



COMITATUS

Warfare in the Dark Ages

3rd - 11th C AD

Game Scenario

Vouillé

AD 507

Historical Background

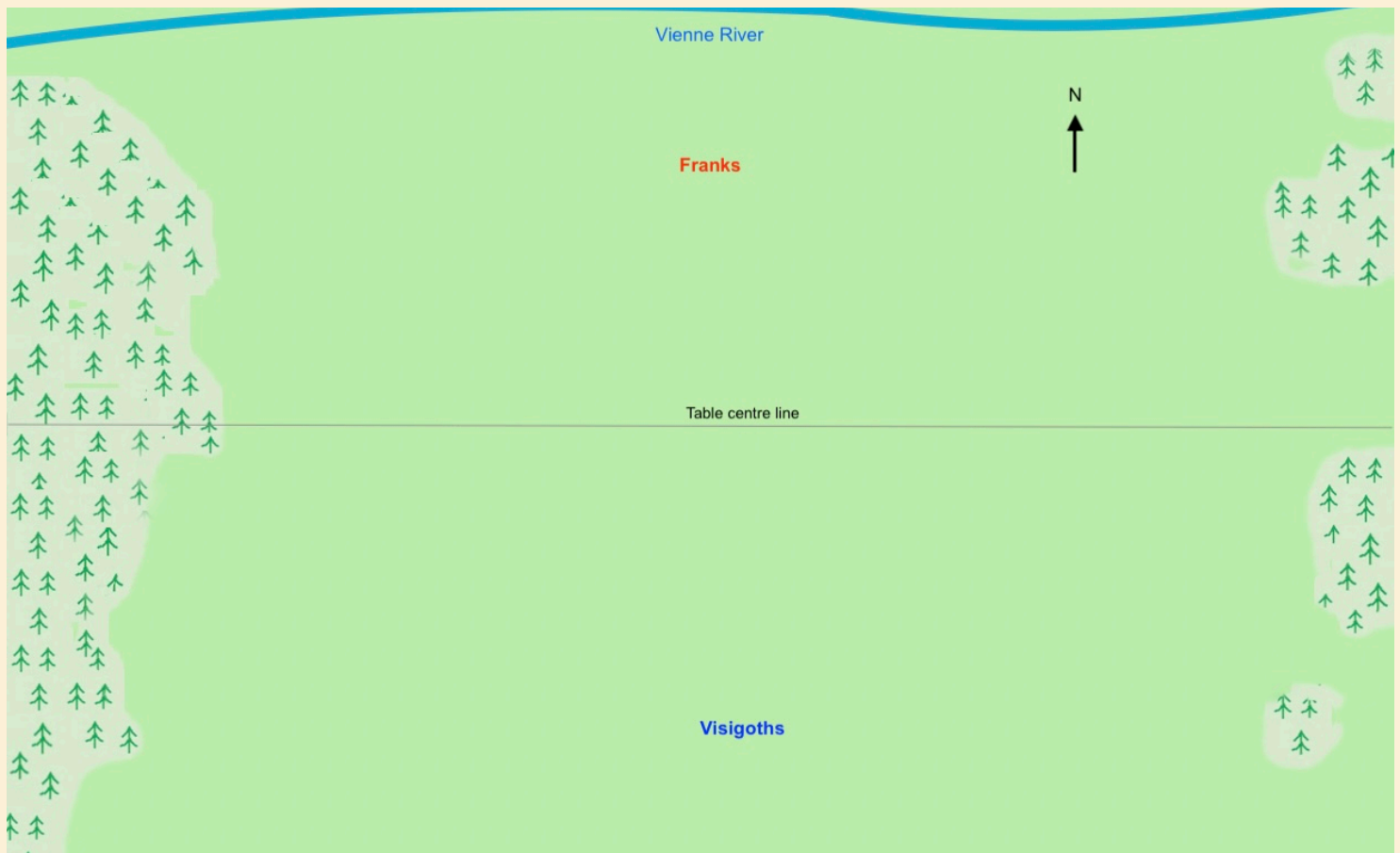
After the Frankish King Clovis's victories over the Alemanni and Burgundians he decided to move on the Visigoths of Aquitaine in 507.

King Alaric II of the Visigoths assembled an army to oppose Clovis. He was supported by Apollinaris, Count of Auvergne's Gallo-Romans. Clovis' army included a contingent of Taifals who may have been a Sarmatian people related to the Alans.

Battle was joined at Vouillé near Poitiers in modern France.



The Field of Battle



The games table should be bound with the Vienne river to the north (which could simply be the table edge), dense forest on the west and copses of woods to the east. The woods limit the cavalry manoeuvres, driving the fight to the middle and forcing the cavalry to fight on a tight frontage.

Deployment. The Visigoths place one contingent on their side of the table up to 12" from the centre line. Then the Franks do the same. Continue alternately until all contingents are deployed.

Orders of Battle

Each army may choose from 24 to 30 stands from the following. Both armies should have the same number of stands.

FRANKS

King Clovis' Contingent – Commander in chief. Dice for Clovis' Leadership Points, re-roll 2 once only.

Clovis' Comitatus: 2-4 stands shock cavalry or equites, B Grade, Exceptional Morale.

Frankish Reserve Contingent. Dice for Commander's Leadership Points, re-roll 5 once only.

Commander's Comitatus: 1-2 stands shieldwall infantry, B Grade, Above Average Morale

Light Infantry: 4-6 stands foot archers, C Grade, Poor morale

Note: Historically the Frankish archers remained in the rear..

Theuderic's Contingent. Dice for Theuderic's Leadership Points.

Theuderic's Comitatus: 1-2 stands equites, B Grade, High Morale

Heavy Infantry: 4-6 stands shieldwall infantry, B Grade, Average Morale

Light Infantry: 2-6 stands foot archers, C Grade, Average Morale

Taifal Contingent. Dice for Commander's Leadership Points

Commander's Comitatus: 1-4 stands shock cavalry, B Grade, High Morale

Light Cavalry: up to 4 stands light horse archers, B Grade, Average Morale

Heavy Cavalry: 4-8 stands shock cavalry, B Grade, Average Morale

VISIGOTHS

King Alaric II's Contingent – Commander in Chief. Dice for Alaric's Leadership Points

Alaric's Comitatus: 2-4 stands, equites, B Grade, High Morale

Heavy Cavalry: 4-8 stands, equites, B Grade, Average Morale

Light Infantry: up to 4 stands, foot archers, C grade, Average Morale

Gesalec's Contingent. Dice for Gesalec's Leadership Points

Gesalec's Comitatus: 1-2 stands, equites, B Grade, Above Average Morale

Heavy Cavalry: 4-8 stands, equites, B Grade, Average Morale

Light Infantry: 4-6 stands, foot archers, C grade, Average Morale

Apollinaris Count of Auvergne's Gallo-Roman Contingent. Dice for Apollinaris' Leadership Points

Apollinaris' Comitatus: 1-2 stands equites, B Grade, High Morale

Gallo-Roman Heavy Infantry: 4-8 stands, shieldwall infantry, B Grade, Average Morale.

Gallo-Roman Light Infantry: up to 4 stands, foot archers, B Grade, Average Morale

Note: Equites may dismount as shieldwall infantry replacing 2 cavalry stands with 1 infantry stand or 2 understrength infantry stands. Shock cavalry may not dismount.



My thanks to Giorgio Briozzo for developing this scenario. Above is a photo from his game.