

The Battle of Magetobriga 63 BC

Scenario 29 for Conquerors and Kings ancient battle rules.

Setting the scene

The battle of Magetobriga is included amongst the CK scenarios as an important battle in the making of ancient Europe. Gaul and Germany were both made up of multiple provinces.. Each province has its own leadership.

Various Gallic tribes held or wanted control over the trade routes going through the Saone river valley (Modern Eastern France). The Aedui were pretty sure it belonged to them. However, the Sequani and Arverni local Gallic tribes thought it better off in their control.

To tip the balance in their favour a German mercenary tribal force of 15,000 Suebi were hired by the Arverni. After a protracted campaign of skirmishes and blocks the defending Aedui thought the matter was at an end. The German/Gallic invading alliance was pent up in the marshlands. As the Aedui pulled back to their lands they were attacked by the Gallic/German alliance.

Both sides had good quality armies, containing many of professional warriors

ADVICE

Do not read up on this battle. Enjoy playing it and then look up the details.

Deployment

- ♦ Where units have extra qualities such as armour, veteran etc the player can **choose** which particular units these are applied to.
- ♦ Generals do not roll for gifts, unless they are replacements.
- ♦ The scenario generator **is** not used.
- ♦ Lates and losses are not applied.
- ♦ No piggy chase
- ♦ Normal victory conditions apply.
- ♦ The given battle tactics can be applied by the player as he sees fit.
- ♦ Assume all units are trained and have shield unless specified otherwise.

Notes Listings such as "1x armoured, 1 x veteran" can be interpreted as 1 aspect for each of two units or both aspects for the same unit.

1. For game simplicity ,the Gallic/German alliance units are listed as a whole and not subdivided into tribes.

German allied army

General 1= Ariovistus **Gifts** = Fight, Valiant

General 2= King of the Sequani **Gifts** = Morale

3 x Foot skirmishers

2 x Auxiliary with spear and shield

10 close order spears. With shield (2 armoured, 2 veteran, 1 elite, 3 shock (German))

2 x cavalry **shield**. (1 x veteran, 1 x armoured)

Battle tactics= Choose from A,F,G options

German allied army (Attacker)

2 x cavalry	3 Close order General 2	Marsh	2 Close order	Marsh	1 close order
				Marsh	
				Marsh	2x close order 1 Auxiliary General 1
wood	2x close order 1 x auxiliary	3x close order General 2	1x close order General 1	Wood	2 x Close order 1 Auxiliary
		Gentle hill			2 x close order 1 Auxiliary

Gallic army (Defender)

Gallic army

General 1= King of the Aedui **Gifts** = Fight, morale

General 2= Tribal War leader **Gifts** = Morale

3x Foot skirmishers

4 x mounted skirmishers

1 x Auxiliary with spear and shield

8 x Close order spear and no shield (1x elite, 2 x veteran, 2 x armoured)

Battle tactics= Choose from D,E,B options

What really happened at the battle of Magetobriga

This is written in Portuguese so that you are less tempted to read the result and try to emulate it.

A aliança germânica lançou um ataque a partir das áreas pantanosas.

Eles venceram com um massacre.

Após essa batalha, a aliança germânica destruiu a tribo dos éduos, apropriando-se de suas terras e escravizando seu povo.

Foi então que começaram os problemas para os aliados gauleses dos germanos.

Os germanos, sob o comando de Ariovisto, decidiram que as terras eram excelentes e resolveram ficar para tomar tudo. Além disso, convidaram outra tribo germânica, os harudes, para se juntar a eles. No entanto, a tribo gaulesa dos séquanos tinha uma carta na manga: enviaram o respeitado druida Diviciaco para pedir ajuda a Roma. A resposta de Roma foi tornar os germanos seus "melhores amigos" (!!).

Poucos anos depois, Júlio César decidiu que deveria dominar a Europa. Após derrotar as tribos helvécias, ele avançou para a Gália e a Germânia. Um ponto de virada para a Europa.

Grande parte dos detalhes da batalha é de natureza conjectural, porém plausível.

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