



Legio VI

Ancient Battles for 6 mm figures

Game Scenario
Caesar Invades Britain
August 55 BC

Background

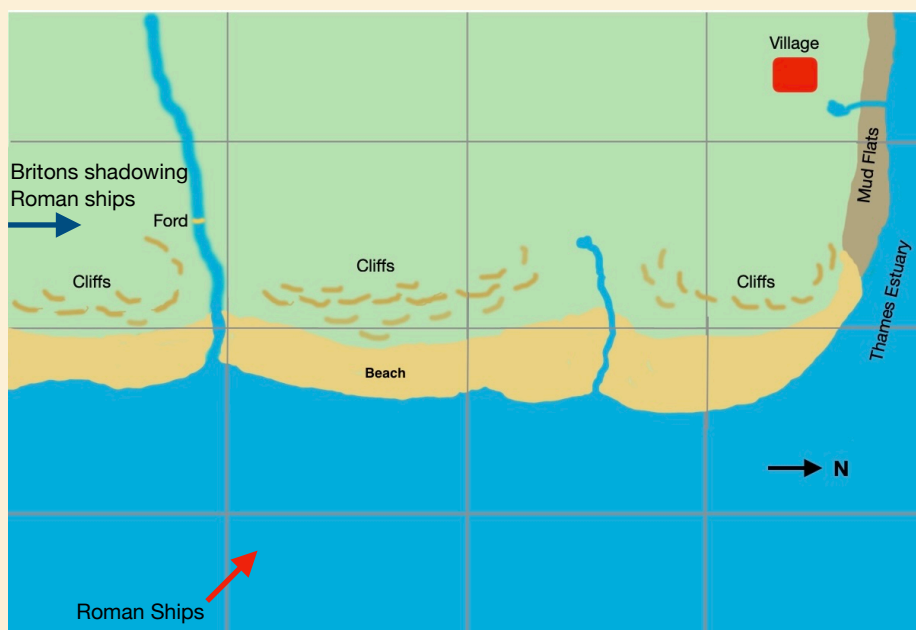
Julius Caesar amassed 2 legions plus auxiliaries for his first invasion of Britain — carried in 80 ships. Cavalry, leaving from another port, were expected to join but failed to turn up.

Nearing land the cliffs are swarming with Britons. Looking for a better landing spot the Romans sail along the coast to the north. Some Britons have been shadowing their progress from the cliff tops.

The coast at the Thames estuary offers better landing as the cliffs recede. These are the lands of Cassibelanus, King of the Cassi. His village, a little way up the estuary, would make a perfect base for future Roman operations.



Table Layout



As most of the action will take place on the beach it is important to have enough sea so that the beach is close to the table centre line. This will avoid the British players having to stretch too far to reach the action.

It also adds to the suspense as the Roman ships have to move some distance before landing, giving the Britons time to manoeuvre into place.

I use an 8' x 5.5' table for 6mm troops. The map is gridded in 2' segments.

Sea. Ships only beyond 4" from shore. Ground when 4" from shore or 1" of Thames bank. Within 4" of shore impassable for Chariots. All others unformed and no shooting when in sea.

Mud flats. Impassable for chariots. All other units become unformed moving through.

Cliffs (facing sea). May be scaled or descended only by Infantry, becoming unformed and taking 1 turn from top to bottom or visa versa. Otherwise impassable. Sides and rear count as hills with no movement penalties. Gaps between cliffs count as open ground.

Beach. Counts as open ground

River. Thames estuary counts as sea. The river may be crossed at ford with no penalty otherwise counts as a minor obstacle. Smaller streams are decorative with no effect.

Village. Surrounded by a palisade or hedge.

Scenario Concept

The idea is for the game to represent the danger and excitement of the Romans jumping from their ships into the sea — in the face of fearsome enemies.

In the opening stages it will be a game of manoeuvre as the Romans choose their landing place(s) and the Britons position themselves to best oppose them. Therefore a fairly large table is needed even with 6mm troops.

It works best as a multi-player game with 3 British players and 2-3 Romans. This allows for competing objectives for the Britons. It could be possible with only 1 Roman player but he would have a lot to contend with on his own.



