating that there was a limited arms industry within the slave army, trying to produce weapons. In theory, there would have been no shortage of skilled craftsmen, who would be capable of making decent arms. Also, a large number of pilum and gladius fell into the slaves' hands and would have been used against their former owners.

The main form of body armour would once again have been captured from the Romans (or from any arsenals that the slaves found in any towns that they sacked). It would consist of ring mail (lorica hamata) – the primary type of Roman armour at this time, and the coolus or montefortino helmet. Some of the slaves would have had a Roman shield, the large scutum, which by itself would have given a good level of protection. In one text, 'homemade' shields are mentioned constructed from vines and wicker so it is not impossible that some of the slaves fashioned shields of a style normally found in their homelands and types that they were familiar with. This might also be indicative of a lack of scutum and a forced usage of locally available materials in southern Italy where wood was in short supply.

Large numbers of slaves would have been unarmoured and equipped with only a spear, shield and a dagger or sword.

Skirmishers would have been equipped with various weapons especially the sling or javelins (bows being relatively rare). Many of them probably came from the 'pastores' – shepherds accustomed to using a sling to deter predators. Plutarch writes that these 'pastores' flocked to Spartacus, and some the slaves armed as soldiers whilst others were used as scouts or light troops. Another skirmisher weapon may simply have been hand hurled stones or rocks; Sallust records the slaves as using them during a siege. These skirmishers would have been a large help to the slave armies because the Roman forces had no skirmishers of their own – only mercenaries or allies from overseas or from other parts of Europe. The same can be said of the slave cavalry, of little use tactically, the Romans had very few cavalry to counter them except for those hired from elsewhere. Furthermore, considering that the slave armies included large numbers of 'Gauls and Germans', it might have been thought risky hiring Gallic or German cavalry to counter the slave army's advantage.



A large unit of untrained slaves move through the wooded hills.



Led by Spartacus, these trained slaves prepare for battle.

There is little evidence for the slaves using standards or musicians, and they do not appear to have used captured Roman standards. When Castus's and Gannicus's force was destroyed, the Romans found five legionary eagles, 26 manipular standards and five fasces in their camp – implying that the slave army did not take them into the field.

However Florus, writing in the 2nd Century AD, records that the slaves...

"...Took to their own leader the insignia and ceremonial bundles of rods and axes that they had captured from the Roman commanders".

The psychological benefit of using captured Roman standards to dismay the enemy at the sight of all the captured standards through the implication of defeated armies and past victories may have been considered by Spartacus. The benefits of these standards to the slaves may have been outweighed by the potential to incite the Romans to fight with even greater fervour when they saw them. It is well documented how much the legionary units prized their eagles – the eagle being the symbol of the legion, a combination of rallying point and battle honours. It was viewed almost as a sacred relic.

It is however hard to believe that the slaves did not have some kind of standards given the fact that there were many nationalities involved and that in their own armies, all these nations carried standards and/or totems into battle as a rudimentary form of command and control or contingent recognition.

The same applies to musicians. It is improbable that any ancient army could have been commanded without the general having some way of passing on signals over long distances fairly quickly. That is not to say that the slaves had

developed as sophisticated a way of battlefield signalling as had the Romans, but the commanders should have been able to pass on simple (pre arranged) instructions to their troops, eg, advance, halt and retire.

Initially, the gladiators elected their leader and two captains, so it is possible that the slave army elected its contingent leaders. It is not known if the original gladiators stayed together as companions of Spartacus, or if they dispersed themselves among the other slaves as 'officers' or leaders.



The morale of the slave army would have fluctuated as the morale of all armies does, depending on factors such as leadership and strategic situation. Victories increase morale whereas defeats decrease it. However generally the morale (though not experience) of the slave army would have been quite high, especially after the initial victories. It would be tempting to say that the slave army was motivated by such ideals as freedom, but the pragmatic reason for fighting and fighting well was survival. The life expectancy of individuals from a defeated slave army was at best low.

TACTICS & STRATEGIES

It is tempting to think that Spartacus fought a guerrilla campaign against the Romans, based on the fact that most of his battles took place in the hilly regions of Italy, ambushing the legions as they struggled through mountain passes. On the other hand, it must be recalled that the Romans were trained to fight (quite effectively) in all but the roughest terrain. I feel the slaves would have been able to hold their own against the Romans in the open as well as in more favourable terrain, the difference between the armies being the competence and skill of the general. Spartacus seemed to be an able commander, he had also been a professional soldier, albeit at a low level, whereas his opponents were largely (but not exclusively) political commanders, chosen by the Senate. These were short-term mission based appointments, which the holders used to further their political careers. Some were good soldiers, Crassus (at this stage in his career), and possibly Longinius, however others like Glaber were not. Another factor in the defeat of the earlier Roman commanders was simply complacency. They initially assumed they were fighting a few runaway slaves and perhaps saw it as a bit of a sport, a cross between a hunting trip and a military exercise. It probably was not until the defeat of Longinius and his battle-trying legions that the Italian people, who were not directly affected by the revolt, thought there was anything to worry about.

Another consideration is that there had been civil wars in Italy just prior to Spartacus's revolt and that the Samnite people had only been subjugated by Marius in the preceding two decades. Italy was not as unified as it was to become 40 years later when it had an Emperor, people still saw themselves as Samnite or Oscan, not as Romans (who by their definition came from the city of Rome and its surrounding area). It is possible that in these recently subjugated peoples, Spartacus found sympathy, if not actual aid.

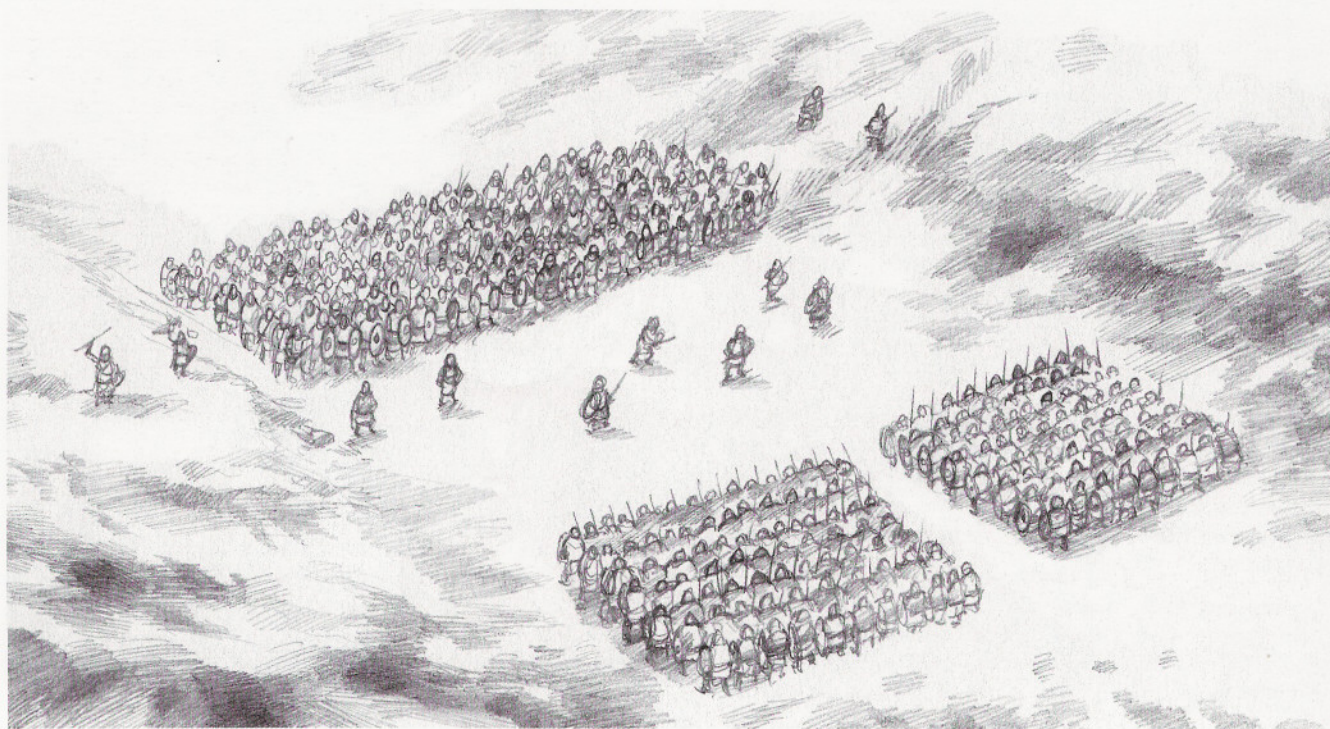
The slave army would have followed the tactics of the majority of ancient armies, with skirmishers opening the battle with a barrage of missile to try to drive off the enemy skirmishers and disrupt the enemy's main battle line.

Light troops would have attempted to find and hold terrain that could influence the battle, making the enemy change formation to manoeuvre around an occupied wood, for example. Cavalry would have been stationed on the flanks to counter any moves by the enemy's horsemen and would have taken part in the pursuit of a defeated opponent. Additionally, if the worst happened, they would try to cover the retreat of their own infantry.

The main role for the cavalry was scouting and raiding, trying to disrupt the enemy's lines of communication and to prevent the enemy from foraging.

The main battle winners would have been the heavy infantry, some of which would be armoured (depending on the amount of armour available); all would have been shielded and the majority would have been well armed (perhaps with captured pilum and gladius, or with spear and side arm). They would have fought hand-to-hand with their enemy, and won or lost depending on the bravery, ability and leadership of their 'junior' officers. They would have formed up in a close order mass, with a frontage of about three feet per man, deployed eight deep or more. The Roman legions liked to deploy eight men deep or deeper if appropriate. If the army broke, the highest casualties would be caused to the heavy infantry during the rout when the very factors that made them effective (armour, close order and depth of unit) would hamper their escape.

No mention is made of artillery. Each Roman century had (on paper) one bolt thrower – usually called the ballista or scorpions but whether these were taken into the field or



deployed elsewhere is not known. If the Romans did take them on campaign, Spartacus's army may have captured a quantity of them, but the slaves may initially not have had the ability to use such technology. However, due to the large number of prisoners captured, it is hard to believe that they would not have found someone to teach them how to use such equipment.

Both sides are said to have used fortified camps (possibly marching camps) – if so it is probable that the slaves copied the idea (if not the layout) from the Romans who invariably constructed a camp at the end of each day. These camps would have been of the ditch and bank sort, with the spoil from the ditch being used for the bank. The ditch would have been about eight feet across. There would also have been some kind of palisade on top of the bank. These camps were usually constructed on a hilltop and near a source of water.

In Julius Caesar's campaign in Gaul, his army was marching around 10 to 12 miles per day and constructing a marching camp every night. Obviously, the construction of a marching camp slowed down an army's march rate but the Romans placed great emphasis on them. The marching camps were quite an offensive item. The camp was used tactically for defence but also as a strategic

offensive tool, giving a secure base when in enemy territory. They also had the additional advantage of security if the army had to retire back along its axis of advance; the camps would already be in situ.

The main road, south of Capua, was the Via Annia (constructed in 131-130 BC). This road would have increased the speed of an army on the march and would presumably have had barracks and supply depots along its length – the contents of which would have been used by the slaves. The use of this road would have made an army's advance quicker and easier. Spartacus placed some emphasis on fast movement.

At one point he ordered that all unnecessary supplies be burnt, and pack animals and prisoners killed to increase the speed of his march.

Spartacus is attributed to a number of tactical ploys, including propping up fresh corpses against his stockade to make it look like the camp was still manned, and leaving behind a trumpeter to sound the watch times whilst he marched his army out during the night. Night attacks seem to have been one of his favoured tactics – at Salinae he almost captured Cossinius whilst he was bathing (presumably in the evening or early morning).

MARCUS LICINIUS CRASSUS (BORN c115 BC – DIED 53 BC)

Marcus Licinius Crassus was born of a noble family – his father had borne the office of Consul. Crassus was well educated and was particularly well versed in rhetoric and public speaking.

During the wars of Marius & Sulla, the Crassus family supported Sulla and when Marius (and Cinna) were in the political ascension, Crassus's father and brother were killed in one of Marius's purges. Marcus Crassus fled to Spain (supposedly living in a large cave with a few servants and retainers – he had many friends there, his father having been Praetor in Spain some years previous). Crassus had spent eight months in the confines of his cave when Cinna died. On news of the demise of Marius's political ally, Crassus lost his fear and started to move about openly.

Having caught Sulla's attention through vigorously recruiting allies, he rose to the eventual command of a wing of Sulla's army and was a commander of distinction. According to contemporary historians, Crassus took the opportunity of the civil unrest to boost his personal wealth – a claim always denied by Crassus.

Crassus was an ambitious man who saw Spartacus's war as a chance to further his political ends. Crassus was also the richest man in Rome – not a soldier but a landowner who owned many properties in Rome. He had brought up cheaply the (confiscated) properties of the out-of-favour followers of Marius, which he then rented out. Once elected Praetor, Crassus used his vast wealth to personally recruit and equip six legions, no mean feat given the vast expense involved. He recruited many veterans and experienced soldiers (especially ex-legionaries from Sulla's army).

