

Ancient Britons & Early Imperial Romans

MIDGARD HEROIC BATTLES

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Ancient British names inspired by *Asterix in Britain*

Miniatures: Alternative Armies, Foundry Backdrops: Jon Hodgson
Authentic Roman names researched and supplied by David Hunter ☺



The period of the Roman invasions of Britain in the first centuries BC and AD is a brilliant gaming opportunity for any set of rules and *Midgard Heroic Battles* is no exception. The lists provided here are ideal for the British resistance to Claudius's invasion of AD 43, Boudica's revolt of AD 60 and the Roman campaigns to pacify the island over the following decades. At a pinch, they could also be adapted for Caesar's expeditions to Britain in 55 and 54 BC and his conquest of Gaul.

In creating the Forces, I have given Roman legionaries an Armour Value of 3. You could make a case for an Armour Value of 4; after all, the combination of body armour (whether mail or lorica segmentata), scutum and helmet was the best infantry protection of its age and gave the legionaries justified confidence in their resilience on the battlefield. However, rating the British warriors' Armour as 2 gives the Romans a distinct advantage in combat and allows plenty of Units to be fielded.

Whether to represent pila and javelins for the legions and the Celts is another question. In the lists included here, I've assumed that close-range missile throwing for warriors is included within the Unit's Combat Dice; the Roman legionaries' advantage of Spears as Tribute could be assumed to represent a shower of pila throw before contact. On the other hand, if you want a game with a lot more close-range shooting, you could change the Celtic warriors' and Roman legionaries' Unit types from Warriors (Heavy Infantry) to Warriors (Heavy Infantry with Missiles) and give them all Javelins. This is fun to do, especially if your game is representing a fairly small-scale scrap, but will require a Shot marker for each Unit as you will have to record who has loosed their missiles that Turn.

Roman auxiliary cavalry have been depicted as Light Riders here to represent their scouting role and flexibility, though you could equally use the Heavy Riders (Medium Cavalry) profile if you want them to have more battlefield heft.



I've included some additional Unit types to extend and vary the Ancient British lists. The lists assume that the bulk of the noble warriors are fighting from chariots in the British style, but a profile is also included here for noble warriors on foot with an Armour Value of 3, on a par with the Roman legionaries. They have been given the **Drilled** Trait not because they are well-trained, rather that they are motivated to get into battle with the enemy. There is also a noble cavalry profile that better fits Caesar's descriptions of armoured Gallic cavalry and is could easily be swapped with the British chariots if recreating Celtic forces in Gaul. Finally, I have provided a profile for British camp followers as seen in Boudica's revolt.



ADDITIONAL UNITS

Celtic Noble Warriors			Number of Units				
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	26	12	0	3	4	3	None
Drilled	Unit rolls one less dice than usual for its first Command Test during its own Movement Phase [pg68]						
Impetuous	Must charge enemy within Killing Zone at the start of Movement Phase. Add +1 Combat Dice if at full strength with a Charging or Winning marker. Must pursue enemy defeated in Melee Combat [pg68]						
Spears as Tribute	Add +2 Combat Dice until Unit loses any Stamina [pg70]						
Celtic Heavy Cavalry			Number of Units				
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Heavy Riders (Medium Cavalry)	23	10	5	3	3	2	Javelins
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation [pg68]						
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back 1 ST [pg68]						
Spears as Tribute	Add +2 Combat Dice until Unit loses any Stamina [pg70]						
Celtic Camp Followers			Number of Units				
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Hordes)	9	8	0	2	4	1	None
Brittle	Must take a Command Test or break when forced to retreat with two or less Stamina points [pg68]						
Reluctant	Must pass a Command Test for every Movement Action [pg69]						



Force 15: Ancient Britons (300 points)



Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens
304	98	206	34	9

This is a Force of Ancient Britons determined to defend themselves against the actions of Roman invaders in either the first centuries BC and AD – I have tagged them as the Catevallauni, who were resistant to Roman rule, though they could represent any tribal grouping. Heroes have been depicted on foot as it is assumed that they will ride in the chariot Units if they need to, though you could equally add the **Mounted** Trait to all Heroes if you'd like them to have their own personal transport. All the Heroes have a similar range of combat-related Traits to represent the importance of heroic leadership in Celtic society. The 400 point list offers the option to take the tribal druid onto the battlefield with a range of mystical Traits, though he is best not left to command a Contingent as he is likely to be far too busy inspiring the warriors and interpreting the entrails of goats!



