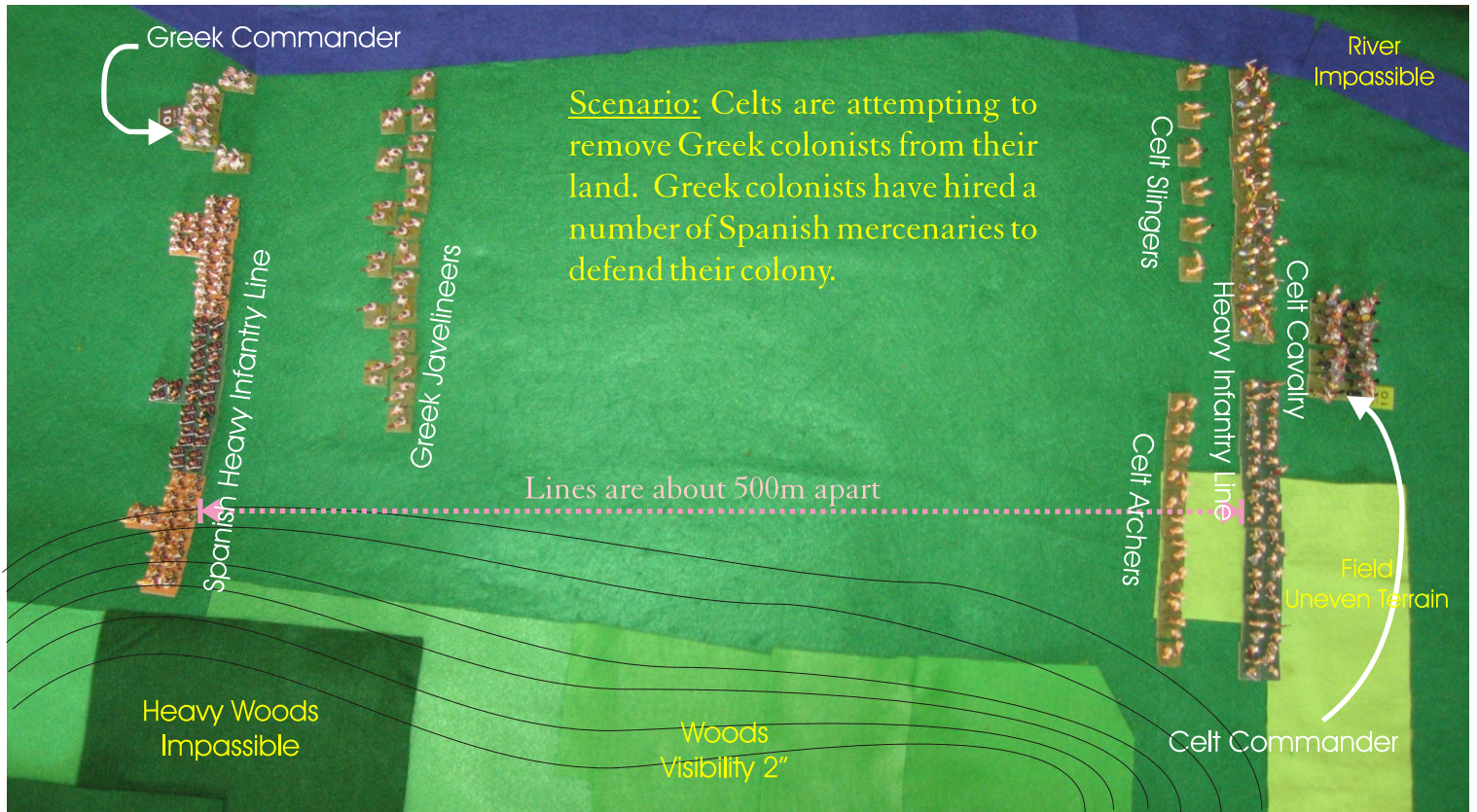
