

● DELUXE EDITION ●

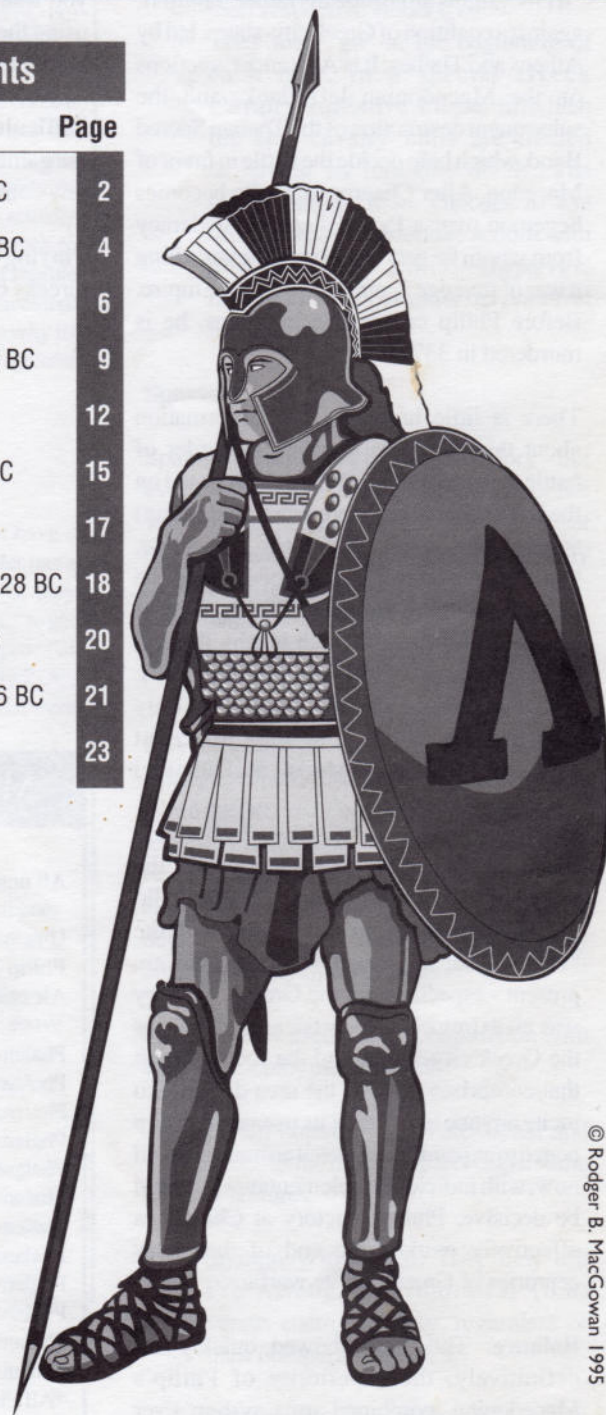
# THE GREAT BATTLES OF ALEXANDER

## Table of Contents

| Scenario                            | Page |
|-------------------------------------|------|
| The Battle of Chaeroneia, 338 BC    | 2    |
| The Battle of The Lyginus, 335 BC   | 4    |
| The Battle of Pelium, 335 BC        | 6    |
| The Battle of The Granicus, 334 BC  | 9    |
| The Battle of Issus, 333 BC         | 12   |
| The Battle of Guagamela, 331 BC     | 15   |
| Crossing The Jaxartes, 329 BC       | 17   |
| The Battle of Samarkand, 329/328 BC | 18   |
| The Battle of Arigaeum, 327 BC      | 20   |
| The Battle of The Hydaspes, 326 BC  | 21   |
| Epilogue, Credits, and Sources      | 23   |



VOLUME I  
THE GREAT  
BATTLES OF  
HISTORY



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**GMT**  
GAMES

## SCENARIO BOOK

# THE BATTLE OF CHAERONEA

(AUGUST, 338 BC)

**A**t Chaeronea (Greece), Alexander, in his first major battle and still in his "teens", fights alongside his father, Philip II, against a coalition of Greek city-states, led by Athens and Thebes. It is Alexander's actions on the Macedonian left flank, and the subsequent destruction of the Theban Sacred Band, which help decide the battle in favor of Macedon. After Chaeronea, Philip becomes hegemon over a Pan-Hellenic confederacy from whom he gets agreement for launching a war of revenge against the Persian Empire. Before Philip can realize his plans, he is murdered in 337 BC.

There is little hard historical information about this battle, so much of the order of battle and the location of the units is based on the few available (and somewhat conflicting) sources plus some "educated" conjecture. Our major source for deployment was the battle map in the Kromayer-Veith Atlas of Ancient Battlefields, which is why the 2nd edition map differs from the 1st edition. We note, tangentially, that this was not the only classical-era battle that took place at Chaeronea. (Cf. GBoH Module #6, **Dictator**)

This battle was the definitive clash of the traditional Greek Hoplite Army versus the new combined-arms system created by Philip of Macedon. Note, in comparison with the "Persian" battles, how few cavalry units are present - especially for the Greeks. Cavalry was an extremely expensive arm of war for the Greek city-states, and the rocky terrain that comprises most of the area did little to incite anyone to increase its use - until Philip began to expand his mounted arm and showed how, with judicious implementation, it could be decisive. Philip's victory at Chaeronea effectively marked the end of three-plus centuries of Greek hoplite warfare.

**Balance:** This battle showed, quickly and definitively, the superiority of Philip's Macedonian, combined-arms system over the classic Hoplite style warfare of the Greeks. Or, in other words, the Macedonians in a walk ... at least historically.

There is not much, in terms of special rules, that one can do to change that. Therefore, if you want to play competitively, we suggest using the Point Bid Method (discussed at the end of this booklet).

**Difficulty:** This is one of the larger battles in the game, but it is fairly straightforward with few complexities.

**Playing Time:** Depends on how long the Greeks can hold out; 4-5 hours.

**Deployments:** The set-ups for the main, historical battle, are listed below. Owners of the 1st and 2nd editions of the game will note the rather severe change in unit location. We have started the 3rd edition battle as the two armies initially faced each other, as opposed to the second positions - after both armies wheeled - used in the earlier editions.



Philip of Macedon

## MACEDONIAN DEPLOYMENT - HISTORICAL

All units face SE

| Unit                                     | Hex(es)   |
|------------------------------------------|-----------|
| <b>Philip II</b> (Overall)               | 2014      |
| <b>Alexander</b> (CH) [a]                | 3722      |
| Phalanx 1                                | 2215/2315 |
| Phalanx 2                                | 2215/2315 |
| Phalanx 3                                | 2416/2516 |
| Phalanx 4                                | 2416/2516 |
| Phalanx 5                                | 2617/2717 |
| Phalanx 6                                | 2617/2717 |
| Phalanx 7                                | 2818/2918 |
| Phalanx 8                                | 2818/2918 |
| Phalanx 9                                | 3019/3119 |
| Phalanx 10                               | 3019/3119 |
| Phalanx 11                               | 3220/3320 |
| Phalanx 12                               | 3220/3320 |
| *All Phalanxes begin Double-Depth (9.62) |           |
| Agema Hypaspists                         | 1913      |
| Hypaspists-1                             | 2014      |
| Hypaspists-2                             | 2114      |

| Unit                   | Hex(es) |
|------------------------|---------|
| Thracian LP Peltasts-1 | 1615    |
| Thracian LP Peltasts-2 | 1715    |
| Thracian LP Peltasts-3 | 3825    |
| Thracian LP Peltasts-4 | 3925    |
| Thracian LP Peltasts-5 | 4026    |

|                    |      |
|--------------------|------|
| Agema Companion HC | 3823 |
| Companion HC-1     | 3722 |
| Companion HC-2     | 3622 |
| Companion HC-3     | 3521 |
| Companion HC-4     | 3421 |

|               |      |
|---------------|------|
| Macedonian LC | 3923 |
|---------------|------|

[a] Use the Alexander counter with the "CH" indicator, not his "III" counter. There are NO Macedonian Contingent Commanders in this scenario.

**Alexander as Elite Commander:** The Alexander Elite Initiative Option is *not* available for this battle.

## GREEK DEPLOYMENT - HISTORICAL

All units face NW.

Note that no Spartan units may be deployed in the Historical scenario

| Unit                          | Hex(es)   |
|-------------------------------|-----------|
| Theagenes [a]                 | 3234      |
| Demosthenes                   | 1726      |
| Pelopidas [b]                 | 2631      |
| Athens HO/HI-1 [c]            | 1525/1626 |
| Athens HO/HI-2                | 1726/1827 |
| Athens HO/HI-3                | 1927/2028 |
| Athens HO/HI-4                | 1526/1627 |
| Athens HO/HI-5                | 1828/1928 |
| Thebes HO/HI-1                | 2932/3033 |
| Thebes HO/HI-2                | 3133/3234 |
| Thebes HO/HI-3                | 3334/3435 |
| Thebes HO/HI-4                | 3535/3636 |
| Thebes HO/HI-5                | 2933/3034 |
| Thebes HO/HI-6                | 3436/3536 |
| Corinth HO/HI                 | 2128/2229 |
| Megara HO/HI                  | 2329/2430 |
| Leucra HO/HI                  | 2530/2631 |
| Corcyra HO/HI                 | 2731/2832 |
| Theban Sacred Band HO/HI [d]  | 3736      |
| Greek Mercenary LP Peltasts-1 | 1424      |
| Greek Mercenary LP Peltasts-2 | 1524      |
| Greek Mercenary LP Peltasts-3 | 1625      |
| Greek Mercenary LP Peltasts-4 | 4035      |
| Greek Mercenary LP Peltasts-5 | 4135      |
| Thebes LC                     | 3837      |
| Athens LC                     | 1425      |

[a] = For all practical purposes, the Greeks did not have an Overall Commander. See the Overall Commander rule below.

[b] = Pelopidas may give Line Commands only to the Corinth, Megara, Leucas and Corcyra Hoplite units. That's what the CMLC on his counter means.

[c] = They may look like Phalanxes, but they're not. They're HO Class, HI Type.