Another of Crassus's tricks came into being when he became aware of the number of fires in the slums of Rome and how they spread from house to house. As soon as he heard of a fire he would send his agents to the neighbouring houses, who pointed out to the occupants that all was lost and their houses were about to be engulfed. But all was not so bleak as Crassus would buy their property (for discount price), so at least the owners would be able to gain a little from the catastrophe! Crassus (who had numbers of well trained slaves – in building and architecture) would then re-build the properties and rent them out.

Crassus 'bankrolled' Caesar's attempts for election to political office and it was said that he would lend money at no interest rate for a given period. However, if the debt was not paid in full on the due date, he would charge exorbitant rates. During the political machinations of Pompey and Caesar, he subsidised both parties and neither trusted or distrusted either party fully.

Prior to his ill-fated expedition to Parthia, Crassus made a will in which he put his personal fortune at 7,100 talents of silver (he also owned a number of silver mines and bought slaves who were skilled in mining). A 'talent' was originally determined as 'as much as a man could carry', its value changed with time, inflation, etc, but around the time of Crassus, it represented between 25-37 kgs.

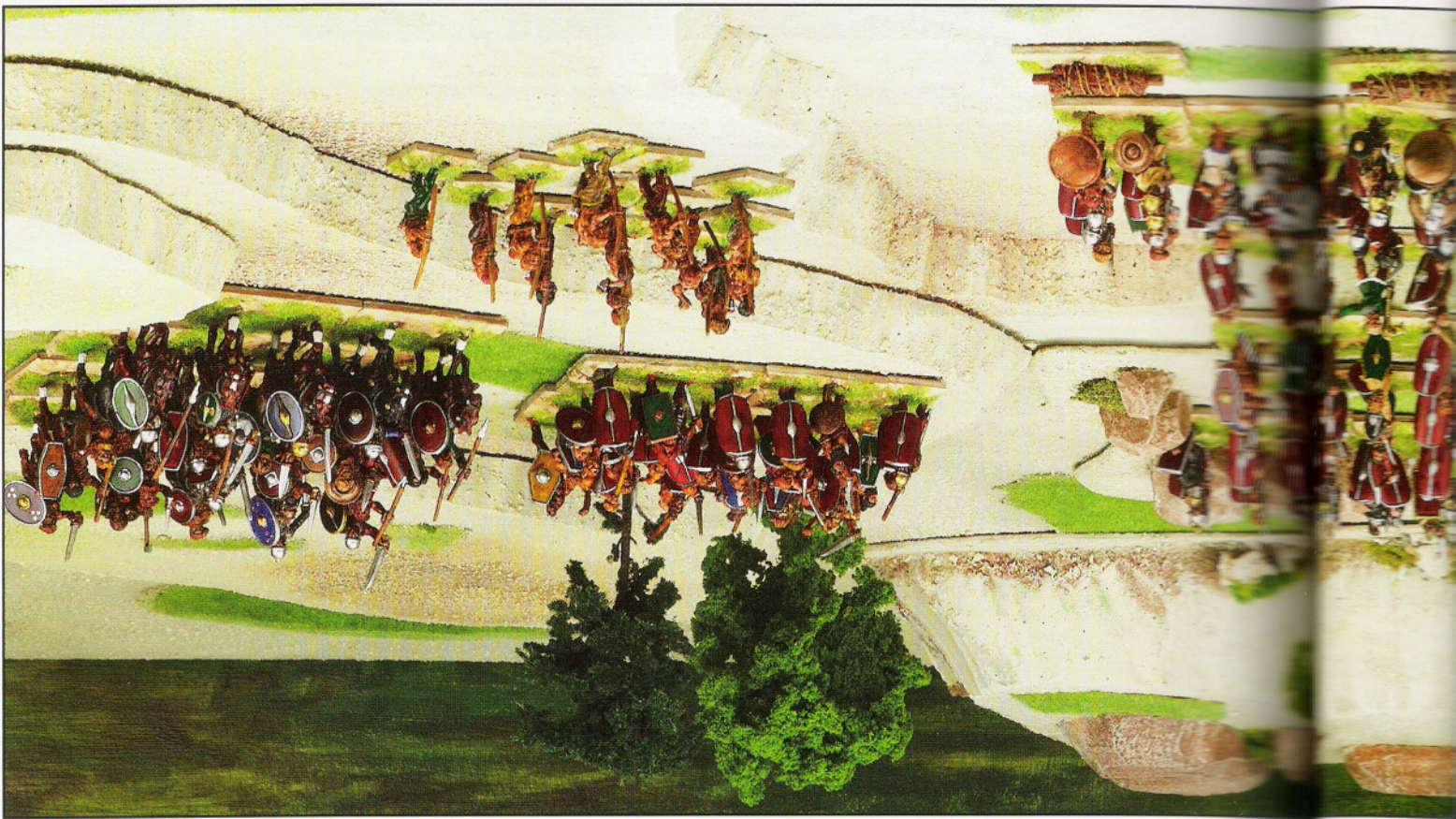
Despite his limited abilities as a commander, he inspired his men (through fear or loyalty) and in his last battle, his surviving soldiers put their shields about him and shouted that the Parthians 'would not get their general'. Crassus was tricked into a parley and during a fracas he was killed – his skull was reputedly filled with molten gold by the Parthian king (because of Crassus's reputed greed).



The slave army of Spartacus



The Roman army of Crassus



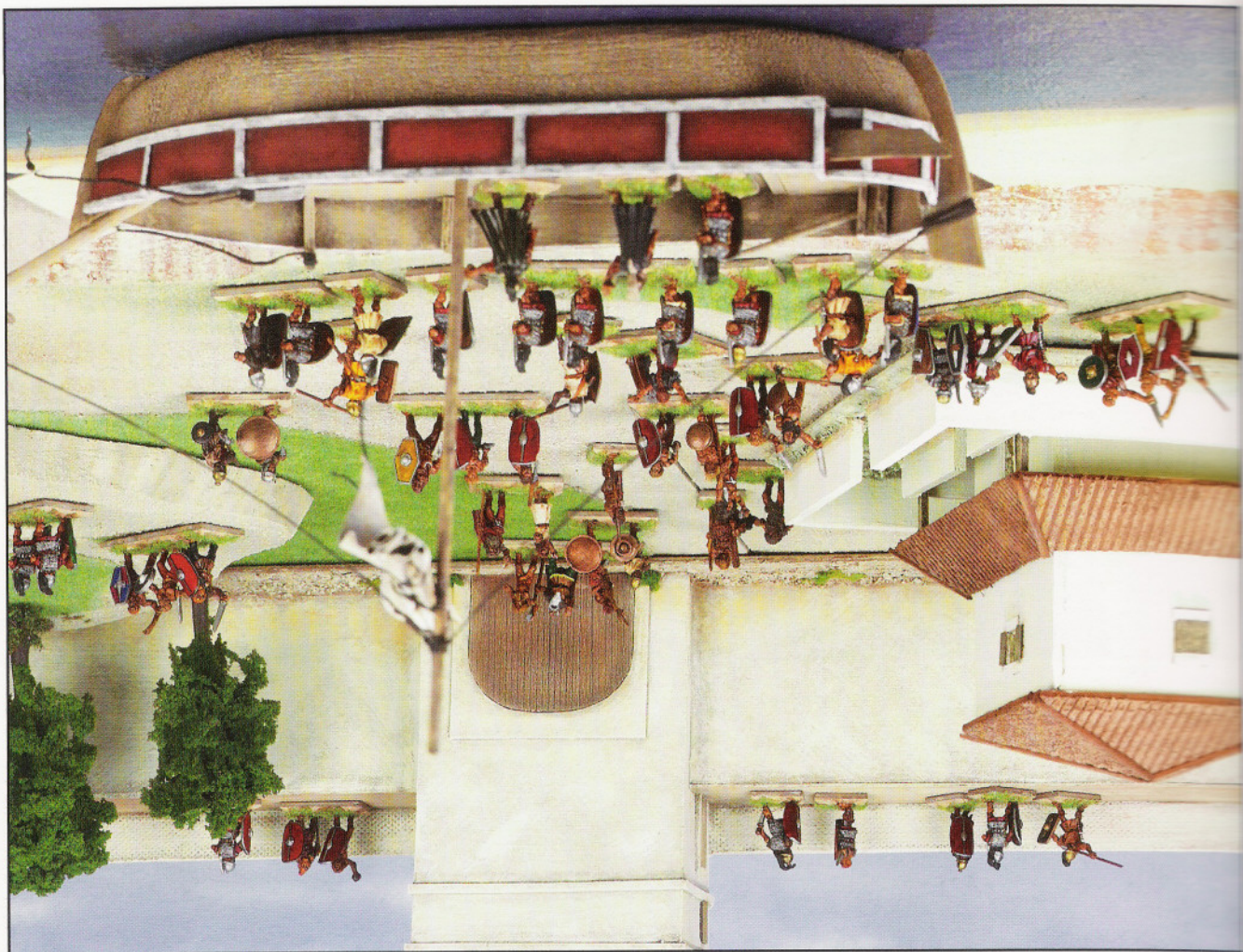


Fiery rollers as seen in the movie 'Spartacus' – pure Hollywood!



The slaves assault another town, employing methods that were to be used later in the breakout from the Bruttium Peninsula.

As the Slave army breaks into yet another town, such as Metapontum, the Romans fight a bitter rearguard action.



Ambush in the hills above Picenum

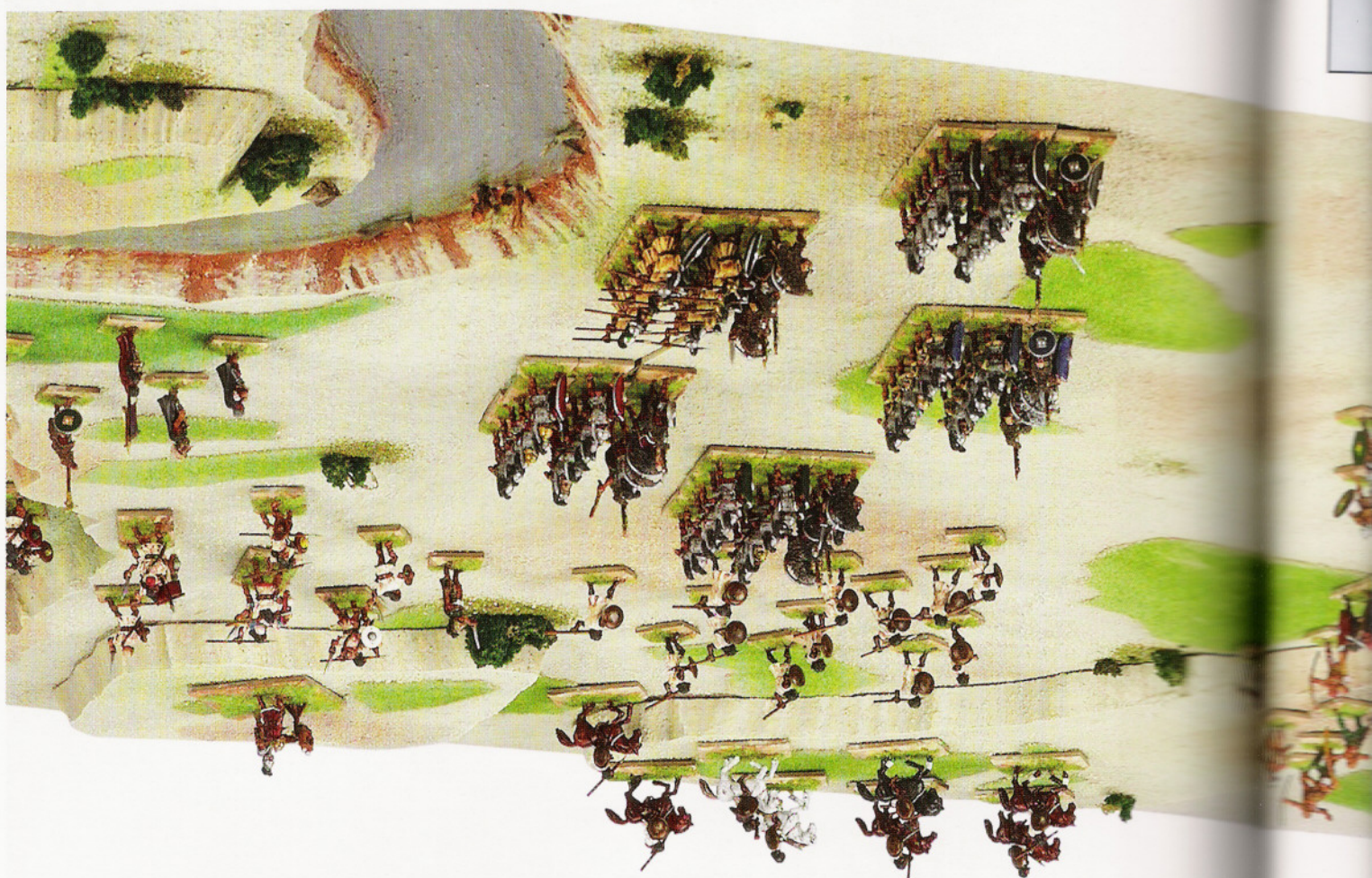


THE FINAL SHOWDOWN



The Slave battleline

SPARTACUS vs CRASSUS 71 BC



A view from behind the Roman lines showing the Roman formations.



