TEUTOBURGER WALD

TEUTOBURGER WALD

The Eagles Fall

AD 9

BATTLE RULES

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1.0 INTRODUCTION

TEUTOBURGER WALD is a simulation of the battle which took place between the legions of Imperial Rome, under the Roman Govenor Publius Quinticulius Varus; and a confederation of the Germanic Cherusci, Chauci, and Marsi tribes under their war-leader, Arminius. Lured into ambush in the rugged terrain of Germania, the Romans fight a desperate battle for survival.

2.0 INITIAL DEPLOYMENT

2.1 Roman Set-Up.

Romans set up first. Each Legion sets up within two hexes of it's designated hex. Each Eagle and Baggage unit must set up on the designated hex and the remaining units must set up within two hexes. At least three of the five Legion (not auxillary) units (the 8-4 and 6-4's) must set up on Trail hexes. Varus and his Guard unit set up together on any Trail hex within two hexes of any Eagle.

	Historical Scenario	Relief Scenario
XVII	1811	2011
XVIII	2309	2508
XIX	2807	3007

2.2 German Set-Up.

In the historical scenario, the German tribes set up according to the following directions. In the relief scenario, they set up according to the hexes listed on their back sides. In both scenarios, each Chief and Armenius must be deployed on the designated hex with one war-band.

2.21 Cheruscii set up within 5 hexes of 2416, and at least 3 hexes (inclusive) from any Roman unit: 1 x +1-9, 2 x 3-6, 4 x 2-5, 15 x 4-4.

2.22 Chaucii set up within 6 hexes of 2103, and at least 3 hexes (inclusive) from any Roman unit: 1 x +1-9, 4 x 3-6, 2 x 2-5, 14 x 4-4. The 2-5's and 3-6's may be deployed in the Forest hexes that run from hexes 2901 to 3605 (inclusive).

2.23 Marsii set up within 2 hexes of 1413: 1 x +1-9, 8 x 4-4. Marsii war-bands must occupy hexes 1511, 1512, 1613, 1614.

2.3 Player Sequence

In the Historical scenario, the German Player is the first player and goes first in each turn. In the Relief scenario, the Roman Player is the first player and goes first in each turn.

2.4 Scales and Ratios

Each Hex in Teutoburger Wald is 200 yards across. Each turn represents one hour. Roman and auxiliary units are two cohorts (approximately 1 Strength Point per 200 men). Germans war-bands are approximately 200 men per SP. TEUTORBURGER WALD is 10 Turns Long.

3.0 REINFORCEMENTS

There are no reinforcements in TEUTORBURGER WALD.

4.0 SPECIAL RULES

4.1 German First Turn Surprise (Historical Scenario only)

To reflect the initial surprise of the German ambush, all German attacks are resolved with a one column shift to the right for the German portion of the First turn only. To reflect surprise and German familarity with the ambush area, German units receive a 2 Movement Point Bonus on the First turn only.

4.2 Roman Relief Legion (Relief Scenario only)

To reflect the possibility that Varus realized the seriousness of the situation early and sent word to bring the XX Legion to assist him, the five units of the XX Legion start the game along the western edge of the map in any of the hexes 1012-1021. Also, the Romans move first.

4.3 Roman Eagles

The Roman Eagles counters represent both the standard (similar to a modern battle flag) and the leadership of a Legion. These units function as leaders (adding two points to attack and defense). If an Eagle is alone in a hex and a German is able to attack or move into the hex, it may capture the Eagle unit.

4.4 Roman Fighting Withdrawl

To reflect the Roman battle stance, the Roman Player may elect in his combat phase to convert all Roman combat results other than AL to Ar by declaring a fighting withdrawal before any combat

is resolved. This may be declared for some combats and not for others at the discretion of the Roman Player. The combat is figured normally and the die is rolled; all results other than AL are converted to Ar.

4.5 Displacement

German units may not use displacement. All Roman units may use displacement.

4.6 Baggage Units

Baggage units represent camp followers, servants, etc. with a limited capacity to defend themselves. They do not count against stacking however only one baggage unit may be in a hex at the end of each phase (thus, the maximum stack would include one combat unit, three eagles, Varus, and one baggage unit). Baggage units and other units in their hex must conduct a fighting withdrawal if adjacent to enemy units. If a friendly combat unit is also present in the baggage unit's hex, the baggage unit may automatically retreat one hex without rolling for combat or Fighting Withdrawal while the combat unit attacks normally (ie. covers the baggage unit's retreat). A baggage unit may be removed as the result of an Exchange or Loss.

4.7 Normally, any unit retreating off a map edge is eliminated. However, due to the situation at Teutburger Wald, some units may be counted as having escaped successfully. Roman legion units retreating off the West edge of the map between 1012 and 1021 as the result of a Fighting Withdrawal will be considered to have successfully escaped while those which receive a normal combat Ar will be considered eliminated for Victory Point purposes. Roman units suffering a Dr as the result of a German attack will be considered to have successfully escaped. Cavalry and Leader units will be considered to have successfully escaped in any case. In the Historical scenario, any Roman unit which retreats off the West edge under any circumstances will be considered to have met the condition of Section 5.1 and result in a Roman Victory.

5.0 VICTORY CONDITIONS

5.1 Historical Scenario:

The Germans win by eliminating every Roman unit before the end of Turn 6. The Romans win by having at least one unit left on the board at the end of Turn 6. Note: if the Romans are able to get any unit off the West side of the map by Turn 6, they win.