[d] = This, the most famous individual combat unit in Greek city-state history - and the touchstone of Theban supremacy - was actually quite a small unit in numbers. Although composed of only 150 men (actually 75 homosexual couples), its importance to the Greek (Theban) army in terms of morale was immeasurable. (However, Philistines that we are, we have measured it.) That is why its loss (worth 9 Rout points) is so much greater in proportion to its Size.

## Greek Overall Commander

As noted above, the Greeks did not have a true OC. Therefore, each Greek leader has a Strategy Rating for Line Commands; they cannot use the "within range of the OC" to get a Line Command. *However*, for purposes of these leaders moving out of an enemy ZOC, each of the three leaders is treated as if it were an OC.

## Greek Line Command Eligibility

| Units                                  | Leader       |
|----------------------------------------|--------------|
| Athenian HO/HI                         | Demosthenes  |
| Theban HO/HI                           | Theagenes    |
| Corinth, Megara, Leucra, Corcyra HO/HI | Pelopidas    |
| Greek LP Mercenaries                   | Any of above |

## Greek Command Restrictions

The Greek leaders are restricted to giving ANY orders or Line Commands to the units from the city-states listed on their counter.

## SPECIAL RULES

## Greek Cavalry

The two Greek cavalry units are "moved" in one of two ways:

- By receiving Individual Orders from their respective leaders; *or*
- They may "go" at the beginning of each turn, in a special **Greek Cavalry Initiative Phase**, in which the two cavalry units are treated as having an Initiative of '1'. The Greek player, if he chooses to use this phase, may undertake actions with both cavalry units. *However*, if he does so, those units may *not* roll for Momentum.

## Sparta

Sparta, certainly past her days of glory - but ever contentious - refused to send any of her vaunted troops to defend the "freedom" of the city-states. (True, she wasn't the only such city; simply the most visible of the non-participants.) Basically, it was an "if-Athens-says-go-we-say-no" situation. (How "de Gaullic" of them.)

Players wishing to see if the presence of the Spartans would have had any effect - and given the two rules, below, they should prove to be very interesting, indeed - should add the two Spartan Hoplite units and their leader, **King Kleomenes II**, to the Greek deployment. Kleomenes, of course, may command only Spartan units.

This option is used *only* in conjunction with the Free Deployment variant.

The Spartan hoplites - as professional and well-trained as the Macedonians - have some unusual features.

1. **Spartan Withdrawal:** They may use Pre-Arranged Withdrawal (6.8) versus enemy infantry, regardless of their comparative MA's.
2. **Spartan Reverse Move Charge:** The Spartans had a favorite tactic which they combined with their backward movement ability. Upon

## FREE DEPLOYMENT SCENARIO

The Greek player places his units (including the Spartans; see below) first, in any manner that he wants SE of the Morios River. After the Greek player has set up his forces the Macedonian player deploys his units NW of the Haimon River. No units may be set up in hexes at Level 3 or higher.

seeming to withdraw, they would, all of a sudden, reverse direction and charge their opponents - a tactic that could create major confusion for their enemies. Therefore, after completing the withdrawal, as above, the Greek Player- if he wishes- may attempt to Charge in the middle of his opponent's movement Order!

To do so, he rolls the die. If it is higher than the Spartan's TQ, the unit takes a Cohesion Hit and stays in place. However, if it is the same as or lower than the Spartan's TQ, the Spartans Charge by moving forward (paying, again, any Cohesion costs for such movement) until they move adjacent to the enemy unit that was originally moving. At this point, an immediate Shock combat occurs, using the normal Shock procedures. However, in the *Ephedros*/Charge TQ check, if the

enemy unit die roll is higher than its TQ, instead of taking cohesion hits, it Routs! This Reverse Charge maneuver is considered a "Move" for the Spartan unit and may *not* be conducted if the Spartan unit is on its "Moved" side.

All other conditions are identical to the Historical scenario.

## RETREAT EDGE

**Macedonians:** Northern edge of the map

**Greeks:** The Kerata Pass on the southern edge of the map (1028-1035).

## VICTORY CONDITIONS

**Greek City-States:** The Greek Army Withdraws when units with TQ totaling 75 Rout Points have been eliminated. When using the Spartans, the RP total is 85.

**Macedonians:** The Macedonian Army Withdraws when units with TQ totaling 105 Rout Points have been eliminated.

## SIZE AND TQ LEVELS

| Player    | Size | TQ Pts [a] | Rout Ratio | Quality Ratio |
|-----------|------|------------|------------|---------------|
| Macedon   | 209  | 265        | 40%        | 1.27          |
| Greeks[b] | 181  | 224        | 35%        | 1.23          |

a = Reflects doubling of double-sized unit TQ

b = Does not include Spartans

The above levels reflect the fact that the Greeks were (and always had been, except for the Spartans and the Theban Sacred Band) an amateur army; the Macedonians were trained professionals.



# THE BATTLE OF THE LYGINUS (SPRING, 335 BC)

In 336 BC, with Parmenion in Asia Minor about to start the invasion of Persia, Philip II of Macedon was assassinated, and his eldest son, Alexander, ascended the throne. The young king was immediately beset by revolts in the North, East, West, and South ... plus the throne was disputed by another claimant, Philip's son by Cleopatra, supported by her uncle, Attalus, who was in Asia with the troops. In a series of brilliant maneuvers, Alexander marched South to overawe the Greeks, who reaffirmed him as king. He then had Attalus executed for treason, and began a series of campaigns against the tribes who were in revolt.

The toughest of the lot were the Triballians and the other Danubian tribes, who were never quite subjugated by Philip and now stood in open revolt. In the Spring of 335 BC, Alexander deemed the time was right for campaigning in the mountains, and he set off to the North to quell the Danubians. He left a portion of his army in Asia to screen his Eastern flank from the Persians, while

Parmenion stayed in Macedon to guard against Illyrian incursions.

Alexander's objective was the Danube river in what is, today, NW Bulgaria, on the border with Rumania. At Mount Haemus, Alexander forced the mountain pass in the face of Thracian resistance and then marched to confront the Triballian forces near the Lyginus river. The Triballians were encamping near a wooded glen when Alexander surprised them with one of his "patented" forced marches. The Triballians drew themselves up in formation on a low rise near the river.

Alexander immediately threw his light forces forward to engage the Triballians, who, getting the better of the initial encounter, launched a counter-attack against the skirmishers, forcing them back. This stratagem of sending a seemingly unsupported force forward to entice the enemy was a favored tactic of Alexander, one which he would use at the Granicus,

Issus, and even Gaugamela/Arbela. With the Triballians out of the woods and in the open, Alexander sent his cavalry wings in an envelopment while he personally led the Phalanx forward. The resulting massacre (3,000 killed) opened the way for Alexander to attack the various Triballian settlements, all resulting in the suppression of the revolt. Later Alexander would use these earlier experiences against lightly-armed but mobile troops to good effect in the vastness of Bactria and Sogdiana.

**Balance:** Historically, the Triballians have almost no chance. Forcing the Macedonians to come up after the Triballians presents some possibilities for success. Recommended mostly for solitaire play or historical insight.

**Difficulty:** Moderate, with a low counter mix.

**Playing Time:** 1-2 hours

**Map:** Our Lyginus half-map is based on that in the Dodge book.

## MACEDONIAN DEPLOYMENT

All Macedonian units begin on the map facing North (36xx hexrow).

| Unit             | Hex(es)   |
|------------------|-----------|
| Alexander [OC]   | 5611      |
| Philotas         | 5622      |
| Phalanx 1        | 5620/5621 |
| Phalanx 2        | 5618/5619 |
| Phalanx 3        | 5616/5617 |
| Phalanx 4        | 5614/5615 |
| Phalanx 5        | 5612/5613 |
| Phalanx 6        | 5610/5611 |
| Hypaspists Agema | 5607      |
| Hypaspists-1     | 5609      |
| Hypaspists-2     | 5608      |
| Companion Agema  | 5605      |
| Companion-1      | 5624      |
| Companion-2      | 5623      |
| Thracian -1 LC   | 5622      |
| Macedonian LC    | 5606      |

| Unit                     | Hex(es) |
|--------------------------|---------|
| Agrianian SK* Javelins-1 | 5307    |
| Agrianian SK* Javelins-2 | 5310    |
| Cretan SK Archers        | 5316    |

|                         |      |
|-------------------------|------|
| Macedonian SK Archers-1 | 5313 |
| Mercenary SK Slingers-1 | 5319 |
| Mercenary SK Slingers-2 | 5322 |

For historical accuracy, we recommend that you use the Elite Commander rule in this scenario.

**Contingent Commanders:** When using the optional MCC Rule, Alexander is the only Wing Commander, and the following MCC's are available:

Nicanor (Hypaspists)  
Antiochus (Skirmishers, but not Agrianians)  
Attalus\* (Agrianians)

\* = Obviously a different Attalus from Cleopatra's now-dead uncle.

## SPECIAL RULES

## Barbarian Impetuosity

The Triballians left their defensive terrain to engage the apparently unsupported skirmishers, a move that seems rather foolhardy in the face of what Alexander has. However, given the aggressive nature of such tribes, it was possible to induce their troops into somewhat foolhardy moves.

Whenever a tribal infantry unit suffers a Cohesion Hit from enemy Missile Fire during an enemy Orders Phase, it undergoes a TQ Check.

- If the DR is same as or lower, nothing happens
- If the DR is higher than the TQ, place an "Impetuosity/Must Attack" marker on top of that unit.

The above does *not* apply to any tribal unit that is:

- already in an enemy ZOC, *and*
- is stacked with or adjacent to a tribal leader, *or*
- is fired on through its rear hexsides

At the start of the very next Triballian Leader Activation - even if it is the next turn - *all* units with Impetuosity markers are moved in as straight a line as possible to engage the nearest enemy Missile-armed unit in shock. This movement is *not* part of the activated leader's Orders Phase, but in addition to it. They must endeavor to shock attack that enemy unit before they may withdraw. After all Impetuous Triballians have moved, the Leader activation continues normally. All shock is still resolved in its normal sequence.

When a unit with an Impetuosity marker engages in Shock, remove the marker.

