

The Battle of the long bridges 15AD

Scenario 3 for Conquerors and Kings ancient battle rules.

Setting the scene

The Roman army was carrying out a punishment expedition through Germany. This include wiping out settlements and destroying anything else they could find. A scorching of the land. Some German tribes were friendly to the Romans and did not suffer.

The Germans formed a loose coalition of tribes under Arminius. The German had chopped away at the Roman column very successfully.

The Roman army had 4 legions plus a similar amount of auxiliary troops. The army was ending the campaign. It had many wagons and workers with it.

Traversing the forests and swamps of inner Germany the Romans built and used log roads (the long bridges). If these roads became damaged by the Germans or normal decay, the progress of troops was consigned to marshy and horrible paths.

The game starts with the Romans having built a turf walled marching camp after being badly mauled by the Germans on their march. The Romans had lost most of their supplies and wagons. The Romans were ready to panic and run but Caecina kept them together and planned a breakout next morning.

What could go wrong? A repeat of the Tuetoburg Forest (9AD) ?

ADVICE

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

Deployment

- ◆ Skirmishers can be deployed in any zones wished by the players. Subject to the normal zone capacity and army deployment area.
- ◆ 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 but use those listed in the army make up.
- ◆ No scenario is applied to this battle.
- ◆ Lates and losses are not applied.
- ◆ No piggy chase
- ◆ Normal victory conditions apply.
- ◆ Battle tactics can be applied by the player as he sees fit.
- ◆ Assume all units are trained unless specified otherwise.

Special scenario rule

- Roman player rolls aD6 for **every** unit (including skirmishers) 1=lose 1 whole base, 2,3=lose half base, 4,5,6 =lose nothing.
- The 4 zones representing the Roman camp are treated as rough hills in all respects (fighting, movement, morale).

Roman army

2 x Cavalry (armoured, 1 Veteran)
 1x mounted skirmishers
 5 x auxiliary
 7 x close order (All armoured)
 5x Foot skirmishers

General1= Aulus Caecina Severus **Gifts =** Valiant, Fight, Morale

General 2= Legate in command **Gifts =** Morale

Battle tactics= Keep order x4, Brace shields x1

Roman army (Defending)				Start positions	
Wood	2 Auxiliary	Close order x1 Cavalryx1 General 1	Close order x2 Cavalry x1`	3x Auxiliary	Wood
Gentle hill		Close order x2	Close order x2 General 2		Gentle hill
Gentle hill		Rough ground	3 Auxiliary General 2	Rough ground	Gentle hill
3 close order			3 close order		Wood
Wood	3 close order General 1	3 close order	1 Auxiliary	Gentle hill	3 close order
German army (Attacker)				Start positions	

This layout is for the normal CK battle table.

German army

12 x Close order (2x veteran, 1xElite)
 1x mounted skirmishers
 4x auxiliary
 7x Foot skirmishers

General1= Arminius **Gifts =** Fight, valiant

General 2= Inguiomerus (representative of the various generals present) **Gifts =** Fight

Battle tactics= 2x Advance, 2x Join the line, 1x Fury

What really happened at the battle of the long bridges

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

After the game ends put this text into a translator program and see what happened. Also you can read up on this battle through Wikipedia or similar.

Portuguese

Os romanos estavam molhados e exaustos. Caecina estava mantendo o exército unido, apenas.

Os alemães estavam muito confiantes. Arminius aconselhou os alemães a continuarem cortando pedaços do exército Romano enquanto ele se retirava. Os outros líderes alemães viram uma oportunidade de massacrar os romanos num só dia, com boas razões.

Os romanos permitiram que unidades avançadas dos alemães penetrassem no perímetro do acampamento.

Eles isolaram essas unidades e as massacraram.

Então os romanos saíram do acampamento e travaram uma longa e sangrenta luta com os alemães.

Os alemães estavam bem, mas os romanos estavam mais determinados/desesperados do que os alemães e venceram a batalha.

Após a batalha, os romanos não estavam em condições de lutar novamente. Os alemães voltaram a cortar pequenos pedaços da coluna. Os romanos recuaram rapidamente para a fronteira alemã. Felizmente, os romanos no Reno não destruíram a ponte de passagem (outra história).

Como sempre, os romanos voltaram anos depois

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