Roman Brief

As you approach shore, the Britons who have been shadowing you make ready to contest the landing. Your men may well be frightened by the prospect of jumping into the sea in the face of so many fearsome enemies. Your ships are coasting into shore (mainsail furled) at a speed of 1 AvD per turn (dice together if all ships follow flagship). They must either sail straight forward or deviate up to $22\frac{1}{2}^\circ$ to the north or west only. It is low tide. Ships will ground when 4" from sea shore. There they may disembark troops, to be lifted up when the tide rises.

You have 4 ships (representing 20 each). Numbers of troops are bases not figures.

Flagship. Julius Caesar, 3 actions, CinC, with Legio X

1st line 4 cohorts HI, A Grade (with Eagle)

2nd line 3 cohorts HI, A Grade

3rd line 3 cohorts HI, A Grade

Ship 2. Gaius Volusenus, 2 actions, subordinate commander, with Legio VII

1st line 4 cohorts HI, B Grade (with Eagle)

2nd line 3 cohorts HI, B Grade

3rd line 3 cohorts HI, B Grade

Ship 3. May be assigned to either Volusenus or Caesar

Roman Antisignati 4 bases LI, A Grade — counts as 2 cohorts for disembarkation

Roman Evocati: 2 cohorts HI, A Grade (re-enlisted veterans))

Gallic Auxiliaries 4 cohorts MI, B Grade

Ship 4. May be assigned to either Volusenus or Caesar

Spanish Light Infantry 4 bases LI, C Grade — counts as 2 cohorts for disembarkation

Spanish Auxiliaries 4 cohorts MI, C Grade

Spanish Auxiliaries 4 cohorts MI, C Grade

*Note: If 3 Roman players, assign Ship 3 to **Titus Labienus** (2 actions). Ship 4 may be assigned to any leader.*

Disembark up to 5 cohorts per turn, per ship, in any order you wish. Units may not be split. Leaders counts as 1 cohort for disembarkation.

Test for each unit disembarking: No units will disembark into the sea until the Eagle of Legio X has done so. Test for eagle to disembark 5-6 = yes, 1-4. = no; +1 on 2nd turn; automatic 3rd turn. Others may then disembark on the following turns. Thereafter players may chose which units disembark and in which order. Units disembarking in water automatically move 1" to clear space for next unit. Disembarkation + 1" move takes 1 turn.

If troops disembark beyond 4" of shore (ship unexpectedly grounded): take 2 DPs per unit per inch further from shore. Casualty if 6 DPs+, keeping 4 DPs on the unit.



Forming up: May form up once on beach. Each legionary line may form as a separate unit, or combine into a multi-line legion of 2 or 3 lines. If in 2 lines, the third line will form a separate unit. Legionary lines in separate units may give rear support to a unit to their front if formed and within 1".

Follow the Eagle

If separate units of the same legion need to take a control test and are within 4" of the unit carrying the eagle, they will 'follow the eagle' on a result other than 'act as player wishes'. Move in the same direction (separate dice for movement) or halt if the eagle halts. If the eagle halts in combat other lines may move up to give support from the rear.

Challenge to Combat

You are aware that the Britons may challenge you to personal combat. It would be foolish to accept such a risk. Rules for personal combat attached.

Objective

Establish a beachhead and a secure base from which to conduct further operations. Ideally take the village which will make a perfect base.

British Briefs

Each British leader has a separate brief. Numbers of troops refer to bases not figures.

Cassibelanus, King of the Cassi.

Merchants had warned you that the Romans were planning to invade. Now their ships have been sighted and they are heading right for you.

Although the most renowned of kings you do not have enough men to hold them off. Therefore you have reluctantly called on the aid of Taximagulus, King of the Bibroci, and Cingetorix, King of the Cenimagni. They are on their way to assist coming from the south. They have been shadowing the approaching Roman ships from the cliff tops.