## The Lyginus River

No units may cross the Lyginus River.

## RETREAT EDGE

**Macedonians:** South edge  
**Triballians:** North edge

## TRIBALLIAN DEPLOYMENT

All Triballian units are placed on the map facing South (60xx hexrow).

| Unit            | Hex(es) |
|-----------------|---------|
| Syrmus [OC] [a] | 4416    |
| Glaucias        | 4702    |
| Arrhibaeus      | 4322    |
| Clitus          | 4406    |
| Tribal LI-1     | 4700    |
| Tribal LI-2     | 4702    |
| Tribal LI-3     | 4704    |
| Tribal LI-4     | 4711    |
| Tribal LI-5     | 4712    |
| Tribal LI-6     | 4605    |
| Tribal LI-7     | 4606    |
| Tribal LI-8     | 4609    |
| Tribal LI-9     | 4610    |
| Tribal LI-10    | 4614    |
| Tribal LI-11    | 4616    |
| Tribal LI-12    | 4618    |
| Tribal LI-13    | 4619    |
| Tribal LI-14    | 4621    |
| Tribal LI-15    | 4623    |
| Tribal LI-16    | 4624    |

|              |      |
|--------------|------|
| Tribal LI-17 | 4626 |
| Tribal LI-18 | 4408 |
| Tribal LI-19 | 4404 |
| Tribal LI-20 | 4405 |
| Tribal LI-21 | 4407 |
| Tribal LI-22 | 4321 |
| Tribal LI-23 | 4322 |
| Tribal LI-24 | 4324 |
| Tribal LI-25 | 4325 |

|             |      |
|-------------|------|
| Tribal MI-1 | 4512 |
| Tribal MI-2 | 4518 |
| Tribal MI-3 | 4414 |
| Tribal MI-4 | 4415 |
| Tribal MI-5 | 4416 |
| Tribal MI-6 | 4417 |

a = The only Triballian leader mentioned - virtually anywhere - is Syrmus, King of the Triballians. Actually, Arrian says Syrmus fled with his baggage train to hide on an island in the Danube with the womenfolk. Macho guy. The other three leaders are borrowed from the Pelium battle.

## VICTORY CONDITIONS

**Macedonians:** The Macedonians win if they can rout the Triballian army by Game Turn 7.

**Triballians:** The Triballians win if they can rout the Macedonian army (yeah, sure), or if they avoid withdrawing before the seventh Game turn.

**Historical Note:** *This battle took place at dusk, as evidenced by the Triballians entering camp at the time Alexander made his approach. Alexander must win the battle by routing the Triballians prior to the 7th game turn or the Triballians slip off into the night.*

## ARMY WITHDRAWAL LEVELS

**Macedonians:** The Macedonian Army Withdraws when units totaling 65 RPs have been eliminated.

**Triballians:** The Triballian Army Withdraws when units totaling 80 RPs have been eliminated.



## SIZE AND TQ LEVELS

| Player      | Size | TQ Pts[a] | Rout    |       | Quality |
|-------------|------|-----------|---------|-------|---------|
|             |      |           | Ratio   | Ratio |         |
| Macedonia   | 104  | 178       | 40%     |       | 1.71    |
| Triballians | 161  | 161       | 50% [b] |       | 1.00    |

[a] = This counts skirmisher units at their full TQ value, different from RP determination. Double-sized units are doubled for TQ value, though, to get a more accurate reading of worth.

[b] = The Triballians are defending their wives and children, who are nearby on a Danube river island. Hence, they were probably very motivated.

# THE BATTLE OF PELIUM (SUMMER, 335 BC)

After suppressing the tribes along the Danube, Alexander moved south only to learn that the Illyrian tribes in the West, under Clitus, had revolted. Their city of Pelium was the western strategic outpost that defended the only pass into Macedon from Illyria. Whoever held the pass - originally captured by Philip - also controlled the headwaters of the Erygon and access into Southern Macedon.

Alexander immediately set out to recapture the city (in reality, a small, but walled, town) before Glaucias, king of the Taulantians, could reinforce Clitus. His flank was potentially threatened by another tribe, the Autariatians, but Langarus, king of the Agrianians, went in and neutralized the threat. With his route secure, Alexander set off for Pelium with his advance guard, while the main body followed.

It is our belief, based on how the action unfolded, that Alexander arrived with only a portion of his army and immediately forced Clitus to withdraw into the city. While Alexander prepared for a formal siege of the location, Glaucias arrived with substantial, Taulantian reinforcements. These new forces outnumbered Alexander's contingent and threatened his line of communication through

the only ford across the Apsos River in the vicinity, a narrow defile, crossable only in four abreast.

The reason we believe Alexander didn't have his whole force present at this time, is that he initially avoided a pitched battle. Instead, he used "PsyOps" against the Illyrians by parading his men on the plain in an effort to overawe the locals. He then demonstrated against various enemy contingents, forcing them back, and then retreated back over the ford. His retreat over the ford was heavily contested but was covered by artillery (Oxybeles) and a dramatic charge by the Companion agema. We don't believe he would have had to do this if his entire force was in place.

After the remainder of his army arrived, he launched a night assault back across the river and caught the Illyrians *en prise*. Alexander didn't wait for the main body to cross, but immediately attacked with his advance guard and scattered the totally surprised Taulantians. Clitus, seeing that he could not hold the city unsupported, set it afire and fled to the Adriatic coast.

Having secured his Western flank, ominous intelligence began arriving from Greece; the

Thebans had risen in revolt. Greece was poised to rebel against Macedonian hegemony, but Alexander, making another of his famed marches, descended on the city so quickly that all of Thebes' potential allies - and especially the Athenians - took a wait-and-see attitude. Alexander offered a pardon, but the Thebans opted for battle. As a consequence, when Alexander took the city he had it razed to the ground. This brutal example stopped the potential Greek rebellion in its tracks.

**Balance:** The "Better Part of Valor" scenario is, believe it or not, pretty balanced!, whereas the "Night Attack" scenario heavily favors the Macedonian.

**Difficulty:** Moderate with a low counter mix.

**Estimated Playing Time:** 1-2 hours, after set-up.

**Map:** The Pelium half map is based on that in Dodge's book.

## MACEDONIAN DEPLOYMENT THE "BETTER PART OF VALOR" SCENARIO

All Macedonian units begin on the map facing in various directions as noted.

| Unit           | Hex(es) | Facing |
|----------------|---------|--------|
| Alexander [OC] | 4212    | NA     |

|                   |           |       |
|-------------------|-----------|-------|
| Phalanx Coenus    | 4210/4211 | North |
| Phalanx Perdiccas | 4212/4213 | North |

|                  |      |           |
|------------------|------|-----------|
| Hypaspists Agema | 3808 | NorthWest |
| Hypaspists-1     | 4009 | NorthWest |
| Hypaspists 2     | 4109 | NorthWest |

|                |      |           |
|----------------|------|-----------|
| Companion HC   |      |           |
| Agema          | 4117 | NorthEast |
| Companion HC-1 | 4215 | North     |

|               |      |           |
|---------------|------|-----------|
| Paeonian LC-1 | 3918 | NorthEast |
|---------------|------|-----------|

|              |      |           |
|--------------|------|-----------|
| Agrianian SK |      |           |
| Javelins-1   | 3805 | NorthWest |
| Agrianian SK |      |           |
| Javelins-2   | 3905 | NorthWest |

| Unit         | Hex(es) | Facing    |
|--------------|---------|-----------|
| Cretan SK    |         |           |
| Archers      | 4105    | SouthWest |
| Macedonian   |         |           |
| SK Archers-1 | 4205    | SouthWest |

### Reinforcements

At the conclusion of the second game turn, place the *four Oxybeles* on any hex south of the Apsos river. This is the first historical record of a use of artillery in field operations; the Jaxartes scenario provides the first offensive use.

### Macedonian Contingent Commanders:

When using the optional MCC Rule, Alexander is the only Wing Commander, and the following MCC's are available:

Nicanor (Hypaspists)  
Attalus (Agrianians)

## VICTORY CONDITIONS - "BPOV" SCENARIO

**Macedonians:** The Macedonians win if they can retreat at least 50 TQ points of Combat units, plus Alexander, to the South side of the Apsos river by Game Turn 10 without triggering Army Withdrawal ... or rout the Illyrian army.

**Illyrians:** The Illyrians win if they can rout the Macedonian army ... or if the Macedonian player has failed to win by the conclusion of Game turn 10.

## ILLYRIAN DEPLOYMENT THE "BETTER PART OF VALOR" SCENARIO

All Illyrian units are placed on the map facing any direction.

| Unit           | Hex(es)                                        |
|----------------|------------------------------------------------|
| Tribal LI-1-5, |                                                |
| Clitus [a]     | In any Pelium town hex;<br>no stacking allowed |

|                 |                                             |
|-----------------|---------------------------------------------|
| Tribal LI-6-25, |                                             |
| Tribal MI-1-6,  |                                             |
| Glaucias [b],   |                                             |
| Arrhibaeus,     |                                             |
| Syrmus [c]      | Any Level 2 or higher<br>hex on the map [d] |

[a] = Clitus is the OC for - and only leader who may give orders to - Tribal LI 1-5 (the Illyrians).

[b] = Glaucias, king of the Taulantians, is the OC for all combat units other than those in the Pelium garrison. (This is the Taulantian "army".)

[c] = Arrhibaeus and Syrmus are not historical, at least not for this battle. Syrmus we obviously borrowed from The Lyginus (and he is *not* an OC here); Arrhibaeus is a name that pops up in Thucydides as having something to do with Illyrians, about the only such reference we could find for this era.

[d] = No more than 9 Tribal combat units and one leader may be set up within 15 hexes of the ford.

## SPECIAL RULES FOR BOTH SCENARIOS

### The Apsos River

The Apsos can be traversed only at the ford, 3718/3619, and that with difficulty, as the Macedonians are forced to cross four abreast through the narrow defile. To simulate this the following rules are in effect.