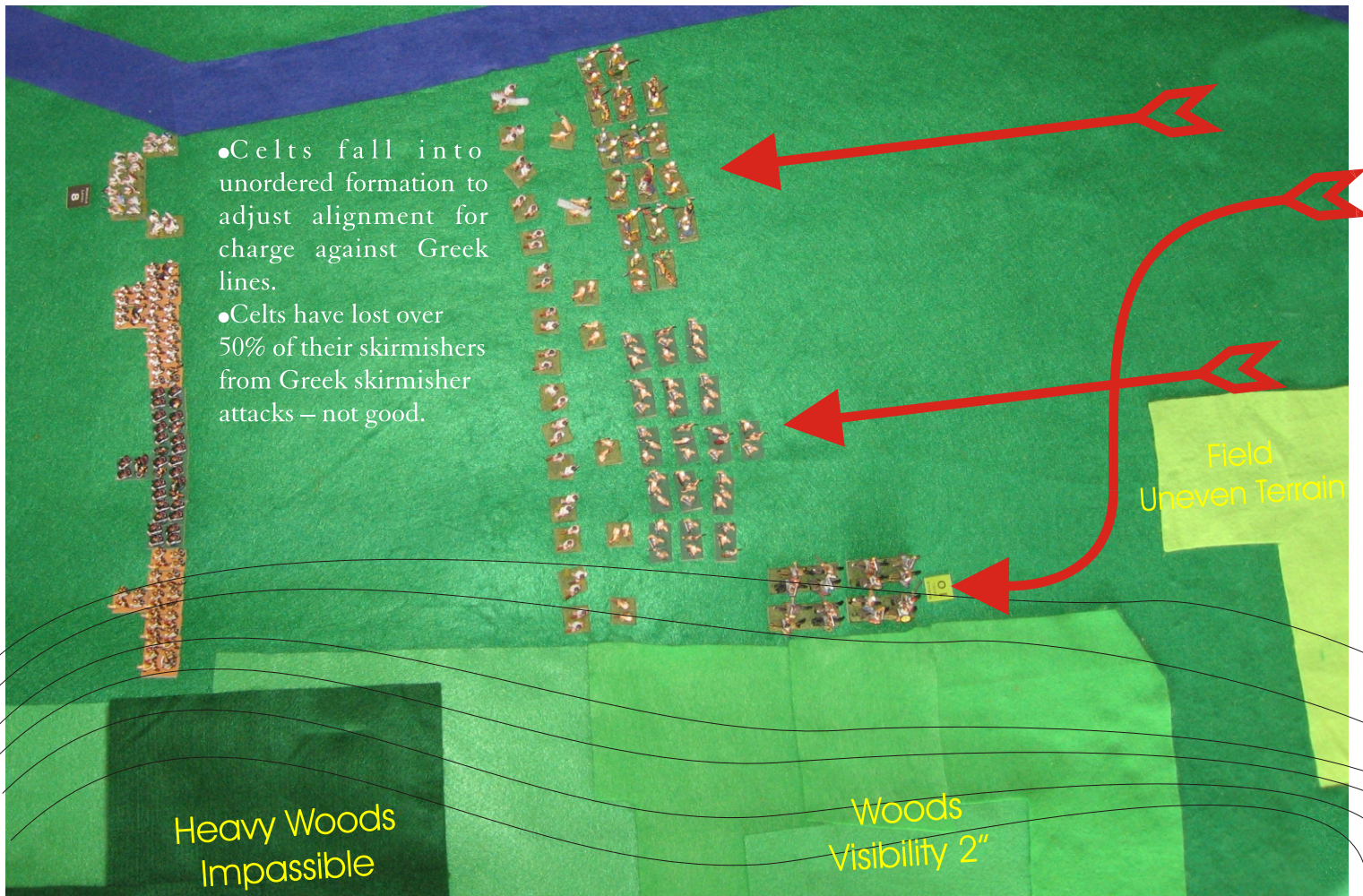