5.2 Relief Scenario:

Each side totals it's Victory Points according to the following conditions at the end of the game. The scenario lasts 12 turns.

5.21 The German Player receives 1 Victory Point for each Roman Combat Strength Point eliminated, 10 Victory Points each for the 4 Eagles eliminated,

10 Victory Points for eliminating Varus, and 5 Points each for the 3 Baggage Train units eliminated.

5.22 The Roman Player receives the same points cited in 5.21 for those Roman units which are exited off the western map edge between 1014 and 1018. In additional they receive 1 Victory Point for each German unit eliminated.

TEUTOBURGER WALD SEPTEMBER-OCTOBER 9 AD

The battle of the Teutoberg Forest decided the fate of Germany. By the beginning of the Christian era, the Roman had conquered Germany west of the Elbe. This conquest had been conducted for several reasons. Augustus Caesar, the first Roman emperor, considered control of Germany vital to his policy of consolidating the Roman world. The Germans had periodically raided into Western Europe, and, by gaining control of the region, these raids could be forestalled. This would also shorten the length of the imperial frontiers. Rome was bounded by the Rhine and Danube Rivers in the north and northeast. Control of Germany would place the frontier at the Elbe. Consequently, Augustus launched a major campaign into Germany. This was, initially, succesful. Augustus' stepson, Drusus, had defeated the Germans in battle in 11 BC. The Romans then established garrisons and a government, but the province was restive. Roman forces in Germany were strong; they had several legions there, but events elsewhere would soon lead to a confrontation.

In 6 AD, the Roman provinces of Pannonia and Illyricum (in the modern Balkans) caused Augustus to deploy several legions eastwards. The revolts were crushed, but at the cost of many Roman casualties. Meanwhile, Augustus had appointed Quintilius Varus as governor in Germany. Varus had some experience in provincial government, having been in charge of Syria previously, and it was expected he would be able to bring much needed peace to the region.

In the late summer of 9 AD, Varus was preparing to move to winter quarters with his army of three legions, plus auxiliaries. The legions at this time were composed entirely of professional soldiers. The first cohort of each legion had an increased strength, and was considered to be the elite unit with the most experienced soldiers. The auxiliaries were recruited from non-citizens living within the Empire, and composed the cavalry and light infantry. As was the normal practise, Varus deployed for march with auxiliaries covering the front, rear and flanks, legions in the center, and baggage bringing up the rear. This would allow the Romans to deploy for combat in the event they encountered an enemy force. Should they be attacked by an enemy in strength, the legions would form a line of battle; if they were harassed by enemy skirmishers, the lightly armed auxiliaries would fend them off. In the Roman advance guard were engineers whose job it was to clear pathways for movement of men and wagons. This should have allowed Varus to deal with any contingency. But there was one thing he did not count on.

One of Varus' proteges was a chief of the German Cherusci tribe by the name of Arminius (Latinized "Hermann"). The only problem was that Arminius was secretly one of the rebel chiefs and was planning a German insurrection! While marching through the Teutoberg Wald Arminius deserted, along with his auxiliary contingent.

Varus suddenly found himself in a trap. His army was continually harassed by German guerrillas who refused to close in and fight. Roman operations were further hampered by their baggage train, and the presence of noncombatants with the columns, families and others accompanying the march. To make matters worse, the terrain was heavily wooded, and incessant rain made going difficult. The Germans erected barricades along the way to slow the Romans down. Nonetheless, Varus kept his command together. They fought their way through numerous ambushes. Seeing his path blocked, Varus, apparently, decided to turn northwards to make it the Roman bases on the North Sea. But he never made it. The Germans finally broke through, overrunning the Roman column. Worn down by constant attrition, the Romans found they could go on no further. The Roman force was completely annihilated. Varus committed suicide rather than allowing himself to be captured.

Upon hearing news of the disaster, Augustus supposedly cried out "Varus, Give me back my legions!" Rome had been pushed back to the Rhine.

PLAYER'S NOTE

TEUTOBURGER WALD is unlike the other three battles in 4BAW. Normally, neither scenario will be fought as a linear conflict, rather as a confused goose egg in the Historical scenario, and a "smash-and-run" in the Relief scenario. Overall, there is far more terrain in TW than the other battles which slows and constricts movement beyond the trail area. The Romans need to move out to the edges of the forest to give themselves some fighting room. The Germans need to consider whether to charge down the hills or shift their forces along the tops first. The German should watch his lines and leave space for retreating as he can not displace and will often have problems getting his whole force to bear on the hapless Romans. On the other hand, the German player has little to lose from aggressive play, and should usually advance at every opportunity to tie down Roman units and restrict their movement. The Roman player must use his displacement and Fighting Withdrawal options judiciously, remembering that success lies in survival, and not defeating the Germans.

Historical Scenario.

The Germans have six turns to eliminate the Romans. They need to attack every Roman unit they can get to on the first turn while surrounding the Roman forces as tightly as possible, then continue attacking and advancng after every combat to restrict Roman movement. This should force the Roman Player into suicidal counterattacks.