- It costs a unit +3 movement points to cross a ford hexside.
- A unit receives 2 cohesion hits for crossing a Ford hexside.
- Phalanxes must cross in column, and it takes *all* of its movement allowance to first have one half the unit cross the ford hexside. This leaves the column astride the ford hexside. the next turn, the entire unit would be out of the river in column formation ... with two cohesion hits for fording.
- All missile hits taken while a Phalanx is astride the river are doubled.
- Any Phalanx that routs while astride the river is eliminated.
- Illyrian units may not cross the river.

**Historical Note:** *The Apsos was not wide, but it was fast, deep, and ran through gorge-like banks.*

### Pelium

- Units may enter/leave the town only at the gates. They may not move through a gate into an enemy ZOC.
- There is no cost for a unit to exit a Pelium hex, but a unit expends all of its movement to enter a Pelium hex.
- Units may not stack in a Pelium hex.
- A unit in Pelium may not be shock attacked or fired at.

**Exception:** If an Illyrian unit inside Pelium fires at a Macedonian unit, the latter may *immediately* fire back, if capable and not in an enemy ZOC. For any such fire - outside to inside - add two (+2) to the DR.

### Road Movement

Combat units in Column pay only 1/2 MP to enter a Road hex, as long as they are moving from one road hex to a contiguous road hex. Road Movement may not be used to enter an enemy ZOC.

## MACEDONIAN DEPLOYMENT THE NIGHT ATTACK SCENARIO

All Macedonian units begin on the map, north of the Apsos river and within 7 hexes of hex 3718

### Units

**Alexander** [OC]

Phalanx: Coenus[5] and Perdicas[6]

Hypaspists: Agema, 1 and 2

Companion cavalry: Agema, 1,2,3,4

Agrianian Javelins: 1 and 2

Cretan Archers: 1

Macedonian Archers: 1

**Macedonian Contingent Commanders:** When using the optional MCC Rule, Alexander is the only Wing Commander, and the following MCC's are available:

Nicanor (Hypaspists)

Attalus(Agrianians)

## ILLYRIANIAN DEPLOYMENT THE NIGHT ATTACK SCENARIO

All Illyrian units are placed on the map facing any direction.

### Unit

Tribal LI-1-5, **Clitus** [a]

### Hex(es)

In any Pelium town hex; no stacking allowed

Tribal LI-6-25,

Tribal MI-1-6,

**Glaucias** [b],

**Arrhibaeus**,

**Syrmus** [c]

Any *Level 1* hex within 4 hexes of the city

a,b,c = See the "Valor" scenario.

### Night and Surprise (Night Scenario only)

The Illyrian units are encamped in the open, totally vulnerable to attack. Alexander's attack caught most units asleep, and their reaction was confusion and indecision. To simulate this use the following rules.

- No Illyrian unit may move, shock or fire until at least one Tribal unit is attacked, shock or missile. Once this happens, the activation sequence returns to the lowest-rated Tribal, ignoring any Macedonian leaders that are Finished.
- After the initial Macedonian attack takes place, each Tribal leader must roll for "activation" against their Initiative Rating. Failure is an automatic "Finished". Once activated, a leader does not have to so roll again.
- Tribal leaders may *not* attempt Momentum.
- All missile units may only conduct missile attacks at one hex range, and add 1 to the missile die roll.

## VICTORY CONDITIONS (NIGHT SCENARIO)

**Macedonians:** The Macedonians win if they can rout the Illyrian army by the end of the tenth Game Turn.

**Illyrians:** The Illyrians win if they can rout the Macedonian army (a double 'yeah, sure') ... or if they avoid being routed by the end of Game turn 10.

### RETREAT EDGE (BOTH SCENARIOS)

**Macedonians:** South edge via the ford

**Illyrians** (Tribal LI 1-5): Pelium.

**Taulantians** (All other Tribal units): North edge of map

### ARMY WITHDRAWAL LEVELS (BOTH SCENARIOS)

**Macedonians:** Army Withdraws when units with RP's totaling 30 have been eliminated.

**Illyrians:** Army Withdraws when units with RP's totaling 80 have been eliminated.

### SIZE AND TQ LEVELS

| Player    | Size | TQ Pts | Rout Ratio | Quality Ratio |
|-----------|------|--------|------------|---------------|
| Macedonia | 53   | 82     | 35% [a]    | 1.52          |
| Illyrians | 161  | 161    | 50%        | 1.00          |

[a] The low Macedonian Rout Ratio reflects the potential for disaster that the narrow escape rout could have caused.



# THE BATTLE OF THE GRANICUS

## (MAY, 334 BC)

**H**is home base secure, Alexander leaves Macedonia ... forever, it turns out ... and leads his army into Asia. His arrival is opposed at the River Granicus by a hastily-gathered army, top-heavy in light cavalry and "commanded" by a group of local Persian satraps (governors), plus the highly capable, mercenary commander, Memnon of Rhodes. Unfortunately, this motley band of "generals" can't agree on a single, cohesive plan, and they all reject Memnon's rather sagacious strategy of burn and retreat, using the "sounds-fine-but-not-in-my-neighborhood" theory.

Much of the how's and when's of this battle - whether it is one of flawed Persian deployments or a meeting engagement wherein a swifter moving Macedonian army wins - is disputed, often widely and hotly. (We let the players cover most of these possible options.) Whatever, Alexander leads a grandstand charge of the Companions across the river, comes very close to losing his own

life, but wins a spectacularly decisive result, destroying virtually all of Darius' valuable Greek mercenaries.

There are five scenarios for the Battle of the Granicus: two "Historical", the Meeting Engagement, Parmenion's Plan, and the highly controversial Peter Green theory. The units for the Historical and Meeting Engagement variants are the same, whereas Parmenion's Plan has several extra Macedonian units that arrived too late for the historical battle. Green's is the Historical setup, *sans* river.

**Balance:** The Granicus was one of Alexander's easier victories. The Persians have the wrong type of army - not much "heavy" support - and a fractured and not-too-intelligent command structure. So this battle has little inherent balance, except for the Meeting Engagements, which allow the Persians to use their mobility a bit more.

**Difficulty:** Moderate, but fast-playing. For the Persian, it's very difficult.

**Playing Time:** 2-4 hours

**Map:** The "new" Granicus map is simply the original one adjusted so that the river runs down the middle.

Like almost all of Alexander's battlefields, that of The Granicus has changed since the days in which it was fought. However, here it appears that the changes are "traceable": whereas there are many trees today, there were practically none at the time; and while the course of what was the Granicus has changed, it's original location can be pinpointed with acceptable accuracy. The remarkable flatness of the west side of the river, contrasting with the relatively steep eastern banks and the gradual rise towards the hills, is still evident today.

### MACEDONIAN DEPLOYMENT - ARRIAN

| Unit                    | Hex(es)   | Unit                | Hex(es) |
|-------------------------|-----------|---------------------|---------|
| Alexander III (Overall) | 3410      | Agema Companion HC  | 3410    |
| Parmenion (Wing)        | 3432      | Companion-1 HC      | 3407    |
| Philotas                | 3418      | Companion-2 HC      | 3408    |
|                         |           | Companion-3 HC      | 3409    |
| Craterus Phalanx[1]     | 3427/3428 | Companion-4 HC      | 3411    |
| Meleager Phalanx[2]     | 3425/3426 |                     |         |
| Philip Phalanx[3]       | 3423/3424 | Thessalian Elite HC | 3432    |
| Amyntas Phalanx[4]      | 3421/3422 | Thessalian-1 HC     | 3433    |
| Coenus Phalanx[5]       | 3419/3420 | Thessalian-2 HC     | 3434    |
| Perdiccas Phalanx[6]    | 3417/3418 | Thessalian-3 HC     | 3435    |
|                         |           | Thessalian-4 HC     | 3436    |
| Agema Hypaspists        | 3414      |                     |         |
| Hypaspists 1            | 3415      | Paeonian LC-1       | 3412    |
| Hypaspists 2            | 3416      | Prodromoi LN-1      | 3413    |
|                         |           | Thracian-1 LC       | 3429    |
| Thracian-1 Peltasts     | 3231      | Greek Allied-1 LC   | 3430    |
| Thracian-2 Peltasts     | 3232      | Greek Allied-2 LC   | 3431    |
| Thracian-3 Peltasts     | 3233      |                     |         |
| Thracian-4 Peltasts     | 3234      |                     |         |
| Thracian-5 Peltasts     | 3235      |                     |         |
| Thracian-6 Peltasts     | 3236      |                     |         |
|                         |           |                     |         |
| Macedonian Archers-1    | 3210      |                     |         |
| Cretan Archers          | 3209      |                     |         |
| Agrianian Javelinists-1 | 3208      |                     |         |
| Agrianian Javelinists-2 | 3207      |                     |         |

**Macedonian Contingent Commanders:**  
Both Alexander and Parmenion are Wing Commanders. The following MCC's are available:

Nicanor: Hypaspists  
Attalus: Agrianians  
Sitalces: Thracian Peltasts  
Philip: Thessalian HC

### HISTORICAL SCENARIO: THE ARRIAN VERSION

The historian Arrian's description of the battle places the Persian cavalry on the banks of the Granicus poised to stop Alexander from crossing. While such positioning did take advantage of the steep banks and the difficulties of a river-crossing attack, it does, so the argument goes, negate the power of "charging" cavalry and places the supporting - and dangerous - Greek mercenary infantry too far to the rear. Several modern historians additionally feel that Arrian, as apologist, was trying to make Alexander appear as heroic and dashing as possible. On the other hand, cavalry shock charges as we know them today did *not* exist then (no stirrups), and the river was the best bet to negate Alexander's heavier units. It is therefore the designer's position that this scenario is the "basic", historical one.