The Slaves and Roman army prepare to clash!



The face off as Spartacus attempts to reach Crassus.



The Face-off

In the final battle between Spartacus and Crassus, Plutarch records that Spartacus rushed towards Crassus. Spartacus had already been wounded, but despite killing two Roman Centurions, he never reached Crassus. Surrounded and overwhelmed by the enemy, he fought on until he was cut down.

The picture opposite and the Warhammer Historical vignette on this page are both representations of this classic literary encounter.



Several other ancient writers also describe Spartacus fighting heroically against the Romans and Sallust records that Spartacus was finally killed, "not easily, nor unavenged".

According to Appian, the body of Spartacus was never found.



WARGAMING SPARTACUS'S REBELLION

The Spartacus slave revolt can be wargamed on a number of levels, from the initial breakout of the gladiators up to full-blown battles using large numbers of soldiers.

The following section assumes the players have some familiarity with the background to the battles, and allows for some flexibility in terrain set-up and army compositions.

We have chosen to do this as some of the historical sources are very vague, and so players will need to use their own judgement, and where necessary should agree with their opponent in advance any specifics. Please feel free to change any of the details including army sizes if you feel it would make a better game.

Each battle or scenario has been composed in a notation style, and are devised to act as a stand-alone battle. Typically, scenarios mentioned can be found in the WAB rulebook from page 78.

The closing battles do have slightly more detail and guidelines, as they are more famous and generally the ones players most want to recreate.

Players can use the information and the background text presented here as the basis for creating their own campaigns to suit themselves and then attempt to let Spartacus lead the slaves to freedom!

One way we would suggest is to run a 'linear' campaign such as the example presented below.

ESCAPE TO GLORY

Play each battle in turn, starting with the escape from Capua and continue playing each game in succession until the slaves lose. This way the Slave player can measure himself against the real Spartacus. There should be the option of ending the campaign with a minor Slave victory if they win Scenario 6: 'Escape to the Alps' as the Slaves could have (and probably should have) escaped to freedom after this battle. If playing this campaign feel free to change any details, as mentioned above, but if changing the point sizes we recommend you stick to the same ratios.

SPECIAL CAMPAIGN RULES

If playing this campaign, the odds are heavily stacked against the poor slaves who have to win almost 11 games in a row. To help even up the odds you may want to consider using the following optional rules that represent the cunning that Spartacus demonstrated during the campaign. After 'Escape from Capua' roll a D6 before every battle and apply the results on the following chart:

D6 RESULT

- 1 **Poison.** A sympathetic slave in the Roman camp has managed to poison one of the Roman characters. One randomly determined character loses a wound.
- 2 **Eager troops.** Once set-up is complete but before the game begins, one Slave unit is allowed to make one full move. This should not bring it closer than 8" to any Roman unit.
- 3 **Hidden Ambush.** One Slave unit is not set up and is considered to be waiting in ambush. The Slave player secretly determines which piece of terrain they are hidden in (write this down) and only reveals them when he wants them to move or when a Roman unit moves within 4" of the terrain and asks if there are hidden units.
- 4 **Misdirection.** Via a combination of deception and killing of messengers, one of the Roman units ends up in the wrong place at the beginning of the battle. After the Roman player has finished his set-up, the Slave player can reposition any Roman unit in the Roman set-up area.
- 5 **Guerrilla action.** Leading up to the battle, the Roman army has been subjected to systematic attacks. Every unit takes 2D6 Strength 2 hits (normal saves allowed) before the start of the battle.
- 6 **Fiery Rollers.** As in the film *Spartacus*, these are cylinders of burning material that can be rolled in the path of an attacking unit. Nominate one formed unit that has these at the start of the game – two rollers or suitable markers are placed along the units front facing. See the Slave army list for further details.



Roman Legionaries hold steady and prepare to receive the charge of an as yet unseen enemy.



Screaming for vengeance, the slaves hurl themselves down the hill towards the Roman foe.

73 BC ESCAPE FROM CAPUA

ARMY SIZES

Slaves: 600 pts; Romans: 500 pts.

ARMIES COMPOSITION

Slaves: Gladiators and Untrained Slaves only. There is no limit on the number of Gladiators. Slaves and Gladiators may have no additional equipment options but rules for looting apply.

One Gladiator should be given an extra Leadership point to represent Spartacus, and he is treated as the Army General but no other special rules apply (including Spartacus leading Gladiator units).

Roman: Up to one Tribune and Conscript Legionaries only – up to half may be armoured (ie, those on duty at the time of the escape). Unarmoured Legionaries cost 2 pts less; the Tribune may be upgraded to an Army General (+25 pts).

SCENARIO CONCEPTS

The Slaves have just broken out of the gladiator training school and need to escape from Capua. Use the Skirmish scenario from pg 82 of the WAB rulebook with a number of buildings; players are referred to page 69 for notes on fighting in buildings. The buildings should be set up to resemble the outskirts of a small Roman town with the gladiator school and ancillary buildings near the centre.

Use the Last Stand scenario's deployment template (also on page 82) for working out where units can be set up; the Slaves should be positioned in the centre of the table.

Any units may skirmish and unit sizes should be kept small. Due to the confusion, Panic test distances can be reduced to 6" and the General's Leadership can be used even though some units may be in skirmish order.

VICTORY CONDITIONS

33% or more of the Slaves (including Spartacus) must escape off the table edge.

73 BC ROUND UP THE RUNAWAYS: GLABER AT VESUVIUS

ARMY SIZES

Slaves: 1,000 pts; Romans: 1,000 pts

ARMIES COMPOSITION

Slaves: Early Revolt army. No additional equipment options and no cavalry.

Roman: Consular army. No Consuls, Experienced Legionaries, Auxiliaries or Support troops may be taken. One Roman unit can start in skirmish formation (Sentries) – some units may not have had time to put their armour on. Unarmoured Legionaries cost 2 pts less.

SCENARIO CONCEPTS

This was a surprise attack on the plain at the edge of the mountain. Play this scenario as a variation of the Surprise Attack scenario from page 80 of the WAB rulebook. The Slaves deploy their army first in the standard deployment area and then the Roman player deploys his units one at a time in a more constricted area – no closer than 24" to the side edges. Every time a Roman unit is deployed, a Slave unit can move 4". This represents the Romans struggling out of their, probably unguarded, camp while the slaves creep up on them. No slave unit can move closer than 8" to the Romans before the game starts. As per the scenario guidelines the Slaves take the first turn. The Roman side of the table would probably have some fairly dense terrain though their set-up area (camp) should be flat. It may even be worth considering having some impassable terrain (Mt. Vesuvius) behind the Romans.

VICTORY CONDITIONS

Standard Victory points as per the Surprise Attack scenario.



Examples of Gladiators armed for battle.

73 BC (AUTUMN) ROUND UP THE RUNAWAYS: COSSINIUS & VARINIUS

ARMY SIZES

Slaves: 1,500 pts; **Romans:** Two separate 750 pts armies.

ARMIES COMPOSITION

Slaves: Early Revolt army.

Roman: Consular army. No Consuls and only one Auxiliary or Support selection may be taken. There should be at least one character in each army, the Army General is with the second army.

SCENARIO CONCEPTS

The over-eager Romans attack the Slave army piecemeal and elements may have to withdraw and regroup to achieve victory. Play the Standard Pitched Battle scenario from pg 79 of the WAB rulebook with the following changes. The Slave army deploys first, the first Roman army then deploys within 6" of the centre line and no closer than 12" to the side edges. The second Roman army, under the Praetor Varinius, is set up in the standard deployment area but cannot move until Turn 4. The only exception to this is if a Slave unit moves within 8" of one of Varinius's units, it may be charged. The Slaves choose to move first or second. The game lasts for seven turns.

VICTORY CONDITIONS

Normal Victory points conditions apply except any captured/killed Roman characters are worth double.

72 BC SEND IN THE CONSULS: CRIXUS' LAST STAND (MT GARGANUS)

ARMY SIZES

Slaves: 800 pts; **Romans:** 1,250 pts.

ARMIES COMPOSITION

Slaves: Germano-Gallic Slave army.

Roman: Consular army. Must have one Consul and two Lictors.

SCENARIO CONCEPTS

Crixus appears to have been out manoeuvred and then annihilated by a much stronger Consular Roman army under Gellius. Play the Last Stand scenario on pg 82 of the WAB rulebook. The Slaves do not get the usual +1 Leadership for this scenario but they can leave the table. If playing the linear campaign, a Slave defeat here should not end the campaign and to make the battle meaningful, surviving Slave units can be added to the next encounter.

VICTORY CONDITIONS

If more than 33% of the Slaves (models not points) escape/survive the battle, the Slaves win. If more than two thirds of the Slaves are casualties then the Romans win. Units fleeing off the table rather than voluntarily moving off under the players' control are counted as casualties.

72 BC SEND IN THE CONSULS: SPARTACUS vs LENTULUS & GELLIUS

ARMY SIZES

Slaves: 2,000 pts; Romans: Two 1,250 pts armies.

ARMIES COMPOSITION

Slaves: Early Revolt army.

Roman: Consular army. Each Roman army must be led by a Consul with two Lictors.

SCENARIO CONCEPTS

Shadowed by the two consular armies, Spartacus suddenly turned and faced one and then the other. Set the terrain up in a mutually agreeable manner – the terrain was probably quite dense due to the armies being in the highlands. Play Meeting Engagement (see pg 79 of the WAB rulebook) with the Slave player placing the first unit. The Roman player sets up the first army only under Lentulus.

On Turn 3, Gellius's army moves onto the table from the Slave army side. Place Gellius's units on the table with the rear rank touching the table edge – they will be able to move normally from Turn 4 onwards. The Slaves should fight one Roman army, and then any surviving Slaves fight the other. The game should last eight turns.

VICTORY CONDITIONS

Normal Victory points conditions for a Pitched Battle apply.

72 BC ESCAPE TO THE ALPS: SPARTACUS vs CASSIUS LONGINIUS

ARMY SIZES

Slaves: 2,000 pts; Romans: 2,000 pts.

ARMIES COMPOSITION

Slaves: Early Revolt army.

Roman: Consular army – there is no limit on Experienced Legionaries.

SCENARIO CONCEPTS

The Governor of Cisalpine Gaul has moved to block the Slaves escape over the Alps. The Slaves must break through the Roman lines to freedom. Play the Break Through scenario from page 81 of the WAB rulebook with no extra modification. Set terrain up in a mutually agreeable manner. If playing the linear campaign and the Slave player has won all the games up until now, he should be given the option of "cashing in his chips" and ending the campaign if he is victorious here.

VICTORY CONDITIONS

The Slaves must break through the Romans. They automatically win if three units leave the Roman table edge, otherwise use Victory points to determine who has won.

72 BC CRASSUS TAKES CONTROL: MUMMIUS AGAINST SPARTACUS

ARMY SIZES

Slaves: 2,250 pts; Romans: 1,500 pts.

ARMIES COMPOSITION

Slaves: Early Revolt army.

Roman: Consular army, no Consuls allowed and only one Auxiliary or Support choice may be made.

SCENARIO CONCEPTS

Mummius was given orders to shadow Spartacus but not to engage him. For him to have disobeyed these orders, we can only assume that he saw (or was lured into!) an opportunity that he could not resist. Play Ambush from page 81 of the WAB rulebook with the Romans as the ambusher.

One Slave unit may be redeployed in any formation after the Roman player has deployed.

VICTORY CONDITIONS

Standard points value victory conditions apply for this battle.



CRASSUS'S SIEGE

ARMY SIZES

Slaves: 1,500 pts; **Romans:** 1,500 pts.

ARMY COMPOSITIONS

Slaves: The Early Revolt army is used with one amendment – between 20% and 40% of the points need to be spent on cavalry.

Roman: Consular army.

SCENARIO CONCEPTS

The Slave army is trying to break through the Roman wall with the aid of cavalry units on the other side. The Romans manning the wall are trying to prevent this and are expecting reserves to come and help. The game should last from five to seven turns. The Slaves take the first turn.

