COMITATUS

Warfare in the Dark Ages

3rd - 11th C AD

Game Scenario

River Glein

Early 6th C AD

Background

Then it was, that the magnanimous Arthur, with all the kings and military force of Britain, fought against the Saxons. And though there were many more noble than himself, yet he was twelve times chosen their commander, and was as often conqueror. The first battle in which he was engaged, was at the mouth of the river Glein. Nennius, History of the Britons

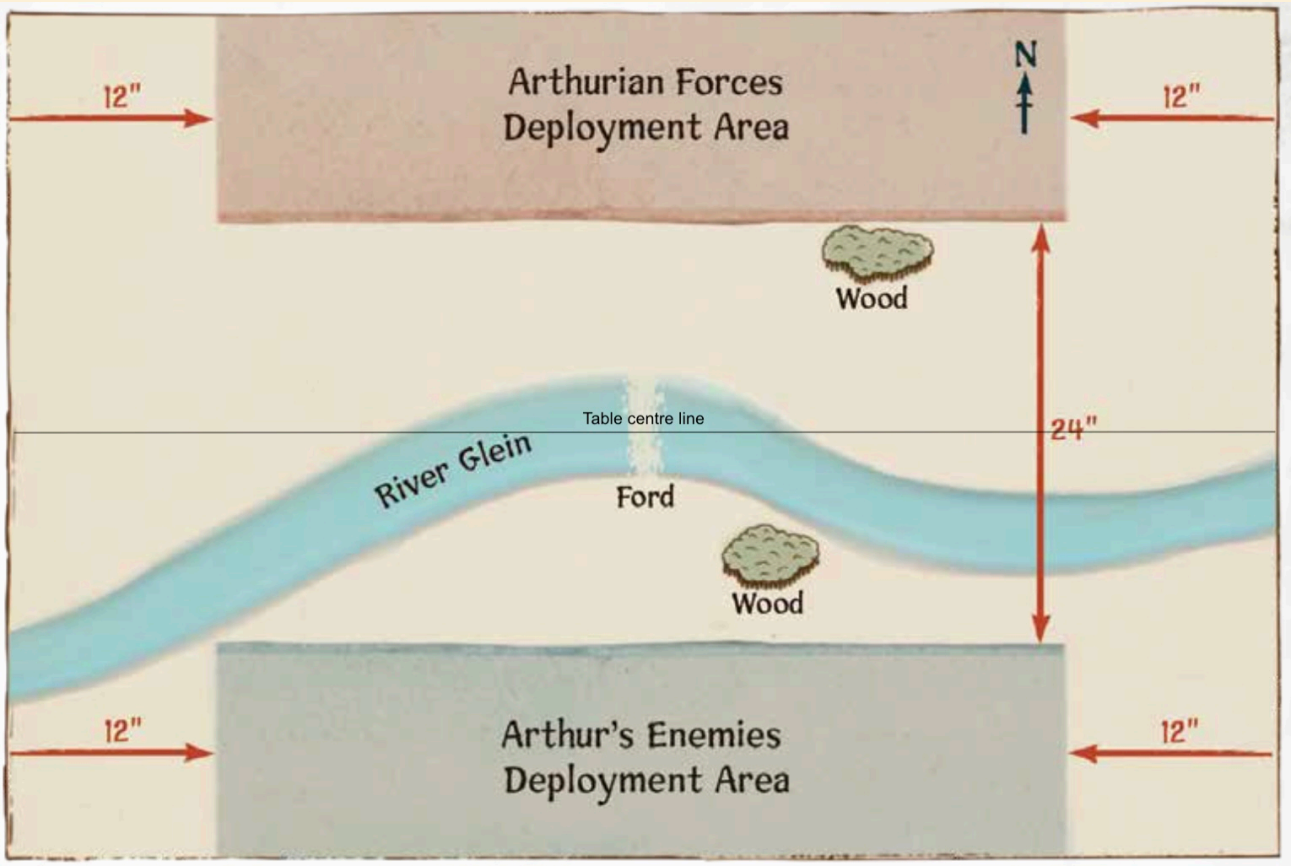
We know nothing more about this battle other than it was a British victory. It may have been fought at a crossing of the River Glen in Northumbria.

The game scenario assumes that the Britons are contesting a ford over the river against an advancing Saxon army.

The Saxon warlord Æsc has suffered a number of defeats and his standing amongst his warriors is low. He has to prove himself or he is finished.

Therefore he has chosen to attack the Welsh, under the command of the renowned war leader Arthur. Should he prove victorious all will be well as the Saxons will spread out to take the surrounding countryside. If he his defeated he can only hope and pray to Woden that he meets a warrior's death.

The Field of Battle



Orders of Battle

The following are the orders of battle we have used in our games with each unit 2 stands strong.

Feel free to vary the unit sizes and composition to suit your armies. The number of stands in each army should be more or less equal.

Should you wish to expand the forces involved keep the exceptional and high morale troops the same as below and add more average morale troops. Should you wish to reduce then take out equal numbers of exceptional, high and average morale troops from each side.

Britons

Arthur. Dice for LPs. Re-roll 2 once only.

Comitatus: 1 unit of 2 stands Equites, B Grade, Exceptional Morale

Noble Cavalry: 2 units of 2 stands Equites, B Grade, High Morale Black

Cunnedda. Dice for LPs.

Comitatus: 1 unit of 2 stands Shieldwall Infantry, B Grade, Exceptional Morale.

