

• HAIL CAESAR •TM

GERMANIA



Fighting the Battle of the Teutoburger Wald
and its aftermath with model soldiers



www.warlordgames.com



Go boys go! With a blood-curdling scream, warriors leap from their cover!



The world's finest fighting machine prepares to engage the savage hordes of Germany.



For Wodan and victory! A German warband charges into action.

· HAIL CAESAR ·
GERMANIA
THE TEUTOBURGER WALD AND ITS AFTERMATH

Written By:

Neil Smith

Cover & Internal Artwork:

Peter Dennis. Cover artwork from Campaign 228 – Teutoburg Forest AD9. Used courtesy of Osprey Publishing Ltd.

Miniatures Painted by:

Andrés Amián, Menekse Deprem-Hennen, Luife Garcia, Alan Mander, Rick Priestley, Paul Sawyer

Production:

Dylan Owen (River Horse)

Photography:

Bernhard Hennen, Mark Owen, Rick Priestley.
Roman boats and bridge courtesy of Grand Manner.

Editing & Proof-reading:

Duncan Macfarlane, Paul Sawyer

Thanks to the Abingdon Wargames Club Players:

Nick Baines, Ross Bowrage, Iain Brant,
Reg Burtenshaw, Dave Clark, Steve Evans,
Andrew Martin, Andrew Thorpe, Chris Wilson

With Special Thanks To:

John Stallard for his tireless enthusiasm
for large, unwashed and hairy men.

ISBN: 978-1-911281-15-3

© Copyright Warlord Games Ltd 2016

Warlord Games, the Warlord Games logo, *Hail Caesar* and the *Hail Caesar* logo are trademarks of Warlord Games Ltd. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means without the prior written permission of the publisher, nor be otherwise circulated in any form of binding or cover other than that in which it is published and without a similar condition being imposed upon the subsequent purchaser.

www.warlordgames.com



CONTENTS

Foreword	3	The Campaigns of Germanicus	32
The German Rebellion	4	Scenario 3: Retrieve the Eagles	34
The Roman Imperial Army	10	Scenario 4: The Long Bridges	40
Rome's Legions on the Rhine	12	Scenario 5: Idistaviso	44
The Germanic Tribes	14	Scenario 6: Rome's Revenge	48
Scenario 1: Disaster in Teutoburger Wald	20	Conclusion	54
Scenario 2: Escape From Aliso	26	Sources for the Romans in Germany	54



“Only a very few use swords or lances. The spears that they carry—frameae is the native word—have short and narrow heads, but are so sharp and easy to handle, that the same weapon serves at need for close or distant fighting. The horseman asks no more than his shield and spear, but the infantry have also javelins to shower, several per man, and can hurl them to a great distance; for they are either naked or only lightly clad in their cloaks. There is nothing ostentatious in their turn-out. Only the shields are picked out with carefully selected colours. Few have breastplates; only here and there will you see a helmet of metal or hide.”

Tacitus on the Germans

FOREWORD



Roman bust of a German, said to be Arminius
(Pushkin museum after original in Dresden)

The Romans were aware of the Germanic tribes living in the region beyond the Rhine and Danube Rivers before Augustus built his Principate out of the ashes of the Roman Republic. There was little they could do about them, however, and chose to stay behind the river barriers. That all changed when Augustus took control in Rome. His motive for sending his armies into hostile territory in 12BC remains open to debate but there is no doubt that Augustus meant business. Within two decades, Rome had assumed authority over many of the German tribes and began the process of Romanization. To the shock of the Romans, however, some German tribes were not keen on the idea and launched a stunningly successful attack on the Roman army in the Teutoburger Wald in 9AD. The Romans launched punitive expeditions over the following years but their spell over the Germans was broken. By the end of Augustus's Principate and the beginning of the Empire under Tiberius, the idea of conquering the Germans was shelved.

This supplement begins with the historical disaster of Teutoburger Wald and ends with a Roman assault on a German village. In between, we play four scenarios based on actual events and situations that arose during the conflict. In company with the fine men of the Abingdon Wargames Club, we examine a wide range of circumstances that arose for the Roman and German commanders, and test to the limits the clash of military cultures between the disciplined and steady Roman Legions and the wild and ferocious Germanic Warbands.

THE GERMAN REBELLION

There are few more caustic critics in history than Romans when one of their own lets down the side. When he does so with the carelessness of Publius Quinctilius Varus in 9AD they were particularly scathing, even if he was a patrician and friend of the Emperor. Perhaps in his case, the chroniclers were justified; after all, it was Varus who led three legions and a cloud of hangers-on into the dense German Wald and lost them all. Winners, on the other hand, are almost always celebrated, sometimes even when they commit infamous acts. The man who brought Varus low was such a man: Arminius combined treachery and nobility to lead his people to one of their greatest ever victories and arguably Imperial Rome's worst disaster.

VARUS

To be fair to the sources, Varus was everything subdued peoples hated about the governors Rome placed over them. One historian pointed out that in his previous governorship of Syria, Varus entered a poor man and left rich in inverse proportion to the wealth of his province. Of him personally, the same source wrote that Varus was an unexcitable man who enjoyed his creature comforts over any notions of being a man of action. When he arrived to take over command in Germany, Varus seems to have believed he could repeat his previous performance and the Germans would roll over meekly like the Syrians; indeed, they would welcome a man who settled things through the courts rather than on the battlefield.

The Romans took pride in bringing civilization to even the darkest corners of savage lands; maybe the Germans would have allowed this process of Romanization to work given time. In certain areas of Germany, the tribes seemed to accept the Roman way of doing things through courts and public assemblies. Their economies and politics also began to shift without obvious discontent, and then along came Varus to pull back the curtain and reveal the full extent to which Germans had lost themselves in the Roman dream.

One historian highlighted the primary lesson Varus disregarded; provinces, he argued, are won by force but secured by justice. Varus on the other hand had hardly set foot in the province before ruling by decree and issuing edicts to proud tribes as if they were slaves bound to the Roman yoke. As in Syria, Varus introduced his personal enrichment programme at the expense of the natives through excess taxation.

The suddenly awakened Germans began to remember that their swords were rusty not blunt and they were men not animals for milking by this effete Roman upstart. One of them, a friend to Rome by the name of Segestes, came to Varus to warn him of a German conspiracy, but the negligent and pompous Varus ignored him. There would be no second warning.





Ambush! A Roman Legion finds a warm welcome far from home.



German cavalry hunt the snowy wastes in pursuit of their favourite quarry – Romans!

ARMINIUS

Enter Arminius, a German of noble birth, Prince of the Cherusci no less, who had fought alongside the Romans in Pannonia as an auxiliary cavalry leader and attained the dignified rank of equestrian in the Roman political system. It is never stated why Arminius rejected his privileged status, or why German tribesmen so readily embraced his leadership, particularly since Arminius's brother stayed on to fight alongside the Romans. Nevertheless, something happened to make Arminius an enemy of Rome, and a ruthless one at that.

He also appears to have taken two lessons from the recently concluded Roman campaigns in Pannonia and Dalmatia; an openly declared revolt would probably meet with entrenchment followed by a suffocating campaign of conquest; and that Rome's military resources behind the front lines along the Rhine were severely stretched. If Arminius were to succeed, he would have to deliver a crushing surprise blow that might knock Rome out before it could marshal its defences.

THE PLAN

Arminius reasoned that if he could draw out the Roman army on to terrain favouring the Germans, he could isolate and destroy it. He therefore brought 'news' to Varus that some tribal elements were revolting in the backcountry and a show of Roman force was needed to calm things down. Arminius also offered to lead the way with his auxiliary cavalry. For the ever-trusting Varus, this show of strength would be quite literally a walk in the woods, but he would take three Legions to make sure the message was heard. Without further ado, he gathered his troops and moved out. Almost from the beginnings of Rome, its armies

marched with discipline and in tried and tested tactical formations. On this march, into potentially hostile territory, Varus appears to have abandoned hundreds of years of practice.

The Roman commander advanced sloppily with his soldiers spread out and he sent some away on detachment to defend apparently helpless German villages and guard vital communications points. The Roman column also contained a large, unwieldy baggage train along with many civilians and slaves. At the front of the column, Roman engineers toiled to clear the way forward and build roads and bridges. Then it rained. And it rained. The wind blew, snapping the tops of the trees, reducing visibility and making even walking treacherous. On the Legions went, clambering along, while becoming ever more bogged down and exhausted. Up ahead, German tribesmen beavered away, building a trap into which Arminius was leading the oblivious Romans. Others joined them after having killed the Roman detachments. The Roman position was desperate, only they did not know it.

AMBUSH!

There was still no inkling of the disaster to come when Arminius reported to Varus and asked permission to take his men on ahead. He claimed they would return once he organized his allies, which was not exactly a lie, it just meant two different things to the two commanders. Off Arminius trotted into the darkness where he would meet his own allies and make final preparations. The Germans glided into positions all around the unsuspecting Roman column and brought their shorter throwing spears to the ready. When Arminius gave the signal, the spears flew out from the trees, finding their marks indiscriminately among the seemingly

defenceless Roman column. Screaming their violent war yells, the Germans charged home, thrusting their long spears into the panicking Roman soldiers as they desperately tried to take up defensive positions.

Hundreds must have died in those first moments, yet even with the total surprise and the ferocity of the initial assault, Varus coordinated the escape of almost two-thirds of the column – perhaps his laziness in allowing the column to spread out so haphazardly actually left many soldiers and civilians out of the attack. Whatever the case, Varus manoeuvred a significant portion of his column out into the open where he prepared hasty field defences. But, as the saying goes, he was not exactly out of the woods.

MASSACRE

Varus had to think and move quickly if he was to save his command. He first burned the wagons that had not been already abandoned in the Wald, perhaps as watch fires in what must have been a long, dark, and terrifying night. Varus then mustered his command the next morning and set out once more back into the woods to try and fight their way through. There was little the Roman soldiers could do but defend themselves and survive, because they could not form disciplined lines; at times, it seemed that even the trees were fighting against Varus's increasingly desperate army.

On they went, all day and into the night, across open ground and through the woods, nipped at by the ever-present Germans. And then again the next day and the next, and all the while rain poured down on the Roman army. Varus's command was slowly bleeding to death until finally he called a halt. With Germans all around them and no hope of safety, Varus and his senior officers, in certain knowledge of the hideous fate that awaited them if captured, took their own lives, leaving what was left of the army to fend for itself.

The end did not take long; the luckiest of the few Roman survivors became slaves while others met terrible ends at the hands of their captors. The Legions' eagles were lost and the Roman disaster was total.

THE RIPPLES OF DISASTER

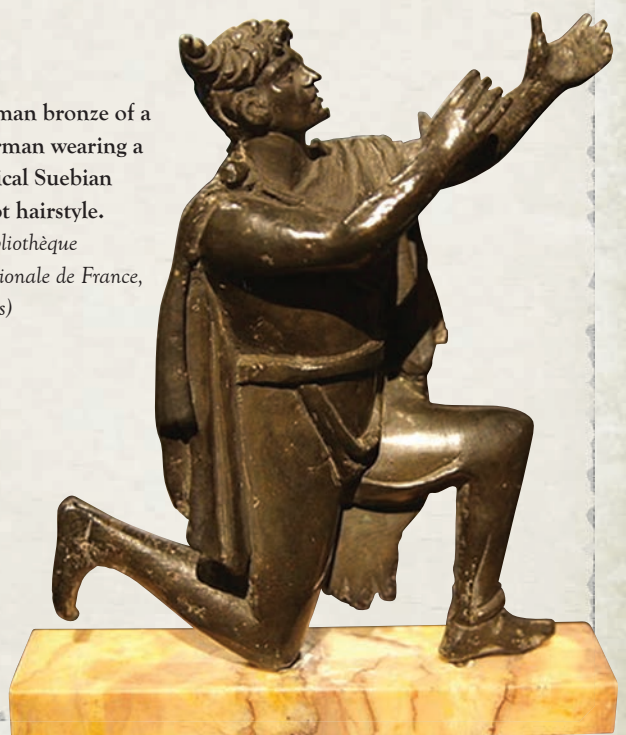
The victorious Germans overran almost all the Roman possessions east of the Rhine, with the notable exception of the fort at Aliso. When the news reached Rome, Emperor Augustus tore his toga in his shock and grief. He also feared for the Empire and what the Germans might do. History shows his fears were groundless and conquering the Romans was never part of the German strategy anyway. Tiberius arrived soon after to steady the Roman frontier and the Germans fell into fighting amongst themselves. Thus was the immediate crisis averted. But there was much hard fighting still to come.

"I must now speak of the Suevi, who are not one nation as are the Chatti and Tencteri, for they occupy the greater part of Germany, and have hitherto been divided into separate tribes with names of their own, though they are called by the general designation of 'Suevi'. A national peculiarity with them is to twist their hair back, and fasten it in a knot This distinguishes the Suevi from the other Germans, as it also does their own freeborn from their slaves. With other tribes, either from some connection with the Suevic race, or, as often happens, from imitation, the practice is an occasional one, and restricted to youth. The Suevi, till their heads are grey, affect the fashion of drawing back their unkempt locks, and often they are knotted on the very top of the head. The chiefs have a more elaborate style; so much do they study appearance, but in perfect innocence, not with any thoughts of love-making; but arranging

their hair when they go to battle, to make themselves tall and terrible, they adorn themselves, so to speak, for the eyes of the foe."

Tacitus on the Suevi

Roman bronze of a German wearing a typical Suebian knot hairstyle.
(Bibliothèque Nationale de France, Paris)



NIGHT FLIGHT FROM ALISO

The shattering defeat in the Teutoburger Wald shocked the Imperial Roman system to its very foundations. The Emperor Augustus rending his garments deep within his palace presents the most graphic image of the aftermath, but it was the Romans on the ground along the Rhine and beyond who felt the most dreadful fear of the potential barbarian onslaught. Recent archaeology has exposed the level of Romanization across the Rhine, including a well-developed town. It was soon abandoned, along with every other Roman settlement, as the locals panicked.

Elsewhere Roman commanders moved quickly to occupy strategic locations and interdict possible German routes to Gaul. The future Emperor Tiberius also marched immediately from the Danube with two Legions. Lucius Caedicius, commanding the large Roman fortress at Aliso, on the eastern side of the Rhine, had no time to make plans: the triumphant enemy had quickly surrounded his fort and were pressing in for the kill.

The site at Aliso has been confidently identified at Haltern on the River Lippe. It was a semi-permanent Legionary fortress, capable of holding 5,300 Roman soldiers, an administrative centre, and a major river harbour. It was therefore a prime target for the rebellious German tribes. Caedicius possessed three advantages over the Germans; he was behind walls; he commanded a large contingent of archers; and the Germans were ill suited to prosecute a successful siege. When the Germans first came to the fort, they charged, hoping to sweep away a demoralized opposition. Instead, it was Roman arrows that swept the field, breaking up the German attacks with ease. With that lesson learned, the Germans drew back to encircle the fort and await developments.

The news, for once, was not good for the besieging German forces. Reports came to them that the Romans west of the Rhine were dug in and vigilant, and Tiberius was advancing

from the south. Many of the warriors decided to cash in their chips and take their winnings home with them rather than stay and gamble their lives on another victory. Those that remained covered the roads out of the fort and settled down to see if the garrison's supplies might run out before reinforcements arrived. Caedicius counted his rations and opted to wait out the siege, safe in the knowledge that the Germans could not break in. He waited, until finally the situation grew desperate inside the fort and with no more news of events elsewhere, Caedicius had little choice but to cut his way out.

Caedicius faced two major obstacles on his road to safety; he did not know the strength of his enemy, and he commanded too few soldiers and too many civilians. It was obvious, therefore, that he could not just fight his way out. The Roman commander's relief was tangible then when a stormy night presented itself as perfect cover for escape. Caedicius hastily gathered his command and set off into the dark, the civilians following along behind. They stole through the first and second cordons, but the column began to fall apart because the civilians could not keep up the pace. It was their fearful shouts to the soldiers that alerted the Germans to the Roman escape, but many of them also realized the fort was now undefended and ran in to plunder. Others attacked the end of the column where those civilians lagging behind made for easy pickings.

At the head of the column, Caedicius had to act quickly as his predicament threatened to end in chaos. He ordered his trumpeters forward to give the signal for a double-quick march. Such a signal from a supposedly fleeing army confused the German tribesmen who assumed it must mean reinforcements had arrived. They promptly pulled off the trail, disappearing into the dark with their plunder and prisoners rather than risk a nighttime battle. A much-relieved Caedicius seized the moment and marched off in the other direction to cross the Rhine and reach safety.



Sinister, dexter, sinister, dexter... it's a man's life in the Roman Auxilia.



German archers – the ancient Germans made good use of the bow.



When your troops turn and run there's always someone who will stand by you.

Marcus Aurelius was to meet his end whilst campaigning against German tribes along the Danubian frontier.



This captured Roman gear is the bee's knees... I'm not so sure about the subligaria though.

“They aim chiefly at a harsh note and a confused roar, putting their shields to their mouth, so that, by reverberation, it may swell into a fuller and deeper sound.”

Tacitus on German war songs



Stylish! The so-called Suebian knot was the mark of a free man and typical of German warriors of the early centuries AD.

THE ROMAN IMPERIAL ARMY

In all ancient military history, one army stands out as an exemplar of discipline and tactical acumen: the Imperial Roman Army. By the time of the Principate of Augustus at the beginning of the Christian era, the Roman army had become a refined instrument of the state capable of defeating any other army in any theatre. Indeed, without the Roman army there was no Roman empire.

The Roman army was built around its heavy infantry, with the Legion as its major tactical and administrative component. The Legion consisted of 4,500 to 5,000 professional soldiers who served for twenty years. Each man also belonged to a *centuria* of 80-100 men under the command of a centurion. Six *centuriae* made up a cohort and there were ten cohorts to a Legion. From Augustus forward, the Emperor appointed Legion commanders with other officers drawn from the senatorial class. A small unit of cavalry aided the officers through escort duties and in transmitting orders out to the Legion in the field.

Legions were numbered and given Eagle standards that they had to protect at all costs, to the death if necessary. That regimentation, along with brutal training methods, added to the cohesion of the Roman army for which it would become justly famous. Augustus introduced other reforms, including reducing the overall number of Legions in the army, increasing the length of service, and raising a large number of auxiliary units to aid in maintaining control over the vast Roman empire.