## PERSIAN DEPLOYMENT - ARRIAN

| Unit [a]               | Hex(es)   | Unit        | Hex(es) |
|------------------------|-----------|-------------|---------|
| Memnon                 | 2308      | Memnon-1 LC | 2305    |
| Arsites                | 2317      | Memnon-2 LC | 2306    |
| Arsames                | 2312      | Memnon-3 LC | 2307    |
| Spithridates           | 2422      | Memnon-4 LC | 2308    |
| Rheomithres            | 2236      | Memnon-5 LC | 2309    |
| Omares                 | 1623      |             |         |
| Mithridates            | 2326      |             |         |
| Pharnaces              | 2331      |             |         |
| Athenian-1 HO/HI [b]   | 1619/1620 |             |         |
| Athenian-2 HO/HI       | 1621/1622 |             |         |
| Athenian-3 HO/HI       | 1623/1624 |             |         |
| Megara HO/HI           | 1625/1626 |             |         |
| Leucra HO/HI           | 1627/1628 |             |         |
| Greek Mercenary-1      |           |             |         |
| Peltasts [c]           | 1618      |             |         |
| Greek Mercenary-2      |           |             |         |
| Peltasts               | 1629      |             |         |
| Anatolian Levy LI-1    | 1615      |             |         |
| Anatolian Levy LI-2    | 1616      |             |         |
| Anatolian Levy LI-3    | 1617      |             |         |
| Anatolian Levy LI-4    | 1630      |             |         |
| Anatolian Levy LI-5    | 1631      |             |         |
| Anatolian Levy LI-6    | 1632      |             |         |
| Bactrian-1 CAT HC      | 2329      |             |         |
| Bactrian-2 CAT HC      | 2330      |             |         |
| Bactrian-3 CAT HC      | 2331      |             |         |
| Bactrian-4 CAT HC      | 2232      |             |         |
| Bactrian-5 CAT HC      | 2233      |             |         |
| Median-1 LC            | 2234      |             |         |
| Median-2 LC            | 2235      |             |         |
| Median-3 LC            | 2236      |             |         |
| Median-4 LC            | 2237      |             |         |
| Median-5 LC            | 2237      |             |         |
| Paphlagonian-1 LC      | 2315      |             |         |
| Paphlagonian-2 LC      | 2316      |             |         |
| Paphlagonian-3 LC      | 2317      |             |         |
| Paphlagonian-4 LC      | 2418      |             |         |
| Paphlagonian-5 LC      | 2419      |             |         |
| Scythian -1 LC(yellow) | 2324      |             |         |
| Scythian -2 LC         | 2325      |             |         |
| Scythian -3 LC         | 2326      |             |         |
| Scythian -4 LC         | 2327      |             |         |
| Scythian -5 LC         | 2328      |             |         |
| Hyracanian-1 LC        | 2420      |             |         |
| Hyracanian-2 LC        | 2421      |             |         |
| Hyracanian-3 LC        | 2422      |             |         |
| Hyracanian-4 LC        | 2423      |             |         |
| Hyracanian-5 LC        | 2323      |             |         |
| Arsames-1 LC           | 2310      |             |         |
| Arsames-2 LC           | 2311      |             |         |
| Arsames-3 LC           | 2312      |             |         |
| Arsames-4 LC           | 2313      |             |         |
| Arsames-5 LC           | 2314      |             |         |

a = There is *no* Persian Overall Commander, as none of the satraps and generals could agree on a specific strategy. This may create some major problems for the Persian; then again, that's what you get for trying "battle by committee". If players wish, by mutual agreement, they may designate either Memnon or Spithridates (the fellow who almost killed Alexander) as Overall Commander, although we doubt the Persians would have chosen Memnon, for whom they had little trust. After all, he was the one recommending they "burn and run".

b = These five HO/HI are the Greek Mercenaries recruited by the Persians from the disaffected Greek city-states. Use the (purple) Athenian counters.

c = The "Persian" 6-TQ ones, not the Greek City State peltasts.

### Persian Line Eligibility

The following units comprise individual "Lines":

Bactrian HC  
Median LC  
Paphlagonian LC  
Scythian LC  
Hyracanian LC  
Arseme's LC  
Memnon's LC

### Persian Line Command Restrictions (Optional)

For those who wish to use a higher level of historicity, we suggest that Line Commands be restricted by specific leader. Thus, only the leader listed may give Line Commands to the following Lines:

Bactrian HC (Pharnaces)  
Median LC (Reomithres)  
Paphlagonian LC (Arsites)  
Scythian LC (Mithridates)  
Hyracanian LC (Spithridates)  
Arseme's LC (Arseme)  
Memnon's LC (Memnon)

The above does not affect Individual Orders. It does recreate the split personality that the Persian command had at the Granicus.

## HISTORICAL SCENARIO: THE DIODORUS VERSION

This version, using Diodorus' theories of how the battle went, places the Persian cavalry a short distance from the banks of the Granicus, supported by the infantry and capable of using the (historically questionable) power of a charge to stop the Macedonians from crossing.

Everything is the same as the Arrian Version, except that all of those Persian cavalry units originally deployed adjacent to the Granicus are, instead, deployed at least two hexes away from the river, in the same relative positions. You might note that playtesting revealed this to be a rather stupid way of defending, given the relative strengths of the forces.

## HISTORICAL SCENARIO: THE PETER GREEN VERSION

Highly respected Greek historian, Peter Green, proposes that the actual battle took place *across the river*!!; i.e., the Macedonians crossed and drew up for battle opposite the Persians, at right angles to the Granicus (now on the Macedonian left flank). This is not a position taken by any other historian, although Green's "credentials" are impeccable. We think it's a load of hooey. However, if you want to try it, simply use the large Gaugamela map, deploy the Persians and the Macedonians facing each other in the same, relative positions as above, and go to.

## MEETING ENGAGEMENT SCENARIO

This version proposes that The Granicus was a chance meeting of the two armies where neither had chosen the battlefield. The Persian cavalry was attempting to delay the Macedonian advance by screening the Granicus river. They were to continue the delaying action until their Greek heavy infantry could come forward and take their traditional position at the center of the battleline. Alexander forestalled this maneuver by deploying from the march into battleline and then immediately launching the attack which carried the day.

This scenario is designed to show how battlelines were formed and gives the Persian player the option of launching an immediate - and cross-river - cavalry assault on Alexander's advance guard, instead of the course taken historically. The meeting-engagement theory is not widely held, mostly because there is little evidence to support it... and the Granicus was a natural defensive position in the first place.

### Persian Initial Set Up

Place the Median and Bactrian cavalry units, along with **Reomithres** and **Pharnaces**, in any hexes on the Persian side of The Granicus. These two leaders may *not* roll for Momentum on the first game-turn.

### Macedonian Initial Set Up

Place the Prodromoi #1 Lancers, Companion Heavy Cavalry #4, and the Paeonian LC #1 units within 10 hexes of Hex 4200. In the first turn (only) they may move, etc., **after** the Persians have gone, as if they were all In Command.

### Reinforcements

Reinforcements may enter when their leader is activated, such activation occurring as if the leader were on the map.

One movement point is expended for the first hex entered on the map plus one for each previous unit that used the same hex to enter.

**Persian Reinforcements:** All Persian reinforcements enter through any hexes 1035 to 1044 inclusive, unless noted otherwise.

Game Turn 2: Paphlagonian cavalry, with **Arsites**.

Game Turn 3: Hyrcanian cavalry, with **Spithridates**.

Game Turn 4: Arseses' cavalry, with **Arseses**.

Game Turn 5: Scythian cavalry, with **Mithridates**.

Game-Turn 6: Memnon's cavalry, with **Memnon**.

Game Turn 10: Greek Mercenary hoplites and peltasts, the Anatolian Levy, plus the leader **Omares**. (The turn these units enter, treat as if they all received a Line Command from Omares.)

### Macedonian Reinforcements:

All Macedonian units enter through hexes 4200 to 4210 inclusive.

Game Turn 2: The Companion Cavalry 1-3, the Agema Companion Cavalry, with **Alexander**.

Game Turn 4: Cretan and Macedonian Archers, the Hypaspists, Phalanx Perdicas, Phalanx Coenus, Phalanx Amyntas, with **Philotas**.

Game Turn 5: Greek Allied Light Cavalry, Thessalian Heavy Cavalry, and the Thracian peltasts, with **Parmenion**.

Game Turn 6: Phalanx Philip, Phalanx Meleager, Phalanx Craterus. (These units may enter when **Philotas** is activated; they are free to move their turn of arrival without being in command range. After that, normal command rules apply.)

Macedonian Contingent Commanders arrive with their contingents.

## PARMENION'S PLAN SCENARIO

Parmenion, Alexander's senior general - and a conservative one by nature - upon viewing the Persian cavalry formed across the river, supposedly cautioned the young king to wait until the next morning to attack. He based this advice on two things. First, by the time the Macedonian army could deploy from march the day would be mostly gone and there would not be enough time to finish the fight. Secondly, forcing the river against opposition would be a great disadvantage, whereas if they waited until dawn the Persian cavalry, fearful of a night incursion from the Macedonian foot, would be forced to either bivouac away from the river or have their horses harnessed for the entire night, which they were loath to do.

Several modern historians feel that this is what happened, and that Alexander attacked the next morning. However, because of the relatively conservative nature of such a victory, plus Parmenion's subsequent "treachery" and dishonor, his influence was, subsequently, either totally ignored or greatly downplayed by Alexander's historians.

This scenario allows both sides a free set-up, and adds to the strength of Alexander's army, as he has now allowed his rear guard to catch up.

### Persian Initial Set Up:

Place all Persian units in any hexes west of The Granicus.

### Macedonian Set Up:

Place all Macedonian units listed in the Arrian Scenario, **plus**

- the five Mercenary Peltasts, and
- the three double-sized Greek Hoplites,

in any hexes east of The Granicus, but at least six hexes from the river.

## RETREAT EDGE

**Macedonians:** Western (42xx) edge of map

**Persians:** Eastern (10xx) edge of map

## VICTORY CONDITIONS (ALL SCENARIOS)

### Army Withdrawal Levels

The **Persians** Withdraw when their Army accumulates 90 Rout Points

The **Macedonians** Withdraw when they accumulate 100 Rout Points. (In the Parmenion scenario, 120 RP's is the limit.)

### Army Size and TQ Levels

| Player      | Size | TQ  | Pts[a] | Rout  | Quality |
|-------------|------|-----|--------|-------|---------|
|             |      |     |        | Ratio | Ratio   |
| Macedonians | 164  | 265 | 40%    |       | 1.62    |
| Persians    | 212  | 297 | 30%    |       | 1.40    |

[a] = This counts skirmisher units at their full TQ value, different from RP value. Double-sized units are doubled for TQ value, though, to get a more accurate reading of worth.