The Roman order of the day is to stand and die. Your main defense is to keep as many open hexes inside your ever-tightening lines. An occasional counterattack to regain a hex or two is more important than killing any German units. If the German Player carelessly leaves his lines open somewhere, run for it! Even if you don't make it out or off the board, the Germans will have to track those units down and eliminate them, supporting your main plan of defense. Hail the Pyrrhic Victory!

Relief Scenario

The Roman plan is to link-up and retreat off-map with minimal casualties. Smash the Marsiis from both sides while advancing the Legions rapidly toward the Western edge; fan out screening units to slow the Germans down. Don't chase German units as your units are worth a lot more alive than German units are dead. Once you've linked-up, cover your flanks from German attacks with strong units while using weaker units to screen the retreat. Use the Fighting Withdrawal option often. That retreat result gets you one hex closer to your objective with a better chance of survival. You're not here to fight, and survival means the Romans will be able to return the following year to gain their revenge on the rebel Germans.

The German plan is to slow down the link-up of Roman forces, delay them in getting off board, and eliminate Roman units. Send some (or a lot, as you prefer) of your Cherusii and Caucii forces west along the hilltops and down into the open area near the Western edge to attempt to cut off the Roman retreat. Try to maintain contact with as many Roman units East of the obstacle hexsides as possible to slow them down, and cut them off or draw other Roman units back. Advance aggressively and don't worry about your losses- your units are only worth one victory point per unit while Roman units count double their value (because they're now on the German side of the tally AND not on the Roman side). Give the Roman invader the bloody nose he deserves!

PHARSALUS

PHARSALUS
Caesar Vs. Pompey
9 August, 48 B.C.

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1.0 INTRODUCTION

PHARSALUS is a simulation of the struggle for mastery of the Roman world between the legions of Julius Caesar and his rival, Pompey, the Great. A two-player game on the grand tactical level, the battle occurred on 9 August, 48 B.C. in Illyria.

2.0 INITIAL DEPLOYMENT CHART

2.1 Each Player sets up his units according to the hex numbers printed on the back side of each counter.

2.2 Pompey is the First Player. His available forces move and fight first in each turn.

2.3 Each hex in PHARSALUS is 200 meters across. The standard legion unit is a double cohort, with some units containing 3 understrength cohorts. Each legion Strength Point equals 125 men, each auxilary SP equals 250 men, and each cavalry strength point equals 500 men.

3.0 REINFORCEMENTS

There are no reinforcements in PHARSALUS. Rally is per Standard Game Rules.

4.0 SPECIAL RULES

4.1 Movement Restrictions

Pompey had ordered his legions to stand fast and await Caesar's attack. To simulate this, Pompey's legions and missile troops cannot move until Turn 3. If any of Pompey's legions or missile troops are attacked by missile fire or regular combat sooner, all of Pompey's forces are released. Pompey's cavalry and all of Caesar's troops may move and fight normally from turn 1 on.

4.2 The X (Tenth) Legion were Caesar's elite troops. All Veterans of the Gallic Wars, they were the best troops on the field. The Caesar player shifts his combat attacks one column to the right when any unit from the X Legion is attacking (whether attacking alone or with any other units). This rule applies only to X Legion units on attack, not defense.

4.3 All units may use displacement in PHARSALUS.

5.0 VICTORY CONDITIONS

General Rules: At the end of Game Turn 10, victory is awarded to the Player who has amassed the greatest number of Victory Points. Players receive Victory Points for destroying enemy units and for securing certain territorial objectives either during the course of play or at the conclusion of the game. At the end of the game, the number of Points is totaled for each player as detailed on the Victory Point Schedule (5.1), and the player with the higher number of points is awarded a Victory.

5.1 Victory Point Schedule

5.11 Each player is awarded 1 victory Point for each Enemy Combat Strength Point eliminated.

5.12 Caesar receives 20 Victory Points if he has any units behind the ramparts (Victory Area A) at close of game. Caesar receives an additional 20 Victory Points if he has a unit in Pompey's camp (Victory Area B) at the close of the game.

5.13 If either leader is killed or forced off the board, the other side wins an automatic victory.

5.2 Victory Grades

More than 2:1 = Strategic Victory

More than 1.5:1= Decisive Victory

More than 1:1 = Marginal Victory

6.0 OPTIONAL RULES

6.1 Pompey may have decided to attack.

Ignore rule 4.1; Pompey may move and attack freely from turn one.

6.2 Which army would attack first is open to question. Ignore rule 4.1. Roll one die: on a 1-3, Caesar moves first, on a 4-6, Pompey moves first.

PHARSALUS: 9 AUGUST 48 BC

At Pharsalus Julius Caesar confronted in battle the forces of Pompey (who had been given the title " the Great" by the Roman Senate). Both Caesar and Pompey had been maneuvering for supreme power in the Roman state for years. While Rome was still officially a republic, it was apparent to all that radical changes were necessary. The form of government which was useful in ruling a regionally based state was proving ineffective when dealing with an empire comprising most of the Mediterranean world. Pompey had been one of the more popular generals of the time, and was entrusted by the Senate with preserving Republican institutions—and the Senate's own power. Meanwhile, Julius Caesar had been building up his own power base, through gaining support of the Roman popular assemblies, and in a string of military victories in the conquest of Gaul. Both men had attempted to work out some form of power-sharing agreement. But it could not hold together in the face of personal and popular ambitions. Civil War broke out officially in 49 BC when Caesar crossed the Rubicon River, entering Italy with his army. Pompey fled to the East to build his forces.