Auxiliary units performed many functions that the Legions could not. Rome was always deficient in cavalry and those they had could not match the horsemen of their barbarian adversaries. The Romans, therefore, co-opted many of their defeated enemies into auxiliary cavalry units known as *alae*, made up of around 500 men usually from the same tribe. In addition, Rome raised auxiliary infantry and combined infantry-cavalry units from conquered provinces. Auxiliary units worked alongside the Legions under Roman command and were often shipped around the empire to fight where needed. Some auxiliary units performed specialist functions such as Augustus's Germanic bodyguard. However, though an integral part of the Roman army, auxiliary units in Augustus's time mostly retained their tribal dress and weapons.

The Romans were adept at incorporating weapons and practices from their enemies and constantly improving their fighting capabilities. The Roman short sword, for example, was adopted during early campaigns in Spain, and the infantryman's helmet had Celtic origins, though the Romans later improved it with cheek-pieces. However, the heavy throwing spear, the *pilum*, was unique to the Romans; they connected the spear to the shaft with a rivet that would make the *pilum* bend on impact and hinder a charging enemy if it hit his shield. The Romans also discarded their chainmail body armour and replaced it with a *corselet* of thin strips of metal encasing the body called the *lorica segmentata*. This was a lighter and more flexible armour that afforded the soldier greater protection. Finally, Augustus's Legions benefitted from a new rectangular shield that curved around the body and incorporated a large metal boss for pushing an enemy off balance in close combat.

The sum of the parts for weapons and armour was to make the Roman legionary superior at close-quarters to anyone he might face on the battlefield. Typically, the Roman commander would place his Legions in mutually supporting formations and wait for the enemy to charge. When they did, the front ranks of the Legion would throw their *pila* to disrupt the enemy ranks. The legionaries then met the charge by pushing their shields forward and thrusting their short swords out from behind their protection. They followed up by advancing in a highly disciplined and steady 'march', all the while pushing and stabbing until the enemy could no longer take the pressure and broke for safety. When that happened, the Romans would unleash their auxiliary cavalry in pursuit to complete the rout. By the time of Augustus, Roman battle tactics were so refined that it was almost impossible to defeat them in the open field – the Germanic tribes would have to use guile and subterfuge if they hoped to win their freedom from such a juggernaut.



A Roman Legionary Cohort.



“Now they so manage their preparatory exercises of their weapons, that not the bodies of the soldiers only, but their souls may also become stronger.”

Josephus on the Roman Army

ROME'S LEGIONS ON THE RHINE



In the face of the German onslaught! Roman Legions hold the line whilst cavalry work their way round the enemies' flanks.

Many Roman Legions would serve on and across the Rhine frontier as the Roman province matured. In the early days, however, only a few saw service and some would soon wish they had not. Among the first Roman soldiers in the region were those belonging to Legions XVII, XVIII, and XIX. Legion XVII was formed at the same time as a group of Legions required to fight another Civil War in the late 40s BC. At the end of the internal turbulence, XVII was sent out to Gaul to take part in the campaigns of Drusus and Tiberius, and then stationed to protect the frontier against German incursions. When Varus took over the position of Governor for the newly created province, XVII came under his command. Legion XVIII followed almost exactly the same career trajectory as XVII, as did Legion XIX. All three Legions settled into their fortress at Xanten on the Rhine near modern-day Duisburg from where they would set out to meet their fate in the Teutoburger Wald.

When disaster overtook Legions XVII, XVIII, and XIX, the Romans had to rush new troops into the region in case the German tribes decided to do some invading of their own. Legion XVI Gallica was close, based at Mainz

further down the Rhine. Like those that had been lost, XVI was formed in the midst of the Republican Civil Wars and found itself guarding the southern reaches of the Rhine when the call came to march north. Legion I Germanica had a more colourful history. Also formed in the 40s BC, Legion I probably fought at the Battle of Pharsalus. They later fought in Spain but without distinction and subsequently ended up on the Rhine frontier where they recovered their reputation. Varus decided to leave Legion I Germanica behind when he marched off into the forests in AD 9 and they would form the backbone of the province's immediate defence. The third Legion in the area was Legion V Alaudae. They too fought at Pharsalus. They also had the unique distinction of being the first Legion formed from provincial soldiers. Though they served through the emergency following Varus's annihilation, Legion V later mutinied in AD14 amidst general army unrest.

Rome thirsted for revenge after Teutoburger Wald. Before that could happen, however, new Legions had to be drafted in to provide security. Legions I, V, and XVI remained and they were joined by five more. Legion II



Augusta was more comfortable in the warmer climate of Spain where it made its reputation in the Cantabrian War, but the legionaries adapted to perform their duty in the more forbidding German forests over the next eight years. Legion XIII Gemina marched with Julius Caesar when he crossed the Rubicon and now they would be with Germanicus crossing the Rhine. Another of Caesar's Legions was XIV Gemina. They fought with him at the Siege of Alesia and they received the title of Victrix ('Victorious') from Augustus for their service in the Pannonian War in AD9.

Another 'Victrix' was Legion XX. They too fought against the Cantabrians, but their route to Germany went by way of Illyricum. They also served under Tiberius in the Pannonian War and he brought them to Germany after the disaster. They stayed until 43AD when they took part in the invasion of Britain. Finally Legion XXI Rapax ('Greedy') was another veteran unit of the Cantabrian Wars, but made its reputation in the south of modern Germany fighting the Raetian rebellion. The Legion was still based in Regensburg when the call came in AD9 to defend the Rhine frontier.

It was not just the mighty Roman Legions that executed the Empire's vengeance for the infamous massacre. The heavy infantry legionaries were surrounded by auxiliaries of all descriptions. The most famous were the Batavians who added infantry and cavalry to the Roman forces. Many other tribes contributed troops to assist the Legions, such as the Tungrian cavalry and infantry units from the Morini and Frisaviones. Ultimately though, it was Roman pride that needed restoration and that hardened them for the trials ahead when once more the Legions would assert Roman authority over a vanquished people.

**"But it is more difficult to retain
than to create provinces; they are won
by force, they are secured by justice."**

Publius Annius Florus
on the Germanic Wars

THE GERMANIC TRIBES

**“They choose their kings by birth,
their generals for merit.”**

Tacitus on the Germans

Rome had fought against many enemies by the time of Augustus, from the Carthaginians and Persians to the Greeks and Celts, but they had rarely fought against a people whose only active pursuit seemed to be preparing for and making war. To Roman soldiers looking across the Rhine into the dark, forbidding Woods of Germania, they were staring at the dividing line between civilization and wild barbarism: gazing back at them was an implacable, fearsome foe.

The Germans were a widely diverse tribal people with different customs as well as common traits. The Roman historian Tacitus viewed them as distinct from the Gauls whom they sometimes resembled in their customs. Their common currency was cattle and they eschewed precious metals. German tribes were ruled by chiefs and kings, but generals were elevated by popular acclaim. Their societies were all warrior-based, and they celebrated the same gods. Each tribe's spiritual centres lay in sacred groves and the priests divined the laws and punishments. As befitted tribes with so much in common, they fought amongst themselves incessantly.

It was in their tribal social customs that the Germans differed the most. The Batavians and Mattiacians, living in the Rhine region, were more favourable to Roman ways. The Chaucians living in the north, on the other hand, were powerful enough to remain indifferent to the Roman presence. The Cattans, living on the fringes of the Hercynian Wald, resisted Romanization;

they lived for war and the path to manhood for them lay in killing an enemy as the shattered Cheruscan tribe found to their cost.

The Cattans fought exclusively as infantry, but their neighbours the Tencterians were cavalrymen who venerated their horses above all else. The Suevians tied their hair in large knots before marching into battle to make them appear larger and so terrify their enemies. The Semnones branch of the Suevians practiced human sacrifice, while the Langobards were earth worshippers.

Even as boys, Germanic tribesmen were expected to carry weapons at all times and know how to use them. Their education lay in learning how to become warriors and their teachers were esteemed fighters. As they grew up, boys would associate themselves with prominent warriors and follow them into battle; thus, the more followers one had, the greater warrior he must be, and the greater role he would play in the affairs of the tribe.

When it came to battle, the fastest of the young warriors, often dressed in only a light cloak or naked, would go to the front and launch spears at the enemy before retiring behind the heavier infantry who in turn advanced in wedge formation. The regular infantrymen also wore little metal armour and carried spears and shields, and often wore leather helmets and body armour – speed and individual flexibility were more favoured by German warriors than the iron discipline and cohesion of Roman soldiers. Cavalrymen too carried spears and shields, and very few Germanic warriors of any type carried swords, mainly because iron was in short supply in the region.

To boost morale, Germanic tribesmen chanted war songs and women accompanied men into battle to sing and urge their men on to victory.



A dramatic basing scheme shows off these fierce warriors to advantage - an impressive display, sir!





From the depths of the forests the Germans spring suddenly upon their victims.

AMPSIUARII

The name of this tribe means the 'men of Ems', a name preserved by that of the river as well as in place names such as Emden in Germany and Emmen in the Netherlands. They refused to join with Arminius in his revolt against the Romans, and consequently found themselves without allies – a situation that encouraged their neighbours the Chauci to attack them. The Chauci drove them from their territory and they fled westward in search of somewhere to settle. They tried to persuade the Romans to allow them to settle in the lower Rhine region, and when this bid came to nothing allied themselves instead with the Tencteri and Bructeri – who were actively engaged in raids against Roman territory.

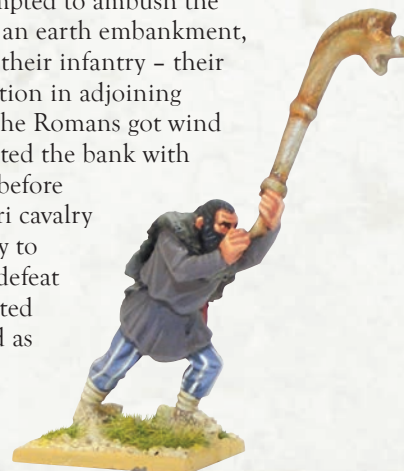
When the Romans responded with raids of their own the Tencturi and Bructeri quickly withdrew, leaving the unfortunate Ampsiuarii to face the wrath of Rome alone. Their fate is uncertain – fleeing up the course of the Rhine they were attacked by some tribes, exploited by others, until all their fighting men were either dead or taken captive. Despite this, Gregory of Tours mentions



them as fighting alongside the Chatti in the 4th century, and they survived as the name of a unit in the Roman army in the *Notitia Dignitatum*.

ANGRIVARII

These were the men of Angei, a region now known as Engern between Westphalia and Eastphalia. They are mentioned by both Ptolemy and Tacitus. They were involved in the fighting against Germanicus during his punitive war against the Germans following the defeat of Varus in the Teutoburger Wald. In alliance with the Cheruskans they attempted to ambush the Romans from behind an earth embankment, where they concealed their infantry – their cavalry taking up position in adjoining woodland. However, the Romans got wind of the plan and assaulted the bank with missiles and engines, before attacking the Angrivari cavalry and putting the enemy to rout. Following their defeat the Angrivari capitulated and henceforth served as faithful allies of the Romans, and many Angrivari served in the Roman army.



BRUCTER

In 9AD a German alliance comprising the Bructeri, Cherusci, Marsi, Chatti, Sicambri and Chauci defeated three Roman legions in the Teutoburger Wald. Both Ptolemy and Strabo agree that the Bructeri lived between the Ems and the Weser. Tacitus says that the Bructeri were driven from their territory by an alliance of tribes that included the Chamavi and Angrivarii. In later centuries the once powerful Bructeri would be absorbed amongst the Franks, their name preserved only in that of an administrative region of the Carolingian empire.



CHAMAVI

In 4BC Tiberius crossed the Rhine and attacked in turn the Chamavi, Chattuari and Bructeri. The Chamavi and their neighbours the Bructeri would later form part of the new Frankish peoples, together with the Salians and some of the Frisians and many smaller tribes from the lower Rhine region.

However, according to early historians of the Roman Empire, such as Gregory of Tours, the Chamavi maintained a separate ethnic identity from the Franks themselves, and they remained a distinct people until the time of Charlemagne. Julian the Apostate fought a brief war to evict Chamavi from Roman territory they had taken over in 358AD. The Hamaland region of the Netherlands is thought to be named after this German tribe.



CHATTI

The Chatti or Catti lived around the upper reaches of the Weser. They were possibly one of the many German tribes belonging to the Suebi or Suevi people. Other Suebians included the Cherusci, the most famous of whom was Arminius the victor of the battle of the Teutoburger Wald. Tacitus describes the Chatti as having hardy frames, close-knit limbs, fierce countenances and a peculiarly vigorous courage. He also says they rarely indulged in raids, but organised for war, keeping their ranks in battle and entrenching their camp at night. He also says they lacked cavalry and that their entire strength was in their infantry.



CHAUCI

The Chauci lived along the coast, originally between the rivers Weser and Elbe and subsequently between the Weser and Ems. They were closely related to their coastal neighbours the Frisii, Angles and Saxons. Coastal settlements were built upon artificial mounds that raised them from any danger of flooding and probably afforded some protection from their enemies. In the mid first century AD they expanded westward, taking advantage of the isolation of the Ampsiuarii and driving them from their lands. To the Romans the Chauci were primarily raiders by sea and water. Their raids eventually led to the Romans dispatching a fleet under Corbulo to engage them in a battle in which the Romans proved victorious. The Chauci were variously allies of the Romans and participants in German armies opposed to the Romans, whilst many would fight as Roman auxiliaries.



During the 3rd century their name disappeared from history and the people themselves were subsumed within the larger tribal group of Saxons. The Saxons themselves were also notorious sea raiders, and it is easy to see the piratical Chauci evolving into the Saxon sea reavers of later times. Tacitus describes the Chauci as the noblest of all Germans, attributing to them a preference for justice over violence, whilst being prepared and able should war come.

The Chatti endured as a nation long enough to mount a serious attack upon Germania Superior in 50AD, as recorded by Tacitus in his Annals. They were eventually absorbed into the kingdom of the Franks. Tacitus says of them, 'a practice, rare among the other German tribes...has become general among the Chatti, of letting the hair and beard grow as soon as they have attained manhood, and not till they have slain a foe laying aside that peculiar aspect which devotes and pledges them to valour.'

"All have fierce blue eyes, red hair, huge frames, fit only for a sudden exertion. They are less able to bear laborious work. Heat and thirst they cannot in the least endure; to cold and hunger their climate and their soil inure them."

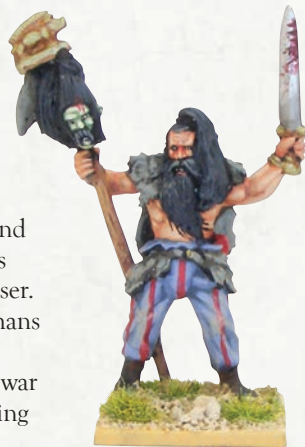
Tacitus on the Germans

“[When a warrior dies] horses are bequeathed along with the slaves, the dwelling-house, and the usual rights of inheritance; they go to the son, not to the eldest, as does the other property, but to the most warlike and courageous.”

Tacitus on the Tencteri

CHERUSCI

The Cherusci were another tribe encompassed by the broad description of Suebi or Suevi. Tacitus describes them living to the east of the Chauci and Chatti – which suggests the lands around and beyond the river Weser. Although subjugated by the Romans in 12BC, the Cherusci became divided, and in the ensuing civil war Arminius rose to power, advocating rebellion against Roman rule. Arminius gathered other German tribes about him and attacked the Romans, destroying three Legions led by Varus at the battle of Teutoburger Wald in 9AD. By Tacitus' time the Cherusci had declined in power, falling under the domination of their more aggressive neighbours, and shortly afterwards they disappeared from history for good.



FRISII

The Frisii lived in the coastal region west of the river Ems. They were related to the coastal dwelling Chauci and the tribes that would later coalesce to form the Saxons and Angles. The Frisii would provide many auxiliary soldiers for the Romans, but also fought against the Romans in concert with their neighbouring tribes. In 12BC Drusus passed through Frisii territory without encountering any resistance, apparently awing the Germans into submission with a display of Roman might. Pliny the Elder describes their territory as consisting of forests by the sides of lakes, and says they lived by agriculture and by rearing cattle.



MARSI

The Marsi were one of the tribes that Arminius led to victory over the Romans at the Teutoburger Wald in 9AD. The vengeful Germanicus led a Roman army against the Marsi in 14AD. He caught the tribe feasting their goddess Tanfana, and slaughtered the poor Marsi who were too far gone in drink to fight back. Germanicus went on to devastate Marsi territory and liberated one of the Roman eagles lost five years before. The Marsi may have been a part of the powerful Sicambri tribe, themselves most likely the descendants of the Cimbri who invaded Italy and were defeated by Marius in 101BC.



SUGAMBRI

The Sugambri are also known as the Sicambri and were probably the descendants of the tribe previously called the Cimbri. According to Caesar, after he had driven off the Usipetes and Tencteri, their horsemen sought refuge with the Sicambri. Consequently, Caesar built a bridge to enable his forces to raid across the Rhine, and in their turn the Sicambri raided into Gaul, destroying some Roman units in the process. Caesar describes them as 'born for war and raids' and claims that 'no swamp or marsh will stop them'. In 16BC they crossed the Rhine together with the Usipetes and Tencteri, defeating a Roman army sent to meet them, and capturing the eagle of Legio V Macedonica. This disgrace, known as the '*clades Lolliana*' after Marcus Lollius the Roman Governor responsible, resulted in Tiberius' intervention, after which the Sicambri retreated back over the Rhine.



TENCTERI

When the Tencteri are mentioned by Caesar and Tacitus it is always in conjunction with the Usipetes. Both tribes are given powerful cavalry in Caesar's description of his battles against the Germans. Later, in Augustus' day, they crossed the Rhine together with the Sicambri and Usipetes, and defeated a Roman Army in the battle known as the '*clades Lolliana*'. Tacitus says that in his time the Tencteri lived between the Rhine and the Chatti, in the former territory of the Ubii, who had crossed the Rhine to settle in Cologne in Roman Gaul. Tacitus says that when a warrior dies, 'horses are bequeathed along with the slaves, the dwelling-house, and the usual rights of inheritance; they go to the son, not to the eldest, as does the other property, but to the most warlike and courageous.'



