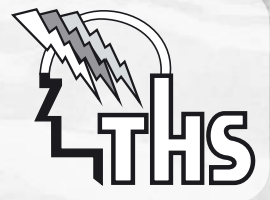


# MONA INSVLA

D'DAY - A.D. 60

THE ROMAN  
INVASION OF THE  
ISLE OF ANGLESEY



This scenario recreates an event in history, mentioned by Cornelius Tacitus in the *Annales* (see quotation). After Julius Ceaser's two brief campaigns in 55 and 54 B.C., southern Britain was finally conquered by the Romans during the reign of Emperor Claudius in A.D. 43. In A.D. 60 a 12.000 man strong Roman force under the command of Suetonius Paulinus, made an opposed landing on the Isle of Anglesey (lat. INSVLA MONA) off the coast of Wales. The island was a stronghold of the druids, guardians of the celtic religion. The Romans met strong resistance from the Ordovices, the tribe in this area. Not only from their warriors but also from women and druids. Paulinus swept aside the celts and was destroying the holy places when he was called away to counter a major uprising by the British tribes close to his base. It was not until A.D. 78 that Mona was finally conquered. Rome would occupy most parts of Britain until about A.D. 410 when Rome withdrew it's legions and the British were told to look after themselves.

Due to several sources concerning this and the following campaign, Roman forces and their composition can be estimated quite easily and scaled down (1:80) to provide the Roman army in miniature. Celtic forces are left to guesswork



## TACITUS ANNALS XIV

xxix "... [Suetonius Paulinus] prepared accordingly to attack the island of Mona, which had a considerable population of its own, while serving as a haven for refugees; and, in view of the shallow and variable channel, constructed a flotilla of boats with flat bottoms. By this method the infantry crossed; the cavalry, who followed, did so by fording or, in deeper water, by swimming at the side of their horses.

xxx "On the beach stood the adverse array", a serried mass of arms and men, with women flitting between the ranks. In the style of Furies, in robes of deathly black and with dishevelled hair, they brandished their torches; while a circle of Druids, lifting their hands to heaven and showering imprecations ...

and the number of figures chosen are to provide us with a good game. Romans are 160 figures strong opposed to double that many Celts. Non-combatants and farm-animals have been added to give the Romans something to loot.

In this game, the Romans must drive the celtic opposition from the beach and move inland to plunder, destroy the holy places of the Celts and to track down marauding warriors and vengeful druids,

before being called back to deal with trouble elsewhere – the Icenii uprising led by Boudicca, the famous warrior queen. The celtic player must try to delay the Romans and prevent them from gathering sufficient victory points. The rules were designed especially for this game.

Great care has been taken to avoid mistakes in the representation of figures, models and all. Research took up nearly half of the year, we spent working on this project.

Space does not allow us to go into detail, but if you are interested, we will happily provide you with a wealth of information, just contact us. The 25–28 mm miniatures we use are from Foundry, Gripping Beast, Black Tree, Mirliton and many many other manufacturers, all painted by the team. Buildings are from Hovels, Snapdragon etc. and scratchbuilt. Terrain-features come from Ziterdes, Gelaende-stuecke.de and again scratchbuilt, as are the specially designed flat-bottomed landing-boats based on archaeological finds from the lower Rhine area and the Netherlands. Terrain pieces are (as you will surely guess by now) scratchbuilt 50 by 50 cm pieces of 8 mm strong plywood.

The Liburna (roman war galley) is a plastic model-kit produced by Academy (ex. Imai) heavily converted. The "sea" is represented by "water-foil" from a local window-decoration shop.

**Any questions, just ask one of us, because that's what we are here for.**



## The Team for Historical Simulations

are a group of friends who all enjoy the hobby of wargaming. Taking part, enjoying the game and learning about the historical background are more important to us than "winning at all costs". Fantasy and sci-fi wargaming, roll-playing or board-games are also played at some of our clubnights. Sharing tips and tricks on painting figures, building models and creating landscapes for our games with each other is always useful for ideas and inspiration. THS's aims are, among others, to win new members for our clubnights, to visit shows, museums, battlefields, etc together, and to organise wargames weekends for giant scenarios which are not possible on a normal "beer and pretzels" friday evening. Our fortnightly meetings in Hochdahl-Millrath (between Wuppertal and Düsseldorf, Germany) usually start off with an enthusiastic exchange of ideas and information about everything we have found in book, film, and internet between meetings, and frenzied searching through our large history and military library for material on whatever subject we happen to be researching at any current time.

**Feel welcome to drop in on us, visitors are welcome!**

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