



# COMITATUS

Warfare in the Dark Ages

3<sup>rd</sup> - 11<sup>th</sup> C AD

Game Scenario

**Irminal**

AD 772

## Historical Background

Fed up with Saxon raids, including the sacking and burning of the church of Deventer (modern Netherlands), Charlemagne launches an invasion of Saxon territory to bring them to heel. His first target is the Saxon sacred tree *Irminal* near modern Paderborn. The game assumes this is an advance force and so is cavally-heavy up against Saxon defenders on foot.

## Carolingian Brief

You have finally tired of the raids on your kingdom by the pagan Saxons and have decided to annex their lands and convert them to the One True Faith. As a prelude to a full scale invasion, you have led an advance cavally-heavy force across the Rhine in a raid deep into Saxon territory. Your aim is to destroy their sacred tree, known as *Irminal* in their language. You also wish to defeat any forces that come against you.

You will have the Initiative on the first turn.

### Victory conditions:

- Major Victory – destroy the tree and defeat the heathen army.
- Minor Victory – destroy the tree but fail to defeat the heathen army.

To destroy *Irminal* one of your units must move into contact with the stone circle. On the next turn that unit may attempt to destroy the tree by either setting it alight or cutting it down. The unit attempting to destroy *Irminal* cannot engage in combat and will not carry out the task if shot at.



**To do this Roll a D6:** 5-6 the tree is destroyed, -1 if attempting to burn it. If not destroyed, roll again next turn with +1 to die roll for each successive turn.

## Carolingian Order of Battle

**Note:** This, and the Saxon Order of Battle that follows, is what we have used in a couple of games. Players should use this as a guide to possible troop types, adjusting numbers and composition to fit the figures they have available. Numbers of stands on both sides should be roughly equal..

**Charlemagne's Contingent.** Commander in Chief, dice LPs, re-roll 2 once only

Charlemagne's Comitatus: 2 Shock Cavalry, B Grade, MV +3

Noble Cavalry: 4 Shock Cavalry, B Grade, MV +2

**Adalgisile's Contingent:** dice LPs

Adalgisile's Comitatus: 2 Shock Cav, B Grade, MV +3

Frankish Cavalry: 4 Equites, C Grade, MV +1 (organised into 2 units)

Breton Cavalry: 4 Light Javelin Cavalry, C Grade, MV 0

**Worad's Contingent:** dice LPs

Worad's Comitatus: 2 Shieldwall Infantry, B Grade, MV +2

Heavy Infantry: 6 Shieldwall Infantry, C Grade, MV 0 (organised into 2 or 3 units)

Light Infantry: 4 Archers, C Grade, MV 0

## Saxon Brief

Scouting parties have informed you that Charlemagne is leading a large force and has launched a raid across the Rhine. He is deep in Saxon territory and appears intent on destroying *Irminal*, the Sacred Tree of your people. He also intends to destroy whatever forces you lead against him.

### Victory Conditions:

- Major Victory - prevent the Franks from achieving either of their objectives.
- Minor Victory - fail to prevent the Franks from destroying the Tree but defeat their army.

## Saxon Order of Battle

**Widukind's Contingent:** Commander in Chief, dice LPs  
Widukind's Comitatus: 2 Equites, B Grade, MV +3  
*may dismount as 2 understrength or 1 full strength*  
Shieldwall Infantry.

Noble warriors: 2 Shock Inf, B Grade, MV +2

**Hathagat's Contingent:** dice for LPs

Hathagat's Comitatus: 2 Shieldwall Inf, B Grade, MV+2

Warriors: 8 Shieldwall Inf, C Grade, MV 0 (in 2-3 units)

Light Infantry: 2 Skirmishers, C Grade, MV 0

**Albbi's Contingent:** dice for LPs

Albbi's Comitatus: 2 Shieldwall Inf, B Grade, MV+2

Warriors: 8 Shieldwall Inf, C Grade, MV 0 (in 2-3 units)

Light Infantry: 2 Archers, C Grade, MV 0



## Irminal Special Rule

If the Irminal is destroyed by cutting, all Saxon units within 12" must take a Control Test and receive 1 DP. If by burning then all Saxons take a Control Test and 1 DP.

If they get an Act as Player Wishes result there are no consequences. Any other result causes 2 DPs in addition to being bound by the Control Test result.

## Terrain & Deployment

This is an attack by the Carolingians on a Saxon defended position. The Carolingians (or Umpire) sets up terrain. There must be at least 4 areas of woods/forest counting as difficult terrain, representing the forested Saxon homeland. Other terrain items are optional.

The Saxons then choose which side of the table to fight from. They may choose to add one additional terrain feature anywhere beyond 12" of the table centre point. Irminal is set up near the table centre, slightly closer to the Saxon side. The Saxons then deploy one contingent of their choosing anywhere on their half of the table, up to 12" from the horizontal centre line.

Remaining deployment is carried out using the card method described on p.22 of the rules. No units may deploy closer than 12" from the horizontal centre line.

Carolingians have initiative on the first turn. Thereafter dice for initiative as normal.