TERRAIN

The table has a long wall (rampart and stockade type) from one side to the other. This is treated as a defended obstacle. This wall is placed two thirds of the way up the width of the table. The Slave deployment is on the one-third side of the table (the smallest area in front of the wall). The only terrain on the Slave side of the wall should be a large impassable ditch (2"-4" wide) running the length of the wall. Other terrain may be placed on the Roman side of the table such as a few small hillocks or woods. There could also be a 'road' running parallel to the wall on the Roman side, units marching along a road can double their movement. Three points need to be nominated by the Slave commander, these points represent the areas of ditch filled in by the slaves, each point is taken as being 12" wide. The Roman commander must be informed of the location of these points and ideally they should be represented on the tabletop before deployment. After this, the Roman commander (secretly) designates which side of the table (left or right) his reinforcements will arrive from. If playing with a road, the majority of the re-enforcements will march along this. The slaves used smoke screens (presumably when the wind was in the right direction). These fires probably also beat the Romans back from the rampart. To simulate the effect of smoke, the Roman commander may not move any of his troops until the Slaves are in combat (trying to fight their way over the wall).

DEPLOYMENT

Only half of the Roman army may be deployed on the wall – the rest are back in their camp and will come on as reinforcements. The Romans set up first anywhere on their side of the wall and then the Slaves set up, up to 12" in on their side of the table. The turn after the Roman wall guards are attacked, roll one dice. If the score is 4 or more, the Roman reinforcements arrive. If they don't arrive, keep rolling every Roman turn, adding 1 to the dice roll until they arrive. When the Roman reinforcements arrive place them up to 6" in from the table edge and make a move.

The turn after they arrive, Spartacus's cavalry arrive. It is assumed that the Slave cavalry have been shadowing the Roman re-enforcements and are set up on the Roman table edge on the same half (left or right) that the Roman reinforcements arrived from. Set them up 6" in from the long table edge and take a move.

VICTORY CONDITIONS

At least 33% of the Slave infantry (models not points) need to escape. If Spartacus gets a third of his army over the wall and off the Roman edge (or at least shows it is impossible for the Romans to stop him getting his units off at the 'close of play'), he has won.



ACTUAL EVENTS

Spartacus, having been trapped in the Bruttium Peninsula by a 37 mile long earthwork constructed by Crassus's legions (and starving with the onset of winter) opted to break through the siege lines. His first attempt cost him a reputed 12,000 casualties. Spartacus declined a further frontal assault and contented himself with skirmishing and probing to find a weak point in the defences.

It is said that Spartacus was awaiting the return of his cavalry – which had presumably slipped out whilst the wall was being constructed and were lurking on the Roman side.

Once the cavalry arrival was imminent (presumably they signalled their arrival in some way), Spartacus filled the Roman ditch with dead animals, wood, and even dead Roman prisoners. Then, having first lit large fires to cause a smoke screen, he assaulted the wall and fought his way over. Plutarch says he only got one third of his army across but even if this is so, Crassus abandoned his lines. It is most probable that even Crassus's numbers could not defend the whole length of the wall but relied on holding off the attackers until reinforcements could arrive. But if Spartacus's cavalry were on the Roman side of the wall, they could interfere with the arrival of the reinforcements – even delaying them a little would have allowed the slaves to get a toehold on the wall and overwhelm the holding force.

71 BC CAMALATRUM: CRASSUS'S FIRST BATTLE AGAINST CASTUS & GANNICUS

ARMY SIZES

Castus's & Gannicus's Slave Army: 2,000 pts; Slave Relief Force with Spartacus: 1,000 pts; Romans: 2,500 pts.

ARMY COMPOSITIONS

Slaves: The larger force is selected from the Germano-Gallic army list. It must be commanded by a Heroic or Tribal Leader and must include at least one unit of Camp Followers. The smaller force is commanded by Spartacus and is selected from the Late Revolt army list.

Roman: Consular army commanded by Crassus. At least 20%-30% of points must be spent on the flanking force.

SCENARIO CONCEPTS

The splinter Slave army, led by Castus and Gannicus, engages a Roman flanking force, while the Roman main body, under Crassus, closes fast. Spartacus is also racing to the battle hoping to save his friends from annihilation. Once Spartacus is on the table the larger Slave force can take advantage of his Leadership. The game lasts for seven turns. The Slaves take the first turn.

TERRAIN

Terrain should be fairly hilly with perhaps a couple of woods. Despite his advantages in number, Crassus must have had a reason for not fighting a conventional battle, terrain could have been the reason. The lake could be taken to be one flank edge of the table or, if suitable terrain is available, put on the table. A small town (Camalatum) could also be added.

DEPLOYMENT

The Roman flanking force is set up on the Slave side of the table no further in than 12" and no closer than 12" to the table edges. The Slave army is then set up in the centre, no further than 6" from the centre line and no closer than 12" to the table edges. Finally, the rest of the Roman army is then deployed in the standard set-up area (12" in and 12" from the table edges).

Spartacus and his army arrive on Turn 4, dice randomly to determine which corner his relief force enters from: 1-2 Slave right, 3-4 Roman left (the example shown below), 5-6 Roman right. The Slave units are deployed on the table with their backs to the table edge. They may deploy no further than 18" from the corner. They can move normally from Turn 5 onwards.

VICTORY CONDITIONS

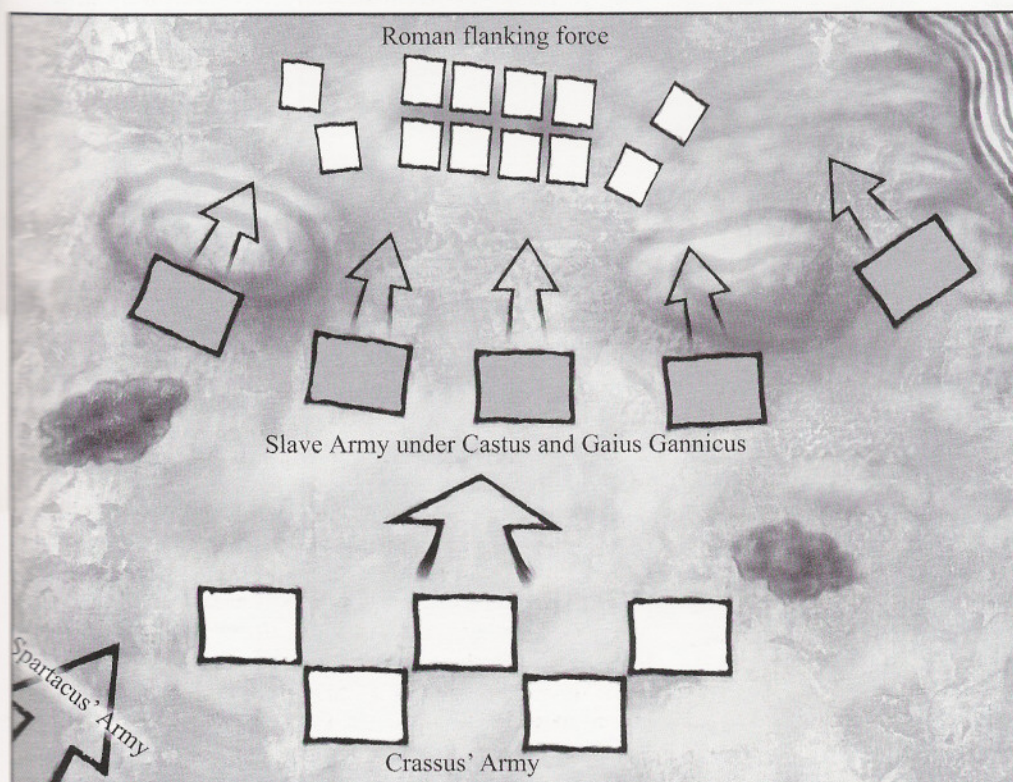
Romans must destroy or rout 66% of the larger Slave army.

ACTUAL EVENTS

The Germanic and Gaulish slaves (around 30,000 strong), under the command of Castus & Gaius Gannicus, were encamped by a lake near a small town called Camalatum. Prior to battle, Crassus sent 12 cohorts (about a fifth of his army under the command of Rufus and Pomptinus) out as a flanking force (possibly on a night march). This force had instructions to charge into combat once Crassus's main army had engaged the slaves frontally. Another theory was that this flanking force could have been a decoy to hold the barbarians' attention.

Two Gallic women, who had gone into the hills to pray, spotted the Roman flankers and immediately informed the slave commanders.

The slaves then attacked the Romans and had them in serious trouble until the arrival of the main body of the Romans forced them to break off in some disorder. The barbarians were saved from destruction by the arrival of Spartacus and the main slave army, which then forced Crassus's army onto the defensive. Spartacus did not feel strong enough to attack but covered the retreat of Castus and Gannicus.



71 BC CRASSUS'S SECOND BATTLE AGAINST CASTUS & GANNICUS

ARMY SIZES

Castus's and Gannicus's Slave Army: 1,500 pts;
Romans: 2,000 pts.

ARMY COMPOSITIONS

Slaves: Germano-Gallic Slave army. May only have one unit of Cavalry.

Roman: Consular army. Crassus and at least one unit of cavalry should be included.

SCENARIO CONCEPTS

The Roman cavalry lure the Slave army out of their strong position into the main Roman army. The Slaves were much more impetuous in this battle and will fail Warband Rule 2 on a dice roll of 1 or 2. If playing the linear campaign, a defeat or loss for either side does not stop the campaign. If the Slaves reverse history and win then Castus' and Gannicus' army would still have been able to operate during the last battle. To represent the potential impact of this, Pompey will not make an appearance in the final battle (he's too busy pursuing Castus and Gannicus).

TERRAIN

As on the map below, the Slave set-up area should contain a strong position: a camp probably on a hill. In the Roman

half of the table, between 12" and 24" from the Roman table edge, a long ridge or series of hills should be placed (18" to 24" in length). The rest of the table can be set-up in any mutually agreeable fashion.

DEPLOYMENT

The Roman player secretly notes down on a piece of paper the positions of his infantry behind the ridge while the Slaves then set up their army in the standard set-up zone (12" from the sides and up to 12" from the Slave edge). Finally, the Roman player places his cavalry up to 6" from the centre of the table. The Roman player can reveal any of his units and start moving them in the Movement phase of his turn. He is forced to reveal them all if any Slave unit moves onto the central ridge. The Romans take the first turn.

VICTORY CONDITIONS

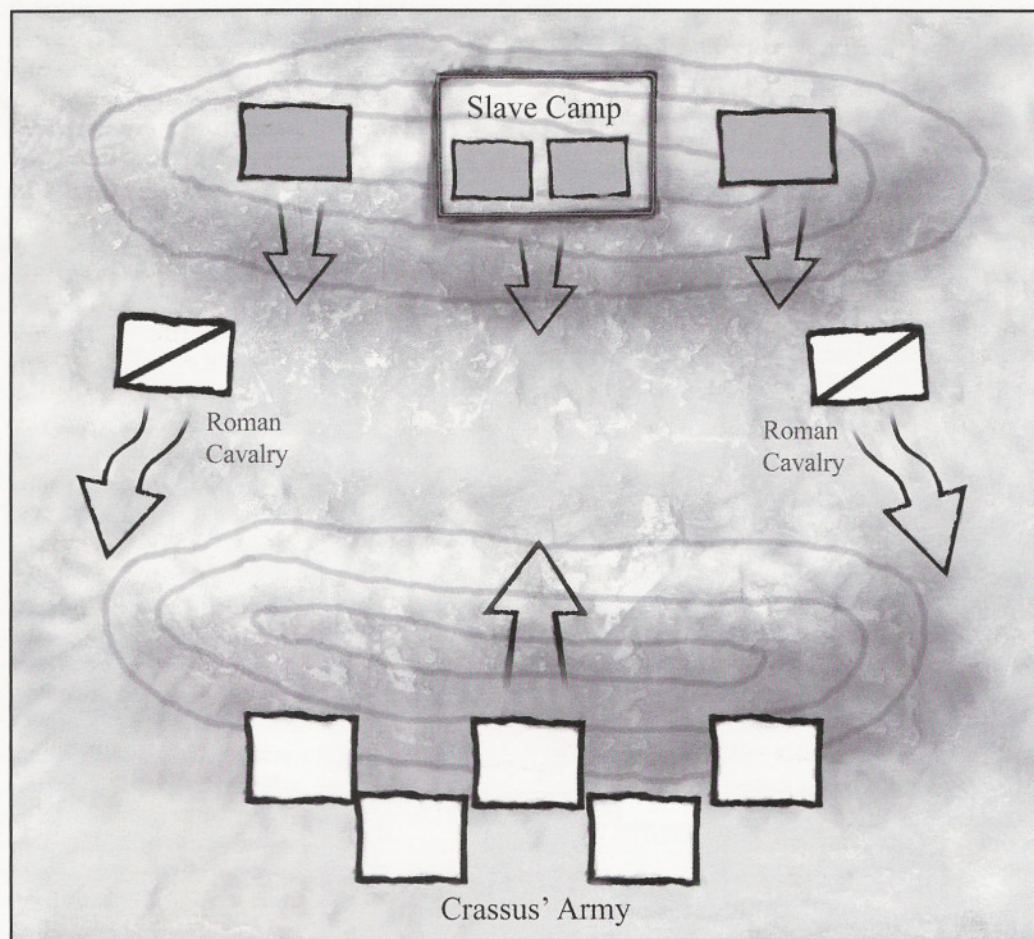
Standard points value.

