

The Roman commander has pushed deep into hostile territory, determined to force the Germans into a decisive encounter to crush them once and for all. The Germans have been tracking their enemies progress and are prepared to offer battle.

Set Up:

The terrain is as shown in the map below. There is a large wooded hill in the west, a large hill in the north and a smaller wood in the east.

The Romans deploy in the Southern zone and the Germans deploy in the two Northern zones. Both sides draw a map of their deployment positions.

Special Rules:

The German player may nominate two of their units to have the "Ambush" special rule (as per the main rulebook).

Any German Open order units are used to operating in the wooded terrain and therefore only deduct 1/4 of their move when moving through wooded areas and have visibility of 3" inside woods.

There are no pre-game skirmish moves in this scenario.

Game Length:

Victory will be decided by the side that accumulates the most victory points before nightfall.

The game length is variable. At the start of turn seven, roll a D6. On a roll of 3+ the game continues, otherwise the game is over. Roll again at the start of turn eight, the game continues on a roll of 4+, otherwise the game is over. The game automatically ends at the end of turn eight.

Victory:

Victory points are awarded as follows.

1pts for each skirmisher unit destroyed, routed off table or routing when the game ends.

2pts for each Open Order unit destroyed, routed off table or routing when the game ends.

3pts for each Close Order unit destroyed, routed off table or routing when the game ends.

2pts for killing the opposing General

Additional bonus victory points may be claimed as follows;

ROME/GERMANS: Leading from the front. 3pts If your General is attached to a unit for the duration of the game. He may not leave that unit and the unit must have fought a combat during the game to claim the bonus. The bonus may not be claimed if the general is killed.

ROME/GERMANS: Attack is the best means of defence. Score 2pts if there are no formed enemy units within your initial deployment zone. Note this bonus cannot be scored by the Rome if their baggage camp has been raided.

ROME/GERMANS: First blood. 1pt for the first player to get a charge into contact.

ROME: Cut off the head and the body will wither. 1pt for each German commander killed.

GERMANS: The wealth of Rome. Raid the Roman baggage camp. 3 victory points if you manage to move a formed German unit (not skirmishers) off the Southern board edge within 8 inches of the centre point. The unit may return to the table in a subsequent turn if it passes the relevant cohesion test. To claim this objective the unit may exit the board voluntarily or as part of a charge or pursuit move.