USIPETES

The Usipetes or Usipii – probably equating to Claudius Ptolemy's Ouispoi – are mentioned by both Tacitus and Caesar. They were, apparently, new arrivals to the eastern bank of the Rhine in Caesar's time, and appear to have moved about quite a bit before finally vanishing from history altogether. According to Wein the name is cognate with the Latin Equites – implying that the Usipetes were perhaps noted horsemen. The Usipetes and Tencteri formed an alliance and forced their way into Gaul, where Caesar together with his own Gallic allies brought them to battle. In 17AD the Usipetes were part of a confederation of German tribes defeated by Germanicus.



If the Germans lack the martial discipline and precision drill of their Roman enemies, they more than make up for it in ferocity!

DISASTER IN TEUTOBURGER WALD

Refighting the sprawling three-day destruction of Varus's Roman army is probably outside the limits of what most wargamers can hope to achieve. That would be the case even if we knew the details of the ambush. However, we can capture the essence of the disaster on the tabletop and with some good fortune the Romans might be able to save themselves. On the other hand, the Germans can finish the job in one sitting this time around.

SET-UP

The scenario takes place along a narrow track on an eighteen-inch wide belt of grass running through a simulated northern German forest, which in our case measured 6'x4' but would work for a longer 8'x 6'. Our battlefield sloped slightly away from the centre track with lots of trees and rocks to hinder any close-order movement above the treeline. For deployment purposes, the battlefield is divided into six equal sectors as shown on the Battlefield map on the opposite page.

GERMAN DEPLOYMENT

Each German player is allocated one Division, consisting of at least three Warbands. The game begins at the point where the eager Germans are about to launch their ambush on the unsuspecting Romans. To avoid complete annihilation in the first move, and three very grumpy Roman players, the German divisions are allocated their positions by each of them rolling a die then placing them accordingly on one of the sectors. If the outcome of the roll is duplicated, the player rolls again until a space is found.

We decided that when placed on the table, the Warbands must be at least nine-inches from the middle of the track or six-inches from the nearest Roman unit – that allows the Germans to spring their surprise and prevents the Romans from simply swinging into line to deal with the problem.

To emphasize the no-turning-back nature of the fight, the Warbands are deployed in close-order to begin the game, but once the attack begins they cannot retreat into the trees in close-order.

ROMAN DEPLOYMENT

Each Roman player takes charge of one Legion, consisting of at least three Cohorts, with one Dependent Unit of civilians, baggage, or artillery. Roman deployment is determined by placing a line of playing cards face-up in no particular order along the track where each playing card represents a Roman unit in accordance with the table below.

Roman deployment is determined by shuffling one suit of cards and placing them randomly face down along the track. The first card may be no closer than nine- inches from the Roman exit point, the last card no closer than nine- inches to the end of the table from which the Romans have entered. Each playing card represents a Roman unit in accordance with the following table:

A	Dummy
K	1st Cohort Legion XVII
Q	2nd Cohort Legion XVII
J	3rd Cohort Legion XVII
10	Civilians
9	1st Cohort Legion XVIII
8	2nd Cohort Legion XVIII
7	3rd Cohort Legion XVIII
6	Baggage
5	1st Cohort Legion XIX
4	2nd Cohort Legion XIX
3	3rd Cohort Legion XIX
2	Artillery

VICTORY CONDITIONS

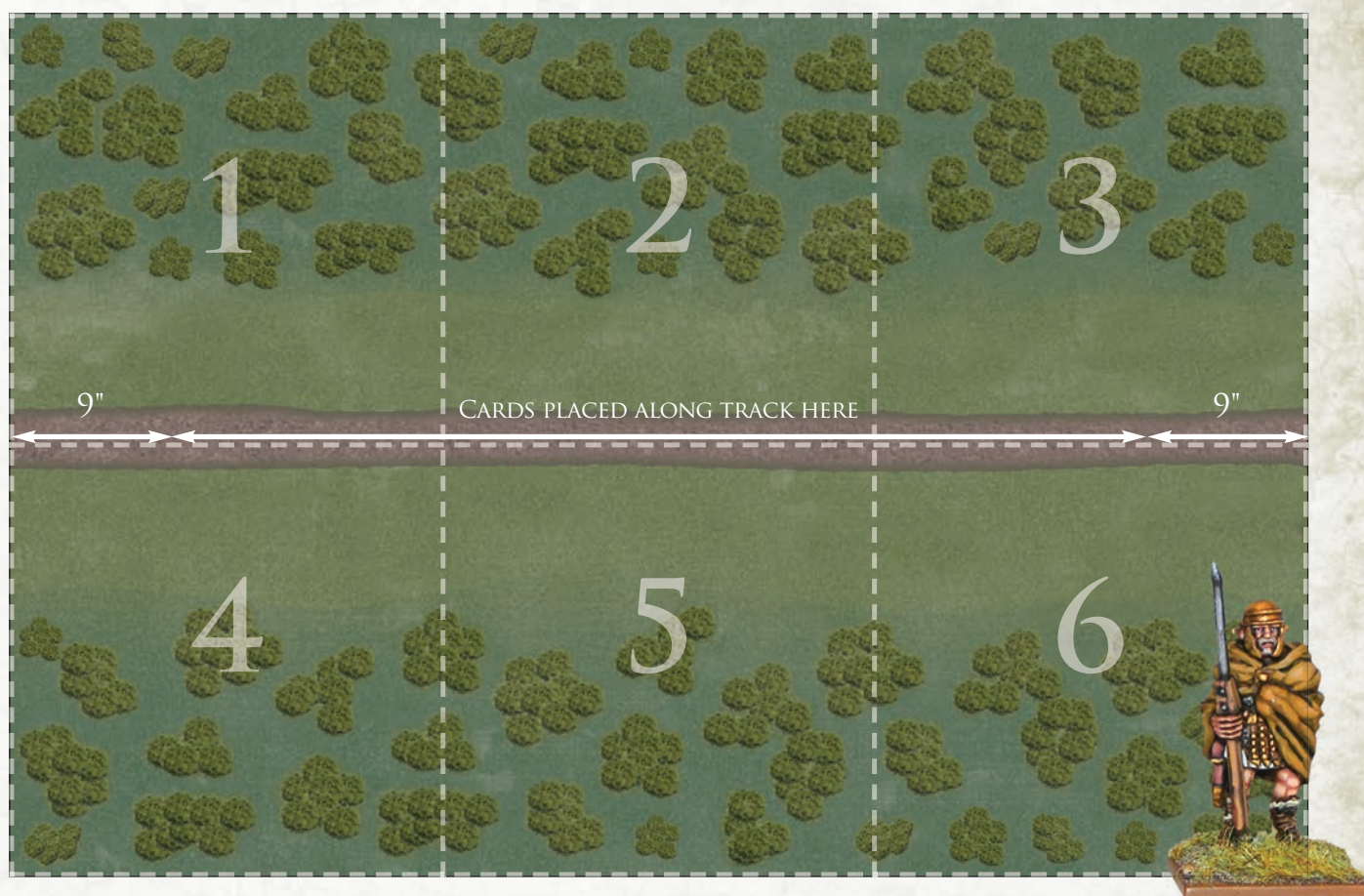
For our reconstruction, the Romans need to try and save as much as they can from the debacle while the Germans must contain the Romans and destroy them all if possible.

Dependent units are worth 10 points to whoever controls them at the end of the game – for the Germans, destruction is a form of control! Each Warband and Legion is worth 5 points if they finish the game intact and on the table while every infantry unit destroyed counts as 7 points to the enemy. The two commanders Varus and Arminius may add 5 points each to their final tally if they survive the battle.



Charge! Warriors on the attack.

Scenario 1



Battlefield Map for Scenario 1

SPECIAL RULES

This scenario uses the following special rules:

- Varus does not have to start the game with his Division and can be placed anywhere on the battlefield. He is also allowed an accompanying unit that will act as a bodyguard. In our case, he kept a unit of archers with him. This does not affect the ability of Varus's Division to react to enemy attacks.
- The Germans begin the game with a "free" attack move against the Roman column. To do this, the German players roll a die for each unit attacking with all but a 1 resulting in the attack closing in on a chosen unit within 9" of the attacking unit.
- The Germans receive a "wild fighters" bonus of 3 on this first attack only and at no other time during the game.
- Roman units that break for the first time are reduced in size to the next lowest unit size and have their attacks/stamina factors halved for the duration of the game – for this scenario, our units all began the game as Standard units; therefore they became Small units when subject to this rule. Units entering that predicament are designated as "Distressed Units". Any subsequent morale failures leading to a break of that unit will result in the unit being totally destroyed and removed from the table.
- If any Dependent units are attacked they do not fight conventionally, but have a 50% chance of successfully running away from their aggressors up to 12". This is achieved by rolling a die with an even result leading to a hasty retreat, and an odd result reducing them to destroyed status at which time they are removed from the table. There is no limit to how many times a Dependent unit can run away if attacked.
- At the end of the first German attack, Varus reallocates surviving Roman units among his commanders in whatever manner he chooses. Those commanders move immediately to their new command positions and begin giving orders.

AMBUSH!

Having set up the table and deployed your forces, it is time to unleash the dogs of war – feel free to include random canines on your battlefield if you are so inclined. The German battle horns blow, shouting erupts out of the darkness of the deep woods then thousands of spears fly towards the startled Romans. The Germans charge, then the serious dice rolling may begin as the Romans desperately attempt to defend themselves.

GERMANIA: THE TEUTOBURGER WALD AND ITS AFTERMATH

ROMAN FORCES

Varus commands Legion XVII which is given a veteran unit as a bonus. Each Legion consists of three infantry units (Cohorts). The baggage, artillery, and civilians are based relative to their model size or numbers, but no bigger than that for military units.

ROMAN COMMAND LEGION	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
1x Veteran Legionary Infantry	7	7	3	0	4+	6	Drilled, Stubborn, Tough
1x Legionary Heavy Infantry	7	7	3	0	4+	6	Drilled
1x Legionary Raw Recruits	6	6	3	0	4+	6	Drilled
1x Roman Light Artillery	1	1	2	2	0	3	Drilled
1x Auxiliary Medium Roman Cavalry	8	5	3	0	5+	6	

ROMAN LEGION X2	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
3x Legionary Heavy Infantry	7	7	3	0	4+	6	Drilled

ROMAN BODYGUARD	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
1x Medium Infantry Archers	5	5	3	3	5+	6	

COMMANDER RATINGS

- Varus: 8 (Fighting Value 3)
- Division Legion Commanders: 8 (Fighting Value 2)

DEPENDENT FORCES

The baggage and Civilians had no Stats for this game because of the 50/50 rule that saw them either run or be destroyed.

GERMAN FORCES

The Command Division contains Arminius attached to his unit of cavalry with three Warbands and one skirmish unit of archers. The other two Divisions consist of three Warbands each with one skirmish unit of javelinmen.

GERMAN COMMAND DIVISION	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
1x Cavalry	8	5	3	0	5+	6	Eager, Tough
3x Warband	9	6	2	0	5+	6	Wild Fighters (3)
1x Light Infantry Archers	4	4	3	3	0	6	

GERMAN DIVISIONS X2	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
3x Warband	9	6	2	0	5+	6	Wild Fighters (3)
1x Skirmishers with javelins (small unit)	3	2	2	0	0	4	

COMMANDER RATINGS

- Arminius: 9 (Fighting Value 3)
- Division Commanders: 8 (Fighting Value 2)

THE CHRONICLER'S REPORT

Setting up our *Hail Caesar* refight of Teutoburger Wald took place remarkably quickly as the players on both sides anticipated the action ahead, though the Barbarians looked a wee bit more eager than their Roman adversaries across the table. The Roman commander exuded pessimism at the predicament he faced as the hapless Varus, while Arminius eagerly racked up his Warbands onto their movement trays in anticipation of the coming romp. Such is often the demeanour of commanders before battle, but history has a way of saving the last laugh for the unwary.

The Germans rolled 1,2, and 6 for their deployment, resulting in two Divisions allocated to take on the Roman vanguard and centre Divisions and Arminius's Division ready to pounce on the rearguard from the other side of the track. The Romans laid out their poorly shuffled cards and deployed the column almost completely as if they had written it out: the Roman Divisions came out in order with the Dependent units spread almost evenly. The only fly in the Roman ointment was the dummy card coming out second last, isolating the rearmost Roman Cohort that suddenly looked like a very small bone in front of a very large dog. Arminius stayed with his Division to be in on the kill, but Varus chose to start the game with his archers unit just off-table at the head of his column – no one thought to remind Varus he should have been with his Legion, perhaps in the belief that Varus would have little effect on this massacre if he was there or not.

The key to beating Romans is to hit them hard and keep hitting them until they cannot take any more; never give them an inch; never show them any daylight. Bearing that in mind, the Germans poured out of the trees in a frantic, headlong charge straight at the nearest Roman units. In the van, the German skirmishers opted to go for the Dependent Baggage Train, while the German Warbands lined up against the front two Roman Cohorts with the third becoming subject to incidental contact. That created an immediate question of how units in column support adjacent units in combat. We decided that Roman Cohorts could provide support only in the direction they were marching. Therefore, for the van, the third Roman Cohort could provide support, but behind them in the Roman centre the situation was very different.

The German Warbands in the centre struck the rear two Roman Cohorts with the leading Roman Cohort contacted incidentally. Unlike in the van, this Roman Cohort could not provide support to the rear. Here too, the German skirmishers made for the Dependent unit of civilians. At the rear, Roman Adam's apples bobbed up and down as a whole German Division bore down on the single isolated Cohort. Arminius's cavalry slashed diagonally out of the woods in the other direction to attack the centre of the Roman rearguard and Dependent Artillery. The leading Roman Cohort was again left off the hook, but they could only watch the carnage around them, for the moment anyway.



GERMANIA: THE TEUTOBURGER WALD AND ITS AFTERMATH

The results for Warbands attacking unprepared Roman Cohorts deployed in column went much as expected. In the van, 10 dice with rerolls for their Wild Fighters bonus created a massive mismatch. The first Roman Cohort was shaken with a hit-count against them of 7-1; then the middle Cohort came off worse, going down 8-2. Under 'normal' conditions, both units would have been broken and routed, but our inclusion of Distressed status saved them. Both Roman Cohorts were therefore forced back 6" as Distressed Units with their stats halved for the rest of the game. With the third Roman Cohort supporting two 'broken' units, they had to take a morale test and passed. That would have enormous implications. The skirmishers attack on the Baggage came to nothing when the alert handlers threw 'evens' and kicked and dragged their mules 12" away from the mayhem.

The warning signs for the Barbarians became a little more clear at the rear of the Roman column where despite a hit count against them of 7-2, the Roman Cohort did not rout into becoming a Distressed unit but retired in disorder. There followed a debate over whether or not this was actually a preferable status, but what it did achieve was to make the Germans stay in contact with them to see the Roman Cohort off properly. Ironically, perhaps, the middle-rear Roman Cohort came off worse, being reduced by the Cavalry to a Distressed unit on a 9-3 score. The Roman

Artillery came into Incidental Contact and it started to dawn on our players how disruptive this was about to prove for the German plans. Meanwhile, the centre of the Roman column came under attack with both its centre and rear Cohorts reduced to Distressed status.

What the Germans wanted to happen next was to maintain contact with the Distressed Roman Cohorts and destroy them on the next turn, but the Roman Cohorts in Incidental Contact prevented all but four of the German Warbands from doing so. That slowed the German onslaught and gave the Romans a fraction more time to get themselves organized and counter-attack. They did so almost immediately upon the arrival of Varus at the head of the column with his archers. In the centre, the Distressed middle Roman Cohort lunged at the German cavalry and the other intact Roman Cohort rapidly advanced behind a flurry of dice into the flank of the nearest Warband. Up front, the second and third Roman Cohorts turned into line and attacked too. At the rear, the first and second Roman Cohorts joined in the attacks on the centre Warbands. Now it was the Warbands' turn to face Roman steel.

The success of the Roman attacks in the centre threw up an interesting dilemma that sent our players nose first into the *Hail Caesar* rulebook. After a sharp volley of pila from their nearest Roman Cohort caused them to take a break test, the



The last thing the unlucky Roman commander is likely to see!



Pergere coniunctim! Roman auxiliaries advance forward as one unstoppable wave of shields and steel.

centre Warband's choices were to fall back into the trees or be destroyed. However, under scenario rules, no unit could enter the trees in close order, but it seemed grossly unfair to assess that unit as destroyed against what was after all an opening shower of Roman pila, which historically was unlikely to have that effect. In the end, our players agreed that the Germans would be permitted to "melt away" into the woods intact from the engagement, but would not be allowed to re-enter the battle – the idea was that the dismayed Germans seeing that their initial attack had failed chose the better part of valour and legged it. Their supporting Warband who also had to take a break test identified strongly with their colleagues and scarpered too. With nodding heads all around, we got back to the game.

Better news for the Germans was that their third Warband in the centre stood its ground, despite being hit in the flank. Arminius's Division also finally cracked the desperate Roman rearguard, destroying that annoying cohort before swinging round to face along the length of the column. However, the surviving Roman Cohorts of the Roman rearguard spent their wrath on the now dangerously isolated cavalry. Both sides took casualties and recoiled, but the cavalry too dissipated into the woods.

Our Varus remained sceptical of his chances despite the Roman fight-back that had clearly blunted the Barbarian assault. He argued that his column was still in real danger from the double-envelopment still unfolding at the rear and centre. He was right to be worried. The Roman vanguard came under severe pressure once more with the Germans taking out the two Distressed Roman Cohorts at the head of the column. The Germans then wisely decided to attack the Dependent Baggage Train to pick up valuable points; the Baggage rolled 'odds' and the wheels literally came off.

However, this last attack left the forward German Warbands in a perilous condition. The German tribal chieftain attempting to hold the line together in the centre failed to hold his ground and had to fall back to the tree line in disorder after a 5-1 result. Only the rear German Division under Arminius remained fully intact and capable of causing the Romans any trouble, but they were a long way from the action by now and could not prevent the Romans tidying up

and exiting the table with much of their army intact. The embattled Romans and Germans looked across the table at each other and decided little more could be done to affect the outcome of Teutoburger Wald. With that, the game came to a close; the Romans marched off having saved two-thirds of their army and the Germans marched off the other way having won the game on points 91-60.