ACTUAL EVENTS

The barbarian slaves who had a large army (apparently enough to lose 12,300-35,000 casualties) were constructing a fortified camp. This camp was considered by the Romans to be far too strong for a frontal assault.

Instead of attacking in the normal manner, Crassus marched his army out during the night and, concealing his legions behind a hill or ridge, he sent his cavalry against the slaves who defeated and pursued the cavalry into the waiting legions. The legions then annihilated the slaves (these cavalry could have been carrying out a feigned flight because sources say that they retired to the flanks of the legions - indicating there was some control over them).

Only two of the barbarians had wounds in their backs (testifying to the fierceness of the resistance they put up), and in their camp the Romans recovered a large number of Roman standards.



71 BC THE LAST BATTLE: SPARTACUS vs CRASSUS

ARMY SIZES

Slaves: 3,000 pts; Romans under Crassus: 3,000pts;
Pompey: 1,000 pts.

ARMY COMPOSITIONS

Slaves: Late Revolt army – must take Spartacus.

Roman: Consular army led by Crassus.

SCENARIO CONCEPTS

This was a skirmish between Slave scouts and Roman pickets that escalated into full battle. The slaves may have been galvanised into action by the approach of Pompey's army, which could play an important part at the end of the battle. The game is fought as a variation of the Meeting Engagement scenario from pg 79 of the WAB rulebook, preceded by an Escalating Skirmish. The game lasts seven turns with only light troops involved in the first two turns. The advance sections of Pompey's army may make an appearance from Turn 5 onwards.

TERRAIN

The terrain can be set up in any mutually agreed manner. As with most battles of this campaign, it was fought in the highlands and so hills and difficult, close terrain would be common. The Romans were in the process of building a camp when the battle happened, it was certainly not complete but the earthworks had been started. The unfinished camp must be represented by some suitable terrain feature on the tabletop. The Roman player may place this feature after all other terrain is set up anywhere on the Roman side of the table but no closer than 6" to the centre of the table.

DEPLOYMENT

Use the standard Meeting Engagement deployment rules, each player makes a list of his units in their order of march and they will be placed in this order up to 6" away from the centre and 18" from enemy. The big exception for this scenario is that all the light troops and skirmishers must be placed ahead of other units in the order of march. The Roman troops building the ramparts are placed first in skirmish formation in the camp area. The Slaves then deploy their first unit and then one full turn is played with the Slaves taking the first turn. At the beginning of the second turn, each side deploys the remainder of their light troops (light infantry, light cavalry and skirmishers) and a second full turn is played. On the third turn, players set up the rest of their army (take it in turns to deploy units). From Turn 5 onwards, Pompey's army will arrive behind the Slave army on the D6 dice roll of 4 or more. If they make to the battle place them anywhere on the slave side of the table with the back of the unit touching the table edge. They can move but not declare charges on the first turn they arrive.

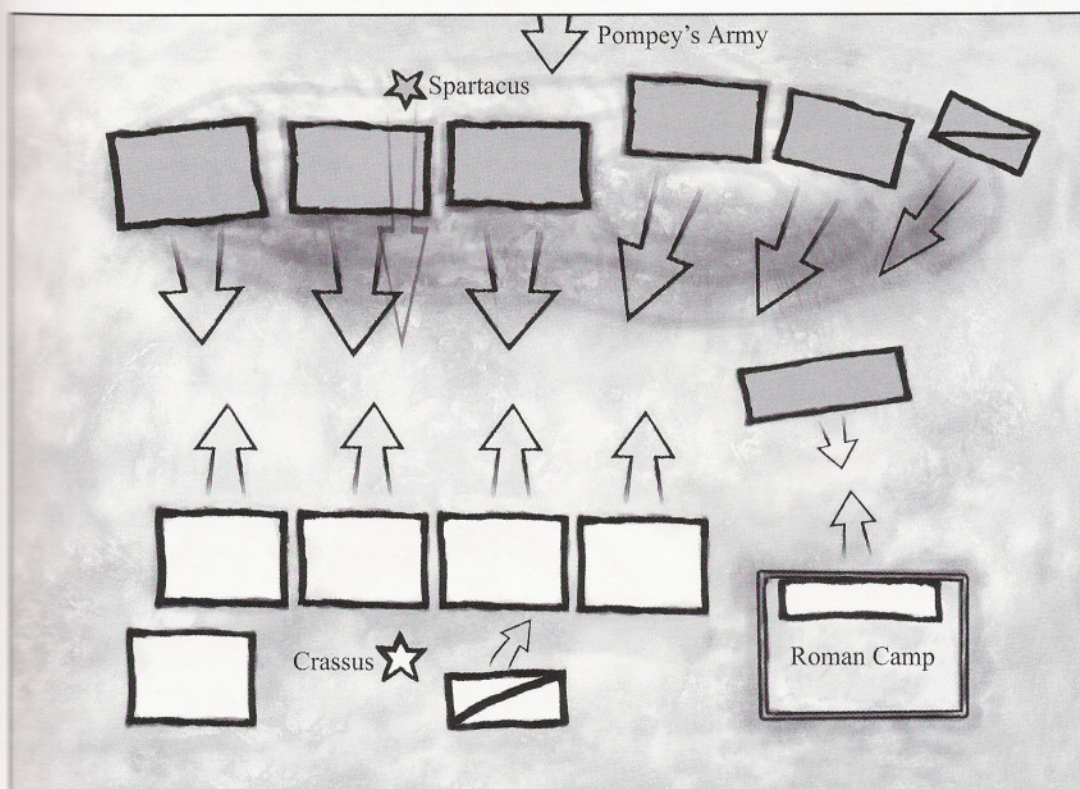
VICTORY CONDITIONS

Unless one side concedes standard Victory points calculations are used.

ACTUAL EVENTS

The final battle was spontaneous (rather like Pydna). It started as a minor skirmish between Crassus's soldiers constructing their camp and some of Spartacus's outposts. The slaves jumped into the ditch and started fighting with the diggers, then the covering parties came to the excavator's aid, and more slaves joined the fray. It is then said that Spartacus organised his army and went on the offensive.

Spartacus was possibly aware of the army of Pompey and tried to fight a decisive battle against Crassus. Probably outnumbered in fighting men, his followers were destroyed, losing in the process 60,000 casualties. A further 6,000 were captured (later to be crucified along the road to Rome). Spartacus' legacy did not die there, thousands fled leaderless into the hills to fight on as bandits and brigands for a further ten years.



THE EARLIER SLAVE REVOLTS

FIRST SICILIAN SLAVE REVOLT (135 BC – 132 BC)

The First Sicilian slave revolt was centred on the city of Enna, which is on the eastern side of the island. One of the slaves who lived there, called Eunus from Syria (who was owned by Antigenes), claimed to be a miracle worker and a magician. He also claimed to be able to receive images of the future from the gods whilst asleep (Antigenes used Eunus to entertain guests at banquets and other functions at his home, and he became famous on Sicily).

Also in Enna lived Damophilus and his wife Megallis, who mistreated their slaves (even branding them), competing to see which one of them could be the cruelest. They did not even allow them clothes – it was quite common for agricultural slaves and, in particular, the shepherd slaves, not to be provided with clothes and food (they had to supply them themselves from banditry and stealing – which though illegal was tolerated by successive governors of Sicily). It was however not seen as the done thing to have your domestic slaves running around unclothed. Damophilus's slaves plotted against their master and sent emissaries to Eunus to see if the gods favoured their revolt. Eunus went into his routine, placing a hollow tube in his mouth, full of hot embers, which when he blew through, shot out flames and declared that the gods did favour a revolt but only if they acted with haste.

The emissaries returned and gathering around 400 colleagues, armed with whatever they could find, they attacked Enna, pillaging, burning and raping as they went. Eunus was apparently leading the slave forces at this early stage, blowing fire as he went through the streets. Then other slaves in the city joined in (as did a number of poor citizens), Damophilus was captured and taken to a theatre where after a 'trial' he was executed and his wife was tortured by female slaves before being flung from a high cliff.

Eunus ordered that the inhabitants (presumably the slave owning ones) should be killed, unless they had some kind of weapon-making skill, in which case they should be spared and put to work producing weapons. Eunus killed his own master at this point, despite the fact that Antigenes seemed to have treated him quite well.

Eunus was elected king by the slaves and chose his partner (also a Syrian) to be his queen. He also obtained the trappings of monarchy, including a diadem. Around this time he also took the name King Antiochus – after a Syrian monarch whom he claimed was his ancestor. 'Antiochus' then issued his own coinage and gathered a 'court' about him – the most able of whom was a Greek, called Achaïos, a man of some intelligence and wisdom.

Within three days, he had armed 6,000 slaves (using forced labour), in addition to other followers who only had improvised weapons (spits, axes, slings, scythes, etc) and he felt strong enough to take the field against regular armies. Diodorus Siculus (writing in the 1st Century BC) said, "Eunus frequently came out the winner." implying that there were a number of battles fought.

Meanwhile on the western, generally more agrarian, side of the island another revolt had broken out (either simultaneously with the first or more likely inspired by the success of the first revolt). This revolt was led by Kleon, a Cilician from the Taurus Mountains. He got most of his manpower from the slave shepherds, who lived in the mountains, independently for months at a time, and who by the nature of their job had to be armed to deter predators. (It has also been recorded that these men wore wolf skins and wild boar hides which made them fearsome to behold). Kleon and his men attacked and overran the town of Acragas.



The authorities hoped that the two slave armies would fight each other but they united, Kleon bringing into the alliance 5,000 men. Kleon subjugated himself to his new 'royal' master in exchange for being made Royal General (and possibly for a position for his brother).

Lucius Hypasaesus (having been dispatched from Rome) arrived and recruited 8,000 soldiers from Sicily. When the two armies met in battle, the slaves were victorious. We are told they had 20,000 men in their army by this time.

Siculus again writes:

"...They emerged victorious from many battles with the Romans, and only infrequently did they come off worse".

It has been recorded that Eunus defeated Manlius, Gaius Fulvius Flaccus, Lucius Cornelius Lentulus and Lucius Calpurnius Piso, in addition to Hypasaesus.



However at this time, Piso is accredited with taking back the city of Mermertium, killing 8,000 slaves in the process and executing all he captured by crucifixion – the traditional method of execution for rebellious slaves.

Whole cities were besieged and captured along with their inhabitants. Many disgruntled freemen rose up with the slaves, but the atrocities they committed (done through envy rather than hatred) exceeded those of the slaves. For example, the 'Syrians', which is what the rebellious slaves were called – perhaps indicating that at this time the majority of the slaves on Sicily came from Syria – would cut off the hands of prisoners, whereas the freemen would cut off the whole arm!

Publius Rupilius replaced Hypasaesus, having failed in his duty. Rupilius's first act was to dismiss the commander Quintus Fabius (his own son-in-law) who had lost one of the cities (Tauromenium). Next, he besieged Tauromenium, eventually causing the slaves inside to resort to cannibalism. However, the city was still too strong to be carried by force of arms, so the Romans resorted to treachery to take it. Sarapion, a Syrian, arranged for the city to be taken (by what means this happened is not recorded). Komanos (Kleon's brother) was captured whilst trying to flee the city. The slaves who were captured were executed by being thrown from a high cliff after torture. Komanos, when brought before Rapilius for questioning, committed suicide by holding his breath (an act greatly admired by Roman writers)!

Rapilius then moved on to Enna and took it in a similar way. During one sally by the rebels, Kleon was killed heroically, fighting the Romans (his body, covered with wounds, was put on public display).

Once again Rapilius thought that the city was too strong to assault directly, so he again resorted to treachery to gain entry (this time the traitor is not recorded). Eunus fled with his personal bodyguard (which was 1,000 strong) up into the mountains, but with the Romans closing in on them all the guards killed themselves. Eunus was found hiding in a cave with four of his followers (a cook, a baker, his bath masseur and his master of entertainment); he was taken to Morgantina, where he died in captivity of disease (apparently consumed by lice – which according to ancient writers was a common cause of death for tyrants, despots and usurpers!).

Rapilius's next move was to split his army up into small operational units and hunt down any bands of slaves that had escaped. Thus ended the First Servile War, during which Rapilius is said to have killed 20,000 slaves in taking the two slave strongholds, as well as capturing or killing its main leaders.

TITUS VETTIUS MINUTIUS'S REBELLION (105 BC)

The following account is taken from Diodorus Siculus:

"Titus Vettius Minutius was an 'Eques', a noble Roman, whose family had great wealth. He fell in love with a beautiful slave girl whom he wished to marry. He tried to buy her from her master and so besotted was he that he offered to pay between seventy and eighty times her market value. The girl's owner accepted the offer and Minutius was extended credit on account of his father's wealth. When the day arrived for payment Minutius could not pay, so the deadline was extended by another 30 days.

Still Minutius could not pay, but driven mad with love, he started plotting against his creditors and assumed the 'powers of a king'.

