

Despite his protests that the Germanic War wasn't finished, Germanicus was dragged back to Rome and rewarded with a second consulship, being sent to Syria to keep an eye on the Parthians. In AD 19, he died of poisoning, possibly at Tiberius' instigation. The deadly cycle of the cutting down of popular generals by nervous emperors had already begun.

The recall of Germanicus marked the end of Roman attempts to conquer Germany. The future witnessed punitive incursions, but never a serious attempt to subjugate the land. The Romans mainly contented themselves with setting the German tribes against one another and defending the Rhine frontier. Arminius engaged in intertribal warfare with the Marcomanni, and was slain some years later by his own kinsmen in a dispute over leadership of the Cherusci. Today Arminius is considered a German national hero with a monument to him unveiled in 1875 at Detmold by Otto Von Bismarck.

Leader Counters

The four new leaders were provided on the C3i #10 insert. If you do not have that, then use the following substitute leaders.

- **Arminius:** Beorix counter from *Dictator* or Ariovistus from *CoG*.
- **Varus:** Varus SC from *TCW*, Varus counter provided in *C3i* #9 or Labienus from *CoG* (Charisma=1).
- **Germanicus:** Sulla OC counter from *Dictator* (as is) or the Caesar counter from *CoG* (Reduce all values by one; no elite initiative; no heroic charisma).
- **Caecina Severus:** Q. Pedius from *TCW* or Labienus from *CoG*.

Sources

Hans Delbrück, *The Barbarian Invasions*. Suetonius, *The Twelve Caesars*. Tacitus, *The Annals of Imperial Rome*. John Warry, *Warfare in the Classical World*.



How to Employ Your Very Own Barbarian Horde



Resisting the Conquest of Gaul

By Stephen Jackson

You are feeling pretty good. You have spent a few weeks gathering the nearby clans and tribes to repel those evil Romans who are moving into your lands. Your men are swaggering around in high spirits, boasting of their prowess with exaggerated stories and drinking. They are a motley group, but big and strong, inspiring confidence in their abilities. Your expression changes to puzzlement when you look across the field at the Romans, who are advancing in even ranks with a steady clank. They sure are wearing a lot of metal, and those shields almost hide them from view. Not only that, but how in the world do the Roman chiefs get them to move so precisely? It is enough to make you scratch your lime-spiked scalp. How are you going to defeat these ... machines?

This article will give you some recommendations on how to get the most out of a barbarian army. I will concentrate on the Gauls and Germans from *CONQUEST OF GAUL* (CoG), but will touch on Britons as well as the earlier Germans from *Dictator*.

How are you going to take this motley group and stand up to the legionary system which has been honed through centuries of warfare against the Italians, Carthaginians and Greeks, and tested against leaders like Hannibal and Pyrrhus?

Know Thy Friends

If you still believe Plutarch's description of the armor-clad sword-wielding Germans at Vercellae, note this passage out of Tacitus, from Germanicus' speech to his troops before the Battle of Idistaviso (117 years after Vercellae and 74 years after The Rhine):

The Germans wear no breastplates or helmets. Even their shields are not reinforced with iron or leather, but are merely plaited wicker-work or flimsy painted boards. Spears, of a sort, are limited to their front rank.

The rest only have clubs burnt at the end, or with short metal points. Physically they look formidable and are good for a short rush, but they cannot stand being hurt. They quit and run unashamedly, regardless of their commanders.

Admittedly, Germanicus was trying to raise the morale of his troops, but archaeological evidence suggests that this type of armament was far more likely than the gear described by Plutarch. The Gauls were a little better equipped than the Germans (after centuries of trade, war and other contact with Greeks and Romans), but not significantly so for game purposes.

Your barbarians have some pretty nifty advantages, especially in the early stage of a battle. Barbarian Impetuosity (6.8) will really help get you going. It adds 1 MP to all infantry units, and subtracts one from all first-try momentum die rolls. This can often let you beat the Romans to the punch in getting in the first hit, plus some successive strikes, but watch out for a trump! It's usually wise to forgo momentum attempts while Impetuous, since the Roman

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player would be foolish not to trump and restrict all the rest of your chiefs from attempting momentum. Impetuosity will also let your light infantry conduct orderly withdrawal (6.5) before those advancing cohorts. These benefits will cease at the end of the turn where two or more of your units are in ZOC of a Roman unit. In most cases, it means you will lose the benefit at the end of the first turn.