The above does not reflect the Macedonian army using the Parmenion plan.

Both armies have very high Quality Ratios! The Persians were good; it's just that what they had did not "match up" well with what the Macedonians had. Their relatively low Rout Ratio reflects the fractured nature of their organization and command.



# THE BATTLE OF ISSUS

## (NOVEMBER, 333 BC)

Following the defeat at the Granicus, organized Persian resistance disappears in Asia Minor, except for isolated pockets (such as Miletus and Halicarnassus). After a year of conquest in Anatolia (present-day Turkey) - securing his lines of communication with Macedonia, wowing the locals by cutting Gordian knots and other such feats, and gobbling up whatever treasure he can find - Alexander launches an offensive into Syria with the purpose of neutralizing the dangerous Persian fleet by depriving them of their ports. Here he is met, at the Pinarus River (Issus), after being outmaneuvered and surprised, by the first of two major armies formed by Darius III, Great King of the Persian Empire.

Issus is the one major battle that Alexander came close to losing. Darius has placed the Persian army astride Alexander's lines of communication. He has also chosen an excellent position for the battle: his flanks are covered by the Mediterranean Sea (to his right) and the unscalable heights of the Amanus Range (on his left). In the center is the Pinarus River, crossable (in a military sense) only downstream ... and at a narrow, upstream ford. The Persian army has almost doubled its size since The Granicus. However, it is still top-heavy in light infantry and cavalry, the battlefield chosen does not allow Darius to use his greater size to outflank Alexander, and Darius' disposition of troops

at the up-stream ford leaves something to be desired. Although Darius has forced Alexander into a battle on the former's terms, the result, stemming mostly from Alexander's flexibility in planning and ability to respond to a specific situation with the right maneuver, is the repulse of the Persian army and the loss of Darius' treasure (left at Damascus) - a major plus for Alexander in terms of financing his further ambitions.

We have included three Issus scenarios: the historical deployment (upon which most historians agree), the free deployment, which allows the Persian player some hindsight - and is probably the only scenario that could be said to actually "favor" the Persians - as well as the usual meeting engagement. All three scenarios use the same units.

**Balance:** This is, as noted above, a battle that the Persians could have won. In the Historical version, the Macedonian is favored, but not greatly. In the other two, it's a toss-up; a nicely balanced battle.

**Difficulty:** This is probably the most "difficult" battle in the game, as the armies are large and the terrain rather difficult. There are also lots of tactical choices to make, especially in the non-historical scenarios.

**Playing Time:** 4-6 hours.

**The Map:** There is some disagreement as to exactly what the course of the (old) Pinarus was. There is some evidence that the coastline has changed significantly since 333 B.C. - Hammond insists it has, Engels has some powerful proof as to why it hasn't - as well as indications, none overly convincing, that the mouth of the Pinarus (universally recognized as the present-day Payas River) was then about a mile to the north. What is agreed upon are the relative effects of the terrain on either side and either end of the river. Both Arrian and Polybius indicate that the area north of the river constituting the Persian left was so narrow (and, in one report, broken up) that it severely limited the deployment of cavalry, which is why Darius shifted the bulk of his mounted units to his right.

### MACEDONIAN DEPLOYMENT - HISTORICAL

| Unit                           | Hex(es)    |
|--------------------------------|------------|
| <b>Alexander III</b> (Overall) | 4313       |
| <b>Parmenion</b> (Wing)        | 2123       |
| <b>Craterus</b>                | 3317       |
| Amyntas Phalanx[4]             | 2322/2422  |
| Ptolemy Phalanx[7]             | 2621/2720  |
| Meleager Phalanx[2]            | 2919/3019  |
| Craterus Phalanx[1]            | 3218/3317  |
| Perdiccas Phalanx[6]           | 3516/3616  |
| Coenus Phalanx[5]              | 3815/3914  |
| Greek Allies-1 HO/HI           | 2921/3021  |
| Greek Allies-2 HO/HI           | 3120/3220  |
| Greek Allies-3 HO/HI           | 3319/3419  |
| Agema Hypaspists               | 4213       |
| Hypaspists-1, 2                | 4014, 4113 |
| Macedonian-1 Archers           | 4212       |
| Cretan Archers                 | 2421       |
| Agrianian Javelinists-1, 2     | 4311, 4716 |
| Agema Companion HC             | 4313       |
| Companion-1, 2 HC              | 4413, 4513 |
| Companion-3, 4 HC              | 4614, 4312 |
| Prodromoi LN-1                 | 4514       |
| Paeonian LC-2                  | 4414       |
| Thracian LC-1                  | 4717       |
| Greek Allied-1, 2 LC           | 1825, 1924 |
| Thessalian-1 HC                | 2024       |
| Thessalian-2 HC                | 2123       |
| Thessalian-3 HC                | 2223       |
| Thessalian-4 HC                | 2124       |
| Thessalian-5 HC                | 2224       |

| Unit                 | Hex(es) |
|----------------------|---------|
| Thracian-1 Peltasts  | 3117    |
| Thracian-2 Peltasts  | 3018    |
| Thracian-3 Peltasts  | 2819    |
| Thracian-4 Peltasts  | 2719    |
| Thracian-5 Peltasts  | 2520    |
| Thracian-6 Peltasts  | 2222    |
| Mercenary-1 Peltasts | 3913    |
| Mercenary-2 Peltasts | 3714    |
| Mercenary-3 Peltasts | 3615    |
| Mercenary-4 Peltasts | 3416    |
| Mercenary-5 Peltasts | 3316    |

**Macedonian Contingent Commanders:**  
Both Alexander and Parmenion are Wing Commanders. The following MCC's are available:

Philotas\*: Companions  
Nicanor: Hypaspists  
Attalus: Agrianians  
Sitalces: Thracian Peltasts  
Philip: Thessalian HC  
Antiochus: Archers  
Protomachus: Prodromoi Lancers

\* = The Philotas counter is not a Contingent Commander counter. However, for this scenario, treat him as a MCC, *halving* his applicable bottom line ratings (rounding up).

We suggest that, when playing competitively, that no more than 2 or 3 MCC's be used. Choice of such must be made before the game starts, and there are no substitutes.

### Abatis

The Persian player may place 8 abatis (wooden barriers) counters under any *infantry* unit that is adjacent to a river hex. Any foot (unmounted) Persian unit on top of an abatis marker has its troop quality increased by one for all combat resolution purposes. A double-sized unit requires abatis markers under *both* sides of the counter in order for the abatis to have any effect. Entering a hex with an abatis marker adds one Cohesion hit, but, as soon as any enemy unit enters such a hex, remove the abatis.

## THE PERSIAN FREE DEPLOYMENT SCENARIO

The rapid success Alexander enjoyed in this battle seems to be attributable, at least partially, to the poorly guarded ford on the Persian left flank. Darius felt that it was so narrow that it could be safely guarded by a handful of light troops. As a result, as Alexander approached, Darius transferred a large contingent of cavalry from behind the ford to his Right flank. These misguided dispositions were quickly exploited by the fast-moving Macedonians. If this ford could have been held, success might have gone to the Persians, whose right flank cavalry were "winning" when Darius fled from the field. This scenario allows the Persian player to "correct" his dispositions.

### Persian Deployment (Set up first):

Place all but 5 Persian units *anywhere* North of the Pinarus River. At the option of the Persian player, any five Persian combat units may be placed south of the Pinarus river within 3 hexes of the river (inclusive) or in any Level-4 hex within one hex of woods. He may still place the abatis.

### Macedonian Deployment (After the Persian):

The Macedonian player places all of his units in their indicated set up hexes except for any four units of his choice, which may be placed anywhere south of the Pinarus river.

