Medway 43AD

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Standard Map Symbols

Symbol	Description
	River/stream
	Hillside
	Hill top
	Defensive Trench on a hilltop
	Trench on the flat
	Swamp
	Woods on a hilltop / Woods on the flat
	Towns
	Defensive Works
	Impassable body of water
	Major River

Note: Only full hexes can be entered by stands

Standard Unit Symbols

Symbol	Description
WB / 2nd R	Warband with 2nd rank
Falx	Falx armed infantry
L	Roman Legionary
Ax	Roman Auxiliary
iL	Imitation Roman Legionary
Jav	Javelin armed infantry
LC	Light Cavalry
LCbw	Light Cavalry Bow
MC	Medium Cavalry
HC	Heavy Cavalry
Bow	Archers
LSp	Long Spear infantry
★	General
LSp. / 2nd R	Long Spear with 2nd rank
Art	Artillery
LCh	Light Chariot
Pike / Pike / Pike	Pike Phalanx with 3 ranks
El	Elephant
sk	Foot Skirmishers

Medway 42AD

The Emperor Claudius invaded Britain with the intention of conquering it in 43CE. The first serious opposition to the Romans occurred when the Britons opposed the Roman crossing of the Medway River. A number of Batavian Auxiliaries swam across downstream whilst Legate Vespasian led a force from his II Augusta legion across a ford. These forces surprised the British host with flank attacks whilst the Roman main body prepared to cross.

Scenario rules

1.0 The river is impassable and the river hexes cannot be entered except on the pontoon bridge. The bridge can be placed by the Romans on turn 2 or later as desired. It is placed anywhere along the river between the marked hexes as the first action of Plautius' move. It runs diagonally from hex point to hex point as shown on the map. The bridge can be entered and exited from either of the 2H leading to it. Stands have no impact if they are on the bridge, but a stand can exit the bridge with impact. Romans forced to retreat over the bridge can fall back sideways on the far side of the bridge for as far as possible to come clear of friendly stands without losing SP for sideways retreating.

2.0 When throwing 2D6 to gain the initiative the Command under Vespasian adds 1 to the dice roll.

3.0 The British chariot and light horse commands are considered to have already moved on the first turn. Vespasian and the Batavians are the first 2 commands to move. This represents the fact that the Britons were caught unprepared at the start of the battle.

4.0 Impetuous British stands do not have to charge onto the bridge to contact stands.

5.0 The Roman Scorpions are in fixed river edge positions and cannot leave their starting hexes. They can change facing. No other stand can enter the river edge hex they occupy or any other river hex.

6.0 The British Light Chariot and Light Horse stands if attacked and beaten in their starting positions can retreat along the back of the board, they do not have to exit.

Roman Commands.			
Cavalry	**Vespasian +1**	**Plautius**	**Batavians**
2 LC	4 Legionary 2 Auxiliary 1 Javelin Sk 1 Sling Sk	8 Legionary 2 Auxiliary 2 Archers 1 Javelin Sk 1 Sling Sk 2 Scorpions	4 Elite Auxiliaries
British Commands			
Chariots	**Light Horse**	**Warband 1**	**Warband 2**
3 LCh	3 LC	7 Double WB, 1 with Elite front Rank. 1Javelin Sk 2 Sling Sk	7 Double WB, 1 with Elite front Rank. 1Javelin Sk 2 Sling Sk

ARMY LIST DEFINITIONS

Unit – Type of Unit, Order Rating A, B or C.

Cat – category of unit, is it a battle or support stand, what kind of unit, what special weapons or missiles does it carry. See the Abbreviation Chart.for other categories.

MP – Movement Points

SP – Strength Points

IF – Impact Factor

BP – Break Points

?H – number of D6 added or subtracted at that firing range for stands with missile ability.

Imp.P - Poorly trained Impetuous stand

Imp. S – Steady Impetuous stand

ARMY LIST - ROMAN STANDS

Unit	Cat	MP	SP	IF	2H	3H	4H	6H	BP
Numidian Cavalry B	SS, LC, Javelin	4H	**3**	1	0	-1			1
Legionary B	BS, HI, Pilum	1H	**6**	2					3
Auxiliary B	BS, Aux	3H	**5**	1					2
Elite Auxiliary A	BS, Aux	2H	**6**	1					3
Archers B	SS, Archer	2H	**4**	0	0	0	-1		1
Skirmishers B	SS, Javelin	2H	**3**	0	0	-1			1
Skirmishers B	SS, Sk, Sling	2H	**2**	0	0	0			1
Scorion B	SS, Art	1H	**2**	0	3	2	1	-1	1

ARMY LIST - BRITISH STANDS

Unit	Cat	MP	SP	IF	2H	3H	4H	6H	BP
Chariot B	SS, LCh,Javelin	3H	**[5]4**	1	0	-1			3
Light Cavalry B	SS, LC, Javelin	4H	**3**	1	0	-1			1
Warband C	BS, Imp.P	2H	**4/4**	4					2
Elite Warband B	BS, Imp.P	2H	**5/4**	4					2
Skirmishers B	SS, Sk, Javelin	2H	**2**	0	0	-1			1
Slingers B	SS, Sk, Sling	2H	**2**	0	0	0			1

Warband SP. First number is front rank strength 2nd number rear rank.

Slingers and Javelin armed skirmishers, light chariots and light cavalry can move once and fire without penalty.

One chariot is the general of the LCh command, this chariot has 5SP.

Scorpion cannot move and fire.

Victory Point Chart.

No. is the number of this kind of stand in the army.

BP is the Break Points for each of those stands.

TP is the Total Points for that kind of stand in the army.

Keep a tally of each stand lost.   Multiply this by the BP to get the number of points lost.   Immediately the points lost tally *passes* the army break point that army has broken and has lost. If both sides pass their army BP in the one final melee then it is a draw unless the scenario specifies otherwise. Losses are determined for the whole army.

Roman Units	No.	BP	TP	Stands Lost	Points Lost
Legionary	12	3	36		
Elite Auxiliary	4	3	12		
Auxiliary	4	2	8		
Archers	2	2	4		
Numidian Cavalry	2	1	2		
Skirmishers/Artillery	6	1	6		
Totals		**30**	**68**		

British Units	No.	BP	TP	Stands Lost	Points Lost
Warband [including Elite]	28	2	56		
Light Chariots	3	3	9		
Light Horse	3	1	3		
Skirmishers	6	1	6		
Totals		**35**	**74**		

ABBREVIATIONS	COMBAT STANDS	SUPPORT STANDS
3H = 3 hexes.	MC – medium cavalry	LC – light cavalry
2D6 = two six sided dice etc.	HC – heavy cavalry	LCh – light chariot
MP – movement point	El – elephant	Sk – foot Skirmishers
Opp – opportunity	HI – heavy infantry such as	Sh – shot
IF – Impact Factor	Roman Legionaries	Art – artillery, scorpions etc
SP – Strength Points	Aux –Roman auxiliary	
CS – Combat Stand	LI – Light infantry	
DF – Defensive Fire	LSp – Units armed with long	
Mtd - mounted	spears such as hoplites	
	Pike – Pike Units	
	WB – Warband	