Heroes

Crushidomnus, Chief of the Catevallauni

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	29	3	0	3	2	4	None

Army Commander Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]

Today We Fight To Win Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]

Stratoculumus, brother of Crushidomnus

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	23	2	0	3	2	2	None

Battle Smiter +1 Combat Dice in single combats [pg71]

Hold Fast Once per game, may attempt to restore 1 Stamina to a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed [pg72]

Tuingumnus, eldest son of Crushidomnus

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	23	2	0	3	2	2	None

Battle Smiter +1 Combat Dice in single combats [pg71]

Proud May never refuse a challenge to single combat. Gains +1 Reputation if kills an enemy Hero in single combat [pg74]

Today We Fight To Win Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]

Motaheddus, youngest son of Crushidomnus

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	23	2	0	3	2	2	None

Battle Smiter +1 Combat Dice in single combats [pg71]

Today We Fight To Win Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]

Units

Celtic Warriors

Number of Units

9

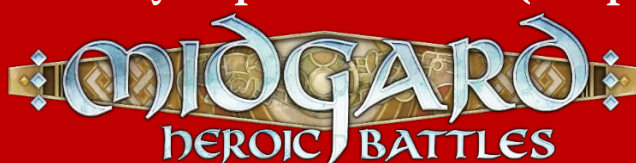
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	16	12	0	2	4	2	None

Impetuous Must charge enemy within Killing Zone at the start of Movement Phase. Add +1 Combat Dice if at full strength with a Charging or Winning marker. Must pursue enemy defeated in Melee Combat [pg68]

Noble Warriors in Chariots			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Light Riders (Noble Riders & Light Chariots)	26	8	4	4	2	3	Javelins
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation [pg68]						
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one Spear Throw [pg68]						
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]						
Marksman	+1 Shooting Dice (can be added as a Combat Dice bonus in a charge situation) [pg67]						
Spears as Tribute	Add +2 Combat Dice until Unit loses any Stamina [pg70]						
Celtic Slingers			Number of Units				3
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Skirmishers (Shooters)	12	6	6	2 (3)	2	1	Slings
Agile	No penalties in Rough Terrain [pg67]						
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]						

Ancient Britons (400 points)							
Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens			
399	134	265	44	11			
To field a larger Force at 400 Points, increase the number of Units by adding:							
<ul style="list-style-type: none">One Celtic Noble Warriors in ChariotsOne Celtic Warriors and add the following Heroes and Unit:							
Heroes							
Anthraxus the Druid							
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	24	2	0	2	2	2	None
<i>I Foretell Mighty Deeds</i>	Once per game, may expend 1 Mighty Deed in Phase 7; a friendly Hero gains +d3 additional Mighty Deeds in Phase 1 of the next turn [72]						
<i>Inspiring</i>	If not in Melee Combat, may support friendly Units with ½ ST. Each Mighty Deed expended = 2 support dice [pg72]						
<i>Non-Combatant</i>	May not use Mighty Deeds to add Combat Dice. May refuse challenges to single combat and Evade charging enemies without loss of Reputation [pg73]						
<i>Omens</i>	May expend 1 Mighty Deed in Phase 1 of Turn 1 to read Omens [pg73]						
Totalarsus, Catevallauni Champion							
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	12	1	0	3	1	1	None
<i>Battle Smiter</i>	+1 Combat Dice in single combats [pg71]						
Unit							
Unit			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Light Riders (Scouts)	17	6	6	3	2	2	Javelins
<i>Counter Charge</i>	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation [pg68]						
<i>Disengage</i>	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one Spear Throw [pg68]						
<i>Evade</i>	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]						