Both sides' forces were based on the legion, and the legion had changed since the days of the Punic Wars. The troops were mainly long-term professionals and volunteers, unlike the earlier Republican general levy of all classes. Organization had been simplified. Each legion consisted of ten cohorts, each divided into six centuries. All legionaries were armed with short sword and pilum. Cavalry and light infantry auxiliaries were provided by allies, or were recruited from mercenaries. The normal formation was a double or triple line, with the cohorts deployed in a checkerboard pattern. This was extremely flexible, as it allowed commanders to

PHARSALUS

maneuver individual‘ cohorts. At the same time, the cohorts could close up into the gaps for a solid line.

In any event, Caesar pursued Pompey to Greece. After much maneuvering, both forces met in Thessaly. Each army camped on the plain of Pharsalus and waited. For several days running, each side would form a line of battle, stare at each other, and then retire back to their camps. Caesar, outnumbered, wanted to entice Pompey into attacking, but Pompey wasn't going for it. While he may have had the advantage of numbers, Caesar's troops were veterans. Finally, on 9 August 48 BC Pompey decided to take action.

Pompey's plan was to launch a flanking attack. He had a superiority in cavalry and light infantry, ands his plan was to swing around Caesar's left using these troops. But Caesar was ready. He formed his legions into four lines. The first two would engage the enemy, while the third would be used in support. He extended his front to match the Pompeian line, and held back an additional six cohorts in reserve. He then ordered his front two lines to advance and attack. Pompey had ordered his men to stand fast and await the charge. He hoped that Caesar's troops would lose their order in advancing across the field. But Caesar's men, seeing that Pompey's troops were standing still, advanced at a steady pace, launching into a run only when closing the final distance. Throwing their pilums, the Caesarians disrupted the Pompeian line and then closed in for the kill.

Meanwhile, on Caesar's right flank, Pompey's cavalry executed its flanking maneuver, overrunning Caesar's small cavalry force and swinging into his rear. But Caesar, personally commanding his reserve cohorts, counterattacked. Using their spears to stab at the horsemen, Caesar's men threw them back and pursued. Now it was Caesar's turn to launch a flanking attack. Swinging around, he attacked Pompey's left flank. At the same time, he signalled his third line to attack. This broke the Pompeian army. They fled back to their camp, which Caesar stormed. When the dust settled, the Pompeian force was destroyed. Pompey himself fled to Egypt, where he tried, unsuccessfully, to create an alliance with its rulers, Ptolemy and Cleopatra. While Caesar still had several years of campaigning ahead of him, this battle made him master of the Roman world.

Why had Caesar won? He understood the capabilities of his troops much better than Pompey did. Caesar deployed his forces effectively to defeat Pompey. Seeing Pompey's cavalry superiority, he allowed Pompey to think he could execute a flanking attack, and then ambushed it. This unhinged Pompey's entire plan and returned the initiative to Caesar. While Pompey's force was larger, it lacked the overall cohesion that Caesar's forces did. When faced with an unexpected situation, Pompey's men panicked. Caesars' men, meanwhile, maintained their discipline throughout the battle.

PLAYER'S NOTE

Caesar: You have a marginal advantage in the quality of your troops, especially the Tenth Legion. Much of this will depend upon what Pompey does. As in Arbela, you have to take advantages of enemy mistakes. Keep the Tenth Legion together and use it as a reserve to attack at the decisive point of the battle. Since your armies are similar, the battle will come down to one of attrition otherwise, and you really can not afford to exchange losses.

Pompey: You have a seeming advantage here in both numbers and maneuver capability. However, this can be easily dissipated. A flanking attack on Caesar's position can easily fall apart due to the weak strength of your cavalry. And frontal attacks can be at a disadvantage in the face of Caesar's units' generally superior combat strength. You have to coordinate your actions , supporting a flank attack with a frontal assault. This battle will be won largely by hard fighting, and you have to create situations of strength with what you have.

General Rules for all four battles of the Ancient World game:

Always have an overall plan of battle. Do not wander around the mapboard just trying to kill units, because a better organized foe will annihilate you. It is helpful if you think of your force in terms of a right and left wing, and reserve, rather than as a mass of individual units. That is, when planning your overall game strategy, think of what you want teach wing to do (say, pin the enemy in place or make a flanking maneuver) and under what circumstances you will commit your reserve. Combined arms tactics are also useful. Use missile fire to reduce enemy defensive strength, infantry for frontal attacks, and cavalry to outflank and surround enemy units. Commitment of your leader(s) is also vital, because this can give you the edge in combat combat strength at the decisive point. If using the morale rules, watch your demoralization level. This is the main pathway to victory—and defeat. By pushing the enemy over his limit you have effectively won the game.

ARBELA

1.0 INTRODUCTION

ARBELA is a simulation of the battle which took place between the Greek/Macedonian army under Alexander and the armies of the Persian Empire under their God-King Darius. It is a two-player game simulating the grand tactical level of this clash between East and West in 331 B.C..

2.0 INITIAL DEPLOYMENT

2.1 Each Player sets up his units according to the hex numbers printed on the back side of each counter.

2.2 The Greek Player is the first player. His Player-Turn is first in each Game-Turn.

2.3 Scales and Ratios

Arbela's terrain scale is 200 meters per hex. 1 strength point = 333 men (1 or 2 bonus SP to elite troops). ARBELA is 10 turns long.