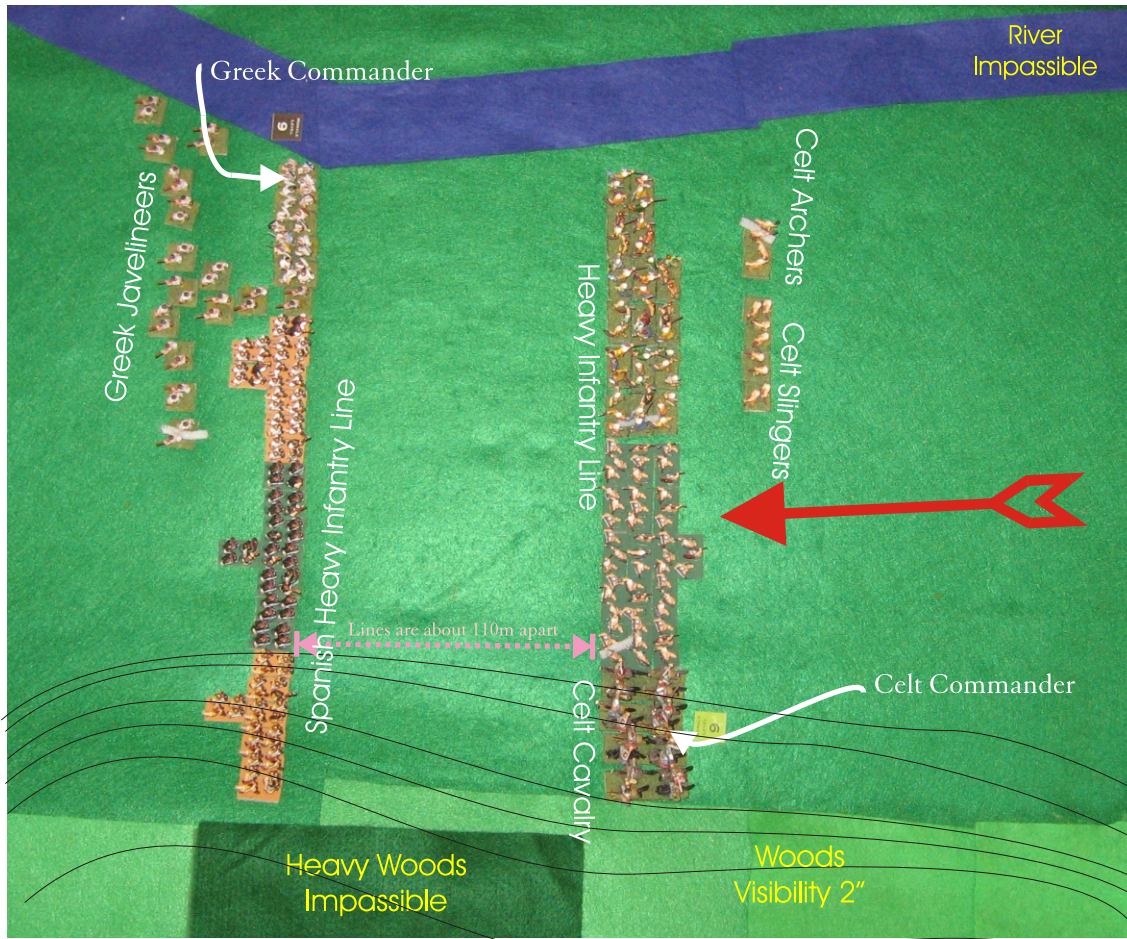
TURN #1: OPENING SETUP OF GAME



TURN #5: Celts continue their advance falling into unordered formation



TURN #12: Celts prepare line for charge by closing order.



- Celts form close order as both Greek and Celt skirmishers fall behind heavy infantry lines. The Celts charge in this long line of infantry formation.
- The Celt charge does not bring the opposing lines into contact until turn #16 because the “charge” is slowed to avoid gaps.

TURN #18: Two turns after impact, the Celt charge unable to break Greek line.



- Celt heavy infantry on right wing suffer heavy losses at the hands of the Greek and Spanish infantry.
- Celt “naked” infantry at center are unable to break through the enemy pikes, and although they suffer fewer losses, they fail to inflict losses upon the opposing Lusitanians.
- On the Celt left, the cavalry are eliminated by Spanish infantry.
- Greek skirmishers prepare for pursuit as Celts lines begin to break and route.
- On Turn #19, the Celt army routes en mass.