



THE BATTLE OF DYRRHACHIUM

Breaking the Blockade: Illyria, 48 BCE

Caesarian Army under Julius Caesar vs. the Senatorial Army under Pompey the Great

HISTORICAL BACKGROUND

Skipping over much detail ... following Caesar's moving his XIII Legion across the Rubicon into Italy, the legions and the population scurried to take sides for the coming wars, dreaded by all, except those who promulgated them. Caesar's rapid mobilization and movements, aided by the rather shaky allegiance of many of Pompey's Italian troops, forced Pompey to move the theater of action across the Adriatic to Greece (Illyria) while Caesar went to Spain to fight an "army without a general."

After wreaking much havoc on Pompey's main recruiting ground (Spain), Caesar turned east to address the "general without an army." Pompey, however, here had the advantage that he controlled the local seas with his huge fleet. This meant that if Caesar wanted to go after him, he would not only have to get to him, but it would mean that supplying his legions would be an immense problem. Unfortunately, Pompey assumed Caesar would never try to cross in the approaching winter. One of Caesar's greatest strengths was his ability to move a lot faster than his opponents ever assumed,

and early in January, 48 BCE, with only twelve galleys as escort, he and his troops slipped across to Illyria, catching Pompey's fleet commander, Bibulus, and his 120+ galleys, napping. Unfortunately, his supply transports, under Fufius Calenus, did not fare as well.

There now followed a sequence of move, counter-move along the Illyrian coast, the end result of which found Caesar's supply-starved army between Pompey's land access (but not sea access) to his main supply port, Dyrrachium, while Pompey's fleet negated any chance of Caesar being supplied by sea. Caesar, his military position somewhat shaky, now decided to blockade Pompey's army, both for morale purposes as well as to make it difficult for Pompey to forage for his large cavalry arm.

With that, the race was on, and both sides worked feverishly to extend their lines south to the sea. While Pompey completed his works to the sea, just north of the Lesnikia River, Caesar, in order to complete his lines and protect the workers, built walls of contra- and circumvallation from north of the Lesnikia to the sea, about a mile south of Pompey's lines. Unfortunately, he forgot to close off these works with a transverse wall at the sea's edge, and Pompey soon became aware of this "hole".

Pompey's plan was excellent. With virtually all of Caesar's troops north of the Lesnikia, he landed a contingent of marines at the open end of the corridor while at the same time storming across the river with what eventually amounted to 60 cohorts. Pompey's legions rolled across the plain towards the new IX Legion camp, only to be stopped just short of the Via Egnatium. Shortly thereafter, Caesar

counterattacked with 13 cohorts, driving Pompey's tired men back to about a mile from the river. But the surprise assault had worked. Pompey had broken Caesar's lines and gained access to the grazing lands south of the Lesnikia. The blockade was broken.

PRE-GAME NOTES

Map: Use the Dyrrhachium-Lesnikia map

Difficulty and Balance: Heavily favors Pompey

Pompey is favored given his numerical superiority, plus the fact that his "geographic" objectives are close. However, if Caesar can use his command capabilities and first-line legions to defeat Pompey in detail and deny him the corridor, he can pull out a (surprising) victory.

This is a good game to learn the basics of the system, as it starts with relatively few units, there is no cavalry, and plays rather quickly, with lots of movement. The only difficulty may be in implementing the terrain rules for the camps, etc.

Playing Time: This relatively quick battle can be completed in an evening, about 3 hours or so.

INITIAL DEPLOYMENTS

The Army of Julius Caesar

Counters: Use the Caesarian Faction Legion, Leader, and Auxiliary counters. Use the IX and X Legion counters *without* the "g" indicator.

UNITS	HEX(ES)
Tribune IX ^a	2932
3 IX CO	2832, 2932, 3836
5 IX CO	Inside IX Legion Camp, hexes 4238-4243, 4138-4140
2 IX CO	See IX Legion Sentries rule
1 Ballista Numidia SK-A (1) ^b	4139

Reinforcements - Game Turn 2

M. Antony (SC), Aquila IX VIII Legion	Enter through any hex
Tribune Alaud, Aquila Alaud Alaud CO (1-2)	between 4238 and 4243 inclusive

Reinforcements - Game Turn 3^c

J. Caesar (OC) ^d X Legion Alaud CO (3-7)	Enter through any hex between 4238 and 4243 inclusive
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Reinforcements may enter the game In Column.

- a Lentulus Marcellinus, by name.
 b These units cannot move; they do not count towards Rout Points.
 c The cohorts of the Alaudae Legion may move under Caesar or the X Tribune until they come within range of their own Tribune. However, if they enter in Column, they may not leave that formation until they are within range of their own Tribune. The three missing cohorts of the Alaudae are considered to be on garrison duty up and down the lines, to the north.
 d Use the J. Caesar CW counter.

Caesarian Command

Section Commanders are used in the battle. There is only one, Marc Antony. He is SC for all the legions. However, Caesar may act as SC if the player wishes; see 4.56 for the details. However, Caesar cannot direct (4.55 #4) any legion directed by Marc Antony in the same Game Turn. Aquilae rule sections 9.82 and 9.85 are not used.

The Senatorial Army of Pompey the Great

Counters: Use the Senatorial Faction Legion, Leader, and Auxiliary counters.

CO units stack 1 per hex unless noted otherwise.

