

Argentoratum 357 AD Rome vs Germans

Scale 1:62

Background:

Set near the modern day city of Strasbourg. The invading Alemanni under their king Chnodomar were intercepted by a much smaller Roman army commanded by general Julian. The Romans attacked, avoiding the wood on their left in which the Germans waited in ambush. Although the Roman right was driven back by the German cavalry which was fighting on foot for this battle, the centre and left routed the Germans who lost 6,000 men.

Winning the game:

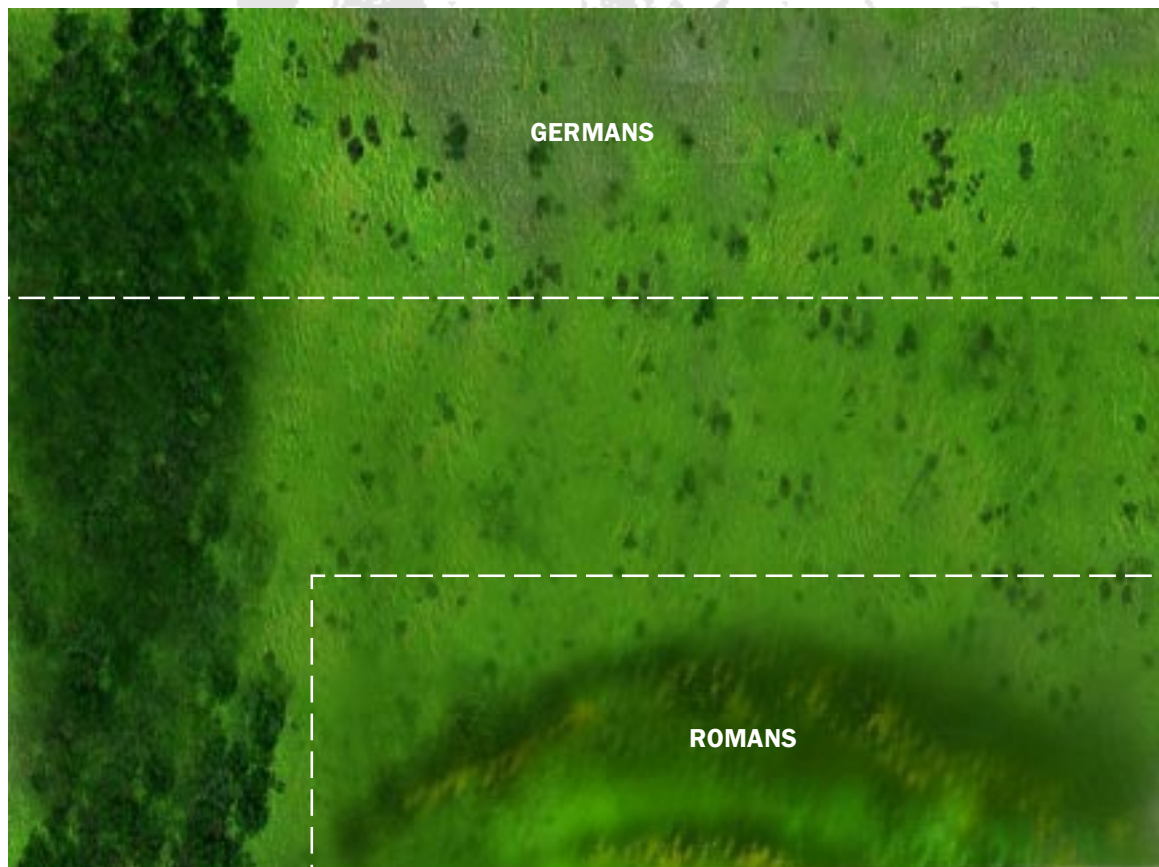
The objective of this game is simple, destroy the enemy army. If the Romans can win and inflict at least 100 figure losses on Germans then they have won a decisive victory. If the Germans can beat the Romans and also kill or capture Julian it is a decisive victory for them. The Germans have the advantage in numbers but the Romans have more units which give them more flexibility.

