

# Battle of Bibracte

58 BC  
2mm "Age of Hannibal" Scenario

**History:** Informed by deserters from the allied auxiliary cavalry, the Helvetii decided to harass Caesar's rear guard. Caesar sent his cavalry to delay the attack. He then placed the VII-X Legions at the foot of a nearby hill, the top of which he occupied himself, along with the XI and XII Legions and all his auxiliaries. His baggage train was assembled near the summit, where it could be guarded by the forces there.

**Game Notes:** If the Gauls reach the Roman Camp, they win. Also, the Roman player may choose one strategem card to use during the game.

**Deployment:** The bases for my 2mm ancients are 25mm square, so the table size is roughly 3'x2'. Roman Equites begin in a forward position, 4 cms apart from Helvetii Horse. Legions 7-10 are arrayed at the base of a hill, which a camp sits at the top of. The remaining Legions and auxiliaries are near the camp with Caesar. Helvetii Warriors and Scouts begin anywhere behind their Cavalry. Lastly, the Boii Warriors and Tulingi Scouts may arrive on their table edge at the beginning of turn 2.

**Game Length:** No turn limit, play until one side breaks. Start morale clock at 8 for the Romans and 8 for the Helvetii.

## Roman Republic

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Roman Legions VII-X	Swords	4" / 3"	+3	4+	Yes			45 (x10)
<i>Pila, Roman Drill</i>								
Roman Legions XI-XII	Swords	4" / 3"	+4	4+	Yes			50 (x3)
<i>Pila, Roman Drill, Veteran Combat</i>								
Equites	Med Cav	6" / 3"	+3	5+			-2CF	45 (x2)
Gallic Scouts	Light Inf	5" / 4"	+2	5+			+1CF	25 (x2)
<i>Thrown Missiles, Free Facing</i>								
Gallic Horse	Med Cav	6" / 3"	+4	5+			-2CF	45 (x2)
<i>(Veteran Combat)</i>								
Julius Caesar	General	6" / 6"	+3	+3	Traits: Semi-Divine			100

## Helvetii

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Helvetii Warriors	Inf	5" / 4"	+3	5+	Yes	+1 CF		30 (x7)
<i>Tribal, Unreliable, Impetuous</i>								
Helvetii Scouts	Archers	5" / 4"	+0	6+			+1CF	30 (x6)
<i>Free facing, Bows</i>								
Helvetii Horse	Med Cav	6" / 3"	+3	5+		+1 CF	-2CF	45 (x6)
<i>Wild Charge</i>								
Boii Warriors	Inf	5" / 4"	+3	5+	Yes	+1 CF		30 (x3)
<i>Tribal, Unreliable, Impetuous</i>								
Tulingi Scouts	Archers	5" / 4"	+0	6+			+1CF	30 (x4)
<i>Free facing, Bows</i>								
Divico	General	6" / 6"	+2	+2	Traits: Single Combat			100