3.0 REINFORCEMENTS

No Reinforcements

4.0 SPECIAL RULES

4.1 Movement Restrictions.

Darius, the Royal Foot Guard, and the Greek Mercenaries may not move outside of a two hex range of hex 3112 until one of them is attacked by Greek units during a regular combat phase. The Royal Horse may move normally from Turn 1. On the first turn, the Persian Player may move only twelve (12) of his units.

4.2 Phalanx Resistance to Missile Fire.

All Missile fire directed against any unit with a phalanx designation is resolved with a plus one added to each die roll (e.g. only a "1" will succeed against a phalanx in clear terrain).

4.3 Leaders.

The leaders Parmenio, Bessus, and Mazaeus are combat leaders only. They may not rally troops. Alexander and Darcius are leaders for both combat and rally functions.

4.4 There is no Disengagement or Combat Avoidance in ARBELA by units other than Leaders.

4.5 No units may use displacement in ARBELA.

5.0 VICTORY CONDITIONS

General Rules: Victory is awarded to the Player who has amassed the greatest number of Victory Points by the end of Game Turn 10. Players receive Victory Points for destroying enemy units and for securing certain territorial objectives either during the course of play or at the conclusion of the game. See the Victory Point Schedule (Case 5.1) for the specific Victory Point Awards.

Procedure: At the end of the game, the number of Points is totaled for each player and the player with the higher number of points is awarded a Victory.

5.1 Victory Points Schedule

5.11 Each player is awarded 1 Victory Point for each Enemy Combat Strength Point eliminated.

5.12 The Greek Player receives 20 points for posession of Hex 3112 at the end of the game. This hex contains the Persian Royal Chariot, Banners, and Headquarters.

5.13 The Persian Player receives 20 points for destruction of the Greek Baggage Train by eliminating it through combat. The baggage train has a defense of one. One combat unit may stack with it; if attacked while stacked with a combat unit, the one baggage defense point is added to the combat unit. If a DL is obtained, both units are eliminated (ie. this is an exception to the normal DL result).

5.2 Automatic Victory

Eliminating the enemy Royal leader (Alexander or Darius) or forcing his retreat off the board is a total automatic victory.

5.3 Victory Grades

In the actual battle of ARBELA, both sides had the burden of attacking. Either side must accumulate at least 100 VP to achieve a Victory. Any less and the battle is a draw.

Victory is graded according to the margin of victory, expressed as a ratio of winner's points to loser's points. A ratio of greater than 1:1 is a Marginal Victory, a ratio of 1.5:1 or better is a Substantial Victory, and a ratio of 2:1 or better is a Decisive Victory.

6.0 EXTENDED GAME

As the Battle of Arbela was seen by both sides to be the decisive battle for the conquest or defense of Persia, the Game can continue until an automatic victory is achieved (Alexander or Darius is eliminated or one side disintegrates). If a complete player turn passes without a missile being fired or a combat taking place, the game is over and the Victory Point Schedule is in effect.

ARBELA, 1 OCTOBER 331BC.

Arbela was the climatic battle of Alexander the Great's invasion of the Persian Empire. It saw the clash between the Macedonian and Persian military systems. The battle had its origins in 334 BC, when Alexander, King of Macedon led a combined Macedonian-Greek Army into the east. His objective was to defeat the Persians, with whom the Greeks had been at war for centuries. But he did not want to merely to defeat them militarily. He wanted to set up an entirely new order in the East, with himself as King of a united Greek-Persian world.

The Macedonian army was at the height of its effectiveness at this point. It had been honed in numerous battles in Greece, the Balkans and Persia. The core of the army were the *phalangites*. These were heavy infantry, armed with the *sarissa*, a 21-foot-long spear, and a short sword. For armor, the phalangites wore a helmet and a canvas tunic and carried a large round shield. These troops were intensively drilled and were capable of some incredible maneuvers. The phalangites formed up in multiple ranks, presenting the enemy with a solid wall of spearpoints. The phalangites were organized into a hierarchy of units, with the usual maneuver unit being the *chiliarchia* of about 1,000 men. Similar to the phalangites were the *hoplites*, spear-armed heavy infantry from allied Greek city-states. The phalangites were extremely vulnerable to attacks on the flanks, and disruption by lighter troops. So the Macedonian used several other types of troops to support them. These included *psiloi*, light missile troops armed with bows, slings, and javelins. There were also *peltasts*, mainly Thracians, who carried javelins but were also capable of hand-to-hand fighting. The Macedonians had a very effective cavalry force. These included the *Companions*, Alexander's personal guard, plus contingents from Thrace, Thessaly and Greece.

Darius, the Persian Emperor, had spent two years gathering his forces for the confrontation. This meant mobilizing forces from all of southwest Asia. The army consisted of a core of Persian troops plus contingents from the various Satrapies which Persia controlled. There were also mercenary Greek infantry. Darius supplemented these troops with elephants and scythed chariots, with which he hoped to disrupt the phalangites. The quality of Persian troops varied. The core troops and mercenaries were good. Others depended. Some, like the Bactrian heavy cavalry, were very effective. But most of the army, apparently, consisted of lightly armed cavalry and infantry levies. For the site of the battle Darius chose the town of Arbela (also known as Gaugamela) in Babylon. His troops leveled the region in order to have perfectly flat grounds to employ his cavalry and chariots. He then waited for Alexander to attack.