Minutius bought (on credit, of course) 500 sets of armour and weapons – once again agreeing to pay on a set date. In secret, he stockpiled his arsenal in one of his fields and then incited 400 of his own slaves to rebel. Minutius donned a purple cloak and diadem, and carrying the fasces before him, declared himself to be king. When the creditors turned up for payment for the slave girl, he had them beaten and beheaded.



Having armed his slaves, he unleashed them on nearby estates. Any slaves who joined him were armed, whilst any who opposed him were killed. Soon he had 700 men under his command, which he organised into 'centuries' in a regular military fashion. He also built a wooden fort, which he used as a base to recruit more men.

When news of this rebellion reached Rome and the Senate, they ordered Lucius Lucullus to suppress it. Lucullus recruited 600 soldiers (militia?) from Rome. Arriving at Capua, the site of the rebellion, he summoned a further 4,000 infantry and 400 cavalry. When Minutius, now with 3,500 men, heard of Lucullus's advance he occupied a strong rise of ground. Lucullus attacked but due to the slaves having the advantage of ground (if not numbers) he was beaten back and made to retire.

Lucullus, not wishing to risk another attack, approached one of Minutius's commanders (Appolonius) and with the promise of a pardon, convinced him to change sides and betray his colleagues. When Lucullus next engaged the slaves in battle, Appolonius turned his command against Minutius.

Minutius, fearing the punishment he would receive if captured, cut his own throat, as did most of his rebels except Appolonius".

The fate of the slave girl is not recorded!

SECOND SICILIAN SLAVE REVOLT

The source for the following section is mainly Diodorus Siculus's *Library of History*, written in the 2nd Century AD.

In the last decade of the 2nd Century BC, Rome was engaged in many wars, for example, with the Numidians and Germans. In 104 BC, the Romans were defeated by the Cimbri, a German confederation, losing a reported 60,000 men in a series of engagements. Rome, being unable to recruit armies of her own, asked her allies and client kingdoms to supply soldiers under the terms of the alliances. One king, Nicomedes of Bythina complained that he could not supply any more men because freelance slavers had captured so many of his people. As a result, the Senate passed a law requiring that all slaves taken illegally from allied countries were to be returned.

On Sicily, the governor Licinius Nerva, issued a declaration that if any slave felt that he or she were wrongly enslaved, they should state their case to him or his officials, and if adjudged to have been wrongly captured, they would be set free. Within a few days, more than 800 people had been freed and many more slaves who were 'legitimate' slaves were making their way to the capital Syracuse. The slave owners and farmers appealed to the governor to stop his emancipation as it was destroying their livelihoods, and whether money changed hands or Nerva just had a change of heart, we do not know – but he did stop freeing the slaves.

He next ordered all slaves back to their masters but fleeing from the city, the slaves gathered at the Palkoi, a well known refuge for slaves, somewhere near Leontini, in south-eastern Sicily.

After these events, a number of small rebellions flared up. The most serious was led by a man called Varius who, along with 30 followers in the region of Haicyae, killed their owners during the night. That same night, the number of rebels rose to 120, then soon to 200.

Varius and his men picked a 'natural place of strength' for their stronghold. Licinius Nerva marched against them but could make no impression on the slaves in their mountain fortress.

The governor persuaded a local bandit called Gaius Titinius (also called Gadaios) to help him, and taking some of his men, Titinius pretended to want to join the slaves. So great was his reputation, that the slaves elected him their leader. He then betrayed the slaves' stronghold to the Romans. Some slaves died fighting and others threw themselves from a cliff.

Next came news that 80 slaves had murdered a Roman nobleman called Publius Clonius. The governor delayed marching against them and when he did finally move off against them, after crossing the River Alba, he chose to bypass their stronghold on Kaprianos ('Goat Mountain'), possibly because of its strength, and instead moved into the city of Herakleia. The slaves spread the news that the Romans feared to fight them and even more runaways came to join them. Within a week, there were 800 and soon after 2,000.

Nerva, still in Herakleia, appointed Marcus Titinius commander and gave him 600 soldiers from the garrison of Enna. Titinius engaged the slaves but because of the rough terrain, slave numbers and possible low quality of his own soldiers, his army was routed. This resulted in large amounts of Roman military equipment falling into the slaves's hands, as well as boosting their morale and encouraging more slaves to run away and join them. Within a few days of this victory, they numbered in excess of 6,000 men.

The rebellion had spread across the island and the slaves held an assembly to choose an overall leader. They chose a man called Salvius who was skilled in fortune telling – a common trait among Sicily's slave leaders. He divided his forces into three equal parts, each with its own officers. He ordered his units to scour the countryside for horses, equipment and recruits: so effective were the slaves in this that soon they could bring to the field 20,000 infantry and 2,000 cavalry, who were 'already well trained in war exercises'.

Without warning, the slaves attacked the strong city of Morgantina. Nerva had 10,000 Italian troops, as well as Sicilian ones under his command, and by force-marching through the night, he captured the slaves's unguarded camp, while the slaves's attention was directed fully on the city of Morgantina. On finding that the Romans were behind them, the slaves redeployed their forces to face them. Salvius issued a proclamation that any Roman soldier that threw away his weapons in flight would be spared. In the ensuing battle, 600 Romans were killed and 4,000 were taken prisoners. Yet more slaves joined Salvius's army, who then made an attempt to storm the city. Salvius issued yet another proclamation stating that the slaves in the city would be freed as soon as his army

broke in. The slave owners issued a counter proclamation saying that any slave who helped defend the city would be freed. The slaves within the city sided with their masters and helped repel the rebels. When Nerva heard of the slave owners's offer, he rescinded it and the majority of the once loyal slaves absconded and joined the rebels.

Around Segesta and Lilybaeum, large numbers of slaves had revolted under the command of a Cilician called Athenion (who used to be an overseer for a large slave owner). Athenion was described as a very brave man and an expert in telling fortunes by astrology. He first rebelled with the 200 men under his control but by recruiting from nearby farms, he soon had 1,000 and was chosen to be king by his men. He only recruited the fittest slaves into his forces, the rest he bade stay at their jobs to supply his army, this way he was able to keep his army well supplied. It also meant that the army was smaller and easier to lead and could thus travel quicker – not being encumbered with many followers.

Athenion claimed that the gods had told him that he would one day become king of Sicily. Having gathered some 10,000 men, he unsuccessfully laid siege to the impregnable city of Lilybaeum. Once he realised he could make no headway against the defenses, he told his followers that the gods had told him to follow a different course of action. Whilst he was preparing to break camp, some Numidians (North African allies of Rome) landed by ship and, led by their commander Gomom, attacked the slaves, killing and wounding many of them.

Cassius Dio (in the 3rd Century AD) says that Athenion and his army surprised the citizens of Messana outside their formidable city walls whilst they were holding a religious festival, killing many of them and coming close to taking the city itself.

Diodorus also notes that not only did many slaves revolt but so did large numbers of impoverished people, taking advantage of the general lawlessness, to redistribute some of the wealth on the island.

Following his unsuccessful siege of Morgantina, Salvius raided as far as the plains of Leontini (on the south-east of the island). He had gathered 30,000 men to him and declared that his new name was King Tryphon, after a Cilician freebooter of 35 years earlier. He soon seized Triokala, which was described as being full of all the supplies that he might need and being lavishly decorated. It also had a wall and ditch a mile in circumference around the city, that also had a royal palace and a market place. The new king formed a council of the wisest men in his army to act as his government, and dressing in purple, had Lictors walk before him, as a Roman ruler would have done.

Tryphon then summoned Athenion to him. Everyone assumed (and the Romans hoped) that the two slave forces would fight and weaken one another, but they did not. Athenion, having come with 3,000 men subjugated himself (the remainder of Athenion's forces were overrunning the countryside, collecting recruits and supplies).

Tryphon, having grown afraid of Athenion's power, had him arrested and confined. His imprisonment did not last long because as soon as Lucullus raised an army – consisting of 14,000 Italians, 800 Bythinians, Thessalians (possibly cavalry) and Akarnians, 600 Lucians – commanded by Tiberius Cleptius, and 600 other men, Tryphon had Athenion released. Tryphon wanted to wait for the Romans in his fortress but Athenion counselled meeting them in the open field. Athenion's argument prevailed and he marched the army (40,000 strong) out into the plains around Skirthaia. The Romans encamped about a mile and a half away, and a number of skirmishes occurred between the outposts. The armies then deployed and attacked each other. Athenion, with 200 cavalry, inflicted great slaughter upon the Romans until he was wounded (for a third time) and his army losing heart fled, suffering 20,000 casualties. Many more would have died in the pursuit had Lucullus followed up with greater determination, but nightfall allowed the slave army to escape (including Athenion who had pretended to be dead).

Nine days after the Battle of Skirthaia, Lucullus besieged Triokala. However, he did not press the siege with any vigour (having been said by some to have been bribed) and he withdrew. The Senate recalled Lucullus and sent out Gaius Servilus who 'achieved nothing worthy of memory' before being replaced himself.

At this point, Tryphon died (of what nothing is recorded but as foul play is not mentioned, it must be assumed that he died of natural causes) and Athenion stepped in and became ruler.

Manius Aquillius (Sevilus's replacement) was picked to suppress the rebellion because of his great bravery. He engaged Athenion's army and defeated it, personally killing Athenion in hand-to-hand combat, although he himself was severely wounded. The remaining 10,000 slaves fled up into the mountains and continued to fight a guerrilla campaign until only 1,000 were left, under the command of Styros. These men were persuaded to surrender and taken to Rome to fight in the arena. However, they refused to fight wild beasts and committed mass suicide at the games, with Styros killing himself last.

FLOURUS'S ACCOUNT OF ATHENION'S DEATH

Florus says that Athenion vented his anger on loyal slaves more than on their masters, and that he routed the armies of Servilus and Lucullus but that Aquillius reduced the slaves to extreme conditions by cutting off their supplies. Athenion surrendered but was torn apart by a rampaging mob before he could be tried and executed.

AFTERMATH

After the rebellion had been suppressed, successive Roman governors put in place harsh laws to stop the possibility of any future revolt. Chief amongst these rules was that no slave, regardless of his job, should have weapons.

SICILIAN SLAVE REVOLT ARMY LIST

This army list is designed to help you create a Slave Army from the first two major revolts that occurred in Sicily, where peasants and bandits joined slaves from the large agricultural estates and revolted against their Roman overlords. This list can also be used for the minor insurrection led by Titus Minutius just prior to the Second Sicilian Slave Revolt or any other civil rebellion or large-scale banditry during this period.

ARMY COMPOSITION

Characters: Up to 25%. The army must have at least one character to serve as the overall leader of the army, chosen from the Characters listed in the section below. Besides a General, the army may have additional characters representing the heroic leaders of the various slave and peasant groupings.

Infantry: At least 60%. This includes special units for specific wars, listed below.

Cavalry: Up to 15%.

DETAILS OF INDIVIDUAL REVOLTS

The First Sicilian Slave Revolt army may have Antiochus's bodyguard and packs of dogs. They may not have any cavalry or bandit units. Additionally, the Slave units may not take pilum or large shield (its main leaders were Eunus/Antiochus and Kleon).

Titus Minutius's army may have up to two Trained Slave units (his revolt was the only one planned and he obtained some armour prior to the revolt starting, plus he organized his men into 'centuries'). Players may not take Cavalry, Bandits or Dogs (Titus Minutius was its main leader).

The Second Sicilian Slave Revolt army may have Cavalry and Bandits but may not take Bodyguards or Dogs (its main leaders were Salvius/'King' Tryphon and Athenion).



CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Army General	5	5	5	4	4	3	6	3	8	145

Equipment: Armed with a sword. May have light armour (+3 pts), shield (+2 pts), or large shield (+3 pts). May ride a horse (free) and his Movement rate increases to 8.

Special Rules: Army General. Stubborn.

HEROIC LEADERS

Points cost and stats as per Spartacus's Heroic leaders.

INFANTRY

UNTRAINED SLAVES

Points cost and stats as per Spartacus's Untrained Slaves.

TRAINED SLAVES

Points cost and stats as per Spartacus's Trained Slaves.

HERDSMEN

Points cost and stats as per Spartacus's Skirmishers.

Equipment: Armed with sling. Every other unit may have buckler or shield (+1 pt), or may replace sling with javelins (free).

Special Rule: Skirmishers.



CAMP FOLLOWERS

Points cost and stats as per Spartacus's army.

CAVALRY

Points cost and stats as per Spartacus's Cavalry.

SPECIAL UNITS

0-1 BODYGUARD

The self-proclaimed 'King' Antiochus who led the first slave revolt had a bodyguard of his fellow Syrians. We assume these were equipped somewhat as Seleucid Thureophoroi.

Up to eight figures per 1,000 pts of the army.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bodyguard	5	3	3	3	3	1	3	1	7	14

Equipment: Armed with sword, thrusting spear, javelins and shield. May have light armour (+2 pts).