DESPATCHES...

An ambush scenario is one of the most difficult wargames to pull off successfully because of the lack of surprise: both sides know the forces ranged against them and that there will in fact be an ambush. There is a tendency then to plan for the coming attack even while trying to keep within the spirit of the game. The Roman dispositions at Teutoburger Wald mitigated against that because by all accounts Varus was ill prepared for what was about to befall his command. Using the playing cards to deploy the Romans, therefore, worked very well for satisfying history and for the purposes of the game. Randomizing the German starting positions further scrambled the opening options for both players.

Nevertheless, this scenario is unlike most *Hail Caesar* games, and it is a necessity that the Romans know that their mission is to survive and escape; in many ways the game is 'unfair', but then so is an ambush. Our players took that prescription on board and the game worked well as a result. However, all agreed that widening the bands of Wald on either side would provide interesting opportunities, particularly for German Warbands running down the Roman flanks in open order. If you have the space, lengthening the table and adding more Divisions would make for a truly awesome spectacle.

**"O, Quintilius Varus,
give me back my legions!"**

Augustus on the Defeat at Teutoburger Wald

ESCAPE FROM ALISO

Hail Caesar gamers face two major problems when recreating the Roman night flight from Aliso. Where Lucius Caedicius could not know the size of the German forces, our Roman players have at worst a very good idea of the composition of their enemies. The second dilemma is that the Germans were fooled into believing false Roman signals that suggested reinforcements were arriving and withdrew from the fight. To make our game, the Germans cannot be fooled into retreat, which in turn means that the threat of reinforcements must be plausible. To solve the first problem we can shift our emphasis from combating the unknowable to dealing with the intangibles when it comes to fighting a battle in the dark.

SET-UP

In this scenario, the Roman column must traverse from one corner to the other and to safety. The table is divided into 12 equal squares for the purposes of deployment (see the battlefield map opposite). In our case the table measured 6'x4' but this scenario is also suitable for a longer 8'x 6'. The landscape is broken up with woods, undulating terrain, rocky outcrops, swamps etc. with a track running from top right to bottom left in a reasonably straight line.

GERMAN DEPLOYMENT

Each German Division Commander rolls a die, away from prying Roman eyes, to determine in which sector (shaded blue and numbered on the map) his Division will start the game. Duplicate rolls are re-rolled until each German Division commander has a separate deployment sector. Each German Division Commander is given two playing cards; one represents his Division the other is a dummy. He places the one representing his Division in his deployment sector, the other is placed in a vacant sector. Thus at set-up each of the German sectors will have a playing card in it – three representing actual Divisions, the others dummies to confuse the Romans.

An alternative set-up is to have the Overall German Commander roll dice and position the cards before allocating Divisions to the other players. Note: No actual German Divisions or models are placed on the table at this point.

ROMAN DEPLOYMENT

Each Roman player takes charge of one Legion and a Dependent Unit of civilians, baggage, or artillery. One player is designated to represent Lucius Caedicius who decides on how the Dependent Units are allocated. The Romans begin the game deployed in the top right corner of the table (the red shaded square marked R on the map) in any formation or composition chosen by Caedicius. The rest of the Romans, if not deployed, are held off-table, but must march through sector R to join the game – Caedicius and his commanders might want to hold a brief pre-game conference to decide how all this will be achieved.

VICTORY CONDITIONS

The Romans are attempting to exit the table through Sector 4 while the Germans are striving to prevent that. For every Roman Cohort that escapes the Romans receive 5 points, and any Dependent Unit that escapes is worth 10 points. Any Roman Cohort destroyed or forced to exit the table at any other point except Sector 4 is worth 7 points to the Germans; the Dependent Units are worth 10 points if destroyed or forced to exit outside Sector 4. If Caedicius does not exit the table through Sector 4 by the end of the game, the Germans receive 15 points. However, if time is constrained, the players may agree as to how many Roman units are in a position to escape at the end of the game and award points accordingly.

SPECIAL RULES

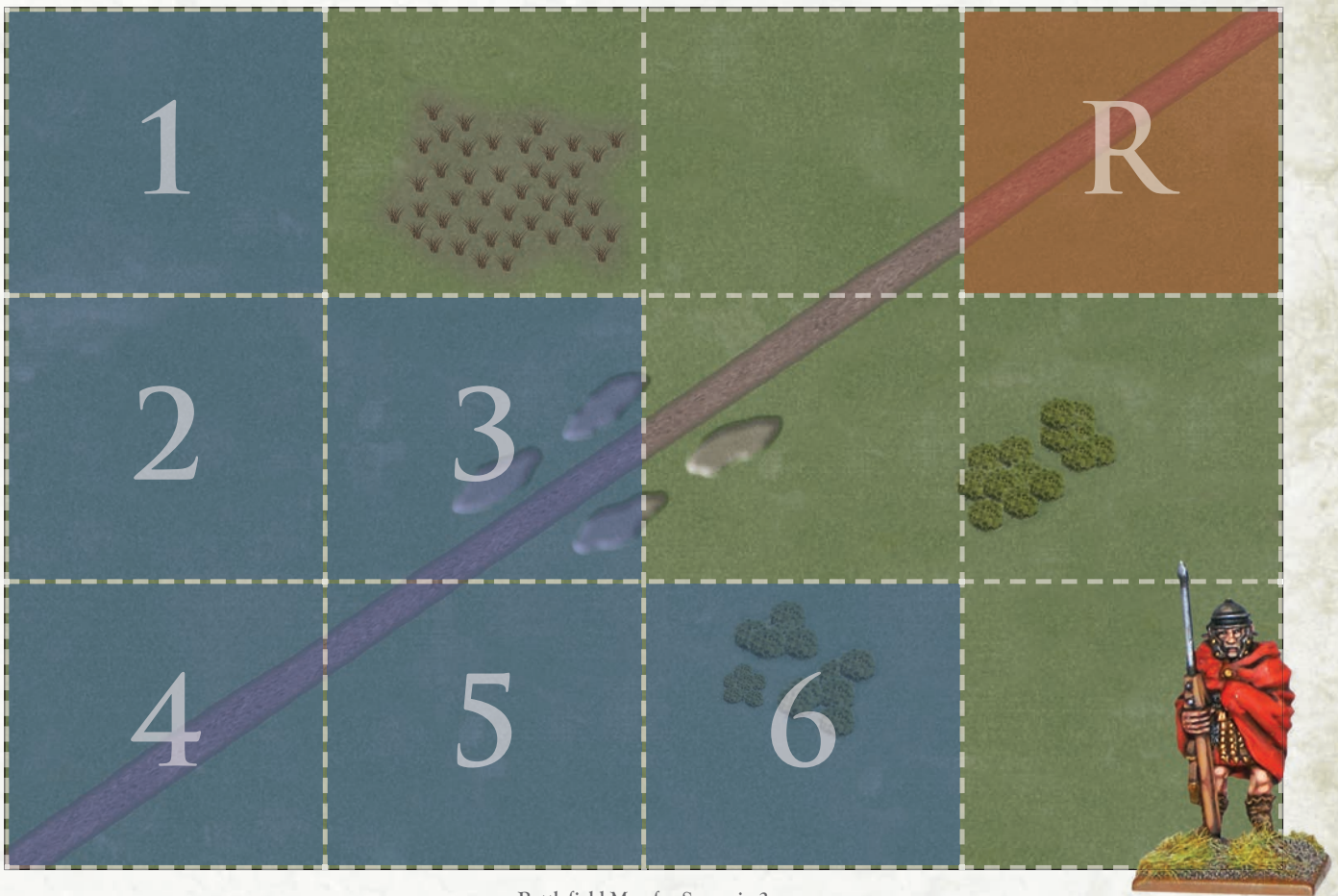
This scenario uses the following special rules:

- The Romans begin the game.
- If no Roman unit is within 12" of a German playing card at the end of the Roman Turn, the Germans can move that card up to 12" in any direction in their subsequent Turn without deploying models. The Germans may also now move their cards into the same sector if they so choose. As long as no Roman unit exposes a card, that card remains in 'play' and can be moved around by the German player.
- If a Roman unit comes within 12" of a German card at any time, that card is turned over and models deployed if applicable. A dummy card is discarded. The German player may deploy around his commander in any formation, but no model may be deployed within 9" of a Roman unit.



By Wodan and Donar, let battle begin!

Scenario 2



Battlefield Map for Scenario 2

- A German player may deploy his full Division and discard his dummy card at any time during a German Turn.
- Any deployed unit, except Dependent Units, attempting to move three times in one Turn must roll a die with 4,5,6 leading to the unit becoming Disordered for one full Turn – this represents the confusion that might occur while trying to move quickly in the dark.
- A single unit of Roman Auxiliary Cavalry is available to Caedicius if at any time in the game a 1,1 (double one) is rolled by any player rolling two dice. That cavalry unit can enter at any point on the table designated by Caedicius, but not any closer than 12" to a deployed German unit or playing card.
- If any Dependent Units are attacked, they do not fight conventionally, but have a 50% chance of successfully running away from their aggressors up to 12". This is achieved by rolling a die, with an even result leading to a hasty retreat, and an odd result reducing them to destroyed status at which time they are removed from the table. There is no limit to how many times a Dependent Unit can run away if attacked.
- The Roman Artillery unit operates at the whim of Caedicius who may designate them as a Dependent Unit for the purposes of this rule or use them to fight. Artillery range is halved, however, because this is a night fight.
- The Germans receive a "Wild Fighter" bonus for the first two times they come into contact with separate Roman units, rather than the usual once-only bonus – this reflects the fear-factor generated by the Germans after their victory at Teutoburger Wald. For example, a Warband hitting one unit can disengage to hit another unit and receive a second "Wild Fighter" bonus of 3.

“When they go into battle, it is a disgrace for the chief to be surpassed in valour, a disgrace for his followers not to equal the valour of the chief.”

Tacitus on the Germans

GERMANIA: THE TEUTOBURGER WALD AND ITS AFTERMATH

ROMAN FORCES

The Roman Archers unit is assigned to its command by Caedicius. The baggage, artillery, and civilians are based on smaller bases relative to their model size or numbers but no bigger than that for military units.

ROMAN COMMAND LEGION	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
1x Veteran Legionary Infantry	7	7	3	0	4+	6	Drilled, Stubborn, Tough
1x Legionary Heavy Infantry	7	7	3	0	4+	6	Drilled
1x Legionary Raw Recruits	6	6	3	0	4+	6	Drilled
1x Roman Light Artillery	1	1	2	2	0	3	Drilled
1x Auxiliary Medium Roman Cavalry	8	5	3	0	5+	6	

ROMAN LEGION X2	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
3x Legionary Heavy Infantry	7	7	3	0	4+	6	Drilled

ROMAN ARCHERS	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
1x Medium Infantry Archers	5	5	3	3	5+	6	

COMMANDER RATINGS

- Caedicius: 9 (Fighting Value 3)
- Division Legion Commanders: 8 (Fighting Value 2)

DEPENDENT FORCES

The baggage and civilians had no Stats for this game because of the 50/50 rule that saw them either run or be destroyed.



GERMAN FORCES

GERMAN COMMAND DIVISION	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
1x Cavalry	8	5	3	0	5+	6	Eager, Tough
4x Warband	9	6	2	0	5+	6	Wild Fighters (3)
1x Light Infantry Archers	4	4	3	3	0	6	

GERMAN DIVISIONS X2	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
3x Warband	9	6	2	0	5+	6	Wild Fighters (3)
1x Skirmishers with javelins (small unit)	3	2	2	0	0	4	

COMMANDER RATINGS

- Arminius: 9 (Fighting Value 3)
- Division Commanders: 8 (Fighting Value 2)

THE CHRONICLER'S REPORT

Our intrepid tabletop warriors gathered on a dark and drizzly night befitting the scenario about to unfold. The Romans huddled around their corner discussing their options, while the Germans gathered in similar fashion diagonally opposite. Between them on the table, the road ran straight, albeit through some hummocks. On the left, from the Roman perspective, two clumps of Wald acted as chicanes against any rapid Roman progression down that flank; and similarly on the right a marsh channelled any Roman advance to the centre. Outcrops of rocks, trees, and bushes sprinkled around the table completed the obstacle course. A brief parley was held across the table to the effect that the Romans asked nicely if they could pass without any trouble and the Germans replied "Nein!" rather sternly.

Despite their utterings of bravado and promises that what happens in German woods stays in German woods, both sides exercised caution in their planning and deployment. The Germans opted to place a Division on slots 4 and 6 but held a Division in reserve on slot 3; the dummies therefore occupied slots 1, 2, and 5. Their plan was to hold the Romans whichever way they advanced, then bring up the reserve Division to strike the telling blow. The Romans decided that a powerful left-hook was called for, with the 2nd Legion pushing out between the Walds, followed by the Dependent Units and the 3rd Legion bringing up the rear. The larger 1st Legion under Caedicius would march down the road to provide flank protection. The Roman commander ordered all the Roman infantry to assume the testudo formation, sparking off a heated debate about the historicity of that tactic, but with nothing in the rules forbidding testudos in the open field, the Romans trundled off into the dark void.

The Germans slid their cards 12" forward but kept their overall formation as the Romans gently probed out to the left. The first encounter took place at the beginning of Turn 2 when the 2nd Legion uncovered Arminius's commanding Division on the edge of the Wald nearest the German table-edge, and about a third of the way across the table. While Arminius's imposing Division deployed for combat, the Roman Auxiliary Archers, scouting obliquely to the right of the road, uncovered a second German Division whose Warbands spread ominously out to their left, threatening a rapid advance into the Roman rear.

The question arose, however, of what the archers could do once the Germans deployed. The Romans wanted to keep them moving out to their left so that they could shoot directly onto the nearest Warband rather than take on the newly uncovered skirmishers. To the accompaniment of some very unRoman "harrumphs", it was decided that skirmishers must stop at the effective range of their weapon on encountering an enemy, while heavier units could continue to advance in similar circumstances. Imperial grumpiness turned quickly into smirks the size of a small Roman province, however, when the maligned archers rolled two hits, including a six, sending the German skirmishers skittering to the rear in disorder. The Roman ballista now perched on a hummock, joined in, scoring a hit on the middle Warband.

Turn 3 began with the Germans moving their remaining four cards behind their two deployed Divisions. That was merely a prelude to the assault they planned to launch on what appeared to be two rather juicy targets: Arminius intended to crash his four Warbands and a unit of cavalry into the Roman 2nd Legion's three Cohorts in testudo, but threw high for command and could only move 6" towards his target.



The trap closes and the Romans are engulfed in a frenzy of bloodletting. Should've stayed in Italy, Marcus!



The mighty Roman war machine prepares to bring the barbaric rabble to heel.

At least he moved forward; the left-flank German Division failed its Command Roll and stood around rather sheepishly doing nothing in particular. Arminius's attempt to hurl javelins into the Romans also lacked a certain *joie de vivre*, resulting in little more than derisory snorts from the Roman ranks.

The Romans now prepared for battle. The 2nd Legion moved into line and charged. The 3rd Legion moved up behind to add weight to the attack once it moved into the open beyond the trees. Meanwhile, Caedicius edged his Legion to the left within 12" of the card behind Arminius's Warbands. He hoped this was the missing German Division, but it was a dummy. That left the Roman archers and the paltry ballista standing between the left-flank German Division and a large expanse of open table to the Roman rear.

Maybe Caedicius knew something no one else at the table did because the archers took careful aim at the leading Warband, volleying arrows for two hits, one of which produced a mandatory break test. To German collective horror, the Warband turned tail in confusion and disorder while the ballista exploded another two hits onto another of the left-flank Warbands. The combat between the 2nd Legion and Arminius's Warbands went equally badly for the Germans with a 3-1 result forcing the Warband on the right of the 2nd Legion to give ground in good order along with its support, and a 4-2 making the Warband on 2nd Legion's left take similar action. The 2nd Legion followed up to make sure the Germans could not escape from its disciplined

legionaries. From a position pregnant with possibilities for the Germans, the situation now looked somewhat bleak – but not irredeemable.

The rear German Division finally revealed its position on Turn 4. That Division mustered at the end of the road like a storm-cloud ready to descend on Caedicius's suddenly exposed Legion. The German Division commander ordered his skirmishers to hasten to the attack but threw for only one move and off the fearsome German warriors strolled for 6". Not to worry, thought the Germans, as they eyed the left-flank Division girding its collective loins for a crushing charge across the road into Caedicius's rear. But to their abject horror, the Division failed its orders again!

For his part, Arminius could do little but hold on and wonder why the gods of war were not rewarding his Division's conspicuous bravery. The Roman 2nd Legion piled on the pain, its right Cohort scoring a 4-3 victory and pushing their German Warband enemy back, shaken but still in good order. A 5-3 result on 2nd Legion's left had the same effect on the other Warband. The 2nd Legion followed up again, forcing the door open a wee bit further with each combat.

Out on the Roman right flank, Caedicius's devastating shooting had finally abated with only one more hit scored against the milling Germans. While 3rd Legion was content to provide moral support behind 2nd Legion, the action turned back to the crucial combat between the 2nd Legion and Arminius. Arminius's right-hand Warbands continued



to give ground but his left-hand Warbands were crumbling fast, taking four more hits and giving ground in disorder. It was now or never for the rear Warbands to get into the fighting, but then disaster struck – snake-eyes! Enter the Roman cavalry reinforcements.

Out on the German left, the seemingly confused Warbands were finally about to get moving, but they were still too far away to effect any real damage on the Romans at this stage. To counter that, the Division commander ordered his skirmishers to spring forward 18" and cause some noise. Off they leaped, but the mandatory check under the local rule for night movement left the divisional skirmishers in disorder and therefore quite impotent. Arminius's final hope, therefore, was to bring his cavalry unit into action, but in keeping with the awful dice-throwing of his comrades, he now threw a Blunder and his horsemen trotted off to their right, away from the relentlessly advancing Romans. The Roman 2nd Division commander now gleefully picked up his dice and rolled to bring down another four Germans on his left, causing the Warband to break. The other Warbands facing the 2nd Legion's right followed suit and Arminius's cavalry, perhaps recognizing their battle was over, cantered off the table, intact but useless.