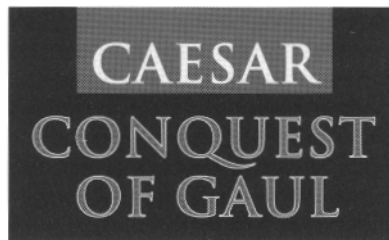
Now that your mass of screaming warriors is charging headlong at the Romans, Barbarian Ferocity (8.5) can carry you. This helpful state of mind adds a hefty +2 to all Roman pre-shock troop quality (TQ) checks, and subtracts one from your own pre-shock TQ checks. This can be devastating to the line of Romans if done right, but remember that your light infantry attacking frontally will not cause a pre-shock TQ check for veteran or recruit cohorts (9.2). Ferocity is only in effect when you attack, not when the Romans move and initiate shock. Ferocity can potentially continue for several turns, and ends when your Tribal Chief (TC) fails a Ferocity check. Any time a unit routs, the TC rolls against his initiative. If the roll is greater, Ferocity is immediately and permanently lost.

Because of this potential mid-turn loss, to the extent that you can, you should be careful about the order in which you resolve your attacks. Since Ferocity is immediately lost when the Ferocity check is failed, you should resolve attacks with a lower risk of routed attacking units before attacks where there is a higher risk.

The next advantage is Barbarian Infantry (BI). These troops are functionally similar to recruit cohorts, except that you will tend to do better against light infantry, and worse against a phalanx or non-light cavalry. Except for Ariovistus' troops, your BI will usually be larger than the opposing cohort, gaining you a

column shift, but only if you are the attacker (see 8.36[2]). BI also take **no** cohesion hits from movement of **any** type (6.23)! You can run these guys through terrain where formation troops dare not tread, and launch an attack while a Roman force would still be redressing its lines. If you are still Impetuous and your opponent is unwary, this can let you flank the Romans fairly quickly.

However, your BI have a couple of specific disadvantages. They cannot conduct orderly withdrawal, so even if Impetuous (hence faster), they can't back away from those steadily approaching attack-superior veteran cohorts. In addition, BI pay 1 MP per vertex when pivoting. This cancels your Impetuosity advantage when not already pointed in the right direction.



Your army may also have large numbers of Light Infantry (LI). These don't have the above listed advantages or disadvantages of the BI, but they can still benefit from Impetuosity and Ferocity. But, when attacking frontally, LI don't force veteran or recruit cohorts to check TQ.

Your cavalry will usually be similar to the enemy (see German Cavalry below for the major exception). Impetuosity and Ferocity do not apply to cavalry.

Your army is also notably lacking in skirmishers. At first you may think "so what?" but it nearly eliminates your ability to deny the Roman the opportunity to recover from cohesion hits, or rearm his missile units. The Romans will get their Auxiliares Phase. Of course, if you are still Impetuous,

remember that they cannot orderly withdrawal from you since your movement allowance is effectively raised to 6.

Know Thy Leaders

You are under the Tribal Command System (4.5). The first thing you notice about your chiefs is that they have two ranges. The first, shorter one is for individual orders. The second is for line commands, and you don't have much restriction on what is a line! The only qualifications for a unit to be a member of a line are:

- The units must be either foot or cavalry, not both.
- The units must be adjacent.
- The Chief must be within two hexes of at least one unit of the line.

Theoretically, an average chief with a line range of 5 could give a single line command to move a solid block of ninety-one infantry units. This is every infantry unit in your army. Of course, it would be useless to use such a single huge mass, but the example suffices to show you the potential of your command ability.

In the first turn, all of your chiefs can automatically issue a line command, regardless of whether they are in range of the TC. In every other turn they can also automatically issue a line command regardless of range to their TC. The only restriction is that if they do so, they may not attempt momentum. Since most chiefs only have a 30% chance of gaining momentum (which risks being trumped), I don't consider it much of a handicap.

If you wish to try for momentum, and the chief is outside of their TC's range, you have to roll less than or equal to their initiative, because chiefs have no strategy rating.

You should try to concentrate on using line commands to the best of your ability. Individual orders are much less useful for barbarians because:

- Your initiative is usually low, giving you fewer orders.
- You can only attempt to rally a routed unit if it is adjacent to your chief (same hex rally is automatic; 10.41).
- You cannot recover cohesion hits from your units (10.14).