Deployment:

The Germans set up first and may have up to two units of LI hidden in the woods at the start. The German foot nobles can either be in a single unit as in the army lists or else split amongst the warriors (ten units each 4 foot nobles/ 36 warriors). No Roman units can be deployed in the woods.

Optional Rules:

To vary the balance of the game try with the German cavalry fighting mounted as MC, the Roman infantry armed with pila and/or darts in addition to their javelins.



Armies

Roman (all troops are Regular)

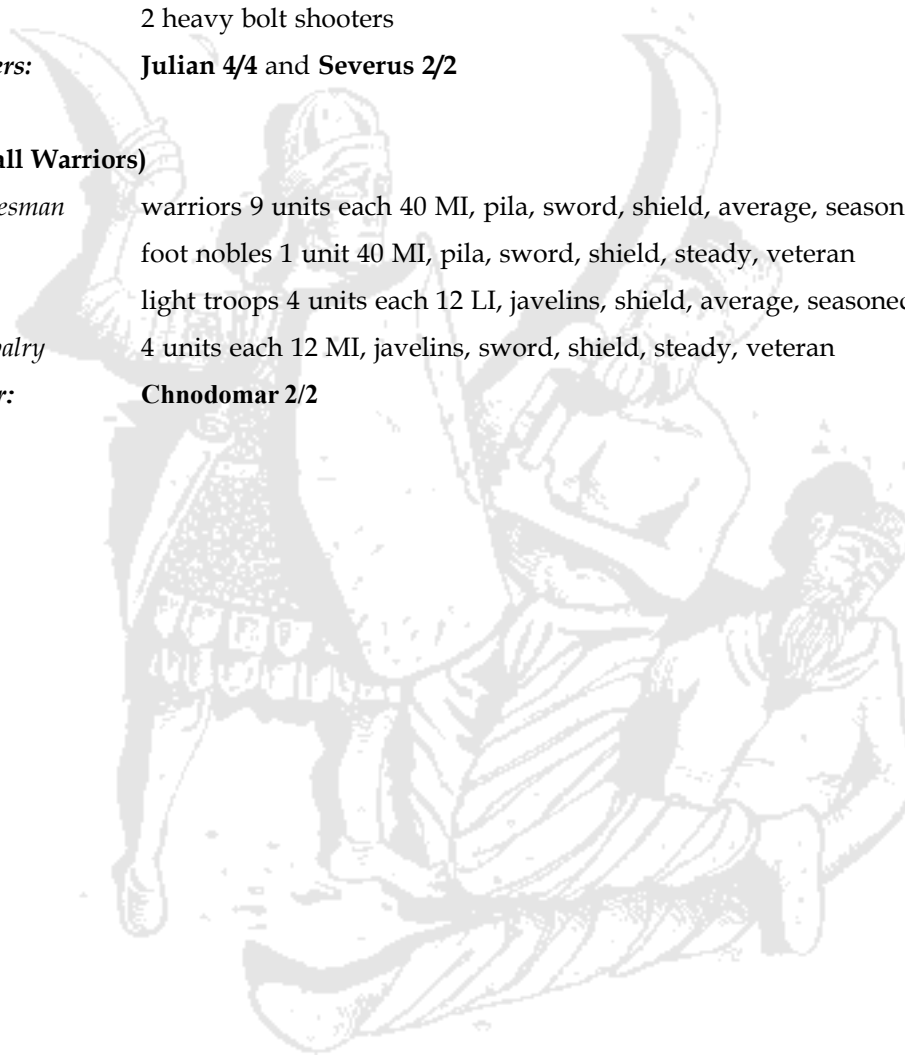
1,500 *Legion Palatina* 2 units each 8 MI, javelin, sword, shield/ 4 MI bow all steady, veteran
2,500 *Auxila Palatina* 4 units each 8 LMI, javelin, sword, shield/ 4 LMI bow all steady, veteran
3,000 *Legionaries* 4 units each 8 MI, javelin, sword, shield/ 4 MI bow all average seasoned
6,000 *Auxila* 8 units 8 LMI, javelin, sword, shield/ 4 LMI bow all average, seasoned
600 *Clibanarii* 1 unit each 12 EHC lance, bow, shield, average, seasoned
600 *Horse Archers* 2 units each 6 LC, bow, average, seasoned
1,500 *Light Horse* 4 units each 6 LC, javelin, shield, average, seasoned
artillery 2 heavy bolt shooters