In the approach to the battle, Alexander had to consider several factors. The Macedonian force was badly outnumbered. He had about 40,000 infantry and 7000 cavalry, while the Persians had at least twice as many men (legend has inflated the Persian numbers to several hundred thousand). The most critical factor was ensuring that this battle would be the decisive victory he wanted. Now that Alexander had the Persians in one place he had to be sure to inflict the decisive defeat which would destroy them not only militarily but politically. Consequently he turned down a recommendation by Parmenio, one of his chief generals, for a night attack. A night attack would be too difficult to coordinate, and, besides, Alexander was concerned that even if he won, the political impact of the battle would be minimal; people would accuse him of having won by treachery rather than fair combat. Alexander's final plan was a variant of one he had used before. His objective was to break the Persian's morale. While the Persians might have the advantage of superior numbers, they were not a cohesive force. They lacked the unity and discipline of the Macedonian force. Once the Persians' morale was destroyed, they would be reduced to a demoralized mob, which his better trained troops could route.

Alexander formed his army as follows: his Macedonian troops formed the front line, with the Companion cavalry on the right and phalangites on the left. Each flank was covered by a wing of cavalry and light infantry. Supporting them was a second line of Greek hoplites, who were instructed to counterattack against any Persian enveloping maneuver. In the extreme rear were the allied Thracians, protecting the baggage. Thrown out in front of the army was a screen of more light troops. Alexander personally commanded the Companions, while Parmenio took charge on the left. Using this formation, the Macedonians were reasonably assured of all around security, while still having their forces arrayed for attacking the decisive point on the enemy line. So arrayed they marched out to meet the Persians.

The Persians, meanwhile, had deployed in a mass. Their front was covered by elephants and chariots. Each flank had cavalry, while in the center were the Persian Royal Guards and Greek mercenaries. The Guards and mercenaries were formed up around Darius. In the rear were rank upon rank of levy infantry. Darius started the battle by launching his chariots towards the Macedonians, but these were neutralized by Alexander's light infantry, and by the expedient of having the phalangites open ranks do they would pass harmlessly through them. The Persian cavalry then attacked. They enveloped both wings of the Macedonian army. Parmenio's wing was overwhelmed, but it still held. Instead of pressing the attack, the Persians broke off to pillage the Macedonian camp, where they were beaten off by the Thracians. It was here that Alexander saw his chance. As the Persian left wing cavalry advanced, it had left a gap in the lines. Alexander headed for this with his Companion cavalry, aiming straight towards Darius himself. Seeing Alexander charging, Darius fled the battlefield. With Darius fleeing, much of the Persian army panicked and followed him in flight. Alexander started to pursue, but he received a call for help from Parmenio. Cutting his way through more Persian cavalry Alexander finally broke their entire army, continuing the pursuit to Babylon. Alexander lost around 500 dead and perhaps several times that number wounded. The Persians were destroyed. Alexander was lord of Asia.

PLAYER'S NOTE

Macedonian player: You have a well-balanced force, and the key to victory is through proper use of it. While you have several strong units, they can be, nonetheless, quite brittle. Your game play has two basic elements, grand tactics, and small unit tactics. Your grand tactics are how you will approach the battle itself. Ultimately, you win by destroying Persian units and eliminating Darius. You must create a gap in the enemy line and then attack into it with everything you have. Once the Macedonian army gets rolling it can be hard to stop. Have a reserve handy to exploit sudden opportunities; this means not engaging every last unit in your army, because once a unit is in an enemy zone of control it can not exit until some combat result allows it. Keep your army in a formation which allows you to concentrate for your objectives. When it comes to combat, you have an edge because of your higher units strength in the phalanx units. This works double, because if a Persian unit is in one of your zones of control in its combat segment, it will have to attack at unfavorable odds. The problem is that the phalanx units, if not handled properly, can become vulnerable. Attacks at low odds can destroy them through exchange combat results. You must keep your phalanx units concentrated, and supported by missile units. It is far easier to eliminate enemy units if they have first been halved due to friendly missile fire. The Persian cavalry superiority means that you will probably be outmaneuvered. Therefore, keep strong reserves. In the original battle, Alexander actually had two reserve lines, the Greek Hoplites (the 7-3 units) and the Thracians. Resist the temptation to attack everywhere. If you do, you will end up in a battle of attrition, and this only works to the Persians' favor.

Persian Player: You can win if you exploit your strengths. Your main advantage is in your mobility. You can run rings around the Macedonian army, and choose the time and place of attack. Obviously, use the cavalry on your extreme flanks to sweep around the Macedonians. You must determine how deep you want to go. This will depend on how the Macedonians are deployed. If they have not covered their baggae camp, then go for it. If it is too well protected, then destroy their flanking cavalry and hit the phalanxes from the rear. While the Macedonian infantry is powerful, it can be extremely vulnerable when surrounded, since this means they will have to counterattack at low odds, leading to, often, their elimination via retreat through your zones of control. Also, if the Alexander unit has been left in a vulnerable position, attack him. Even if you can not eliminate him, it will at least pin him down. You must also protect Darius, but, quite fortunately, the Guards units are strong enough to resist the Macedonians.

CANNAE

Hannibal's Victory

August 2, 216 B.C.