Caedicius's Legion, having faced up to the rearmost Warbands, now charged into action while his archers again held off the left-flank Germans with another 6 and another 'give ground in good order' result. But the final toll of the bell was happening across the table, where the reinforcing Roman

cavalry charged straight onto the table and into the flank of the German rear Division's unsuspecting warriors. Those Warbands also proved much more brittle than Arminius would have liked; indeed, the front left-flank Warband broke on a 6-3 result to the Romans. The right-flank Warbands now stood little chance, but even at that, seven hits for the Roman cavalry seemed like rather an excessive coup-de-grace. The foremost Warband of Arminius's Division broke immediately under renewed pressure from 2nd Legion, and though his supporting Warbands fought for a while longer, one even breaking a Roman cohort, the end was inevitable. The end of Arminius's struggle, with the left-flank Warbands being too far away to prevent escape, left the door wide open for the Romans to triumphantly exit the table having lost only one Cohort in the entire battle. Such a disparity made the points count almost superfluous; but for the record, the Germans destroyed one unit for seven points while the Romans escaped with eleven units and their three Dependent units for a point total of 85.

DESPATCHES...

Like many wargames, looking just at the results of the Escape from Aliso may prove misleading. On the face of it, a Roman army drove relentlessly forward while a plucky German force bounced off their more disciplined enemy, then dissipated under the pressure of the Roman infantry. However, the Germans clearly had their chances to win. The Romans left a large gap on their right that a coordinated attack by the Germans could have exploited. Moreover, if the left-flank Division had taken the pressure off Arminius's Warbands and the rear Division mounted an earlier offensive, the Romans could have been in deep trouble, particularly with their 3rd Legion tucked behind the 2nd and unable to easily get into combat. Needless to say, the Germans will have better days ahead with the dice, but they will also need to rethink their tactics for the battles to come.

Our players enjoyed this scenario immensely – with a few reservations. The Romans, they agreed, should not be allowed to march around in testudo on the open field, this being a formation normally employed only during sieges and assaults upon fortifications. The system of using dummy cards was a simple mechanism that other *Hail Caesar* players can easily adapt to their playing styles. Similarly, the use of a disorder roll for a triple move helped the more disciplined and cautious Romans, so it might be that players decide the local rule only applies to the Romans in future games. The Germans could in addition probably do with more skirmishing units, but certainly standing toe-to-toe with the Romans has to produce a result quickly or defeat will almost inevitably ensue.

Finally, one player suggested that the Germans just stand ready at the end of the road and wait for the Romans to try and get through. That might work, but is not in the spirit of the game. However, to counter that, the exit point could be decided by random dice throw for any point along the edge of the table furthest from the Romans, or the Germans could be forbidden to fight within 12" of the exit point. As with the Teutoburger Wald scenario, gamers should try playing both sides before counting their respective point tallies to decide who wins.

THE CAMPAIGNS OF GERMANICUS

The disaster at Teutoburger Wald was decisive only insofar as it drove the Romans back across the Rhine. The German tribes lacked the capacity to follow-up and were in any event satisfied with regaining their autonomy. Despite a few forays by Tiberius, which amounted to little strategically but got the future emperor a Triumph, the Romans stayed behind the safety of the river. They were still profoundly shocked by Varus's defeat, and the Empire could not spare the resources to mount a major invasion into German territory. Both sides, therefore, watched each other warily but in relative comfort. But history suggests that Romans, like elephants, never forget, and they would be back.

It would not be Tiberius who would lead the Roman retaliation but Germanicus, the great nephew of Augustus and adopted son of Tiberius. In 14AD the Senate appointed Germanicus to take command of the armies on the Rhine at a time when the soldiers were in a state of mutiny. The major issues were the terms and conditions of service, including a brutal disciplinary regime. Germanicus was highly popular with the rank and file, and he solved the crisis through appeals to loyalty and selective purges of mutineers. He also adopted the tried and trusted method of leading his troops out into the field. Their target was the completely unsuspecting Marsi.

Germanicus advanced with a caution that might have saved Varus had he adopted the same methods. He made sure his route was properly scouted and that his flanks and rear were well protected at all times. For the attacking Germans, ambushing a rabble was one thing, but taking on a disciplined Roman army quite another. Despite their best efforts to cause disruption, the frantic warriors could not break the Roman formations and were quite easily repulsed. Germanicus laid waste to a broad swathe of German territory before returning to winter quarters.

The following spring Germanicus was back, this time pushing into Chatti territory. Through the same methodical approach, he captured and burned their capital and dispersed the survivors. Germanicus split his forces and gave command of the smaller army to Aulus Caecina who promptly defeated the Cherusci.

Probably seeing the writing on the wall, Arminius's besieged rival chieftain Segestes who appealed to Germanicus for relief. The Roman commander was happy to oblige and rescued Segestes along with much of the plunder taken from Varus, and captured Arminius's wife. For this and his general success, Germanicus was given the title Imperator. Arminius, on the other hand, was incensed at this personal and military setback and exhorted the tribes to redouble their efforts against the Romans.

The prospect of the German tribes reunifying under a rejuvenated Arminius alarmed Germanicus. He therefore decided to hit the Germans while they were mobilizing. He ordered Caecina to march through the Bructeri and instructed his cavalry commander Pedito to attack the Frisii. Germanicus put four legions on board ships and sailed through the lakes to meet his subordinate commanders at the River Amisia. Once that was effected, he despatched a flying column under Lucius Stertinus against the Bructeri. In a lightning campaign, he routed the German tribe and in doing so recaptured the lost Eagle of Legion XIX. Germanicus followed up with another destructive march through German territory in the region of the Teutoburger Wald. With no local opposition in the area, Germanicus took the opportunity to visit the site of the massacre with his army. It was therefore a thoroughly sobered Roman army that set off in pursuit of Arminius.

Arminius was a master at ambush and proved it again when Germanicus's cavalry pursued the Germans across the plains and into the Wald. The retreating warriors suddenly turned, joined by others hidden in the woods, and fought back against the cavalry and an infantry reserve sent to help. Only the timely arrival of Germanicus with the main army prevented a minor disaster. Seeing no advantage in further pursuit, Germanicus decided to withdraw by boat, but not before detaching Caecina and his divisions to march home by way of a narrow road surrounded by marshes and hills known as the Long Bridges. Arminius followed Caecina, waiting for his moment to pounce.

Caecina's predicament was that he was in hostile territory, surrounded by a fearsome enemy, and his path home needed urgent repairs. He hunkered down while his engineers set to work under armed protection. The Germans skirmished relentlessly with the Romans, trying to get at the engineers. They had the advantage of being more lightly armoured than the Romans, as well as knowing the terrain.



Roman Praetorian Guard

Nevertheless, Caecina knew he had to proceed before the Germans ground him down. Noticing the level ground between the marshes and hills, he arranged his legions in a stretched square. They spent the night in these new positions but the next morning the flanking legions panicked and deserted to occupy a nearby plain. Arminius at first appeared confused by the apparent shift in the Roman deployment, but he soon realized his opportunity and sent his warriors in at the charge. The fighting was desperate throughout the day, particularly around the legions' eagles. As darkness fell, Caecina finally united his legions, but they were in desperate straits.

The next morning, Caecina addressed his commanders, telling them that they must break out or die trying. On the other side, Arminius argued that the Germans should let the Romans leave their defences, then attack, but he was over-ruled by his chieftains. The German warriors assaulted the Roman camp and were at first buoyed by their initial success. Caecina, however, was happy to let the Germans inside the camp and when enough of them were in, he ordered a general assault on the German rear – the hastily arranged trap was sprung. Too late the Germans realized their danger and many were slaughtered desperately trying to escape. Caecina and his grateful army could now proceed unmolested and the General received a deserved Triumph for his efforts.

Germanicus was in a race against time. Tiberius, now Emperor, was jealous of Germanicus's fame and planned to move him out of the Rhine theatre. Another protracted campaign would therefore see Germanicus lose his chance for glory. But the wily Roman now knew that the rivers offered an opportunity for a lightning campaign against Arminius without most of the drawbacks of scrambling through barbarian filled Walds. He ordered Gaul's taxes collected and a flotilla of small ships to be built. In the meantime, Germanicus despatched Caius Silius with a flying column to attack the Chatti, while he led six Legions into German territory to consolidate the Roman position across the Rhine.

The Roman army came together at the mouth of the Weser River where the Germans stood in readiness to receive them. Germanicus attacked immediately, driving the warbands off the riverbanks. The two sides shadowed each other, knowing that the crisis was coming to a head. The location for the fateful clash would be a plain alongside the river named Idistaviso. Here, against the advice of Arminius, the Cheruscii waited to charge the Romans as they came up with their native Auxiliaries in the vanguard and the Legions following along behind. When the Warbands attacked, the Roman cavalry swung into

their flanks and rear, sending the Germans flying in all directions. Arminius escaped the slaughter by crashing his horse through the lines, but few of his men could follow his lead. The Roman victory was total and Germanicus's archers spent the rest of the day shooting down German stragglers. But there were other tribes willing to continue the war on ground more favourable for the German style of warfare.

The Germans were masters at working with nature to create defensive positions. Their new deployment ahead of the Roman advance therefore combined earthworks, woods, and swamps in the hope of setting off another ambush like Teutoburger Wald. Germanicus had other ideas. He ordered his infantry forward under a hail of missiles to assault the earthworks. Up and over the barricades the legionaries fought, pushing the Germans back through the woods and into the marshes. The Romans hemmed in the Germans, restricting their freedom to fight. Germanicus made it clear that there would be no prisoners and he was a man of his word. With this defeat, the German resistance was nearly completely broken. They would fight on, though increasingly riven by internal conflict that would ultimately lead to Arminius's downfall.

As for Germanicus, he would leave his armies on the Rhine, though his life would be cut short not long afterwards. Tiberius had little interest in extending the Empire over the Rhine, and so for the moment at least the ferocious fighting that had raged across Germania for fifteen years died down, and the two peoples settled back to keep a wary eye on each other.

"From nine in the morning to nightfall the enemy were slaughtered, and ten miles were covered with arms and dead bodies, while there were found amid the plunder the chains which the Germans had brought with them for the Romans, as though the issue were certain."

Tacitus on the defeat
of the Cherusci

Germanicus
(Museo Archeologico di Amelia)



RETRIEVE THE EAGLES

As with many indigenous peoples that take on an Imperial power, the German high point came with their first surprise victory and its immediate aftermath. Also, the Imperial power tends to come back stronger and more determined than ever to impose its authority. Nevertheless, the wild Walds and unknown backcountry east of the Rhine remained distinctly hostile territory for the Romans and they needed to proceed with caution. This scenario attempts to capture the campaign that ended with the retrieval of the lost Eagle of XIX Legion. The other two Eagles would be retrieved at different times, but we have compressed those into this one battle and added the potential for German reinforcements, just for fun!

SET-UP

This scenario is designed for six players, three on each side, and to be played on an eight-foot long by six-foot wide table.

The terrain is flat. The German player places three Sacred Groves – each consisting of a clump of trees about 12" in diameter with a clearing in the middle for an altar – anywhere he chooses, but none may be placed within 12" of each other. A captured Roman Eagle is placed in the centre of each Sacred Grove. The German player may add two more elements of terrain that in total cover no more than three-

square-feet – rivers must enter from a table-edge, though they may end in marshy ground. Note that the Romans deploy before the table is set up for the battle to reflect their lack of knowledge of German territory.

ROMAN DEPLOYMENT

The Roman army deploys before the set-up, anywhere along its long table-edge and no more than 8" from the edge.

GERMAN DEPLOYMENT

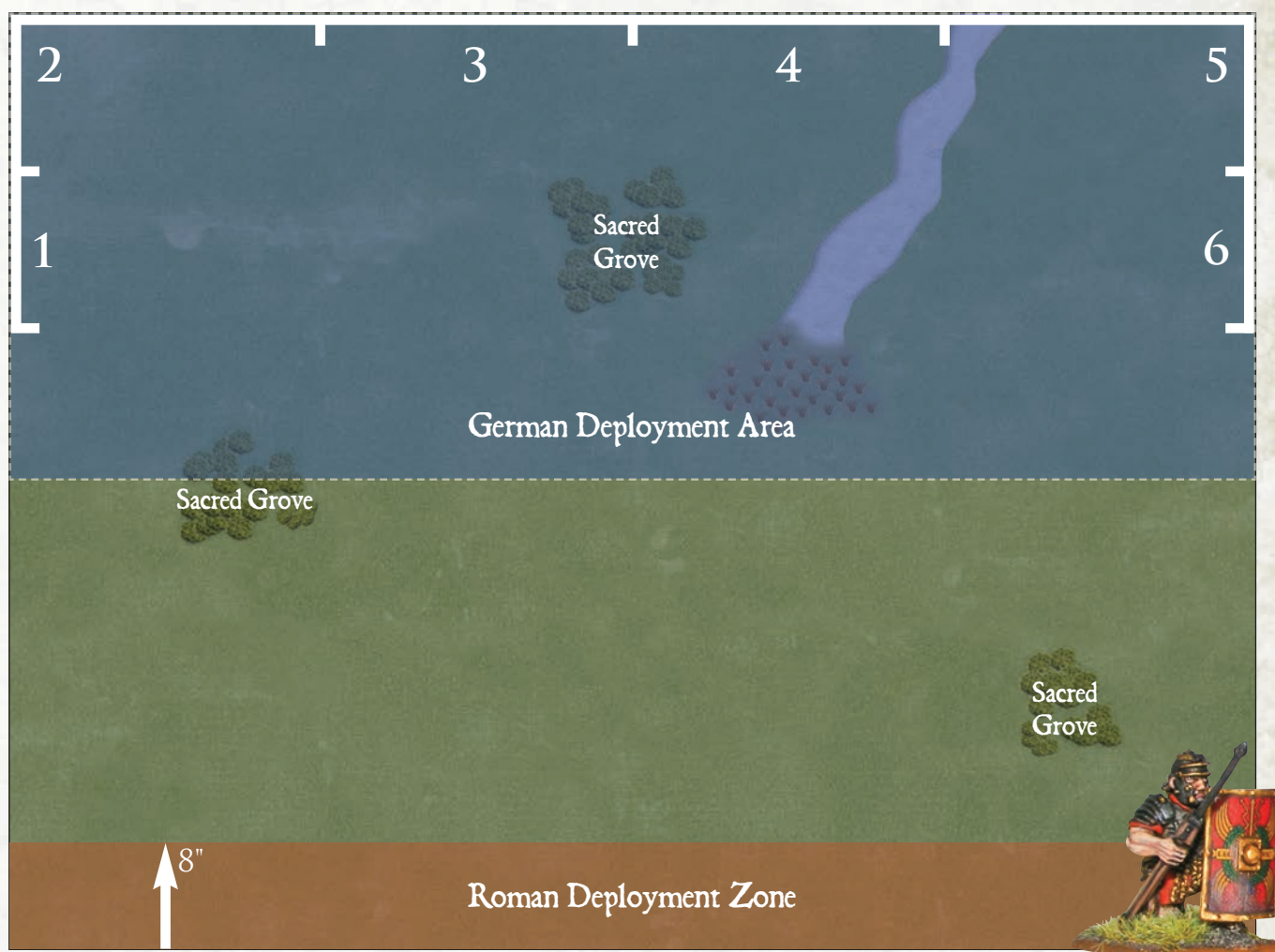
One Division of Germans deploys on the table after the set-up. The German player may place it where he likes on his own half of the table. The other two Divisions will come on as reinforcements, hopefully. The German player now rolls a die for each Sacred Grove and deploys that number of Priests in the centre of that grove (see Special Rules).

SUMMARY OF SET-UP AND DEPLOYMENT

1. Deploy Romans
2. Position Sacred Groves
3. Add Terrain Elements
4. Deploy German Division
5. Position Priests



Scenario 3



Example Battlefield Map for Scenario 3

VICTORY CONDITIONS

Whoever possesses two Eagles at the end of the game is the winner. However, if that is the Romans, they must also have at least 50% of their army intact at the end of the game, or the game is ruled a Draw.

SPECIAL RULES

This scenario uses the following special rules:

- The Sacred Groves are considered light woods for the purposes of movement and combat.
- **Priests:** Priests influence the German fighting spirit in the vicinity of their Sacred Groves. Therefore, any German unit suffering a casualty within 12" of a Sacred Grove may replace him with a Priest from that Sacred Grove after all combat and break tests are resolved. Priests may not move between Sacred Groves and are not part of any player's command.
- **Reinforcements:** German Reinforcements arrive at the start of their next Turn if the Germans roll higher than 7 on 2 dice, or if at any time the Roman players roll a double one on 2 dice in the course of their operations.
- The German players roll once per off-table Division each turn at the start of their Command phase before attempting to move on-table Division(s). The German Division's entry point is determined by dividing the German table-edge into six segments then rolling a die, with the result corresponding to the numbered segment (note: segments 1 and 6 are 12" along the 'vertical' edge while 2,3,4,5 measure 24" along the 'horizontal' edge). On arrival, German reinforcements move and fight immediately.
- **Eagles:** To possess an Eagle, the Romans must be in uncontested possession of the centre of the Sacred Grove at the end of the game, or a Roman unit can gain possession during the game by controlling the Eagle for one complete Turn; then it may move with the Eagle for the rest of the game. If the possessing unit leaves the game via the Roman table-edge in good order, they have secured the Eagle; if they are destroyed, the Eagle is lost forever. The Germans may not move the captured Eagles.
- **Roman Unit Transfers:** The Roman representing Germanicus may reallocate his artillery, cavalry, and skirmishers to any other Divisional commander at the Roman Deployment stage, but not thereafter.