## PERSIAN DEPLOYMENT - HISTORICAL

| Unit                       | Hex(es)   |                                                                                                                                                                                                                                         |
|----------------------------|-----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Darius III (Overall)       | 2810      | Asian Levies-1 through 10 2110, 2210, 2309, 2409, 2508, 2608, 2707, 2807, 2906, 3006                                                                                                                                                    |
| Nabarzanes (Wing)          | 1715      |                                                                                                                                                                                                                                         |
| Thymondas                  | 3012      |                                                                                                                                                                                                                                         |
| Aristomedes                | 4104      |                                                                                                                                                                                                                                         |
| Reomithres [a]             | 5116      |                                                                                                                                                                                                                                         |
| Darius' Bodyguard-Chariots | 2810      | Asian Levies-11 through 14 5115, 5116, 5117, 5118                                                                                                                                                                                       |
| Athens-4 HO/HI [b]         | 2614/2713 | Syrian SK Archers-1-4; 2014, 2113,                                                                                                                                                                                                      |
| Athens-5 HO/HI             | 2813/2912 | Susian SK Archers, 1-4; 2213, 2312,                                                                                                                                                                                                     |
| Corinth HO/HI              | 3012/3111 | Arabian SK Archers, 1-3; 2412, 2416,                                                                                                                                                                                                    |
| Corcyra HO/HI              | 3211/3310 | Rhodian SK Slingers 1-3 2515, 2615, 2714, 2814, 2913, 3013, 3014, 3112                                                                                                                                                                  |
| Cardaces-1                 | 2016/2115 |                                                                                                                                                                                                                                         |
| Cardaces-2                 | 2415/2514 |                                                                                                                                                                                                                                         |
| Cardaces-3                 | 2215/2315 |                                                                                                                                                                                                                                         |
| Cardaces-4                 | 3309/3409 | Sitacanian SK Archers-1-6 3208, 3307, 3408, 3506, 3606, 3705                                                                                                                                                                            |
| Cardaces-5                 | 3508/3608 |                                                                                                                                                                                                                                         |
| Cardaces-6                 | 3708/3808 |                                                                                                                                                                                                                                         |
| Cardaces-7                 | 3806/3807 |                                                                                                                                                                                                                                         |
| Cardaces-8                 | 3905/4005 | Median SK Archers-1,2; and 4807, 4808,                                                                                                                                                                                                  |
| Cardaces-9                 | 4104/4204 | Persian SK Javelinists 1, 2 4908, 5008                                                                                                                                                                                                  |
| Cardaces-10                | 4304/4405 |                                                                                                                                                                                                                                         |
| Median-1 LC                | 1514      | a = Nowhere is it noted who commanded this "forward" contingent of light infantry. However, Reomithres was present (as he was at Granicus), so he got the nod.                                                                          |
| Median-2 LC                | 1414      |                                                                                                                                                                                                                                         |
| Median-3 LC                | 1314      |                                                                                                                                                                                                                                         |
| Median-4 LC                | 1315      |                                                                                                                                                                                                                                         |
| Median-5 LC                | 1415      | b = More Greek (purple)Mercenaries. We used different counters than at Granicus, because the entire mercenary contingent at that battle was slaughtered to the man.                                                                     |
| Bactrian-6 HC              | 1417      |                                                                                                                                                                                                                                         |
| Bactrian-7 HC              | 1418      |                                                                                                                                                                                                                                         |
| Bactrian-8 HC              | 1516      |                                                                                                                                                                                                                                         |
| Bactrian-9 HC              | 1617      | c = It does not appear that these were the elite "Kinsmen" cavalry units, Darius' mounted Houseguard, but a "lesser" contingent.                                                                                                        |
| Bactrian-10 HC             | 1517      |                                                                                                                                                                                                                                         |
| Persian-1 LC               | 1716      |                                                                                                                                                                                                                                         |
| Persian-2 LC               | 1715      |                                                                                                                                                                                                                                         |
| Persian-3 LC               | 1816      | d = Darius' elite, household infantry. They were called "The Immortals" because, when one died, he was instantly replaced. Actually, what they were was rather snappily dressed, lightly armored, and heavily weaponed medium infantry. |
| Persian-4 LC               | 1916      |                                                                                                                                                                                                                                         |
| Persian-5 LC               | 1815      |                                                                                                                                                                                                                                         |
| Hyrceanian-1 LC            | 1613      |                                                                                                                                                                                                                                         |
| Hyrceanian-2 LC            | 1614      |                                                                                                                                                                                                                                         |
| Hyrceanian-3 LC            | 1712      |                                                                                                                                                                                                                                         |
| Hyrceanian-4 LC            | 1813      |                                                                                                                                                                                                                                         |
| Hyrceanian-5 LC            | 1713      |                                                                                                                                                                                                                                         |
| Royal Guards-1 HC [c]      | 2511      |                                                                                                                                                                                                                                         |
| Royal Guards-2 HC          | 2611      |                                                                                                                                                                                                                                         |
| Royal Guards-3 HC          | 2710      |                                                                                                                                                                                                                                         |
| Immortals-1 HO/HI [d]      | 2909      |                                                                                                                                                                                                                                         |
| Immortals-2 HO/HI          | 3009      |                                                                                                                                                                                                                                         |
| Immortals-3 HO/HI          | 3108      |                                                                                                                                                                                                                                         |

### Persian Line Eligibility

The following units comprise individual "Lines":

Heavy Cavalry  
Light Cavalry

**Play Note:** The Persian Line capability at Issus is somewhat limited, as only Nabarzanes can issue Line Commands.

## THE MEETING ENGAGEMENT SCENARIO

Darius, in maneuvering east of Alexander, had succeeded in moving his army around, north of and astride Alexander's land lines of communications. With the immense Persian fleet still in charge of the Mediterranean, Alexander had, effectively, blundered and the survival of his army was in doubt. As Alexander moved north to conduct a life or death battle, the Persian cavalry screened the Persian infantry positions along the Pinarus river. Darius could have conducted a more mobile cavalry battle but chose instead to withdraw his cavalry and its support to the detached light infantry units on their left flank. This scenario allows the Persian player some additional flexibility in his battle plan.

### Persian Set Up (first):

Set up all non-cavalry units (except the ones that originally start south of the river - they are placed anywhere north of the river) in the Historical set up hexes. The Persian player may place at least five, but as many of his cavalry units as he wishes, south of and within three hexes (inclusive) of the Pinarus river. The remaining cavalry units must then be deployed north of the river as the Persian player wishes.

### Macedonian Set Up

The Macedonian player places his Skirmishers and all Cavalry units on the southernmost hexes of the map. All remaining Macedonian units must enter the map during the first game turn. On the first game turn Macedonian units that are not on the map are automatically in command and can be given an order by any on-map Macedonian leader within Command Range of the map edge. All Macedonian units that do not enter the map in the first two turns are not used in the scenario.

## RETREAT EDGE

**Macedonians:** Southern edge of the map

**Persians:** Northern edge of the map

## VICTORY CONDITIONS

### Army Withdrawal

**Persians:** The Persian Army Withdraws when it accumulates 135 Rout Points.

Remember, if Darius is killed, the Macedonians win ... as killing Darius (and assuming the Persian throne) was one of Alexander's objectives. Normal 10.42 rules apply if he flees off the map.

**Macedonians:** The Macedonian Army Withdraws when it accumulates 135 Rout Points.

### Size and TQ Levels

| Player      | Size | TQ Pts[a] | Rout  | Quality |
|-------------|------|-----------|-------|---------|
|             |      |           | Ratio | Ratio   |
| Macedonians | 222  | 319       | 45%   | 1.44    |
| Persians    | 354  | 458       | 35%   | 1.29    |

[a] = This counts skirmisher and chariot units at their full TQ value, different from RP determination. Double-sized units are doubled for TQ value, though, to get a more accurate reading of worth.



## MACEDONIAN DEPLOYMENT - GUAGAMELA

| Unit                           | Hex(es)   | Unit                     | Hex(es) |
|--------------------------------|-----------|--------------------------|---------|
| <b>Alexander III</b> (Overall) | 1636      | Greek Allied-4 Light Cav | 1618    |
| <b>Parmenion</b> (Wing)        | 1613      | Asian Mercenary Lt Cav   | 1810    |
| <b>Craterus</b>                | 1620      | Macedonian Lancers       | 1841    |
| Craterus Phalanx[1]            | 1619/1620 | Thracian-1 Peltasts      | 1225    |
| Simmias Phalanx[4]             | 1621/1622 | Thracian-2 Peltasts      | 1226    |
| Polyperchon Phalanx[3]         | 1623/1624 | Thracian-3 Peltasts      | 1124    |
| Meleager Phalanx[2]            | 1625/1626 | Thracian-4 Peltasts      | 1126    |
| Perdiccas Phalanx[6]           | 1627/1628 | Thracian-5 Peltasts      | 1511    |
| Coenus Phalanx[5]              | 1629/1630 | Thracian-6 Peltasts      | 1411    |
| Greek Allies-1 HO/HI           | 1321/1322 | Mercenary-1 Peltasts     | 1538    |
| Greek Allies-2 HO/HI           | 1324/1325 | Mercenary-2 Peltasts     | 1439    |
| Greek Allies-3 HO/HI           | 1327/1328 | Mercenary-3 Peltasts     | 1339    |
| Agema Hypaspists               | 1633      | Mercenary-4 Peltasts     | 1320    |
| Hypaspists-1                   | 1631      | Mercenary-5 Peltasts     | 1329    |
| Hypaspists-2                   | 1632      | Baggage Train            | 1125    |
| Macedonian Archers-1           | 1837      |                          |         |
| Macedonian Archers-2           | 1539      |                          |         |
| Cretan Archers                 | 1611      |                          |         |
| Agrianian Javelinists-1        | 1835      |                          |         |
| Agrianian Javelinists-2        | 1639      |                          |         |
| Illyrian Javelinists           | 1510      |                          |         |
| Agema Companion Hvy Cav        | 1636      |                          |         |
| Companion-1 Hvy Cav            | 1634      |                          |         |
| Companion-2 Hvy Cav            | 1635      |                          |         |
| Companion-3 Hvy Cav            | 1637      |                          |         |
| Companion-4 Hvy Cav            | 1638      |                          |         |
| Thessalian Elite Hvy Cav       | 1613      |                          |         |
| Thessalian-1 Heavy Cav         | 1612      |                          |         |
| Thessalian-2 Heavy Cav         | 1614      |                          |         |
| Thessalian-3 Heavy Cav         | 1615      |                          |         |
| Thessalian-4 Heavy Cav         | 1616      |                          |         |
| Thessalian-5 Heavy Cav         | 1617      |                          |         |
| Prodromoi Lancer-2             | 1739      |                          |         |
| Prodromoi Lancer-3             | 1740      |                          |         |
| Paonian Light Cav-2            | 1641      |                          |         |
| Thracian Light Cav-2           | 1709      |                          |         |
| Greek Allied-3 Light Cav       | 1710      |                          |         |

**Macedonian Contingent Commanders:**  
Both Alexander and Parmenion are Wing Commanders. The following MCC's are available:

Philotas\*: Companions  
Nicanor: Hypaspists  
Cleander: Mercenary Hoplites  
Attalus: Agrianians  
Balacrus: Archers  
Sitalces: Thracian Peltasts  
Philip: Thessalian HC  
Erigyus: Light Cavalry  
Ariston: Light Cavalry

\* = The Philotas counter is not a Contingent Commander counter. However, for this scenario, treat him as a MCC, halving his applicable bottom line ratings (rounding up).

The above gives the Macedonian player a large number of MCC's. We suggest you use *all* of the above only when playing solitaire or strictly historically. When playing competitively, we suggest choosing 2 or 3 out of the 9.

# THE BATTLE OF GAUGAMELA

## (OCTOBER, 331 BC)

Alexander now continues his plan to secure the Mediterranean coast in order to neutralize the Persian navy and guarantee his lines of communication. During this operation, Alexander conducts two epic sieges at Tyre and Gaza. After his "conquest" of Egypt, Alexander finally turns into the heartland of Asia for the decisive confrontation with Darius.

Darius has been raising, equipping and re-training a new, massive army. Many of his formerly light cavalry units are now cataphracted (armored) and/or re-equipped with lances. A further effort is made to continue training infantry to fight as hoplites, although the Cardaces have been disbanded (if any could be found...) and the army is still top-heavy in light cavalry and skirmishers. He has also come up with some nastily-armed chariots and, for flavor (more than help), a dozen or so elephants from his eastern provinces.