Special Rules: Light Infantry. Stubborn.

BANDITS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bandit	5	3	3	3	3	1	3	1	6	9

Equipment: Hand weapon, throwing spear and shield.

Special Rules: Light Infantry. Stealth.



0-1 DOGS – 30 pts

In the First Sicilian Slave Revolt, some slaves were recorded as having packs of large fierce dogs at their heels

From Diodorus Siculus:

"Moreover, each had at his heels a pack of valiant dogs, while the plentiful diet of milk and meat available to the men rendered them savage in temper and in physique".

One Herdsmen or Untrained Slave unit may have integral dogs (+30 pts). The Dogs do not actually fight, cannot be targeted or otherwise killed, nor do they add to the 'strength' of a unit but they do cause the owning unit to cause *fear* in enemy skirmishers, light infantry in skirmish order or cavalry. This fear can also be used to represent that the slaves (or some of them at least) wore boar or wolf skins, which made them terrifying to behold.

The Dogs are best represented by scattering a few models in each unit.

ROMAN OPPONENTS FOR THE EARLY SERVILE WARS

A Republican Roman army would have suppressed the First Sicilian Slave Revolt and you can use the Republican lists found in *Armies of Antiquity*. Levies or Velites can exchange their throwing spear for a sling. Archaeologists have recovered sling bullets from this period on Sicily with Roman names cast into them.

A Late Republican Consular army may be used to combat the Slave Revolt army of Titus Minutius. Lucius Lucullus is recorded as recruiting 600 militia from Rome and then when arriving at Capua summoned another 4,000 infantry and 400 cavalry, implying that majority of the forces were 'conscript' troops. This is born out by the fact that despite his superiority in numbers and cavalry, he was unable to prevail against the slaves.

The Late Republican Consular Roman army can also be used against the Second Sicilian Slave Revolt. Lucullus's army is described as 14,000 Italians, 800 Bythinians, Thessalians and Arknarnians, and 600 Lucanians. A further 600 men were also part of the army.

Additionally, a force of North Africans (presumably Numidians) commanded by Gomon took part in pacifying the revolt, inflicting some losses on a slave force. But they are not recorded as being in Lucullus's army, so therefore should not be used in conjunction with any other allies.

Obviously, given the descriptions of the nationality of troops, the army must have had considerable allies and mercenaries, so it is suggested that a wargamer wishing to re-fight this slave revolt should increase the points composition of Auxiliary and Support troops to 35%.

Also, a large number of cast lead sling bullets have been recovered from archaeological sites on Sicily, dating from the time of the Second Servile war, some of which have 'Greek' unit commanders's names cast into them, so it would appear that some of the slingers were Greek!



RULES CLARIFICATIONS

This section was originally published in *Armies of Chivalry*, and is also available on the Warhammer Historical website. We have repeated it here in full (without change or addition) for players who have neither *Armies of Chivalry* or access to the website. Warhammer Historical recommends you include these updates in your games.

GENERAL RULES & CLARIFICATIONS

These rules are general clarifications and recommendations to the game rules found in *Warhammer Ancient Battles* and *Armies of Antiquity*, along with some changes. These will also affect duplicated rules printed in the following publications: *Chariot Wars*, *Fall of the West*, *Shieldwall*, *El Cid* and *Alexander the Great*.

Any additional updates to these rules can be found at: www.warhammer-historical.com

UNITS & CHARACTERS

UNIT COMPOSITION

The minimum size for a unit is five models, unless stated otherwise. All units described in *Armies of Chivalry*, unless stated otherwise, may upgrade one model to a Leader, one to a Standard Bearer, and one to a Musician (+5 pts each).

UNITS & PSYCHOLOGY

Units of less than five models, and unattached characters, that lose a round of close combat are broken automatically and cannot use any Psychology rules (eg, Stubborn) to stand. This also applies to units that are normally immune to Break tests and represents a depleted unit being overwhelmed.

For a unit to be affected by a Psychology rule (eg, Hatred) from a character, that character must be in the front rank of the unit, or engaged in close combat as part of that unit. Characters with psychology effects located elsewhere in the unit do not inspire the unit and the psychology has no effect.

Units subject to frenzy cannot flee or fire & flee as a charge reaction.

CHARACTERS

Should they lose a round of hand-to-hand combat, unattached characters will automatically break and flee but may attempt to rally as normal.

If a character is attached to a unit reduced to less than five models in total, and the unit flees as the result of losing in hand-to-hand combat or a failed Panic check, the unit cannot rally. The character flees with the unit and cannot rally in this instance as he is swept away in the retreat.

A character may not join a unit that is engaged in hand-to-hand combat. The character may charge into the combat though if a valid charge can be performed.

A character may not charge an enemy in the rear if he starts his move in the front of it. (This is a clarification to a statement on page 41 of the WAB rules).

MOVEMENT & MANOEUVRE

MOVEMENT RATES

In all cases for both mounted and dismounted troops, unless stated otherwise, the Movement value is listed giving the unencumbered rate. Players must deduct the applicable movement penalties for armour and barding.

REFORMING

Models in units that reform cannot move more than double their normal Movement rate while doing so. Should this situation occur, the desired formation cannot be completed, and the unit must assume a formation to conform with the movement distances available.

DISENGAGING

When a unit disengages, it moves away from the enemy unit it is in contact with in a straight line and ends up with its rear facing the enemy. Units fighting to more than one facing (eg, front and flank) may not disengage.



TERRAIN

All wargamers' terrain is different and it is impossible to write rules to cater for every terrain feature. We recommend that before deploying your army when using a pre-set terrain table, or before placing terrain when not using a pre-set terrain table, that you agree with your opponent the effects of terrain on the game. Consider specifically the effects of missile fire and difficult ground on skirmishers and light troop types. Please note that event organizers may have already adopted specific rules for consistency during their event, so ensure you are aware of them.

DIFFICULT TERRAIN

Difficult terrain slows skirmishing mounted troops' movement in the same way as it affects most formed units.

COPSES OF TREES OR ORCHARDS

Copses and orchards are classified as difficult terrain for movement of formed units of troops, chariots, etc. All skirmishing troop types are unaffected.

Copses and orchards do not block line of sight, but all shooting through or at targets within the copse or orchard suffer a -1 to hit.

In order to define copses and orchards, we suggest trees are spaced well apart, and pathways or well-trodden routes between the trees are shown along with other features.

Formed units can use a 'snaking column' through this terrain by following any paths with no reduction in movement (see page 20 of the WAB rules).

A similar terrain feature for groups of rocks, areas covered with brush or shrubs, etc, to represent 'open' difficult ground could also be used at the discretion of players.

Typically, we would recommend this terrain type for games involving 25mm or greater scales.

SHOOTING

Shooting and Elevated Positions

Currently, all models in a unit on an elevated position can shoot, and be targeted by all models in a unit which is shooting at them as they can see and be seen by all.

Unless agreed otherwise with your opponent before the game starts, (see Terrain above) apply the rules for Massed Archery (page 23 of the WAB rules) to all missile weapons for these situations when using formed units.

SKIRMISHING UNITS & LINE OF SIGHT

Line of sight rules apply to skirmishing models, and care should be taken when moving models and determining which can and cannot shoot. Model bases obstruct line of sight and fire arcs apply to skirmishers (see page 9 of the WAB rulebook). This applies even when skirmishers are firing from or at elevated positions, and space between bases and a valid fire arc are still necessary to fire.

MOVING CREWS

Crew models aboard elephants, chariots and war-wagons that move are subject to the -1 to hit modifier for moving unless stated for the weapon itself or other special rules.

Heavy/Scythed Chariots as Targets

Heavy Chariots and Scythed Chariots are treated as large targets (+1 to hit) when shot at.

HAND-TO-HAND COMBAT

WEAPONS

Weapons that can be used to fight in two ranks only do so to the frontal facing of the unit. Models in corner-to-corner contact to their front and models in the second rank behind them may also fight if they are appropriately armed.

SKIRMISHING UNITS

The following applies to all units in skirmish formation.

Units that charge the flank or rear of an enemy do not cause a Panic test, and do not negate rank bonuses for Combat Results. Units attacking from the flank or rear do gain the applicable +1 or +2 Combat Result.

Units do not gain the combat bonuses for unit standards and may not use any Musicians in a roll-off.

DIFFICULT TERRAIN

A unit in clear ground fighting an enemy unit that is located within difficult ground will only lose any rank bonus if models in the unit are in direct contact with enemy models located in the difficult ground.

OVERRUN

Sometimes a powerful unit is capable of smashing through an enemy in a single round of close combat. In such cases, the thundering charge of the victorious unit will sweep it forward as it cuts down its enemies.

This is represented by the Overrun rule. This rule prevents individuals and small units from stopping a unit of charging Knights in its tracks, for example.

If all of a unit's opponents are slain in the first round of close combat (for that unit) then it is allowed to make an Overrun move as if it had broken its enemies. This will be 2D6" or 3D6" depending on the Movement value of the unit (like with fleeing and pursuit). The unit moves forwards in a direct line (ie, towards and through the position where the destroyed enemy unit was). Note that the victorious unit does not have to make the Overrun move - the player may elect to keep his troops stationary if he wishes.



Sometimes the Overrun move allows the unit to hit a fresh enemy unit. This is treated as if it were a new charge, and all the rules governing charges apply. In this case, the Overrunning unit has no choice in the matter, it must charge against the fresh enemy. The unexpectedly attacked unit can only respond to the charge by holding; any attempt to flee or stand & shoot is impossible. When moving an overrunning unit into contact with the enemy, the player must endeavour to bring as many models from the charging unit into combat as possible. This can usually be achieved by moving them straight forward, but it will sometimes be necessary to wheel the unit slightly to face the enemy.

If the new enemy or the overrunning unit causes *fear* or *terror* then take a test in accordance with the rules for *fear* or *terror* and abide by the results of the test.

Any resulting combat is worked out in the following turn. The overrunning troops are charging and so get all the usual benefits and bonuses, just as if they had charged that turn, even though their charge actually occurred during the Close Combat phase of the previous turn.

Assuming that overrunning troops do not encounter any fresh enemy, they move the distance indicated by their dice roll and thereafter are ready to fight normally. So, in their following turn they may charge, march or move normally exactly like any other unit, and no penalty is imposed because of pursuing.

FALLING BACK IN GOOD ORDER

Sometimes, units will be forced to fall back in good order. Units can do this under the following circumstances:

Any combat where one side outnumbers the other by over two to one gives overwhelming odds to the side with the most models. If a side with overwhelming odds (calculated at the end of the combat) loses a combat and fails their Break test, they fall back in good order instead of fleeing. (This is an 'easy to forget' special rule. If you forget that one of your units should have fallen back in good order rather than flee, that is your own silly fault and cannot be changed later in the battle!).

Drilled troops, units in skirmish formation, and cavalry that lose a combat but pass their Break test may fall back in good order if they wish, instead of remaining in the combat.

The fall back move is made in the same way as when a unit flees, with the following exceptions:

1. Units falling back in good order don't cause friends within 12" to take a Panic test.
2. Units falling back in good order rally automatically at the end of the move and may immediately reform. However, if a unit is falling back from a lost combat in which it was fighting to the flank or rear, it cannot reform and remains with its original facing at the end of the fall back move. Thus, a flanked unit cannot fall back into a better position and continues to suffer all applicable penalties if contacted by pursuers.

Unusual situations: *It is impossible to cover in words all the situations that could occur on the tabletop in this instance. The important thing to achieve when falling back from a flank or rear charge (or both!) is that the falling back unit does not gain any advantages and players should be prepared to improvise (see pg 10 of the WAB rulebook) when repositioning units after this move.*

3. Units falling back in good order may be pursued, but if caught they're not wiped out; instead the pursuing units count as having charged in the next Close Combat phase.
4. Units that fell back in good order are not allowed to declare a charge in their next turn. Apart from this, however, they may move and shoot normally.
5. A unit that falls back off the table is lost.
6. Units can fall back in good order from a First Charge or Ferocious Charge.

CAVALRY COUNTER CHARGES

The unit also counts as charging for the purposes of Ferocious Charge and Warband, and for weapon bonuses.

ATTACK AT FORUM ANNII

It is all too easy to take the Hollywood version of Spartacus at face value and see the revolt as a black and white battle between slaves and oppressors. The real story is, as always, much more complicated with atrocities committed by both sides. In Sallust's fragmented manuscript is an account of the slave army's attack on the town of Forum Annii, in Luciana.

Unfortunately, the manuscript is unclear with regard to the date of this attack but it would appear to be before Crassus's split from Spartacus, Sallust mentions that the "autumn harvest was just ripening" implying it was late summer or early autumn, when the attack took place (in 73 BC).

Having deceived the Romans into thinking that their camp was still occupied, by propping fresh corpses up against the stockade and leaving a trumpeter behind to sound the hourly watches, the slave army marched out under the cover of darkness. Some time later, the slaves arrived at the farming community of Forum Annii, a market town (one of the meanings of 'Forum' is market place in Latin) surrounded by farms and hamlets, not designed for, nor expecting an attack. Disobeying Spartacus, the slaves surprised the inhabitants and began raping, pillaging and putting to the sword anyone who resisted or attempted to flee, "inflicting wounds in a most depraved manner".