Force 16: Early Imperial Romans (300 points)



Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens
305	99	206	32	8



This is a fictitious Roman Force suitable for the early imperial period which features a variety of troop types that exist in many wargamers' collections. It is commanded by Tribune Curius Spectatus, a political appointee I have rated as a Level 2 Minor Hero but who carries out a useful function as the **Army Commander** with the **Inspiring** Trait (the troops love a bit of rhetorical encouragement during a battle). The leadership of the actual fighting is the responsibility of senior centurion Notorius Scaeva and his hardened officers who have the Trait **Battle Smiter** in case they end up being challenged by their British opponents. At 400 points, the Force can also take a scorpio bolt-shooter, best represented in 28mm with one or two artillery pieces and crew on the same Unit base.

Heroes

Tribune Curius Spectatus

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	23	2	0	3	2	3	None
Army Commander	Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]						
Inspiring	If not in Melee Combat, may support friendly Units with ½ ST. Each Mighty Deed expended = 2 support dice [pg72]						
Mounted	May move 2 ST per Movement Action [pg73]						

Notorius Scaeva, Senior Centurion

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	41	3	0	3	2	4	None
Battle Smiter	+1 Combat Dice in single combats [pg71]						
Hold Fast	Once per game, may attempt to restore 1 Stamina to a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed [pg72]						
Today We Fight To Win	Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]						

Ludicrus Pretens, Centurion

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	19	2	0	3	2	2	None
Battle Smiter	+1 Combat Dice in single combats [pg71]						

Odius Defecator, Auxiliary Cavalry Commander

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	16	1	0	3	1	2	Javelins
Battle Smiter	+1 Combat Dice in single combats [pg71]						
Mounted	May move 2 ST per Movement Action [73]						

Units

Legionaries

Legionaries		Number of Units					3
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	26	12	0	3	4	3	None
Drilled	Unit rolls one less dice than usual for its first Command Test during its own Movement Phase [pg68]						
Spears as Tribute	Add +2 Combat Dice until Unit loses any Stamina [pg70]						

Auxiliary Infantry			Number of Units				3
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	21	12	0	3	4	2	None
TRAITS	none						
Auxiliary Archers			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Formed Archers)	21	8	8	2	4	2	Bow
TRAITS	none						
Auxiliary Slingers			Number of Units				2
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Skirmishers (Shooters)	12	6	6	2 (3)	2	1	Slings
Agile	No penalties in Rough Terrain [pg67]						
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]						
Auxiliary Cavalry			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Light Riders (Noble Riders & Light Chariots)	20	8	4	3	2	2	Javelins
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation [pg68]						
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one Spear Throw [pg68]						
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]						
Drilled	Unit rolls one less dice than usual for its first Command Test during its own Movement Phase [pg68]						
Early Imperial Romans (400 points)							
Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens			
402	111	273	42	11			
To field a larger Force at 400 Points, increase the number of Units by adding:							
<ul style="list-style-type: none">One LegionariesOne Auxiliary InfantryOne Auxiliary Cavalry and add the following Hero and Unit:							
Hero							
Nebulus Status, Optio							
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	10	1	0	3	1	1	None
TRAITS	none						
Unit							
Scorpio			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Monstrosity (Artillery)	20	6	6	3	2	2	Light Artillery
Aloof	Cannot be influenced by friendly Heroes (unless attached to the Unit with the Artillerist or Beast Master trait, as appropriate) [pg67]						
Blast	Does not halve Shooting Dice at targets in 1 ST wide corridor to the front. Does not halve Shooting Dice when a target is obscured by cover. May not be used in a charge situation [pg67]						
Fixed	If hit by shooting and fails Command Test, Unit must take Shot marker instead of retreating. Unit can not charge. Destroyed if Unit loses a Melee Combat [pg68]						
Hel's Breath	An enemy Unit hit by shooting must roll 2d6 for its Command Test, using the lower score [pg68]						
Reluctant	Must pass a Command Test for every Movement Action [pg69]						
Slow	May only move once per Movement Phase [pg70]						