

~ Breakout ~

A Carrhae Scenario For Vis Bellica

In a desperate attempt to prevent the encirclement of their square, the Romans have sent a sizeable force under Crassus' son, Publius, to drive off the hoardes of Parthian horse-archers.

The Parthians have given ground before Publius' advance: luring him further and further away from the safety of the square. Now that he is too far for help to reach him, they have turned, and overwhelming numbers of troops block both his advance and retreat.

His only hope of survival is to fight his way back to the Roman square!

Player Briefing: The Romans

You are Publius, son of one of the three most powerful men in the world. You have accompanied your father, Crassus, into the desolate wastes of Parthia: as desperate as he to win fame and glory.

Over the last few days, you have seen the might of the Roman army reduced to a shambling mess of exhausted and weary men, seemingly unable to counter the swarms of barbarian horse archers that incessantly pour arrows into your flanks.

Earlier you were told that the square was about to be surrounded: cut off from any hope of relief. You led a sizeable party of men out towards the enemy: determined to drive the horse archers away from your rear.

At first all went well: the enemy melting away before your advance. Now, however, just when you are too far from the square to expect help, the Parthians have turned: blocking your way back to safety.

There is nothing for it: you must fight your way through – or die trying!

Player Briefing: The Parthians

Your tactics have worked perfectly. The Roman sortie has been lured further and further from the square until it is now too far for any help to reach it.

Your job is simple: finish them off!

Notes

The Romans enter at one of the short sides of the table, and must exit at the other.

The Parthians may set up anywhere on the table outside of an exclusion zone extending 30" from the edge of the table where the Romans enter.

The Romans score one victory point for each base (including officers) that successfully exits the table. The Parthians score one victory point for each enemy base (including officers) destroyed. The side with the most points at the end of the battle wins the game.