Commanders: **Julian 4/4** and **Severus 2/2**

Germans (all Warriors)

28,000 *Tribesman* warriors 9 units each 40 MI, pila, sword, shield, average, seasoned
foot nobles 1 unit 40 MI, pila, sword, shield, steady, veteran
light troops 4 units each 12 LI, javelins, shield, average, seasoned
2/3,000 *Cavalry* 4 units each 12 MI, javelins, sword, shield, steady, veteran

Commander: **Chnodomar 2/2**



1. GENERAL

1.1 All distances

in these rules are in cm for 10mm or 15mm figures, double them for 25mm and halve them for 5mm.

Tables are assumed to be 6 feet by 4 feet for 10mm or 15mm figures. For 25mm figures tables should be at least 8 feet on the long edge if the same number of figures are being used, perhaps 12 feet by 5 feet would be ideal for this scale.

2. TROOP TYPES

2.1 Troops

are described by five characteristics

- *Training*
- *Role*
- *Morale rating*
- *Fighting ability*
- *Weapons carried.*

2.2. Training

Regulars:

Troops trained to operate as a unit under officers. These tend to be more reliable than warriors do and will perform drill manoeuvres better.

Warriors:

Operating as individuals or with no training. Sometimes fearless fighters, sometimes losing heart too soon, warriors are unpredictable but tend to be numerous.

2.3. Role:

Light:

Cavalry and infantry, with little or no armour, who fight in open formation, usually with some form of missile weapon. Highly mobile, light troops can surround and harass heavier troops.

Medium:

Cavalry and infantry, with some armour, fight in close formation. Because of their lack of armour medium troops are cheap and can be used in large numbers. Mainly for close combat or massed firepower.

Heavy:

Cavalry and infantry, normally with metal body armour, fight in close formation. The standard close combat troop type.

Light Medium:

A special type of infantry, intermediate between light and medium types. Because of a loose formation they are more effective in difficult terrain and faster than standard medium infantry.

Light Heavy:

A special type of infantry. As above except that they wear metal body armour.

Extra Heavy:

Cavalry and infantry, have metal body also extra protection for unshielded limbs. Cavalry may have armour for the front of the horse instead of extra armour for the rider.

Super Heavy:

Cavalry only, with full armour covering both horse and man. The ultimate shock troops.

Others:

Chariots, Elephants, Artillery and Camels *see chapter 19.*

2.4. Morale Classes:

The ability of troops to continue to obey orders despite the other factors of the battle around them.

<i>Raw</i>	<i>Troops with little experience, usually poorly motivated.</i>
<i>Average</i>	<i>The usual standard of most troops.</i>
<i>Steady</i>	<i>Troops with battle experience or very high standard of soldiering.</i>
<i>Guard</i>	<i>Troops of high confidence, usually protecting a general.</i>

2.5. Fighting Ability:

The effectiveness of the troops with their weapons, dependent on training and their experience.

<i>Poor</i>	<i>Very ineffective.</i>
<i>Seasoned</i>	<i>Standard.</i>
<i>Veteran</i>	<i>Troops of above average fighting ability.</i>
<i>Elite</i>	<i>Selected troops, well trained and experienced. Very rare.</i>

16.8 Abbreviations

SHC	super heavy cavalry
EHC	extra heavy cavalry
HC	heavy cavalry
MC	medium cavalry
LC	light cavalry
EHI	extra heavy infantry
HI	heavy infantry
LHI	light heavy infantry
MI	medium infantry
LMI	light medium infantry
LI	light infantry
LTS	long thrusting spear

