

After Action Report on Teutoburg Forest 9AD

This article follows up on the Teutoburg Forest Campaign creation described earlier and depicts the designer's attempt to salvage Roman pride in Germania Magna.

The first in the series of 3 battles for the campaign is titled – 'Teutoburg Forest – Day 2 Afternoon'. Setting the scene, the battle description reads -

- Varus and the remains of his three Legions continue along the muddy track through the Teutoburg Forest. German ambushes continue through the day all along the length of the Roman column. The Bucteri tribe is the main force in these hit and run tactics. As the Roman commander your main objective is to get as many of the Roman units as possible out of the confines of the forest through the 'Exit' hex at the top left of the map.

There are only 10 turns in this battle – probably just as well when playing the Roman commander you feel trapped to a narrow track with ambushes appearing everywhere along your thin red line.

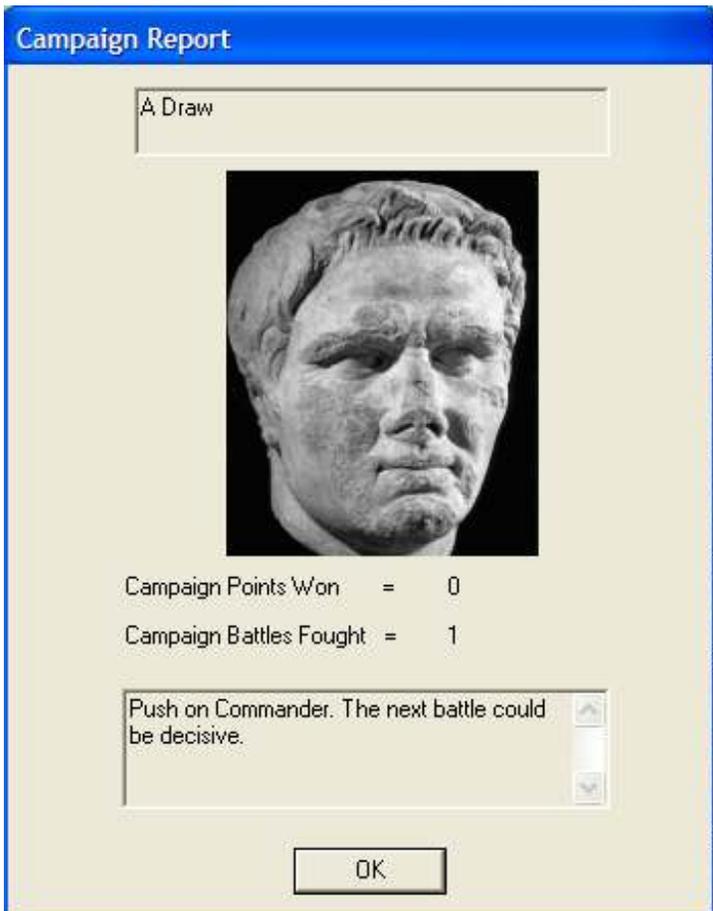
By turn 3 – see below – my advance had been stopped by a large German infantry force and the Roman column had lost both bolt shooters and leaders further depleting the victory score. I tried to preserve my LHI legionaries as these are the only Legionary units able to move through the forest hexes.



By turn 5 the front of the column was pinned to the perimeter of the woodlands, the rear of the column had been isolated and destroyed exposing the remaining wagons. Could the Romans hold on with sufficient points?



On turn 7 the battle was cut short as the Romans routed. The campaign result so far is -



The 2nd battle in the campaign is described as –

Lucius Eggius assembles the exhausted remnants of the XVII Legion to assault the German palisades discovered on the hill to their left flank. The Roman Commander, Eggius, needs to neutralise this threat to keep the corridor of escape open for the XVIII Legion still coming up under Caeonius.

I placed the remaining units from the first battle in the highlighted zone and checked the replacements available. Unfortunately, the major defeat suffered in the first battle did not qualify me for replacements and the second battle would have to be fought with the remains of the first battle.



I decided on a quick attack of the German ramparts before other German units surround my weakened army. I needed to get my LHI units with axe to break through the palisade. On turn 6 – The Germans made more sorties from their palisades and prevented my Legionaries from threatening their defences. The low morale of the Roman army is hampering effective coordination of the units and preventing a unified strike on the palisades.



Very quickly the Roman army routed again. With no replacements for the final battle and a major victory required, I need to focus on building up the units' morale (reduce battle fatigue) to ensure they can stay the course of the battle.

As can be seen on the start of the third battle below, the beleaguered Roman army is suffering from 2 successive defeats and no replacements. The odds are now significantly against the Roman player.

Campaign Report

A Minor Defeat



Campaign Points Won	= 0
Campaign Battles Fought	= 2

A poor result Commander. You need to co-ordinate your army better. The next battle must be a Victory or you will not be commanding an army again.

OK



The 3rd battle in the campaign (Teutoberg Forest – Day3 Afternoon) is described as – Lucius Eggius, now remaining commander of the Roman army, must achieve a break out to the West (left side of the map) before they are overrun by the increasing number of German warriors. Legio XVIII was overwhelmed in the morning and only stragglers survive to tell the horrific story. As the Roman commander it is up to you to avoid a similar fate to the remaining Roman units.

I started a tentative move towards the ‘exit’ hexes with the less fatigued Legionaries and tried to recover fatigue with the others. The Roman position was soon pressurised from all sides -



On turn 3 the Roman forces routed again. The result - **An historical outcome -**

Campaign Report

A Major Defeat



Campaign Points Won = 0
Campaign Battles Fought = 3

A disaster, Commander. Your army has
mutined and abandoned you to the Gods.
The campaign is over.

OK

I needed at least 1 major victory from the 3 battles to obtain a campaign 'draw'. For the player to do better than seen here, in the first battle he must achieve at least a 'draw' enabling reinforcements to offset the losses.

In a replay I found by careful planning I could achieve a 'draw' but this campaign may need playing more than once to get a good result. Certainly a challenge to play the Roman forces. These 3 battles have also been formed in to separate scenarios available to download free from the HPS web site; giving the player the opportunity to play Arminius and the German tribes.