

SWORDPOINT SABIS SCENARIO

Belgic 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.

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 Belgic wagon camp is approximately 12" x 8" and is placed in the centre of their deployment area. The camp is treated as soft cover, and as an obstacle for attacking troops.
- 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 – Gallic (Belgae)

Nervii

1 x High Chieftain – Boduognatus of the Nervii (A +3, C 8)

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

2 x Minor Chieftains (A +3, C +1)

4 x 6 Warriors (throwing spear, shield, *Open Order*, *Warband*, *Stubborn*)

Viromandui

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

1 x Minor Chieftain (A +3, C +1)

2 x 6 Warriors (throwing spear, shield, *Open Order*, *Warband*)

Atrebates

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

1 x Minor Chieftain (A +3, C +1)

2 x 6 Warriors (throwing spear, shield, *Open Order*, *Warband*)

ARMY POINTS – 16

ARMY BREAK POINT – 8

Deployment

- The Romans deploy first.
- The Belgic warbands are deployed at the front edge of the Belgae deployment area, with the Nervii on the left, the Viromandui in the centre and the Atrebates on the right. Boduognatus is deployed with the Nervii. Chieftains and Minor Chieftains are deployed with their tribal contingents as outlined in the army list.

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.

Belgic Victory Points are scored as follows:

- 100 points for holding the Roman camp and baggage train uncontested with at least one unit of warriors in contact.
- 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.