BATTLE RULES

1.0 INTRODUCTION

CANNAE is simulation of the battle which took place between the armies of Rome under the Consul Varro and the Carthagenian army under Hannibal on August 2, 216 B.C.. It is a two-player game on the grand tactical level.

2.0 INITIAL DEPLOYMENT

2.1 Each Player sets up his units according to the hex numbers printed on the back side of each counter.

2.2 The Roman Player is the first player. His player turn is first in each game turn.

2.3 Scales and Ratios

Each hex in Cannae is 150 meters across. The unit scale is:

UNIT DESIGNATION		# OF MEN
6-3	Roman Ally	1400
8-3	Roman Legion	1400
4-6	Roman Ally Cavalry	1600
3-6	Roman Cavalry	1600
8-3	African	1000
6-4	Spanish	1000
4-4	Gauls	2000
2-4	Balearic Slingers	500
8-6	African Cavalry	500
6-6	Spanish Cavalry	500
6-6	Gallic Cavalry	1000
4-8C	Numidian Light Cavalry	500

CANNAE is 10 turns long.

Note: The Roman Allied infantry are not labelled with any legion numbers and the slingers on the Carthegeneian side are Baleric. Also note that two Carthegenian African infantry are incorrectly labelled as 6-4's; they should be 8-3's.

3.0 REINFORCEMENTS

Before the battle, one unit of 500 Numidians rode over to the Roman lines and pretended to desert. Once the fighting started, they drew hidden weapons and attacked the Roman rear.

Procedure: At the beginning of the Carthagenian's Game Turn Two, place one 4-8C Numidian Calvary on any hex on the 70xx hex row.

4.0 SPECIAL RULES

Due to the large, unwieldy size and large number of recruits in his army, Varro was determined to drive straight for the Carthagenian center. The weaker Roman Cavalry was to protect the Legion flanks.

4.1 Movement Restrictions.

4.11 To represent this initial Roman drive, all Roman and Allied Infantry must move forward (North) within the shaded Movement Zone marked on the map for their full movement allowance unless blocked by another unit or stopped by enemy ZOC on the first 4 turns. Roman and Roman Allied cavalry may move freely, but may not move into the shaded Movement Zone.

4.12 If any Roman or Roman Allied Infantry unit is attacked by any Carthegenian units during any Combat (not Missile) Phase during Turns 1-4, ALL Roman and Allied units are free from the restrictions of Rule 4.11. Otherwise, the restrictions are lifted at the start of the Roman Player's Turn 5.

4.2 Due to the semi-trained start of the newly raised legions, and to Varro's decision to close intervals, there was little available room for Roman maneuver. No units may use displacement in CANNAE.

5.0 VICTORY CONDITIONS

General Rule: At the end of Game Turn 10, victory is awarded to the Player who has amassed the greatest number of Victory points. Players receive victory point for destroying enemy units and for securing certain territorial objectives either during the course of play or at the conclusion of the game.

Procedure: At the end of the game, the number of points is totaled for each Player, and the Player with the higher number of Points is awarded a victory. In the actual battle of Cannae, both sides had the burden of attacking. Either side must accumulate at least 100 VP to achieve a Victory.

Any less and the Battle is a draw.

Victory is graded according to the margin of victory, expressed as a ratio of winner's points to loser's points. A ratio of greater than 1:1 is a Marginal Victory, a ratio of 1.5:1 or better is a Substantial Victory, and a ratio of 2:1 or better is a Decisive Victory.

5.1 Victory Point Schedule

5.11 Each player is awarded 1 Victory Point for each Enemy Combat Strength Point eliminated.

5.12 The Roman Player receives 25 Victory Points at the instant a friendly unit enters the Northernmost line of River hexes (between hexes 4803 and hexes 4817, inclusive).

5.13 The Carthegenian Player receives 25 Victory Points if the Roman Player cannot trace a one-hex path free of enemy Zones of Controls to the North, South, or East map edge at the end of the game. This path can enter a River hex, but may not cross it.

5.14 Each Player receives 5 Victory Point for each enemy Leader Strength Point eliminated (Varro=5, Hannibal=15).

6.0 OPTIONAL RULES

6.1 Roman Free Movement.

The two Roman consuls alternated command of the army on alternate days. Paullus was a much more cautious man than Varro and not committed to a total attack. For this scenario, the armies are deployed as in the regular game, but no Roman movement is mandated. Roman units may move and attack freely from game turn 1 on. Still no Roman displacement. Use the Varro Leader counter for Paullus; the Leader values are the same for both commanders.

6.2 Free Deployment and Movement.

Both armies may deploy and move freely from game turn 1 on. Deploy on or behind row 2000 for the Romans and row 1300 for Hannibal's army. Roman displacement is still not allowed.

CANNAE: 2 AUGUST 216 BC

Cannae was one of the major battles of the Second Punic War, and, indeed, of all ancient history. It was fought between the Carthaginians, commanded by Hannibal, and a Roman force, commanded by Terentius Varro. Carthage and Rome had been engaged in a rivalry for most of the 3rd century BC as both states expanded into the Mediterranean. Carthage was based in north Africa, and had colonies in Spain. Rome, under

CANNAE

the Republic, was just beginning its march to world domination.