That last one can definitely give you a problem. The first thing it should tell you is that time is on the Roman player's side, not yours. Even with the Helvetian Withdrawal and Regroup rule from the Bibracte scenario, you do not remove any hits. Even if you are using the suggested balance provision of allowing removal of one cohesion hit, it isn't much gain for the expenditure of a valuable order.

Know Thy Enemy

The real scary guys are those veteran cohorts. They're short, have no sense of humor, and they don't have a lot of men per counter, but darned if they aren't attack superior even to your "heavy" BI. Both veterans and recruits are attack superior to your light infantry. Luckily, neither is defense superior to your BI, and only veterans are to your LI.

The Roman command system is a pretty good one too, but it has one problem compared to the hierarchal command system in *Volume IV (CAESAR: THE CIVIL WARS)*. In *CoG*, the Romans have no section commanders to extend the automatic legion command radius. They strictly dependent on the proconsul (PC). In "normal" conditions, this means usually the legates of four legions of the front line will be in range of the PC (fewer if a PC "lesser" than Caesar himself is in command). Even if the Roman army is bigger, it isn't necessarily better, since more legates will be on their own. Those legions are the ones you might want to consider taking down. If unable to effect a legion command, that legate could be in serious trouble.

Launch Thy Attack

For simplicity's sake, let's assume you have a mix of BI and LI, and opposite you is a set of Roman veteran and recruit legions. Even more so than in previous games, *CoG* rewards the player who attacks. If at all possible, you want to be the one to initiate shock on as large a scale as possible, because:

- Ferocity only applies if you move and initiate shock, not if the Romans do.
- Roman veterans are attack superior to your BI, but not defense superior. They are to LI!
- Roman recruits are attack superior to your LI, but not defense superior.

Your biggest problem now is Caesar himself. If he is on the field, his elite initiative can sometimes cause attack superior Romans to power into your line before you can get moving. This can seriously derail your offensive, so be on guard for it.

Having given a line command to your bunch of whooping barbarians, how do you allocate your attacks? Again, assuming you have both veteran and recruit cohorts to face, you have some difficult choices to make. If your BI is going to take out the veteran cohorts, the first charge is your best and sometimes only chance. You'll take heavier losses, but Ferocity can sometimes spell the difference. You have to minimize the ability of those veterans to use their attack superiority against you to double your cohesion loss. If you have the chance to conduct repeat attacks against already weakened veterans either using momentum or another chief to bring in fresh BI, by all means do it. You want to hammer those Romans and break them in the first turn if at all possible.

As for your LI, do not employ them against veteran cohorts. First, the Romans would be defense superior (DS), tripling your losses. Secondly, if you

attack frontally they don't have to make a pre-shock TQ check, so you'd be wasting half of the Ferocity benefit (the -1 to your own roll still applies). If you get the chance to attack a cohort in the flank or rear, never pass it up, but an alert Roman won't give you such opportunities. Instead, you might consider using LI to attack recruit cohorts frontally. They aren't DS, but they still don't have to check TQ. A valid option if you are still Impetuous is to chase down and crush those irritating skirmishers. While you are Impetuous, they can't use orderly withdrawal to get away from you. This can clear the way for the charge of your BI against the regulars (and it is a waste of resources to use BI against skirmishers).

Additionally, use Harassment and Dispersal (8.6) against cohorts. Move your LI close to the Roman line, preferably screening your BI against flank attacks from adjacent legions. Stand on the defensive (yes, barbarians can do this). Even veteran cohorts must make a pre-shock TQ check when attacking LI (though Ferocity won't apply). Both veteran and recruit cohorts will be attack superior against your LI, so it doesn't matter against whom you put up a screen for your BI. If they don't attack you, you can utilize Harassment and Dispersal to get some javelin shots off at them.

Most likely, your initial attack will do some significant damage, but you won't be close to routing the Roman army. At this point, Ferocity and Impetuosity are gone, and many of your units have cohesion hits which you can't remove. Roman cohorts are moving smoothly into position and are chopping into your massed barbarians. This is where you must feed more troops into the meatgrinder and push the Romans towards army collapse. As formations become intermixed, you will see opportunities to make isolated attacks on the flanks of cohorts.