GERMANIA: THE TEUTOBURGER WALD AND ITS AFTERMATH

ROMAN FORCES

ROMAN COMMAND LEGION	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
1x Veteran Legionary Infantry	7	7	3	0	4+	6	Drilled, Stubborn, Tough
1x Legionary Heavy Infantry	7	7	3	0	4+	6	Drilled
1x Legionary Raw Recruits	6	6	3	0	4+	6	Drilled
1x Roman Light artillery	1	1	2	2	0	3	Drilled
1x Auxiliary Medium Roman Cavalry	8	5	3	0	5+	6	
1x Medium Infantry Archers	5	5	3	3	5+	6	

ROMAN LEGION X2	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
3x Legionary Heavy Infantry	7	7	3	0	4+	6	Drilled

COMMANDER RATINGS

- Germanicus: 9 (Fighting Value 3)
- Legion Commanders: 8 (Fighting Value 2)



Pompeii-pattern Roman gladius, 1st-2nd century AD

GERMAN FORCES

GERMAN COMMAND DIVISION	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
1x Cavalry	8	5	3	0	5+	6	Eager, Tough
4x Warband	9	6	2	0	5+	6	Wild Fighters (3)
1x Light Infantry Archers	4	4	3	3	0	6	
2x Skirmishers with javelins (small unit)	3	2	2	0	0	4	

GERMAN DIVISIONS X2 (REINFORCEMENTS)	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
3x Warband	9	6	2	0	5+	6	Wild Fighters (3)
3x Skirmishers with javelins (small unit)	3	2	2	0	0	4	

COMMANDER RATINGS

- Arminius: 9 (Fighting Value 3)
- Division Commanders: 8 (Fighting Value 2)

THE CHRONICLER'S REPORT

As Germanicus himself must have wondered what was around the next corner on his mission into the German hinterlands, so our cluster of Roman commanders pondered the meaning of being asked to deploy first on an empty table. All they had been told was that three Sacred Groves lay before them when the fog lifted, each containing a precious eagle, which must be retrieved to salvage some honour for Rome. And all they would have to do is march on in, destroy the numerous, vicious German Warbands between them and their prizes, and march on out! Our Germanicus gathered his two sub-commanders to consider their options. Across the battlefield, three likely looking barbarian chieftains waited to see how the Romans would deploy before unleashing their ferocious attack.

The Romans deployed in line of Divisions on the extreme right of their table-edge with the idea of swinging round and sweeping up the table as a single force. The German commanders huddled before deciding to place the Sacred Groves so that one dangled enticingly in front of the Roman positions with a marsh in between it and the other two groves situated on the diagonally opposite corner of the table. For their other two terrain features, the Germans combined a river running into a swamp halfway along their own table-edge. The German plan was to interdict the Romans with skirmishers and try to break up the massive Roman formation, then send in the Warbands and cavalry to finish the job. To that end, one Division took up positions around the centre Sacred Grove while the other two Divisions prepared to come on to the left and right of it.

Our Roman commanders continued to exercise caution at the start of the battle. The 2nd Legion swung into an oblique line facing the deployed Warbands while Germanicus moved up into line for support. The 3rd Legion, however, marched straight ahead towards the marsh and the nearest Sacred Grove. Germanicus opened fire with his Scorpion, bringing down a skirmisher much to everyone's surprise. Perhaps that explains the German centre Division commander's subsequent failure to follow orders, a circumstance that was becoming all too common with our German chiefs in these scenarios.

On Turn Two, the highly disciplined and imperious Romans continued their terrifying trundle across the field. 1st and 2nd Legions prodded forward another 6", while 3rd Legion progressed the same distance down the right flank. The Roman artillery prepared to shoot again, but in an instant everything changed when instead of a bolt of death screaming across the battlefield, the roll resulted in a double one! The two off-table German Divisions burst into activity, pouring their Warbands onto the table. Arminius came on the extreme left flank to protect the third Sacred Grove. The third Division's arrival destination, however, highlighted the folly of placing a terrain piece on a friendly table-edge. The Division came on straddling the river thereby dividing its forces immediately in two. The centre Division meanwhile pushed forward to engage the Romans on its own, but unfortunately its skirmishers finished just out of range.



The Germans' native lands were a maze of forests and marshes – all the worse for those Romans!

GERMANIA: THE TEUTOBURGER WALD AND ITS AFTERMATH

The Roman 2nd Legion finally shook off the shackles at the start of Turn Three and ploughed forward towards the irritating German skirmishers. The startled Germans attempted to evade but only one unit could get out of the way of the tidal wave of Roman infantry; the other blundered and disappeared under the hacking Roman swords. Ross – in charge of the opposing Romans – followed up with a volley of pila, scoring one hit, but the Warbands were made of sterner stuff and stood their ground. Germanicus continued in support, shooting with his archers and inflicting two hits on the centre-left Warband.

The fight was now on, at least for the Romans. In reply, Arminius tried to send out his skirmishers towards the Roman left flank, which was hanging dangerously open, but failed. Worse news for the Germans came when the divided left-flank Division also failed to move!

The centre German Division was more fortunate in that its proximity to the Romans allowed it to make an initiative move. That meant strategy be damned and in they went with all the Warbands. The two Warbands, with two rear supporting Warbands and two flanking skirmisher supports, hit 2nd Legion's two Cohorts with two Cohorts supporting to the rear. The Romans hurled pila against the German charge to no effect, but the adjacent Roman archers rolled two hits, prompting a break test. All this was to no avail against the rampaging German tribesmen intent on collecting Roman heads.

Charging against Romans, even with the most fearsome intent, does not necessarily translate into casualties. The right-hand Warband killed three Romans, but lost five warriors in turn, including their Commander. The Warband thus bounced off the Roman wall and had to give ground disordered with supports and became Shaken in the process. The left-hand Warband fared better, drawing 3-3 in the combat phase, but it was not the desired result. 2nd Legion now followed up against the faltering German right. 1st Legion, meanwhile, launched themselves at the centre German Division's flanking skirmishers, scattering them to the winds before closing in with cavalry on the suddenly exposed left Warband. Germanicus's movement rolls also resulted in the rest of his Legion forming up in echelon out to his right to protect his flank.

The desperate combat in the centre continued. 2nd Legion's left-hand Cohort hit its opposing Warband with gusto, causing four casualties and breaking the Shaken Germans. The supporting Warband fell back in disorder, but the skirmishing support broke too under the relentless Roman advance. 2nd Legion followed up again, but they had finally exhausted their front-line troops who were forced to retreat in disorder after being swept by a hail of javelins from the other German skirmishers. Attention now switched to the German centre's left-hand Warband. 2nd Legion's Cohort hit it hard, scoring 5-2 hits and pushing the Warband back in good order with its supports. 2nd Legion did not follow-up this time, but that left room for the Roman cavalry to strike.



The mustering of the tribes – a German army is a gathering of fighting men from different tribes, bound together by ties of blood and terrible oaths.

Even the replacements furnished by the German proximity to their Sacred Grove could not save the Warband, which suffered another five casualties to the cavalry's three and promptly broke. Separate rolls for the supporting units produced the same result for both and the centre Division sprinted for safety, leaving the door open for the Romans to take the middle Sacred Grove.

Now, when it was almost too late, the other Warband Divisions finally got moving. Arminius rolled for three moves and shored up the defences of the right-hand Sacred Grove. He shot at 2nd Legion but missed, along with another opportunity lost to engineer a better outcome for the defending forces. The left-flank German Division also moved rapidly to protect the Grove on the German left where 3rd Legion's inexorable advance was about to net them an Eagle. However, they – like the centre Division – bounced off the Roman Heavy Infantry, losing the combat 4-3. The Romans had their first Eagle! 2nd Legion tried to break into the centre Sacred Grove with a Follow-me order, but sadly failed the roll. As night fell and time ran out the battle closed. The result was deemed a losing draw for the Germans because the Romans were clearly ascendant, holding one Eagle and poised to seize another. However, most of the Warbands had barely entered combat and Arminius's Division, gathering on the open left flank of the Romans, promised to give the exhausted 2nd Legion a very hard time. Confident that the next battle would be decisive, both sides withdrew to fight another day.

DESPATCHES...

Wargamers who play regularly know that tabletop games don't always reach neat and tidy conclusions. This game was typical of that situation, but we left it unresolved to illustrate how an overly cautious deployment and initial movement may have prevented the Romans from winning.

Another important factor is that the spirit of the game is as important as the dice rolls, so our players were able to work through likely outcomes to come to an amicable agreement on the result.



The new wrinkle for Retrieve the Eagles was the use of Sacred Groves. The idea was that the German Warbands would receive a boost when in the proximity of the Groves. That would also give the German commander a strategic choice to defend the Groves or unite his force to drive off the Romans. As it turned out, two of the Warbands barely got moving, leaving the third isolated and eventually overwhelmed. The Groves, therefore, had little effect on the outcome of the battle, but they were still deemed a useful idea by our players.



“The bravest of them also wear an iron ring (which otherwise is a mark of disgrace among the people) until they have released themselves by the slaughter of a foe. Most of the Chatti delight in these fashions. Even hoary-headed men are distinguished by them, and are thus conspicuous alike to enemies and to fellow-countrymen. To begin the battle always rests with them; they form the first line, an unusual spectacle. Nor even in peace do they assume a more civilised aspect. They have no home or land or occupation; they are supported by whomsoever they visit, as lavish of the property of others as they are regardless of their own, till at length the feebleness of age makes them unequal to so stern a valour.”

Tacitus on the Chatti

THE LONG BRIDGES

This scenario puts the Romans once more into a perilous situation. Surrounded by Germans, Caecina decided to form a hollow square to protect his baggage and fight his way through to safety. Unfortunately, his plan has gone awry, because two of his Legions have bolted for safety. Consequently, Caecina's whole force, and especially his baggage, is exposed to attack. He must bring his Legion forward to bring his army back into line, and fend off the imminent German attacks. But the Roman Commander's soldiers are in a state of panic and floundering around in unfamiliar hostile territory. Only swift action and firm command can save them from an awful fate.

SET-UP

This scenario is designed for six players, three on each side, and to be played on an eight-foot long by six-foot wide table, which is marked off on the Set-Up Grid in 12" squares as shown on the battlefield map opposite.

Before either side is deployed the only terrain feature on the tabletop is a track connecting the long edges along the centre of the table. Other terrain features are placed post-deployment.

ROMAN DEPLOYMENT

The Roman players deploy their two stampeding Legions just at the moment where they are reconsidering their actions. On the Set-Up Grid (see the map opposite), they are placed on the squares marked 18 and 23 facing the German edge (1-8). The Baggage Train is placed on the track between 36 and 37. The Command Division begins off-table and prepares to enter the table between 44 and 45.

TERRAIN

Once the Romans are deployed, the German players place eight swamp 12" square-blocks anywhere on the battlefield, but not within 12" of the path running down the centre of the battlefield. Up to a maximum of two swamps can be placed touching either edge-to-edge or corner-to-corner – making a larger swamp area – but no larger.

Once the Germans have placed the terrain the Roman players can relocate any three swamp blocks to any point on the table.

GERMAN DEPLOYMENT

The German forces begin off-table. The players prepare to bring on their Warband Divisions at any chosen point on their table edge between 1 and 8.

SUMMARY OF SET-UP AND DEPLOYMENT

1. Romans deploy.
2. Germans place eight swamps and Roman move up to three swamps.
3. Germans choose their entry points.

VICTORY CONDITIONS

- The Germans win if they destroy the Roman Baggage Train.
- The Romans win if the Baggage Train exits the German table-edge in the company of at least two Legions.
- The battle is a draw if neither condition is reached, or likely to be reached by agreement of the players.

SPECIAL RULES

This scenario uses the following special rules:

- Roman Legions (non-command): The two forward Legions may not move until contacted by Caecina's Command unit, or a unit in contact with Caecina. When that happens, the local Divisional commander is assumed to have taken command beginning at the start of the next Roman turn.
- Roman Baggage Train: The Baggage Train moves at a rate of 6", but may not move unless a Roman Command unit is within 12".
- Division Destruction: Ignore the Division destruction rule for the two stranded Legions; they will fight to the death.

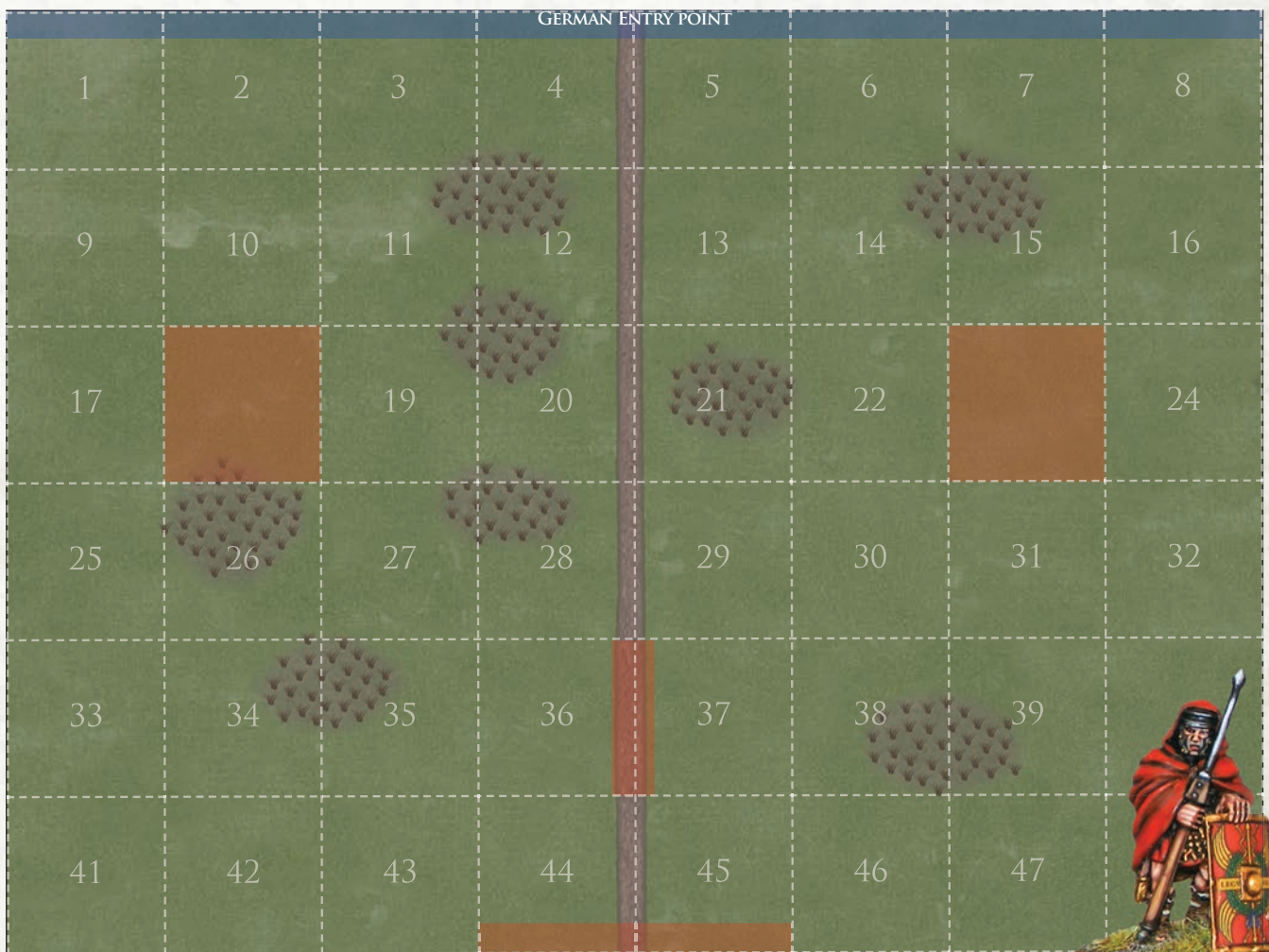


Those Romans will wish they'd never crossed the Rhine – a German warband prepares to teach the invaders a lesson!

Scenario 4



Roman archers in trouble -- Cavalry ride to the rescue as the enemy closes in!



Example Battlefield Map for Scenario 4

GERMANIA: THE TEUTOBURGER WALD AND ITS AFTERMATH

ROMAN FORCES

ROMAN COMMAND LEGION	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
1x Veteran Legionary Infantry	7	7	3	0	4+	6	Drilled, Stubborn, Tough
1x Legionary Heavy Infantry	7	7	3	0	4+	6	Drilled
1x Legionary Raw Recruits	6	6	3	0	4+	6	Drilled
1x Roman Light artillery	1	1	2	2	0	3	Drilled
1x Auxiliary Medium Roman Cavalry	8	5	3	0	5+	6	
1x Medium Infantry Archers	5	5	3	3	5+	6	

ROMAN LEGION X2	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
3x Legionary Heavy Infantry	7	7	3	0	4+	6	Drilled

COMMANDER RATINGS

- Caecina: 9 (Fighting Value 3)
- Legion Commanders: 8 (Fighting Value 2)



“The strength of Rome is founded on her ancient customs as much as on the strength of her sons.”

Quintus Ennius

GERMAN FORCES

GERMAN COMMAND DIVISION	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
1x Cavalry	8	5	3	0	5+	6	Eager, Tough
4x Warband	9	6	2	0	5+	6	Wild Fighters (3)
1x Light Infantry Archers	4	4	3	3	0	6	
2x Skirmishers with javelins (small unit)	3	2	2	0	0	4	

GERMAN DIVISIONS X2	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
3x Warband	9	6	2	0	5+	6	Wild Fighters (3)
3x Skirmishers with javelins (small unit)	3	2	2	0	0	4	

COMMANDER RATINGS

- Arminius: 9 (Fighting Value 3)
- Division Commanders: 8 (Fighting Value 2)

THE CHRONICLER'S REPORT

Our six masters of ancient warfare congregated round the table where two Legions stood awaiting their fate; either destruction by barbarians or rescue by Caecina. The German commanders pondered how to make matters worse for the Romans through judicious swamp placement. The discussion among the Roman commanders turned quite ruthless as they decided on which Legion to sacrifice for the common good.

The Germans opted to attack both Legions and drive down the centre of the table to seize the baggage. Therefore, they placed the swamp squares to create as big a barrier as possible to the rescuing Roman Legion. The Romans moved their three squares on to the German table-edge to break up the Barbarian arrival and prevent coordination – on the Set-Up Grid, the swamp squares occupied 3, 7, 11, 14, 19, 25, 34, and 39. With that, they stood back and waited to see what the Germans would do before choosing which Legion to save.

The Germans' centre Division initially failed to arrive. The left and right Divisions, however, came on with great speed and determination, moving 18". The stranded Legions could do nothing, of course, other than wait, but Caecina galloped immediately out towards the right-hand Legion. The rest of the Roman Command Legion awaited further orders. The centre Germans arrived on the next turn while to their right and left the other Divisions steamed into combat.