Veterans: 2 units of 2 stands Shieldwall Infantry, B Grade, High Morale.

Pedytes: 4 units of 2 stands Shieldwall Infantry, C Grade, Average Morale.

Archers: 1 unit of 2 stands Archers, C Grade, Average Morale.

Light Infantry: one unit of 2 stands Skirmishers C Grade, Average Morale.

Bleiddudd. Dice for LPs.

Comitatus: 1 unit of 2 stands Equites, B Grade, High Morale

Heavy Cavalry: 2 units of 2 stands Equites, B Grade, Average Morale

Light Cavalry: 1 unit of 2 stands Light Javelin Cavalry, Average Morale

Saxons

Æsc Dice for LPs. Re-roll 5 once only.

Comitatus: 1 unit of 2 stands Shock Infantry, B Grade, Exceptional Morale

Noble Warriors: 2 units of 2 stands Shock Infantry, B Grade, High Morale. Black

Ordinary Warriors: 3 units of 2 stands Shock Infantry, B Grade, Average Morale,

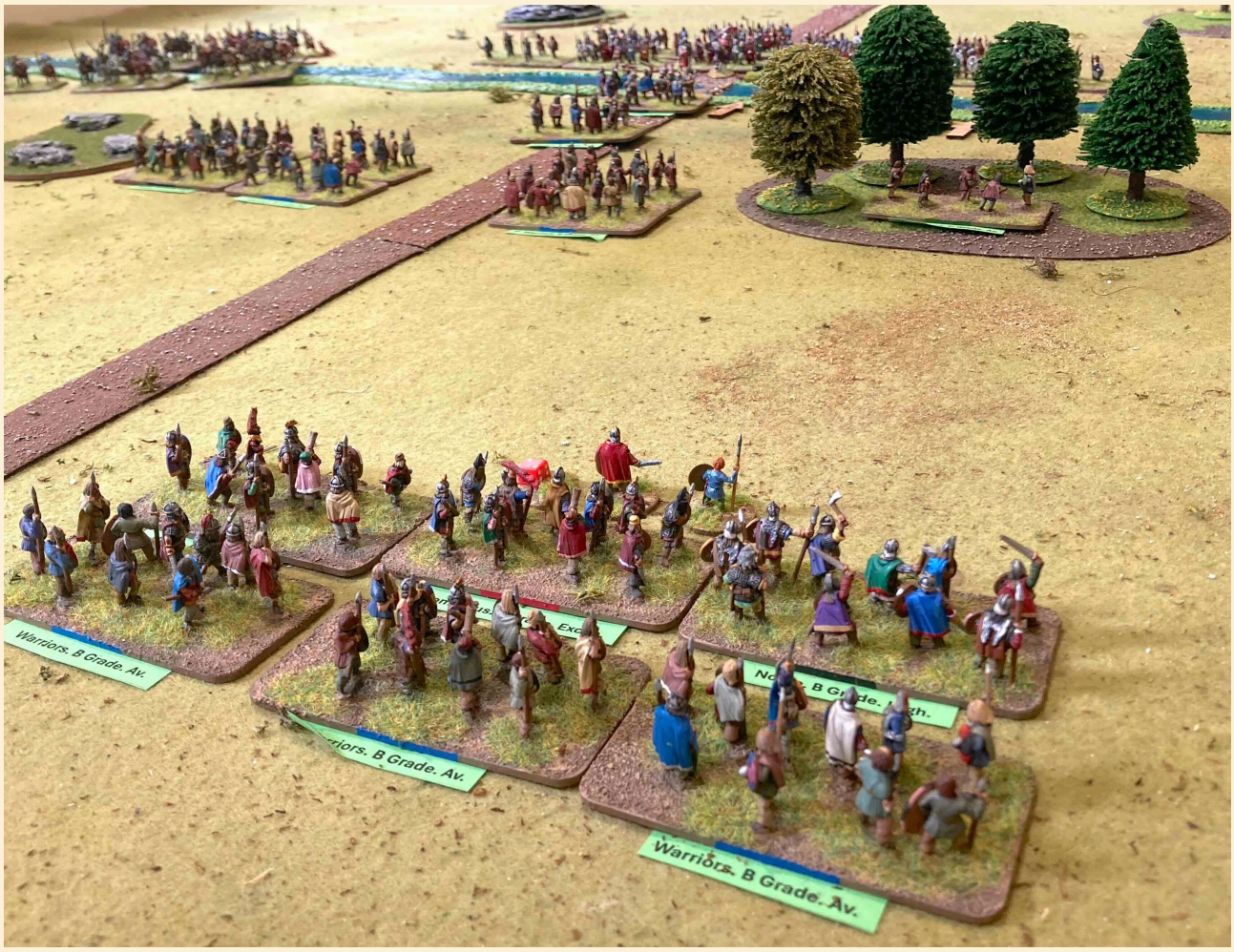
Aelfnoth Dice for LPs

Comitatus: 1 unit of 2 stands Shock Infantry, B Grade, Exceptional Morale

Noble Warriors: 3 units of 2 stands Shock Infantry, B Grade, High Morale

Ordinary Warriors: 4 units each of 2 bases Shock Infantry, B Grade, Average Morale

Skirmishers: 2 units of 2 stands skirmishers, C Grade, Average Morale.



Deployment

The Britons first deploy one contingent. Then throw dice. Low score deploys one contingent. Continue until all contingents deployed.

All deployment can be anywhere in the deployment zone (see field of battle) up to 12” from the table centre line.