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Take every one you are offered. Attack and eliminate every routed cohort you can reach. If offered the chance to take a legionary Aquila (Eagle), do not hesitate to sacrifice units to do so.

Finally, you should consider moving one leader to the wagon laager, if you have one. Camp Rally (10.45) offers you the ability to rally units within your laager. Your routed units will be retreating into it. A chief in the laager can attempt to rally every routed unit inside the laager. Usually, you'll be rolling against the leader's charisma of 1 (20% chance) but every rallied unit reduces your army rout tally. Incidentally, this is effectively the only way to remove cohesion hits.

German Cavalry

Arivostus has about the only weapon system which might make the Numidians envious. This German combination of light cavalry and light infantry can offer you some advantages in the Battle of the Rhine, but at the cost of reducing your available infantry force. The vaunted German Cavalry intimidated the Gauls for good reason. The LC and LI are considered one unit if they are stacked, or adjacent. This gives them an effective size of 9 or 10, which can give a column shift in their favor against any cohort, and a three-column shift if attacking Roman cavalry. In addition, they can:

- Assault veteran cohorts frontally without Romans being DS. German Cavalry ignore all DS results when attacking, and all AS results when defending.
- Divide all hits between the two units, giving them more staying power.
- Use H&D tactics, hurling the javelins once for each unit if adjacent (once total if stacked).
- Take only one order to move each unit. You should be using line commands, but there are times when you cannot.

Britons

These barbarians are a bit different. You have no BI, plus Impetuosity and Ferocity don't apply. Fortunately, these lightly armed troops aren't facing Romans in battle order. Instead, you are defending the beach against an amphibious assault. If the Roman galleys run aground offshore, you can do some damage as the legionaries are struggling through the surf. They (and you) will take cohesion hits from moving through water and across the sand. Note the column shifts in your favor as they slog towards you, but never forget that you are still matching your light infantry against cohorts.

Once the Romans have struggled ashore into some semblance of order, your only real hope is to rout already damaged units with Harassment & Dispersal. Your chariots can let you do this for a period of time before the legionaries drag your warriors down. If you can't manage that, then it is best to head inland and wait for Caesar to go away unless hand grenades are available (treat as foot javelin but inflict five cohesion hits).

Cimbri

This article concentrates on *CONQUEST OF GAUL*, but the Vercellae battle from *Dictator* is CoG's parent, and should be addressed briefly. Here, you are going back in time to a slightly different game system. For the battle of Vercellae, disregard most of the preceding. You have some significant problems here. Barbarian Impetuosity is now the ability of a Roman missile unit to goad your rather uncontrollable barbarians into rushing after them instead of following the "battle plan." You have a Heat rule that severely affects your staying power (beg the Roman player to ignore it for competitive play). You face a huge Roman army with a capable commander (ten legions under Marius), and section commanders which take away the liability that a large,

spread out army would face under CoG command rules.

On the other hand, Ferocity (called *Furore Teutonicus*) can be applied selectively in this battle, giving you a bit more flexibility. You also have the ability to form your units into "The Wedge", which allows you to use successive attacks on the same point of the enemy line, potentially breaking through several lines of cohorts. You can also recover hits from your troops, but the scarcity of leaders will make this difficult.

You also have a huge army, causing both pluses and minuses. On the minus side you only have three chiefs to manage one hundred infantry, only ten of which are BI. Your command system is identical to CoG. The chiefs tend to be a little better than in CoG, with longer ranges, but you'll need those ranges to control the large army. The scarcity of BI means your infantry will not be the winning arm of your force. On the plus side, you have an incredible amount (30 units) of "heavy" Barbarian Cavalry (BC). With three cavalry chiefs plus Beorix they can do some major damage. Lastly, you have some skirmishers of your own, using longbows superior to what the Roman *Auxiliares* have.

They key to winning, as ever, is to attack first. With the setup as it is, your best bet is to try what Beorix apparently tried to do. Launch your infantry against the center of the Roman line under Catulus with flankers to keep Sulla busy, while your larger mass of cavalry attempts to flank Marius. He can refuse the flank, but that will strain his command system.

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The Romans are hefting their pila in anticipation of your charge. I hope that this piece has given you a better idea of what your men, now roaring their defiance, can do. The only question remaining is, "Can you break through?"