The left-hand 2nd Legion immediately closed ranks in the face of the German threat. They were just in time! The right-flank division's Warbands struck, rolling for twelve hits, but the Legion saved eight of them! It then counter-rolled for four hits, scoring casualties on all of them; thus the result of the opening fight was an unlikely draw. On the German left, that Division fared even worse when 3rd Legion inflicted eight casualties to five: the foremost German Warband broke immediately; one support had to retreat in disorder; another fell back in good order; and the last support stood its ground, probably wondering what on earth just happened. The German disappointment prompted considerable debate about the preparedness of the Romans (see Despatches below).

3rd Legion promptly failed their orders on the next Roman Turn. Meanwhile, across the battlefield, 2nd Legion and the right-flank German Division continued to be locked in combat. 2nd Legion's front Cohort gave ground disordered having taken another five hits to one. The Germans followed up, winning that combat five to three. Both commanders fell in the fierce fighting, but the valiant Cohort held its ground. The Roman turn concluded with Caecina's centre Legion failing to follow orders, leaving the battle finely balanced moving into the German Order phase.

So far neither centre appeared to want to fight. The massive German centre Division plodded forwards another single move in unison. On the left, the Germans attempted a flank attack that would take two moves to arrive, but threw high and could only approach and not come into combat. The right-flank German Division, on the other hand, was still smashing into 2nd Legion's ranks. The front Cohort finally broke after receiving a 5-0 thrashing, but the German follow-up against the rear Cohort resulted in a 2-1 reverse.

With the Romans falling back under inexorable pressure, the question arose over which direction they should travel. One point was that the Romans would fall back through clear ground towards the centre Legion because they were disciplined and presumably that was the direction from which they had arrived. The prevailing view, however, was that the relentless German assaults would deprive the Romans of that decision-making ability and therefore they would be pushed back into the marsh directly behind them. That decided, the desperate fighting continued with a 2-2 draw and the mortal enemies locked in combat.

With all the hard fighting going on across both flanks, it might have been easy to forget the objective of the scenario, which was to control the Baggage Train. Perhaps it was the sight of the German central Division finally starting to roll forward that prompted Caecina to act, or it might have been spirit of Roman pragmatism that seized him, but whatever the case his next move was to have his Commander ride out and bring the Baggage Train to safety behind his line of Cohorts. The German centre now belatedly split its orders to drive forward two moves, but its poor luck held as the archers refused to obey their orders. The flanking Division's Warbands were less reticent and once more drove forward to break the stubborn Romans.

On the German left, the Warbands crashed into 3rd Legion for twelve hits, but the wily Roman commander saved eight of them and only lost the combat 4-3. His Cohorts gave ground in good order, further frustrating the Germans. Indeed, with twilight closing on the battle, the likelihood of either side achieving their goals seemed increasingly remote. Ultimately, the Germans had lost two Warbands to one Cohort of Romans and the players agreed to a draw, but not before the Germans claimed that the Romans only did so because they were obviously terrified! No one around our table knew the Latin word for scoffed, so haughty imperial expressions had to serve. But both sides knew that the decisive battle in Rome's campaign to subjugate our Germans would have to wait another day.

DESPATCHES...

The Long Bridges scenario proved more contentious than first appearances indicated it would. What was supposed to be an interesting puzzle for both sides quickly dissolved into the kind of back-and-forth, dice-mania, slugfest that wargamers enjoy so much. Our German players were frustrated, however, by the impression given that the Romans were far more prepared than they should have been in the historical circumstances. What that meant was Warbands taking on Legions in the open. With the Legions beginning the game in Good Order that did not bode well for a quick German breakthrough. The Germans complained therefore that the Romans maintained a tactical advantage in a strategically disadvantageous situation. The consensus was that playing the game with the two isolated Roman Legions in a state of Disorder might have produced a more historically faithful and fluid game. In addition, placing the Roman commander further away from the stranded Legions might give the Germans more time to sustain their attacks.

IDISTAVISO

The Battle of Idistaviso presents the most clear cut scenario for refighting the early Roman campaigns in Germany. At its most basic level, all the battle requires is for both sides to line up opposite each other on a flat table and charge – whoever is left on the table at the end of the game wins. If such a simple affair satisfies your wargaming tastes, then select your forces from the lists below and have at it, bearing in mind that Arminius himself would counsel against such an action by the Germans. For a more interesting and balanced game, however, we can add a few wrinkles to play and see where that takes us.

SET-UP

This scenario is designed for six players, three on each side, and to be played on an eight-foot long by six-foot wide table.

Idistaviso took place on the banks of the Weser River near modern day Hanover. The river itself played no part in the

battle as far as we know, but we can designate one table-edge as a river for the purposes of preventing a flanking move in that direction. The rest of the table is flat ground unimpeded by any terrain features of note, though a few bushes here and there will add to the aesthetic appeal.

DEPLOYMENT

Both sides line up simultaneously along opposing long table-edges and no more than 9" from the edge. All forces are deployed before the start of the game.

VICTORY CONDITIONS

In order to win the game, the Germans must destroy a majority of the Roman units or drive them off the table. The Romans must do the same to the Germans. However, if Idistaviso is fought as part of a campaign, total victory requires the death or capture of the enemy commander.

“One may say with truth that the conquests are less remarkable than the conquerors”

Josephus, The Jewish War

ROMAN FORCES

ROMAN COMMAND LEGION	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
1x Veteran Legionary Infantry	7	7	3	0	4+	6	Drilled, Stubborn, Tough
1x Legionary Heavy Infantry	7	7	3	0	4+	6	Drilled
1x Legionary Raw Recruits	6	6	3	0	4+	6	Drilled
1x Roman Light Artillery	1	1	2	2	0	3	Drilled
1x Auxiliary Medium Roman Cavalry	8	5	3	0	5+	6	
1x Medium Infantry Archers	5	5	3	3	5+	6	

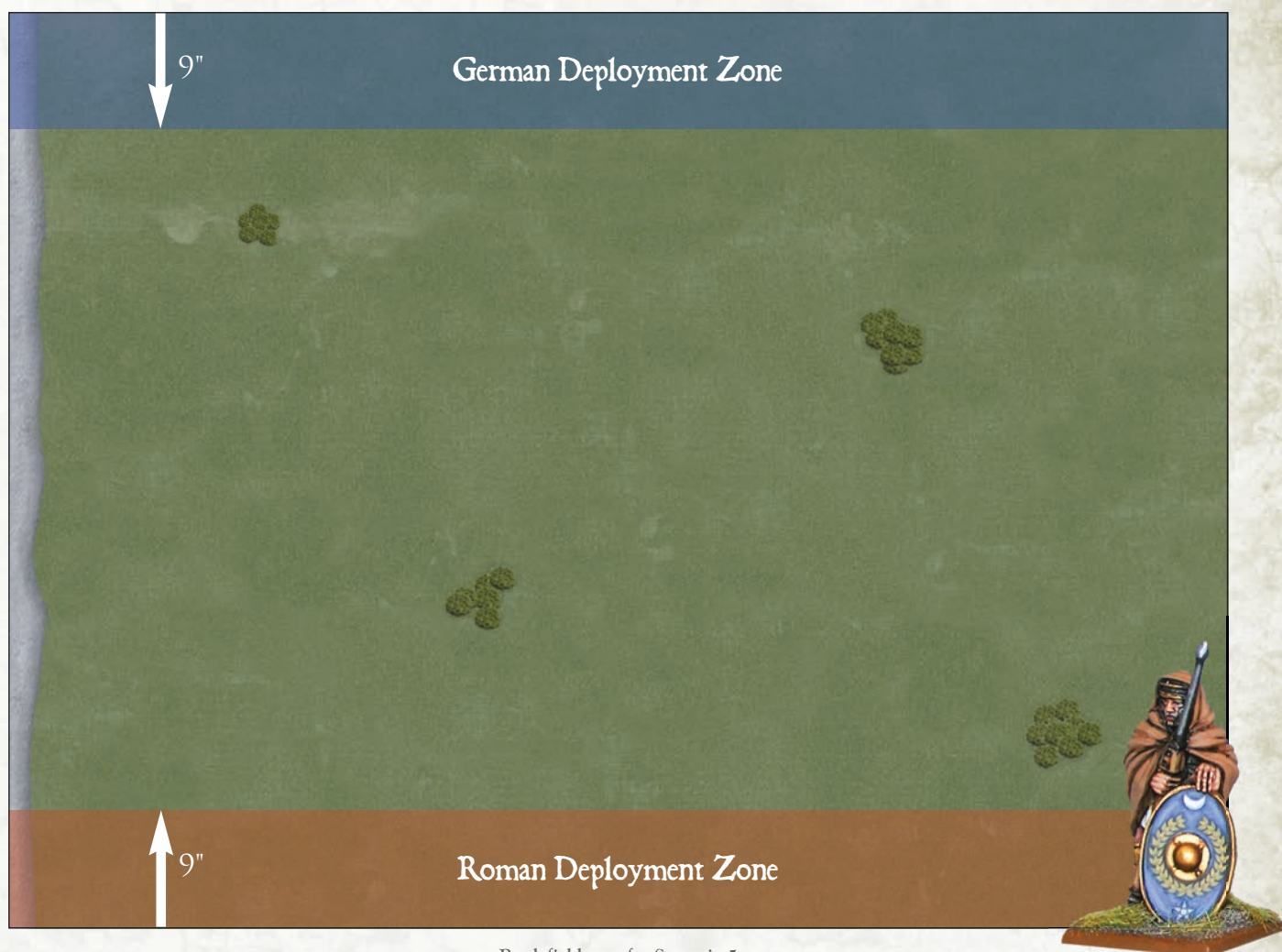
ROMAN LEGION X2	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
3x Legionary Heavy Infantry	7	7	3	0	4+	6	Drilled

ROMAN BAGGAGE TRAIN	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
1x Baggage Train	1	1	1	0	0	3	

COMMANDER RATINGS

- Germanicus: 9 (Fighting Value 3)
- Legion Commanders: 8 (Fighting Value 2)

Scenario 5



Battlefield map for Scenario 5

GERMAN FORCES

GERMAN COMMAND DIVISION	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
1x Cavalry	8	5	3	0	5+	6	Eager, Tough
3x Warband	9	6	2	0	5+	6	Wild Fighters (3)
1x Light Infantry Archers	4	4	3	3	0	6	

GERMAN DIVISIONS X2	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
3x Warband	9	6	2	0	5+	6	Wild Fighters (3)
3x Skirmishers with javelins (small unit)	3	2	2	0	0	4	

COMMANDER RATINGS

- Arminius: 9 (Fighting Value 3)
- Division Commanders: 8 (Fighting Value 2)



SPECIAL RULES

This scenario uses the following special rules:

- The players are numbered 1-6 clockwise (assuming there are six players) for the purposes of deciding the order of play. The Turn Sequence is then altered to randomize player participation in the following manner:
- At the beginning of a Turn, the umpire rolls a die and that numbered player moves his division.
- At the end of the designated player's actions, including any automatic reactions from other affected players (such as countercharges), the umpire rerolls the die with the next numbered player moving according to the result.
- If the umpire's roll results in a duplicate number, that Turn ends.
- At that point, all shooting and hand-to-hand fighting is worked out, following the same sequence of play for that Turn for purposes of working out shooting and which combats to fight. Once completed, the umpire begins the next Turn.
- **Control:** The player representing Germanicus can give orders to troops in any of the Divisions in the army that have not yet taken their turn, over-ruling his subordinate commanders, but if he does this the Division counts as having taken its turn. The player representing Arminius cannot do this, but controls his own Division in the usual way.

THE CHRONICLER'S REPORT

The Germans deployed with Arminius on the right flank with his cavalry posted on the outside. The centre Division deployed with its cavalry unit between it and the four Warbands of the left-flank Division. Germanicus's Legion set up on the Roman right flank. He set his cavalry out to the right, covering his archers and artillery, though all formed up on the infantry line. The two other Legions deployed to their commander's left. With both sides deployed, it appeared that the Germans might have a decisive advantage because they overlapped the Romans on both flanks. As we shall see, that impression would prove misleading, and it was the more compact Roman deployment that would prove more effective.

The battle began with a series of successful orders on both sides until Arminius ordered his whole Division to advance two moves. Five of our players moved this Turn before a duplicate throw brought an end to movement. Germanicus's artillery then shot, scoring a hit on a left-flank Warband. In an ominous portent for the rest of the game, the German commander did not save his man from becoming a casualty – first blood to the Romans!

The second Turn proved shorter than the first with only three Legions moving. However, our Germanicus hustled around to order the two subordinates into line with his own Legion, so that the Romans kept their shape. On the other side of the table, Arminius raced ahead in the centre, though now he wisely separated his cavalry move from his infantry. Germanicus's artillery shot again, causing another hit on the left-flank Warband, although this one was saved. Arminius's effort to get ahead brought his archers into range of the Romans, but unfortunately they missed.

With the armies drawing closer, the orders became more complicated. The German commander's ambition on the left was to advance two Warbands and bring his other two in behind for support, but he could not throw the required score to make that happen and his progress slowed as a result. On the other side, both subordinate Legions attempted to charge Arminius's Warbands, but the Legions were in the mood for walking not running. Germanicus adopted a more methodical approach, ordering his cavalry into an oblique line to face the impending flank attack on his right while advancing the rest of his Legion to maintain the Roman line. The Turn ended with an episode of ineffectual shooting on all sides.

Serious fighting began on Turn Four. 2nd Legion in the Roman centre opened the Turn by edging towards Arminius's Warbands, but Arminius in return exploded towards 3rd Legion out on the Roman left. With the right-flank Division failing to respond to orders, Arminius's attack suddenly looked like a bold gamble. Out on the German left, the Germans finally manoeuvred into formation and their skirmishers moved out to threaten the Roman cavalry. The shooting for this Turn was much more effective: 2nd Division's pila volley on Arminius's charging Warbands reduced them by one each, while Germanicus's artillery and archers continued to take a toll on the left-flank German Division.

Combat favours the Germans on their first assault. If that does not go well, it is an uphill struggle thereafter, as Arminius was about to be reminded. His left Warband began the action. He threw for eight hits but the Romans saved all but two of them. Arminius's right Warband did better, inflicting five casualties, but the Roman 3rd Legion fight-back throws resulted in eight casualties inflicted by their two Cohorts. As a result, Arminius's right Warband was shaken and it broke under the subsequent morale test. His left Warband gave ground in good order, but his supporting cavalry for the broken Warband were disordered. 2nd Legion wisely followed up to prevent any relief for Arminius's suddenly beleaguered warriors.

The centre German Division still could not get moving on Turn 5, while out on the left-flank efforts to wheel resulted in a German Blunder. With neither of his subordinates proving of much use, Arminius was left to try and reorganize under extreme pressure and stave off the rampaging 2nd Legion. He therefore ordered his archers forward, but they would miss. Germanicus's artillery scored another hit on the left-flank Warbands. In one of the German's few bright spots, the left-flank skirmishers had one shot and sent the Roman cavalry reeling back in disorder. Combat was now renewed between Arminius and 2nd Legion with the latter coming out on top once more and Arminius's Warbands retiring in good order again. 2nd Legion followed-up, hitting the retiring Warband with one Cohort and support, while the other Cohort was blocked by Arminius's cavalry.

Turn 6 began with the German centre skirmishers failing their roll for the second move in a row. Germanicus was second up this move and he pondered his dilemma: his cavalry was disordered and Germans threatened his flank. Nevertheless, he launched his infantry at the centre Warbands. He then moved his artillery and archers out to screen his charge from the left-flank. Shooting was again ineffective, but the combat phase would prove decisive. 2nd Legion began the carnage on the Roman left by hitting Arminius's Warband for six casualties in return for four for his Legion. The Warband could take no more and broke. Arminius's Division was now scattered to the winds, but worse was to come for the Germans.

The German dénouement came in the centre where Germanicus's Legion appeared to score a minor victory over the German centre Warbands. On the right, the Germans lost by 5-3 on casualties and on the left, 5-2. However, no one foresaw how brittle the centre Division's Warbands were until they both broke under their obligatory morale tests. Germanicus followed up and sent the centre Division in the same direction as Arminius. With two Divisions broken, the Germans had lost the battle. The Romans had once again demonstrated their invulnerability once the initial German charge failed, and their unity across the command was more than a match for uncoordinated flank attacks.

DESPATCHES...

Idistaviso was the most straightforward of our scenarios, with two armies confidently taking to the open field. The addition of a randomized player rotation added a sense of uncertainty to the proceedings without ruining the game. Moreover, Germanicus's ability to give orders to his subordinates had the desired effect on command and control for the game; while the Romans remained fully cohesive, the Germans broke up into three distinct commands unable to unite for a decisive assault. That said, all agreed that both sides should have at least one participant in every Turn. We decided that the local rule for randomization should probably be changed to reflect that.

"The German has neither cuirass nor helmet; even his shield is not strengthened with leather or steel, but is of osiers woven together or of thin and painted board. If their first line is armed with spears, the rest have only weapons hardened by fire or very short. Again, though their frames are terrible to the eye and formidable in a brief onset, they have no capacity of enduring wounds; without, any shame at the disgrace, without any regard to their leaders, they quit the field and flee; they quail under

disaster, just as in success they forget alike divine and human laws. If in your weariness of land and sea you desire an end of service, this battle prepares the way to it."

Germanicus's speech at the eve of the Battle of Idistaviso, according to Tacitus



ROME'S REVENGE

The final scenario for the Romans in Germania is a hypothetical engagement that rounds off the campaign narrative of this supplement and brings together some of the *Hail Caesar* ideas we have pursued in other scenarios. The context is the final Roman campaigns in Germania that overwhelmed the German tribes in the field but could not ultimately break their resistance. Thus, in our scenario, the Romans advance on a German village intent on demonstrating the folly of opposing the mighty Roman Empire. The German warriors will fight to defend their homes and Sacred Groves.

SET-UP

This scenario is designed for six players, three on each side, and to be played on an eight-foot long by six-foot wide table, which is marked off on the Set-Up Grid in 12" squares as shown on the battlefield map opposite.

The Germans occupy the table-edge of the Set-Up Grid (see the map opposite) numbered 1-41 and the Romans 8-48. The first 24" of German table-edge is their home village, defended by various fieldworks and ditches. A road wide enough for a unit in column to march along exits the village at any point between 2 and 42 as decided by the German Commander.

At the other end of the table, the first 18" from the Roman edge are covered in thick Wald, bisected by a road just wide enough to allow the Romans to advance in column. A Sacred Grove of 12" diameter sits at the centre of the table. The rest of the table is open land with a few bushes and trees sprinkled around for the look of the thing, but nothing that would impede deployment or movement.