The forces at your disposal all start the game within 8" of the village:

Cassibelanus, King of the Cassi, 2 actions

Chariots 4 Chariots, B Grade

Cavalry 4 Light Cavalry, C Grade

Spearmen 4 Medium Infantry, C Grade

Spearmen 4 Medium Infantry, C Grade

Villagers 4 Light Infantry, D Grade

The villagers are a last resort to defend the village and may not move beyond 8" of it.

Druid Sacrifice

You have gathered Druids from all over the kingdom and they are preparing a sacrifice to bring the aid of the gods in your hour of need. The Druids are on the outskirts of the village preparing a sacrifice and may not move.

The sacrifice may take place at any time of your choosing in a command phase after the first turn.



Results: Roll one D6.

1 = The Gods are angry. The sky darkens and it begins to rain heavily. -1 shooting dice, chariots ½ speed, -1 combat die for all British units. This turn and next.

2-3 = The Gods have other things on their mind. No effect.

4-6 = The Gods favour you. Choose one of the following if Cassibelanus present (within 2") otherwise dice to determine result:

The Gods call up the wind and sea. Roll 1 die for each Roman ship. 1 = grounded and partially wrecked. May no longer move. 1 DP for each unit in sea or on ship. This turn and the next.

The Gods give courage to your men. +1 die in combat for all British this turn and the next.

The Gods deliver lightning strikes. Roll dice of death for each Roman leader and unit with eagle. Roll again if leader. Killed = incapacitated 1 turn and wounded. 1 DP on unit with eagle without re-roll.

Objective: Protect the village and Increase your prestige by showing your prowess in combat.

Cingetorix, King of the Cenimagni.

Merchants had warned you that the Romans were planning to invade. Now their ships have been sighted and they are heading for the territory of Cassibelanus, King of the Cassi. Cassibelanus has asked for your aid and you have answered the call as you fear the Roman threat more than you worry about Cassibelanus' power (but that still concerns you).

You are leading a fast moving force of chariots and cavalry. On your way you have been keeping watch on the approaching Roman ships from the cliff tops. Taximagulus, King of the Bibroci is also on his way with infantry.

You have with you the following troops coming up from the south along the cliffs:

Cingetorix, King of the Cenimagni,	1 action
Chariots	4 Chariots, B Grade
Cavalry	4 Light Cavalry, C Grade
Cavalry	4 Light Cavalry, C Grade
Young men	4 Light infantry slingers, D Grade

Objective: Increase your prestige by showing your prowess in combat.



Taximagulus, King of the Bibroci

Merchants had warned you that the Romans were planning to invade. Now their ships have been sighted and they are heading right for the territory of Cassibelanus, King of the Cassi. Cassibelanus has asked for your aid and you have answered the call as you fear the Roman threat more than you worry about Cassibelanus' power (but that still concerns you).

You have enlisted two groups of Fianna (fearsome warrior bands of landless young men) to bolster your own followers. On your way you have been keeping watch on the approaching Roman ships from the cliff tops. Cingetorix, King of the Cenimagni is also on his way with cavalry and chariots.

You have with you the following troops coming up from the south along the cliffs:

Taximagulus, King of the Bibroci,	1 action
Fianna	3 Medium Infantry, B Grade
Fianna	3 Medium Infantry, B Grade
Bibroci Warriors	4 Medium Infantry, C Grade
Bibroci Warriors	4 Medium Infantry, C Grade

Objective: Increase your prestige by showing your prowess in combat.

Applicable to all British leaders

Challenge to Combat. You may use 1 command action to issue a challenge to personal combat in a command phase if within 12" of a Roman leader. You may appoint a champion to fight on your behalf. The Roman is not obliged to accept. Rules for personal combat may be [downloaded here](#).

Victory points

Victory points are assigned to determine the ranking amongst the British players at the end of the game.

- +2 No formed Roman unit within 8" of village (**Cassibelanus only**)
- +1 Each charge led in person by you attached to the charging unit
- +2 Each Roman unit forced to retire or rout as a result of combat with you attached
- +1 Issue challenge to personal combat
- +1 Win personal combat with champion fighting
- +2 Win personal combat without champion
- +3 You kill Caesar either in personal combat or in combat with you attached.
- 2 You are killed

