

IDISTAVISO 16 AD

ROMANS

Germanicus, Roman General, **4 CPs**

Roman subordinate commander I, **3 CPs**

Roman subordinate commander II, **3 CPs**

Roman subordinate commander III, **3 CPs**

Germanicus' praetorian cohorts (**A3/D3** arm. swordsmen, A Grade, MV +2): 2 stands
Vexillation I of legionary cohorts (**A3/D3** arm. swordsmen, A Grade, MV +1): 3 stands
Vexillation II of legionary cohorts (**A3/D3** arm. swordsmen, A Grade, MV +1): 3 stands
Vexillation III of legionary cohorts (**A3/D3** arm. swordsmen, A Grade, MV +1): 3 stands
Vexillation IV of legionary cohorts (**A3/D3** arm. swordsmen, A Grade, MV +1): 3 stands
Vexillation V of legionary cohorts (**A3/D3** arm. swordsmen, A Grade, MV 0): 3 stands
Vexillation VI of legionary cohorts (**A3/D3** arm. swordsmen, A Grade, MV 0): 3 stands
Auxiliary cohorts I (**A3/D3** arm. swordsmen, B Grade, MV +1): 4 stands
Auxiliary cohorts II (**A3/D3** arm. swordsmen, B Grade, MV +1): 4 stands
Auxiliary cohorts III (**A3/D3** arm. swordsmen, B Grade, MV 0): 4 stands
Auxiliary cohorts IV (**A3/D3** arm. swordsmen, B Grade, MV 0): 4 stands
Batavian cohorts (**A2/D2/S** arm. javelinmen, B Grade, MV +1): 2 stands
Auxiliary archers & slingers I (**A0/D1/S/L** missile troops, B Grade, MV 0): 4 stands
Auxiliary archers & slingers II (**A0/D1/S/L** missile troops, B Grade, MV 0): 4 stands
Equites alares I (**A3/D1/S** heavy cavalry, A Grade, MV +1): 3 stands
Equites alares II (**A3/D1/S** heavy cavalry, A Grade, MV +1): 3 stands
Equites cohortales I (**A3/D1/S** heavy cavalry, B Grade, MV 0): 3 stands
Equites cohortales II (**A3/D1/S** heavy cavalry, B Grade, MV 0): 3 stands

GERMANS

Arminius, Cherusci general, **4 CPs**

Cherusci subordinate commander, **3 CPs**

Cherusci comitatus (**A3/D2** shock infantry, B Grade, MV +2): 4 stands
Cherusci warriors I (**A3/D2** shock infantry, C Grade, MV +1): 6 stands
Cherusci warriors II (**A3/D2** shock infantry, C Grade, MV +1): 6 stands
Noble cavalry/youths I (**A3/D1/S** int. inf. heavy cavalry, C Grade, MV +1): 3 stands
Noble cavalry/youths II (**A3/D1/S** int. inf. heavy cavalry, C Grade, MV +1): 3 stands

Semnonnes allied contingent commander, **3 CPs**

Semnonnes comitatus (**A3/D2** shock infantry, B Grade, MV +1): 2 stands
Semnonnes warriors I (**A3/D2** shock infantry, C Grade, MV 0): 4 stands
Semnonnes warriors II (**A3/D2** shock infantry, C Grade, MV 0): 4 stands

Langobardi allied contingent commander, **3 CPs**

Langobardi comitatus (**A3/D2** shock infantry, B Grade, MV +1): 2 stands

Langobardi warriors I (**A3/D2** shock infantry, C Grade, MV 0): 4 stands

Langobardi warriors II (**A3/D2** shock infantry, C Grade, MV 0): 4 stands

Deployment

The German deployment area is dominated by a gentle hill. A river (major obstacle) runs along the German left/Roman right flank and the opposite flank sector is dominated by open woods (broken ground/light cover). Deploy the armies about 15 JTs apart. Troops and/or commands may be hidden in the woods if there is room for them. They must be marked on a map but cannot be seen until they move, or until enemy come within 1 JT of them.

Special Rules

- Up to one Roman command may be sent on a flank march. The Roman player specifies the forward sectors of one table edge on a piece of paper at the start of play, and only discloses the arrival zone when his flank marchers arrive. Start to test for any arrival as from Turn 4.

Victory Conditions

Battle is fought for 6 turns. The Germans win if they manage to defeat two Roman commands without losing Arminius. The Romans win if they manage to kill or capture Arminius, *and* have broken/destroyed all the German commands by the end of the game. Otherwise it is a draw, possibly with an 'advantage' to one player or the other, depending on the outcome.