GERMAN DEPLOYMENT

The Germans have been forewarned that the Romans are coming and have made hasty preparations. Their main objective is to defend their physical and spiritual centres; therefore one-third of the German forces must begin the game situated inside their village defences, and the whole of the German force must be deployed inside the German half of the table.

A number of priests equal to the roll of a die are placed inside the Sacred Grove. Their function is to provide support to nearby units and they may be used as replacements for any casualties incurred by German Warbands within 6" of the Grove (as in the Retrieve the Eagles game).

ROMAN DEPLOYMENT

The Romans enter the field in column, marching along the road through the Wald. The most advanced Roman unit has not yet cleared the Wald edge, but is poised to do so when the game begins. Any Romans that do not begin the game on-table are poised to do so and therefore do not have to roll to enter the game.

VICTORY CONDITIONS

Whoever controls both the Sacred Grove and the Village at the end of the game is the outright winner. However, if the Romans secure the Sacred Grove they will have accomplished a moral victory. Similarly, if the Germans destroy a Legion and capture an Eagle they too can claim a moral victory over the hated Roman Empire. If the Romans occupy the Village without capturing the Sacred Grove the battle is drawn.

SPECIAL RULES

This scenario uses the following special rules:

- The Romans begin the game.
- The Germans cannot leave the Village until the Romans approach within 12" of the Sacred Grove, and they must do so only by the road exiting the Village.
- Priests influence German fighting spirit in the vicinity of their Sacred Grove. Therefore any German unit suffering a casualty within 6" of the Sacred Grove may replace him with a Priest from the Sacred Grove after all combat is resolved and any necessary break tests made.



These archers are dressed for sunnier climes. Roman bowmen were often recruited in the east.

Scenario 6



Unwelcome visitors – trespassers will be executed!



Battlefield map for Scenario 6

GERMANIA: THE TEUTOBURGER WALD AND ITS AFTERMATH

ROMAN FORCES

ROMAN COMMAND LEGION	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
1x Veteran Legionary Infantry	7	7	3	0	4+	6	Drilled, Stubborn, Tough
1x Legionary Heavy Infantry	7	7	3	0	4+	6	Drilled
1x Legionary Raw Recruits	6	6	3	0	4+	6	Drilled
1x Roman Light Artillery	1	1	2	2	0	3	Drilled
1x Auxiliary Medium Roman Cavalry	8	5	3	0	5+	6	
1x Medium Infantry Archers	5	5	3	3	5+	6	

ROMAN LEGION X2	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
3x Legionary Heavy Infantry	7	7	3	0	4+	6	Drilled

ROMAN BAGGAGE TRAIN	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
1x Baggage Train	1	1	1	0	0	3	

COMMANDER RATINGS

- Germanicus: 9 (Fighting Value 3)
- Legion Commanders: 8 (Fighting Value 2)

GERMAN FORCES

GERMAN COMMAND DIVISION	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
1x Cavalry	8	5	3	0	5+	6	Eager, Tough
4x Warband	9	6	2	0	5+	6	Wild Fighters (3)
1x Light Infantry Archers	4	4	3	3	0	6	

GERMAN DIVISIONS X2	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
1x Cavalry	8	5	3	0	5+	6	Eager, Tough
3x Warband	9	6	2	0	5+	6	Wild Fighters (3)
1x Skirmishers with javelins (small unit)	3	2	2	0	0	4	

GERMAN DIVISION	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
4x Warband	9	6	2	0	5+	6	Wild Fighters (3)
1x Skirmishers with javelins	3	2	2	0	0	4	

COMMANDER RATINGS

- Arminius: 9 (Fighting Value 3)
- Division Commanders: 8 (Fighting Value 2)



Your fancy gadgets won't save you, Marcus!



Undeterred by the terrible weather the German cavalry go a-hunting.



Surprise! Surprise! Wily German warriors leap from ambush.

THE CHRONICLER'S REPORT

Hail Caesar is a fast-paced game and events often overtake whatever plans are laid, and so it proved when playing out this scenario. Our crew of battle-hardened players returned to the fray with the German representatives in particularly belligerent mood, ready to pounce on any weakness shown by the snooty Romans. The Romans seemed oddly pessimistic about their chances, yet the odds against them were no more than in the previous thrashings they had delivered to the German tribesmen. That mood made them cautious, however, and as we have seen before *Hail Caesar* seldom forgives caution.



The Germans deployed their Divisions either side of the Sacred Grove with Arminius taking up the left flank. Six Priests in the grove peered out, ready to sacrifice themselves for the cause. The Roman 1st Legion under Germanicus showed itself along the road in the woods. Heavy Infantry Cohorts led the Roman Division, with the Archers, Artillery, and cavalry following up behind. Germanicus hoped to move out quickly with his whole Legion and ordered a three-move advance. His throw came up 1,1 and the Legion sped forward. His Archers and Artillery, however, did not manage to clear the tree line in the first Turn. Arminius's Division was spoiling for a fight and wanted to pitch in straight away, but they were constrained to a single move. On the right flank, though, aggression was rewarded and the German Division sprinted forward, angling in on the Roman exit point from the Wald.

For his second Turn, Germanicus opted to split his orders. He wanted to advance while bringing up his rear Cohort into line for a longer front, but he only threw for one move and the Heavy Infantry barely made any progress. Germanicus ordered his Archers into line, which they did but they along with the artillery still sat in the mouth of the Roman exit, preventing any deployment by the Roman Cavalry. Arminius now got the roll he wanted and surged forward three moves. His Cavalry ended very near the Romans, out on their right flank. His Archers unleashed a volley, but to no effect. The right-flank Germans saw their chance too but failed to seize it, rumbling forward for only one move. The situation at the end of the second Turn already looked ominous for the Romans who had not fully deployed: the Germans, on the other hand, were licking their lips in anticipation.

The importance of the German Cavalry advance became immediately apparent on Turn 3. Germanicus wanted to charge the Warbands to his front but was prevented from doing so by the Cavalry positioned within 12" to their right-front. The best Germanicus could manage was to charge the German Cavalry. The remarkably unfazed Arminius ordered a counter-charge. Both sides moved against each other, deploying at the midpoint for the Combat phase. Germanicus brought his Romans into line with his rear support and tactically it looked bleak for the German Cavalry. Their sacrifice would be worth it strategically, however, because the Roman room for manoeuvre was severely restricted. That dilemma worsened for Germanicus when his Archers failed to move. The Roman commander saw a gap for his Cavalry though, so he snaked them past his Artillery and out into the open field where they came into contact with the right-flank German skirmishers. After some desultory shooting, the two sides came to blows.

Germanicus's Heavy Infantry and the German Cavalry contested the first clash of the battle. The Romans, throwing 13 dice, caused seven casualties, none of which were saved. In return, the Cavalry, with eight dice, hit four but the Romans saved two. This five casualty deficit proved too much for the Cavalry who broke for the rear. The jubilant Romans now

undertook a sweeping advance into the nearest German skirmishers. They chose to stand rather than evade, raising a few eyebrows around the table, but their imminent sacrifice too would prove worthwhile. The German Archers managed two hits on the Romans, but that did not save them or their comrades from sharing the same fate as the Cavalry. However, the most advanced Roman unit was now in disorder and therefore vulnerable.

The Roman Cavalry hit the right-flank German skirmishers who again bravely, or foolishly, chose to stand. The casualty count ended 6-1 in favour of the Cavalry and the skirmishers were last seen legging it back towards the village. Reasoning, quite rightly, that the right-flank Warbands presented a severe threat to his Romans, Germanicus ordered his Cavalry to follow up into the nearest Warband to see if he could stall the juggernaut advancing down on him. But Warbands are made of sterner material than mere skirmishers, and the Roman Cavalry emerged from the combat 3-6 losers. Their casualties caused the Cavalry to be Shaken and the subsequent break test saw them destroyed. Moreover, the casualties inflicted by the Roman Cavalry were made good by Priests from the Sacred Grove. The subsequent German moves tightened the noose round the Romans; the right-flank Division ground forward for one move, and Arminius charged home using his initiative because he was within 12" of his target. While all this was going on, the German Division back in the village looked on, safe in the knowledge that it was likely the Romans were not coming after all.

The beleaguered Roman 1st Legion was plunged back into combat by Arminius's charge, and the dice did not favour them. The left-hand Warband threw eleven dice for ten hits to the Roman reply of two hits. Remarkably, Germanicus saved seven hits, but he still lost the combat. In the following break test, the Romans stood their ground. Their good fortune was not, however, matched by their adjacent comrades. The right-hand Warband also scored ten hits on the Roman Cohort to their front, but this time the Romans could not throw the numbers needed and the score ended 7-1 in favour of the Germans. The Cohort broke under the pressure and their support was forced to give ground in disorder. Arminius swept forward and the Combat continued. Arminius's Warbands ploughed into the rearmost 1st Division Cohort, forcing it back again with a 6-3 combat result.

In Turn 4, Germanicus tried manfully to restore a rapidly deteriorating situation. He finally brought his Artillery out to shoot, and his Archers also released a volley. Both scored hits on the German right-flank Division but there was little the Romans could do to get more infantry out into the field. Germanicus desperately pushed forward with his lead Cohort but a combat result of 1-1 did not help. The initiative turned to the increasingly jubilant Germans who pressed forward. The right-flank Warbands hit the Roman Archers for a 5-1 casualty count, pushing the bowmen back to the edge of the woods in disorder. Arminius then drew with the rearmost Roman Cohort and lost to the forward Cohort, though both results had little effect on the German strangulation. Even the loss of a Warband at the start of Turn 5 did not help Germanicus because his Cohort was

"So Germanicus, with increased energy, advanced into the country, laying it waste, and utterly ruining a foe who dared not encounter him, or who was instantly defeated wherever he resisted, and, as we learnt from prisoners, was never more panic-stricken."

Tacitus on Germanicus



too weak to take advantage. There was no opportunity to fight off the right-flank Division that was poised to close off the Roman exit point.

When the last 1st Division Cohort broke at the end of Turn 5, it put an end to Germanicus's hopes. All that was left was for the Germans to close the door and end the game by mutual consent. The German players indulged in very un-Germanlike 'high fives', while the Romans looked suitably chagrined at this final missed opportunity. Like their historical counterparts, these modern-day Romans had pushed the Germans hard, inflicting tactical defeats but failing to win that last decisive battle that would have secured them the province.

DESPATCHES...

The Rome's Revenge scenario provoked a lot of conversation amongst our players. Oddly enough, the fact that only three of them managed to get into the dice throwing did not provoke complaint because the game was so interesting. Most of the debate centred on how the Romans could bring more soldiers out; maybe two or three exits from the Wald would have helped. The Germans pointed out, however, that this would change the scenario into a conventional battle. Moreover, it was incumbent on the Romans to create room to deploy and leading with the Heavy Infantry instead of the Cavalry may not have helped them in that regard; although it must be said that the dice did not do the Romans many favours. Another suggestion was to deploy two German Divisions inside the village defences with one outside, and that would provide an interesting variation on the scenario.

The manner in which the battle developed also brought to the fore the initiative and proximity rules along with the sweeping advance and follow-up rules that have featured in all the battles. It will prove useful to players to brush up on them before fighting this last engagement in the Roman campaign.

CONCLUSION

The six scenarios we played for this supplement presented a diversity of challenges for both the Romans and Germans. Cries of “foul!” by the Romans struggling to escape Teutoburg Forest turned to cheers when the German Warbands bounced off the Legions in the open field fight at Idastaviso. Along the way, both sides had their trials and tribulations to overcome, some of which were planned while others came through unexpected dice rolls or “interesting” tactical choices by our hard-pressed commanders. The fluidity contained in the *Hail Caesar* rules helped to keep our players always slightly off-balance, and there was enough room for interpretation in the rules to allow creative leadership to come to the fore.

It was also worth remembering when playing the scenarios that *Hail Caesar* was not written to cover every eventuality and that players needed to embrace the spirit of the games – admittedly not so easy to do when you have just failed your third order in a row! We felt it important, therefore, to present our battle reports in an unpolished way, so that other players could take that raw material and create their own battles for the Romans in Germany. That also applies to the forces we used for the scenarios; they are recommended not required. In short, feel free to experiment.

We trust that you will have as many hours of enjoyment recreating these battles as we had in playing and presenting them for you.

SOURCES FOR THE ROMANS IN GERMANY

All ancient history relies on a combination of written and archaeological sources. For the Romans in Germanica, we are fortunate to have four written sources of varying quality and a wealth of archaeology to draw on. Our picture, however, remains frustratingly incomplete.

We know the German tribes through the work of Publius Cornelius Tacitus who wrote at the end of the First Century AD. Better known for his *Histories* and *Annals of Rome*, and his sometimes enigmatic life of his father-in-law Gnaeus Julius Agricola, Tacitus took a particular interest in the Germanic tribes. In a wide-ranging review of the barbarians, Tacitus compared them favourably with what he saw as the increasingly decadent Romans.

Lucius Cassius Dio is our other notable Roman historian for the narrative of the Roman Empire. He wrote towards the end of the Second Century AD and beyond. Cassius Dio provides a broad picture of Roman Imperialism, while Publius Annius Florus writing in the time of the Emperor

Hadrian around 130AD narrated the story of the Germanic Wars. Marcus Velleius Paterculus fought in those wars as a cavalry officer under the future Emperor Tiberius. Like many soldiers, Paterculus’s writing is often clumsy and his history inconsistent, but he has left us a particularly useful account of the disaster in the Teutoburger Wald.

Tacitus aside, the Roman historians displayed little interest in the barbarians across the Rhine and concerned themselves more with idolizing the Roman Empire, which after all brought them their wealth and status. The impression they give is of two cultures that were entirely separate, but extensive archaeological inquiries have revealed that the process of Romanization had begun in earnest with Romans living side by side with Germans over the river. That blending helps us understand a little more how profoundly shocking it was to the Romans when the German tribes rose up and slaughtered one Roman army, then fought a protracted war against their mighty Empire for nearly a decade.



“The customs of the Germans differ widely from those of the Gauls; for neither have they Druids to preside over religious services, nor do they give much attention to sacrifices. They count in the number of their gods those only whom they can see, and by whose favors they are clearly aided; that is to say, the Sun, Vulcan, and the Moon. Of other deities they have never even heard. Their whole life is spent in hunting and in war. From childhood they are trained in labour and hardship”

Julius Caesar on Germany



German rivers prove no match for Roman know-how.

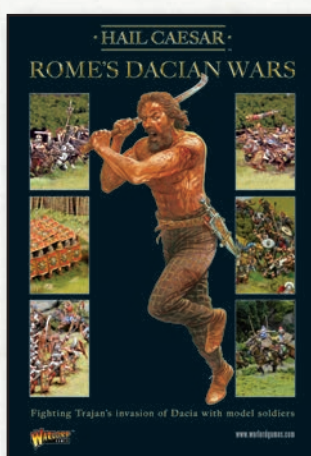
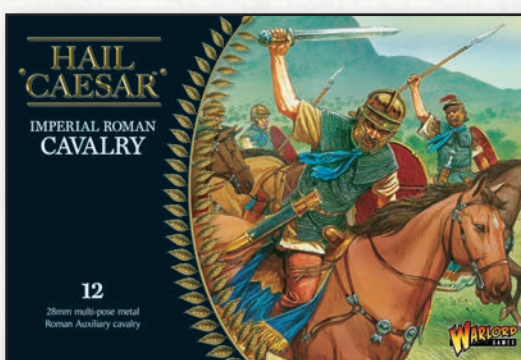


“When they come to a battle, the whole army is but one body, so well coupled together are their ranks, so sudden are their turnings about, so sharp their hearing as to what orders are given them...”

Josephus on the Roman army



Steady lads! There's great hairy barbarians in them there woods.



Rome's Dacian Wars is a *Hail Caesar* supplement focusing on Rome's wars under Trajan against the Dacians and their Sarmatian allies. Featured battles include the Battle of Adamclisi, the Battle of Tapae and the Siege of Sarmizegetusa Regia. Also included are rules for playing skirmish games, fighting sieges and using warships, as well as campaign and hobby ideas.

The **Britannia** *Hail Caesar* supplement chronicles the invasion of Britain by the Roman Empire and the subsequent rebellion by Boadicea and the British tribes. Full of scenarios, gaming ideas and a mini-campaign, you'll find this an informative and engaging read whether you are of Roman or British persuasion!



Most of the miniatures on the pages of this book are designed and manufactured in Great Britain by Warlord Games. We have several growing Ancients ranges, in addition to other historical periods:

Thirty Years War, English Civil War, French & Indian Wars, Plains Wars, Napoleonic Wars, Crimean War, Anglo Zulu War, and World War II.

You can order via post (cheque/postal order):

Warlord Games, T10 Technology Wing, The Howitt Building,
Lenton Boulevard, Nottingham NG7 2BY, UK. Call us on: **+44 (0) 115 9784202**

For all the latest deals and special offers, check out our website at:

WWW.WARLORDGAMES.COM



This local dignitary and his lady try to make it past the encircling barbarian army.



A sight to send the bravest Roman scurrying back to civilization – Germans on the warpath.



A Roman cavalry patrol skirts the ruins of a town pillaged by barbarians.

• HAIL CAESAR •TM

GERMANIA

The Teutoburger Wald and its Aftermath



In 9AD the newly won Roman province of Germania erupted into sudden revolt. The avowed aim of the rebellion's leader, Arminius, was to drive the Roman legions from Germany.

The Roman Governor, Publius Quinctilius Varus, led three legions against the supposed uprising. Varus, his legions, auxiliaries and the entire civilian baggage train were destroyed in the ensuing Battle of the Teutoburger Wald. It was a defeat that shocked the Roman world. German forces rampaged beyond the Rhine, razing Roman forts and settlements, and even dared to cross into Imperial territory in pursuit of the retreating Romans.

This is the story of the German rebellion that began in the Teutoburger Wald and the subsequent wars of vengeance and reconquest of the next decade. We follow the Roman general Germanicus – nephew of the Emperor Tiberius – and Aulus Caecina Severus as they hunt down the rebellious tribes, bring them to battle, and win back the Eagles of Rome's Lost Legions.

A copy of the *Hail Caesar* rulebook is required to use this supplement.