In 218 BC Hannibal had crossed the Alps and invaded Italy in an attempt to bring Rome to its knees. He inflicted two major defeats on the Romans at the battles of Trebia and Lake Trasimene. In response, the Roman Senate appointed Quintus Fabius as dictator (a title meaning he had sole command of the troops). His strategy was to avoid major battle and instead wear down Carthaginian strength through attrition. This proved to be fairly effective, as the Carthaginians were separated from their base areas in North Africa by several hundred miles. However, other Roman leaders wanted a more aggressive strategy. Terentius Varro declared he could defeat Hannibal in open battle. Gathering an army of sixteen legions (half of them Roman, half of them Allied) he marched into Apulia. Hannibal, following these events, realized he could take advantage of Varro's aggressive to inflict a decisive defeat on the Romans. Much of this was due to Hannibal's understanding the nature of the Carthaginian and Roman armies.

The Carthaginian army was a heterogeneous affair. It consisted largely of mercenary troops, organized around a cadre of Carthaginian officers and drillmasters. Troops were drawn from North Africa, Spain and Gall (modern France). The African infantry were armed as hoplites, with spear and shield. The Spanish infantry were armed with short sword, heavy javelin and shield. The Gails were recruited from barbarian tribesmen. Light troops were provided by slingers from the Balearic Islands. The Carthaginian's also relied upon cavalry. Especially effective were light Numidian horsemen who would skirmish with enemy troops from a distance. At Cannae, many of the Carthaginian troops were armed with Roman equipment captured in previous battles.

The Roman army was based upon the Legion, each with around 5,000 men. Each legion contained 30 sub-units called *maniples*. Ten of these were designated as *hastati*, ten as *principes*, and ten as *triarii*. All three groups were armed with short sword, oblong shield, helmet, and, when available, body armor. The hastati were also armed with heavy throwing spears, called pilum, while the principes and triarii had thrusting spears. Usually, the hastati formed up in the front rank, the principes in the second line, and the triarii in the rear. The triarii were the veteran troops and could provide a solid base for the other two ranks to fall back on. Also included in the legionary organization were the *velites*, light infantry armed with javelins, engineers, and a small cavalry unit. The Roman troops were

supplemented by Allied forces, although the organization of these units is not certain; presumably they were organized in a manner similar to that of the Romans. The legions were a well-balanced combined arms force, with good discipline provided by the centurions, the junior officers. The real problem was that Roman higher level leadership could be inept owing to the practise of appointing elected politicians to army command. This is what Hannibal counted on.

Hannibal realized that Varro's aggressiveness could be used against him. His plan was to provoke the Romans into making a frontal attack. Once the Romans had been pinned down by the fighting in the center, he would launch a flank attack to surround and annihilate them. Accordingly, Hannibal formed up at Cannae with his infantry in the center and cavalry on the flanks. Projecting out from his center was a wedge of Gallic mercenaries. To their immediate left and right were his more steady African troops, and, on the extreme flanks, the Carthaginian cavalry.

As expected, the Romans attacked in the center, slowly pushing back the Galls. The Carthaginian left flank cavalry crushed the Roman cavalry facing them and swung around the rear of the Roman army. Varro, meanwhile, ordered his second and third lines into supporting the attack on the Carthaginian center. The Carthaginian line continued to retreat under the pressure, but it still held. The bulk of the Roman army had now fought its way into a concave position in the Carthaginian lines. Hannibal now gave the signal for a general attack. The African infantry wheeled inward, attacking the Roman flanks, while the cavalry attacked from the rear. Pressed into a mass, the Romans lost their cohesion, and the Carthaginians were able to slowly but surely cut them down. At the end of the day some 60,000 Romans lay dead. Hannibal had lost a tenth of that number. Ironically, Varro survived the battle.

Why had the Carthaginians won? While the Roman had the advantage of numbers, they could not bring them to bear effectively. Superior numbers meant little if the troops were unable to form a fighting line. Hannibal was able to keep his troops in hand, and use superior maneuver to negate Roman numbers. Cannae is considered to be a "classic" battle, in that an outnumbered army was able to inflict a decisive victory on a stronger foe. Yet it led nowhere for Hannibal. While the Romans had lost an army, their will to fight still help up. They pulled back into their fortified cities and Hannibal, lacking a proper siege train, was unable to capture Rome. In the end, the Romans invaded North Africa and Hannibal met his defeat at the battle of Zama in 202 BC.

PLAYER'S NOTES

Carthaginian Player: The situation seems fairly obvious. You have to surround the Roman force and destroy it. Depending upon the mandatory Roman movement rule, your job will be made a lot easier. Even without it, you still have the advantage of superior mobility plus several very strong units. You have to be especially careful how and when you commit your cavalry, because these are your decisive units. Otherwise, the situation is cut and dried. Hold in the center, attack on the flanks. But you may want to try and throw the Romans off-balance by doing something unexpected, such as counterattacking in the center. The thing to be careful about is that Roman strength is far superior to your own, so there is little margin for error.

Roman Player: Your situation may see seem quite difficult due to the mandated movement rules, but you can still pull out a victory. If you concentrate everything in the center, you stand a good chance of breaking through the Carthaginians and dividing their army. You can then deal with each wing at your leisure. A battle of attrition is in your favor because you have more units. Maintain a reserve, or at least a supporting line, to deal with enemy cavalry attacks from the rear. Aside from that, you have a struggle ahead. But you'll win if you keep your forces in hand.