UNITS	HEX(ES)
Pompey (OC, SC)	With or adjacent to any unit from I or III Legion
I Legion	3911-3915, 4012-4016
III Legion	3905-3909, 4006-4010
D. Ahnrbbs Marines (1-6) ^a	1202, 1302, 1403, 1502, 1603, 1703
2 Scorpios, 1 Ballista Crete SK-A (1-3) ^b	3804, 3816, 3921 (1 artillery and 1 SK)

Reinforcements - Game Turn 3

C. Lentulus (SC) Macedn A Legion Macedn B Legion	Enter through any hex between 4203 and 4217 inclusive
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Reinforcements - Game Turn 5

C. M. Scipio (SC) ^c Crete Legion Cilicia Legion	Enter through any hex between 4203 and 4217 inclusive
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Reinforcements may enter the game In Column.

- a Pompey's assault by sea. These units are under the command of Ahenobarbus.
 b These units are not allowed to move; they do not count towards Rout Points.
 c Use the counter with 2-Stars.

Pompeian Command

Section Commanders are used in the battle. Lentulus is the SC for the two Macedn legions; Scipio the SC for the Crete and Cilicia legions. Pompey is the OC and is the SC for the I and III legions (4.56). Ahenobarbus is *not* acting as a SC in this battle but as a Prefect (Inf Prf) for the Marine LI. Aquilae rule sections 9.82 and 9.85 are not used.

SPECIAL RULES

Forts and Camps

- Pompey's Camp, in the SW corner of the map, does *not* exist.
- The old IX Legion camp in the center of the map and the wall leading to the river both exist (the west side of the Wall is the outside) but is unoccupied. The smaller, inside camp had been built by Caesar's IXth Legion to prosecute the siege and guard the soldiers working on the contra- and circumvallation lines. Pompey had enlarged it, but then left it. The camp is empty and can be entered by either side.
- The transverse berm, running 2730-2632, does *not* exist.

Pompey's Ramparts

The southernmost extension of Pompey's blockade lines are the ramparts north of the Lesnikia in the NW section of the map. Pompey's legions start behind these ramparts, which may be crossed. Units In Column ignore the Cohesion cost for entering a Tower hex through a Gate. The area north of the rampart is not considered a camp or fort for purposes of 11.23/11.24.

PLAY NOTE: You'll notice that such movement is best accomplished In Column through the gates located at the Towers.

IX Legion Sentries

Two cohorts of the IXth Legion are on Sentry duty within the lines of circumvallation and contravallation. They were historically dispersed all along the line and they were about to be relieved when Pompey struck. Do *not* place these two cohorts on the map at the start of the game. Instead, *after* each Pompeian player Orders Phase, the Caesarian player rolls a die.

- A DR of 8 or 9 means nothing happens, but
- On a DR of 0-7, the Caesarian player places the two IX Legion cohorts on the map in any hex between the lines of circumvallation and contravallation where a path of hexes free of enemy units or their ZOCs can be traced between the placement hexes and the IXth Legion camp (4138).

After putting the units on the map, roll the die again for each cohort and divide the result by 2, rounding up, but with a "0" producing a '1". This is the number of Cohesion Hits that cohort has.

RETREAT DIRECTION

The Pompeians, including the Marine units, retreat towards the ramparts on the north side of the Lesnikia River. Any Pompeian unit that retreats across the Lesnikia is considered eliminated.

The Caesarians retreat towards the IXth Legion camp (4138). Units that rout into the camp are considered eliminated. Units that rout across the Lesnikia River that are not within 2 hexes of the IXth Legion camp are eliminated.

VICTORY

We use a dichotomous method for determining victory in this scenario, mostly because the purpose of Pompey's assault is to break Caesar's siege lines in order to gain forage for his cavalry units. To do this he has to seize or break Caesar's lines of circumvallation and contravallation.

Therefore, the usual Rout Point levels are not used to determine who has won, but rather to determine when the game ends. The game ends at the end of any Game Turn in which either side has reached its Withdrawal Level.

Once the game ends, the Pompeian player takes Caesar's Rout Points, to which he adds the total of the first two digits of the Penetration Hex—the hex within the circumvallation/contravallation lines that represents his farthest level of control—and the last two digits! He must be able to trace a line of hexes, free of enemy units and ZOCs inside the lines, from that Penetration Hex to any of the Marine placement hexes (1202, etc.).

EXAMPLE: Pompey's Penetration Hex is 2124, He therefore adds 45 (21 + 24) to Caesar's Rout Points to give him his Victory Point totals.

The Caesarian player uses Pompey's Rout Points as his Victory Points.

Pompey wins if his VP's are at least **20** more than Caesar's. The wider the difference, the more impact the victory has.

The game ends when the Caesarian army has units totaling **75** Rout Points eliminated and/or when Pompey's army has units totaling **95** Rout Points eliminated.

For play balance purposes, the Rout Point Bid Method should work quite well for this game using Pompey's VP differential instead of the usual Rout Points. If the Caesarian player needs more help, we suggest that Pompey's Game Turn 5 Reinforcements arrive solely by die roll. Starting with Game Turn 5, the Pompeian player rolls the die. If he rolls a 0 or a 9, he gets those reinforcements. Otherwise, he waits until the next Game Turn. This is quite ahistorical but should help the Caesarians immensely.

Army Size and Troop Quality

Army ^a	Units	Size	Rout Points	Rout Ratio ^b	Avg TQ
Pompeians	66	330	365	25%	5.5
Caesarians	37	185	249	30%	6.7

a Excludes Skirmisher and Artillery units

b Because RPs are being used for a somewhat different reason than normal, the Rout Ratios are 10% lower than normal.