Whilst some of the slaves were attacking the people, others were throwing firebrands onto the roofs of the houses. Spartacus was powerless to stop them despite repeatedly appealing to them. He resorted to sending a messenger on ahead of his army to warn the locals and avert unnecessary bloodshed. The locals also learnt of the fugitive army from refugees and fled with all their possessions. The slaves stayed in the area for a day and a night, and having doubled the strength of their army, they moved on.

Strategically, it would have been more useful to Spartacus to have the local population on 'his side' supplying his army with supplies, guides, and most importantly, information about the enemy. The atrocity at Forum Annii and similar such actions would have done nothing to help their cause and in fact helps justify their eventual fate.

FURTHER INFORMATION

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(Translations of most primary sources including Plutarch and Appian).

Various articles in *Wargames Illustrated* and *Miniature Wargames* (especially those by Michael Nursey and Russell Tomlinson).

'*Spartacus*', Howard Fast (the novel that inspired the film).

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'*Roman Warfare*', Adrian Goldsworthy.

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Of all the ancient sources, Sallust is probably the most important. Writing in the decades immediately after the revolt, it is more than likely that he spoke to some of the people involved. However, much of his work is now lost, only surviving in the writings of later historians. Both Plutarch and Appian were writing in the 2nd Century AD and as such must have relied on other earlier sources, such as Sallust, some of which are now lost. Though they undoubtedly got the events roughly in order, too much emphasis should not be placed on their exact chronological order of events.

None of the words of Spartacus or the tens of thousands who followed him have survived. Only the writings of his enemies (and vanquishers) the Romans remain.

Spartacus seems to have got a better 'press' from the writers closer to his own time (within a generation or so) than from later writers such as Plutarch and Appian. However, that probably is an indicator of 'the times' in which their books were written and audiences they were intended for.

MINIATURES MANUFACTURERS

The following companies's miniatures are featured in this supplement:

Foundry, 24-34 St Marks Street, Nottingham NG3 1DE, UK – www.wargamesfoundry.com

Gripping Beast, 32 Union Court, Richmond, Surrey TW9 1AW, UK – www.grippingbeast.com

1st Corps Limited, Lower Howorth Fold House Howorth Road Burnley BB11 2RE, UK – www.1stcorps.com

The following companies also manufacture suitable miniatures.

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Old Glory UK, Institute House, New Kyo, Stanley, Co. Durham, DH9 7TJ, UK – www.oldgloryuk.com

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Magister Militum, Unit 4, The Business Centre, Morgans Vale Road, Redlynch, Salisbury, SP5 2HA, UK – www.magistermilitum.com

PUBLISHERS

Warhammer Historical, PO Box 5226, Nottingham NG7 2WT, UK – www.warhammer-historical.com & www.games-workshop.com/historical. Get all the latest news and rules from Warhammer Historical Wargames.

Osprey Publishing Ltd, Elms Court, Chapel Way Botley, Oxford OX2 9LP, UK

Wargames Research Group (WRG), The Keep, Le Marchant Barracks, London Rd, Devizes, Wilts SN10 2ER, UK

SOCIETIES

Society of Ancients, The Membership Secretary, Mabar, Blackheath Lane, Womersley, Guildford, GU5 0PN, UK – www.soa.org.uk. Loads of useful resources as well as a directory of figure manufacturers. The SoA also publish a bi-monthly magazine – *Slingshot*.

Lance and Longbow Society, The Secretary, 11 Westmeade Close Rosedale, Cheshunt Herts EN7 6JP, UK – www.lanceandlongbow.com The Society produces a useful magazine – The Hobilar, and a range of booklets.

MAGAZINES

These cover wargaming in general, rather than being specifically about a particular subject.

Wargames Illustrated, PO Box 6712, Newark, Notts NG24 1GY, UK.

Miniature Wargames, Pireme Publishing Ltd, Suite 10, Wessex House, St Leonard's Road, Bournemouth BH8 8QS, UK.

BUILDING & TERRAIN MANUFACTURERS

Grand Manner, Unit 55, Sapcote Trading Estate Powke Lane, Cradley Heath, B64 5QX, UK – www.grandmanner.co.uk

Scheltrum Miniatures, 75 Albury Road, Aberdeen, AB11 6TP, UK

Monolith Designs, The Bunker, Shaun McLaughlin 78 Harcourt St Newark, NG24 1RF, UK

NOTES

1. Gladiator Equipment: This was considered inferior to normal military equipment. Based on modern reconstruction, helmets had good forward vision, though they were poor in peripheral vision and obscured sounds – so, although good in single combat, they would hamper the fighter in a *mêlée* where the enemy could come from any direction. Exotic gladiator weapons would have looked flamboyant in the arena but would have taken a lot of room to wield effectively, meaning that as soon as the runaways could have got hold of gladius and shields, they would have used those instead. (page 6)

2. Elected Roman Offices of the Late Republic: In the Roman Republic, ambitious powerful citizens stood for a variety of public offices every year. The two highest offices, Consul and Praetor, not only held legislative power but were also the only offices that could command an army. The two Consuls were the highest and most prestigious positions and made joint decisions on behalf of the Republic after taking advice from the Senate. The eight Praetors's principle responsibilities were the judging of legal cases. After their year in office, they could be given 'pro-consular' or 'pro-praetor' power and allowed to campaign/govern in a province of the empire. Military Tribunes were also elected offices and were high-ranking positions in the army but their tasks were normally administrative and looking out for the soldier's welfare. (page 6)

3. Crassus' Dispositions on the Wall: Crassus's siege lines would have been too long to be manned effectively (even by his large number of troops). So it is probable that the legions were encamped back from the wall (possibly with each legion responsible for three to four miles of fortification). The Romans would have garrisoned strong points along the wall with enough troops to hold up any attack whilst awaiting the main body of troops to march up, possibly reacting to beacons or signals – similar to the ones used on Hadrian's Wall. If it is accepted that Appian was right in the notes about the cavalry (see below) and the cavalry were on the Roman side of the wall, it could be that the breakout was successful because the cavalry could interfere with the march of the relief force, allowing the slaves to bring their numbers to bear on the thin line of defenders. (page 7)

4. Appian's Writings on Crassus' Siege: Appian writes that during Crassus's siege, Spartacus awaited the return of his cavalry before attempting to breach the wall for a second time. It is possible that his cavalry had slipped out of the peninsula before Crassus's earthworks were complete. If so, the cavalry would have been operating on Crassus's side of the wall (indeed cavalry would have been little use in an assault against a ditch and rampart wall) and would mean that Crassus's soldiers must have had to make provision in case of attack from the rear. Such an attack (possibly diversionary) could have allowed Spartacus's infantry to finally breach the wall. Another tactic attributed to the slaves by Appian was that they filled the ditch with firewood and set it alight, so the heat and smoke (if the wind was in the right direction) would have hampered the defenders.

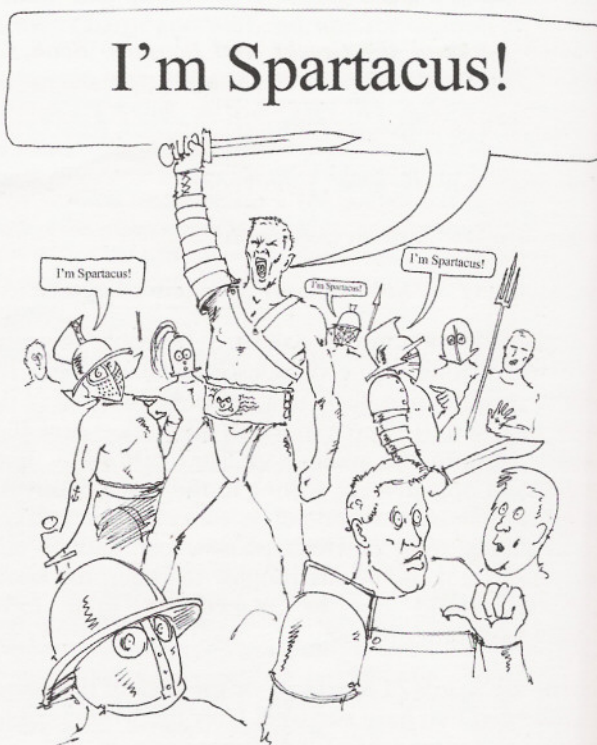
When Spartacus escaped the siege lines, Appian says that he intended to dash towards 'Samnite' territory. This could have been because the Romans had only recently defeated the Samnites (within living memory) and Spartacus may have hoped to find support or at least sympathy from them. It could also be that the Samnites lived in the hilly region to the east and south-east of Rome (basically the Apennine Hills), which was the type of terrain that Spartacus's army favoured fighting in. (page 7)

THE ALTERNATIVE SPARTACUS COVER

When Warhammer Historical first decided to publish Simon's work about Spartacus, it generated a great amount of excitement around the office.

Unsurprisingly, if you have seen the Kubrick movie, it also generated a lot of vocal dialogue based on the lines "I'm Spartacus!"

Alan "I'm Spartacus!" Merrett was so taken by the idea that he went and saw GW artist Dave "No, I'm Spartacus!" Gallagher, and the illustration below was born.



If ever as gamers we need a reminder that wargaming is first and foremost about having fun and we should not take ourselves too seriously, then this is it.

My thanks to Alan, Dave and Simon "I'm Spartacus!" Brown.

Rob "I'm Spartacus!" Broom,
Warhammer Historical
General Manager,
July 2004

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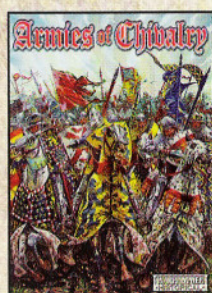
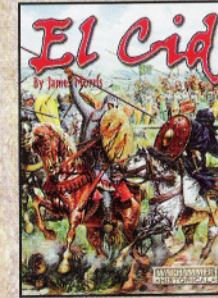
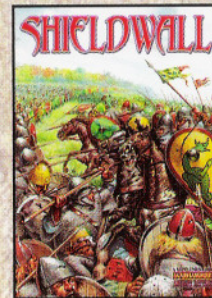
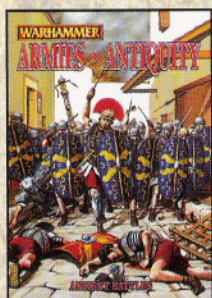
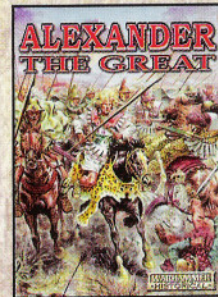
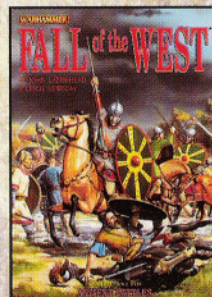
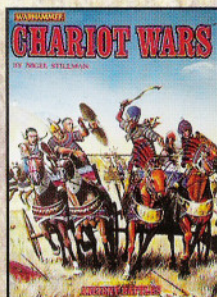
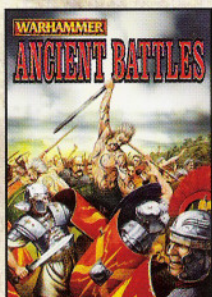
*Spartacus diorama
(front view)*



*Spartacus diorama
(back view)*



In support of *Spartacus*, Warhammer Historical are releasing a special edition miniature featuring Spartacus, Crassus and the two Centurions as recorded by Plutarch. Sculpted by Alan Perry and Michael Perry, this miniature is available now from Warhammer Historical. Not suitable for children under 3 years due to small parts and essential pointed components.



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SPARTACUS™

BY SIMON BROWN

Spartacus's Slave Revolt and the Servile Wars (135 BC - 71 BC) is a source book for Warhammer Ancient Battles.

Spartacus's Slave Revolt was also known as the Great Slave War and this supplement focuses on the events surrounding that war as well as providing details of the two earlier revolts.

Featured within this book are army lists for the following:

- Spartacus's Early Revolt – The gladiators and other slaves who broke out of Capua and conducted a guerrilla campaign near Vesuvius.
- The Gallo-Germanic Slave army – The army of Gauls and Germans who split off from Spartacus's main force and were hunted down by Crassus.
- Spartacus's Late Revolt – The army that Spartacus used to challenge the might of Rome and that was finally defeated by Crassus and Pompey.
- Late Republic Consular army – The Roman forces led by the Consuls and other municipal forces that were quickly raised to combat the revolt of Spartacus.
- The First and Second Slave Revolt – Detailing the forces that opposed the Romans in the First and Second Servile wars in Sicily.

Also included is a list of all of Spartacus's greatest battles against the Romans, along with a suggested campaign: 'Escape to Glory' linking all the battles in turn so that players can test their own abilities against Spartacus and Crassus.

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