

## SWORDPOINT SABIS SCENARIO

### Roman Player's Brief

The Battle of the Sabis was fought in July - September of 57 BC between a Late Republican Roman army led by Gaius Julius Caesar and a Gallic coalition army of Belgae led by Boduognatus of the Nervii. The battle took place on the modern River Selle near Saulzoir in Picardy, northern France.

The Belgic coalition army included tribal contingents from the Nervii, Viromandui and Atrebates. Caesar's army had six seasoned legions (VII-XII) and two raw legions (XIII & XIV), plus cavalry and baggage train. As they were surprised while in the process of making camp, the Romans did not have time to fully arm themselves nor to form up properly. Therefore they are D5 throughout the scenario, and do not benefit from the *Stamina* rule.

Recommended table size is 6' x 4' (180cm x 120cm).

Use the **Hidden Deployment** scenario with the following modifications:

### Scenery

- The deployment areas cover the entire width of the table and out to 16" from each player's baseline.
- The partially completed Roman camp is approximately 12" x 8" and is placed on the back edge of the centre of their deployment area. The camp is treated as soft cover.
- The River Sabis is approximately 2" wide and runs across the table, with its centre 18" from the Belgic player's baseline. The river is easily fordable, and is treated as open terrain.
- Both deployment areas are on hills with gentle slopes that lead down to the river's edge and are treated as high ground. Woods cover the Belgic deployment area up to 2" from its front edge. The woods are treated as difficult terrain.
- Man-made 'hedges' placed earlier by the Belgae divide the Roman side into three roughly equal parts from just before the Roman camp to the river. The hedges are treated as obstacles.

### Army – Late Republican Roman

Legions IX and X

1 x Triumvir – Gaius Julius Caesar (A +1, C 10)

1 x Legate – Titus Labienus (A +1, C +2)

2 x 5 Seasoned Legionaries (D5, heavy throwing spear, large shield, light armour, *Drilled*)

Legions VIII and XI

1 x Legate (A +1, C +2)

2 x 5 Seasoned Legionaries (D5, heavy throwing spear, large shield, light armour, *Drilled*)

Legions VII and XII

1 x Legate (A +1, C +2)

2 x 5 Seasoned Legionaries (D5, heavy throwing spear, large shield, light armour, *Drilled*)

Rearguard, Baggage and Camp

1 x Legate (A +1, C +2)

1 x 6 Gallic Cavalry (spear, shield, light armour, *Superior Fighters*)

2 x 5 Raw Legionaries (D5, heavy throwing spear, large shield, light armour)

1 x Baggage Train

ARMY POINTS – 18

ARMY BREAK POINT – 9

### **Deployment**

- The Romans deploy first.
- Legions VII and XII are deployed on the right, VIII and XI in the centre, and IX and X on the left, as widely scattered as possible at the front edge the Roman player's deployment area. These units begin the game disorganised with a -1 combat resolution penalty until they are successfully rallied. Caesar and Labienus are deployed with legions IX and X. In addition, one Legate is deployed with each of the other pairs of legions.
- The baggage train is deployed in the partially completed Roman camp.
- In the Remaining Moves portion of Turn 2, the unit of Gallic cavalry appears at the centre of the Roman player's baseline near the marching camp. The player rolls a D6 for the Gallic cavalry; on a throw of 1, 2 or 3 the cavalry will immediately turn and flee off the table, never to return. On a throw of 4, 5 or 6 they will move and fight normally.
- Legions XIII and XIV appear in the Remaining Moves portion of turn 3 along with one Legate, entering as near as possible to the same point as the Gallic cavalry.
- Because they were unprepared for the Belgic attack, all legions are rated D5 for this scenario.

### **Turns**

- The Belgae have the initiative for the first turn. Thereafter revert to the normal method of determining initiative.
- The game is played until one of the sides reaches Army Break Point, or to an agreed time limit or to an agreed number of turns; a minimum of 9 turns is recommended.

### **Victory**

- Forcing the opposing player to Army Break Point scores a Major Victory.
- A Minor Victory goes to the player who has accumulated the most Victory Points at the end of the game.

Roman Victory Points are scored as follows:

- 100 points for at least one legion led by Labienus holding the Belgic wagon camp uncontested.
- Normal points for units, etc.

### **Optional Rules**

Sticklers for historical scales, ratios and distances may use the following:

- For all distance measurements, substitute cm for inches.
- Ground scale is 1cm = approximately 20m.
- Figure-to-man ratio is 1:100.
- All shooting is done at short range only.

Note that, while these options are historically viable, they will also slow down the game, e.g. the Belgic warbands will take 4 turns rather than 2 turns to reach their legionary targets, etc.

