

Victoria Hawkes and the
The Lost Colony of Rome by GASLIGHT

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Background:

Victoria Hawkes and her friend Colonel DuLivre have joined her Great Uncle Harland-White's African expedition in 1890. Harland-White is marching into the deepest jungle in an attempt to discover new flora and fauna to bring back to his Institute. He has brought a steam tractor and a troop of soldiers to help guard from whatever they may find in the jungle's depths.

A couple weeks in, they stumble upon a fort in the middle of the jungle, and discover it is occupied by living breathing Roman soldiers! As they investigate, it is revealed that these are the descendants of a legion that was sent south from Rome in the final days of the Empire, with a load of the Roman treasure to keep it safe from the barbarians, and then return it when word was sent. So, father passed down this duty to son over the generations, of guarding the treasure, waiting for the order to return it to the Empire.

Victoria and the Roman General Maximus find they are attracted to each other, and these kindred warrior spirits share many a quiet moment alone while the expedition refits, and great uncle Harland-White studies the colony. This infuriates the Roman Priestess who had her own plans for the general. In a fit of jealous rage, she heads off in to the jungle to the settlement of other strangers with powerful weapons she has heard rumors of, in hope of soliciting their aid in removing the troublemakers that have invaded her world, particularly that Hawkes woman.

This leads her to the nearby garrison of a German Sea Battalion unit, where the commandant is interested to hear the Priestess's story, particularly when she lets slip about the treasure that the Romans are guarding. The German commander sees this as an opportunity to increase his wealth, so agrees to the Priestess's wishes, and prepares his troops to march.



Victory Conditions: The Germans win if they capture the treasure in the fort. The Romans/Expedition forces win if they prevent this. Also each commander has a personal objective, or objectives, to try and achieve:

>See Battalion Commandant's Objectives

- 1) Steal the treasure
- 2) Kill DuLivre (An old enemy from the Franco-Prussian War.)

>Roman Priestess' Objectives

- 1) Kill Maximus
- 2) Kill Victoria

>Great Uncle Harland-White's Objective

-Get a Feather from the Native Chief's headdress for your collection. (it's from a very rare bird)

>DuLivre's Objective

-Kill the Sea Battalion Commandant (An old enemy from the Franco-Prussian War)

>Victoria Hawkes' Objectives

- 1) Kill the traitorous Priestess
- 2) Keep Maximus (the Roman General) alive.

>Roman General's Objectives

- 1) Protect the treasure.
- 2) Keep Victoria alive.

>Native Chief's Objectives

-Kill the old coot Harland-White. (He has been capturing samples of the Koo-Koo Butterfly which is sacred to your tribe.

>Machine Gun Team's Objectives

-Kill one of the Giant Gorillas.

Designers Notes: This is a tough game for the Roman/Expedition player, because they have very little firepower. What they do have is great Scuffle ability. They need to use their Giant Gorillas to take out the German machines, and preserve their Roman troops to combat any breakthrough into the fort. The Germans, on the other hand, need to overwhelm the defenders as quickly as possible with their firepower, before their Scuffle ability can come into play.

Recommended Forces Distribution:

Player 1:

- See Battalion Commandant (Greedy Prussian)
- See battalion Unit 1
- Steam Walker 1

Player 2:

- Roman Priestess (Scorned Woman)
- See Battlaion Unit 2
- Steam Walker 2

Player 3:

- Machinegun Team (Stalwart Soldiers)
- Native Unit 1
- Krieghosen 1 & 2

Player 4:

- Native Chief (Tribal Elder)
- Native Unit 2
- Krieghosen 3 & 4

Player 5:

- Roman General (Heroic Commander)
- Roman Cohort 1
- Giant Gorilla 1 & 2

Player 6:

- Victoria Hawkes (Our Heroine)
- Roman Cohort 2
- Giant Gorilla 3 & 4

Player 7:

- DuLivre(Big Game Hunter)
- Roman Cohort 3
- Giant Gorillas 5 & 6

Player 8:

- Great Uncle Harland-White (Expedition Leader)
- Expedition Troops
- -Steam Tractor

Lost Legion of Rome Map

6' x 10' Table

Deployment and Reinforcements:

A: German and Native deployment area

B: Roman, Victoria & DuLivre deployment area

C: Tractor, Expedition Troops, and Harland-White deployment area

D: Turn 2-Giant Gorilla 1 & 2 entry point (On jungle edge, 2 feet up from table end.)

E: Turn 2-Giant Gorilla 3 & 4 entry point (On jungle edge.)

F: Turn 2-Giant Gorilla 5 & 6 entry point (On jungle edge, 2 feet up from table end.)

Special Unit Rules:

- 1) The Gorillas each take four hits before they die. On the first hit, there is no effect, On the second hit, all the Gorilla's stats go up +2, On the third hit, all the Gorilla's stats go down -2, and with the fourth hit, the Gorilla is dead.
- 2) The Roman units each have throwing spears that they can throw once per game (only at units they can see, they can't throw blindly over the wall): Range- 3"/6", SRM- N/A, Reload- N/A
- 3) Native Units have a mix of 50% armed with Bold Action Rifles, and 50% armed with just melee weapons.
- 4) The Roman priestess forces a morale check on any Roman Cohort within 12 inches that can see her. Unit checks as if +3 casualties
- 5) Any human figure can Scuffle the Krieghosen with a successful hit causing a Save roll with a -2 SRM

Notes on the fort:

The forts walls are too high to shoot over or for people on the outside to climb into, except for the German walkers which can shoot over the walls, but their guns should only be able to depress 30 degrees. This should allow the Romans to hide in the blind spots behind buildings and up against the walls. People inside the fort, should be able to climb the walls from the inside and jump down (Save throw to succeed) if they want to, otherwise entry and exit is only from a single large gate.

The Gorillas can cross over the fort's walls without any hindrance or movement loss.

The German Kriegshosen should be armed with circular saw blades which can cut a man sized hole in the fort's walls in with two hits (must roll a successful Shoot for each attempt) of being adjacent, and a hole big enough for themselves with 3 hits and the walkers in 4 hits.