On October 1st, 331 BC, several miles from the town of Arbela in a flat pasture sometimes called Gaugamela (which translates roughly as "grazing place of the camel"), Alexander decisively defeats Darius despite being greatly outnumbered, having to fight, yet again, on ground of Darius' choosing, and, certainly, in spite of extensive preparations by the Persians. Although a year will pass in pursuit of the erstwhile Great King, it is this battle, one of the most important and decisive in western (and eastern) history, which makes Alexander the *de facto* king of the Persian empire and leads the way for the Hellenization of half of Asia.

**Balance:** Despite the disparity in size, the Macedonians are favored, but not greatly. If the Persians can (somehow) neutralize Alexander's huge command superiority, they have an excellent chance of winning. Big "if".

**Difficulty:** Given the number of units, and the problems inherent to both sides, this is the most difficult battle - and the longest - to play.

**Playing Time:** 4-8 hours.

**The Map:** We have enlarged the Gaugamela map - from the original edition - by 50%, removing the somewhat spurious chariot lanes and adding in the Persian left flank hills mentioned in several sources.

### THE HISTORICAL SCENARIO

The number of troops in Darius' Gaugamela army has been a point of continuing debate. Based on logistical considerations, and the tendency of Macedonian propaganda to tremendously inflate the size of the Persian army, we have not even considered the possibility that the Persian army was even near the one million mentioned in several historical accounts. (George McClellan would have loved Arrian...) It is unlikely that this army was even as large as 100,000. Some of the tribal contingents included in the army may have been more a form of armed hostages to ensure empire loyalty than a serious addition to the Persian force. Our Persian order of battle reflects these calculations. (We have it at about 75,000 for the Persians - far superior in numbers to Alexander's probable 40,000+.)

Use the deployments listed on pages 14 and 16 for this scenario.

### SPECIAL RULES

#### The Macedonian Baggage Train

There is some disagreement as to whether the Persian and Indian cavalry, breaking through a hole created in Alexander's line of phalanxes (always a danger when these guys started moving), captured Alexander's fortified camp or his forward baggage train. It would appear that the fortified camp was at least four miles from the battlefield, and the time between the Persian penetration of Alexander's lines and the return of these cavalry units back onto the field of combat would not have permitted

them to have gone 8 miles and loot a fortified camp. The supposition is that the actual unit attacked was the Macedonian forward baggage train.

The Macedonian Baggage train is treated as a Leader unit (for movement costs), with a very low movement allowance (its only rating). One combat unit may freely stack with the baggage unit, including Persian units. If a Persian combat unit can move into the space - and stack - with the Baggage train, the Baggage train is removed from play and the Macedonians incur 10 Rout Points. The Baggage Train is unaffected by missile fire.

### FREE SET UP SCENARIO

It appears that Darius arrayed his forces rather well, given the type and character of troops that he had available. This scenario allows the Persian player to attempt whatever changes he would like. On the Macedonian side Alexander intended to conduct a tactical defense with his refused left and right flanks and his oblique advance. Once the Persian attack had been stopped or until a gap should appear in the Persian lines he intended to launch a counter attack into the breach. That is how the battle went historically.

The Persian player sets up his units first followed by the Macedonian player.

#### Persian Set Up:

Place all Persian units anywhere in the 3400-4200 hexrows, inclusive. They may not be placed in any rocky terrain or Level 2 or higher hexes.

#### Macedonian Set Up:

The Macedonian player then places all of his units in the 1700-1000 hexrows, inclusive. They may not be placed in any rocky terrain or Level 2 or higher hexes.

# PERSIAN DEPLOYMENT - GUAGAMELA

| Unit                        | Hex(es)    | Unit                 | Hex(es)    | Unit                       | Hex(es) |
|-----------------------------|------------|----------------------|------------|----------------------------|---------|
| <b>Darius III</b> (Overall) | 3729       | Persian CAT HC-1, 2  | 3734, 3834 | Carian LI-1                | 4122    |
| <b>Bessus</b> [a] [Wing]    | 3541       | Susian HC-1          | 3733       | Carian LI-2                | 4123    |
| <b>Mazeus</b> [Wing]        | 3708       | Susian HC-2          | 3833       | Carian LI-3                | 4124    |
| <b>Bupares</b>              | 3725       |                      |            | Babylonian LI -1           | 4126    |
| <b>Atropates</b>            | 3720       | Cadusian LN-1        | 3732       | Babylonian LI -2           | 4127    |
| <b>Phrataphernes</b>        | 3718       | Cadusian LN-2        | 3832       | Babylonian LI -3           | 4128    |
| <b>Barsaentes</b> [b]       | 3736       |                      |            | Babylonian LI -4           | 4129    |
| Immortals MI-1, 2           | 3727, 3728 | Indian LN-1 (green)  | 3725       | Babylonian LI -5           | 4130    |
| Kinsmen HC-1, 2             | 3729, 3730 | Indian LN-2          | 3825       | Babylonian LI -6           | 4131    |
| Greek Mercenary HO/HI-1     | 3726       | Carian LN-1          | 3724       | Babylonian LI -7           | 4132    |
| Greek Mercenary HO/HI-2     | 3731       | Carian LN-2          | 3824       | Babylonian LI -8           | 4133    |
| Persian CH-1                | 3413       | Sacesinian LN-1      | 3721       | Arab SK Archers-1          | 4108    |
| Persian CH-2                | 3414       | Sacesinian LN-2      | 3821       | Arab SK Archers-2          | 4109    |
| Persian CH-3                | 3415       | Albanian LN-1        | 3720       | Arab SK Archers-3          | 4110    |
| Persian CH-4                | 3426       | Albanian LN-2        | 3820       | Arab SK Archers-4          | 4111    |
| Persian CH-5                | 3427       |                      |            | Indian LI Archers-1(green) | 4112    |
| Persian CH-6                | 3428       | Hyracanian LN-1      | 3719       | Indian LI Archers-2        | 4113    |
| Persian CH-7                | 3434       | Hyracanian LN-2      | 3819       | Indian LI Javelinist-1     | 4114    |
| Persian CH-8                | 3435       |                      |            | Indian LI Javelinist-2     | 4115    |
| Persian CH-9                | 3436       | Tapurian LN-1        | 3718       | Sitacanian SK Archers-1    | 4135    |
| Persian CH-10               | 3437       | Tapurian LN-2        | 3818       | Sitacanian SK Archers-2    | 4136    |
| Persian CH-11               | 3438       | Sacian LC-1          | 3714       | Sitacanian SK Archers-3    | 4137    |
| Persian CH-12               | 3439       | Sacian LC-2          | 3715       | Sitacanian SK Archers-4    | 4138    |
| Elephants-1 [c]             | 3429       | Sacian LC-3          | 3716       | Sitacanian SK Archers-5    | 4139    |
| Elephants-2                 | 3430       | Sacian LC-4          | 3717       | Sitacanian SK Archers-6    | 4140    |
| Elephants-3                 | 3431       | Parthian LC-1        | 3710       | Sitacanian SK Archers-7    | 4141    |
| Bactrian CAT HC -7          | 3738       | Parthian LC-2        | 3711       | Sitacanian SK Archers-8    | 4142    |
| Bactrian CAT HC -8          | 3739       | Parthian LC-3        | 3712       |                            |         |
| Bactrian CAT HC -9          | 3740       | Parthian LC-4        | 3713       |                            |         |
| Bactrian CAT HC-10          | 3741       | Median HC-1          | 3709       |                            |         |
| Bactrian CAT HC-11          | 3742       | Median HC-2          | 3809       |                            |         |
| Bactrian CAT HC-12          | 3743       | Median HC-3          | 3708       |                            |         |
| Bactrian CAT HC-13          | 3838       | Median HC-4          | 3808       |                            |         |
| Bactrian CAT HC-14          | 3839       |                      |            |                            |         |
| Bactrian CAT HC-15          | 3840       | Mesopotamian LC-1    | 3707       |                            |         |
| Bactrian CAT HC-16          | 3841       | Mesopotamian LC-2    | 3807       |                            |         |
| Bactrian CAT HC-17          | 3842       |                      |            |                            |         |
| Bactrian CAT HC-18          | 3843       | Syrian LC-1          | 3706       |                            |         |
| Bactrian CAT HC-19          | 3440       | Syrian LC-2          | 3806       |                            |         |
| Bactrian CAT HC-20          | 3539       |                      |            |                            |         |
| Scythian LC-14(yellow)      | 3441       | Cappadocian LC-1     | 3412       |                            |         |
| Scythian LC-15              | 3442       | Cappadocian LC-2     | 3512       |                            |         |
| Scythian LC-16              | 3443       | Armenian LC-1        | 3411       |                            |         |
| Scythian LC-17              | 3540       | Armenian LC-2        | 3511       |                            |         |
| Scythian LC-18              | 3541       | Armenian LC-3        | 3410       |                            |         |
| Scythian LC-19              | 3542       | Armenian LC-4        | 3510       |                            |         |
| Scythian CAT HC-1           | 3444       | Mardian SK Archers-1 | 3722       |                            |         |
| Scythian CAT HC-2           | 3543       | Mardian SK Archers-2 | 3723       |                            |         |
| Dahae LC-1, 2               | 3737, 3837 | Uxian SK Slingers-1  | 4117       |                            |         |
| Arachosian LC-1             | 3735       | Uxian SK Slingers-2  | 4118       |                            |         |
| Arachosian LC-2             | 3736       | Uxian SK Slingers-3  | 4119       |                            |         |
| Arachosian LC-3             | 3835       | Uxian SK Slingers-4  | 4120       |                            |         |
| Arachosian LC-4             | 3836       | Uxian SK Slingers-5  | 4121       |                            |         |

a = Upon Darius' death, Bessus had himself declared King, as Artaxerxes IV. This didn't sit well with Alexander, to whom Bessus was quickly handed over for execution by his fellow satraps.

b = Barsaentes was the satrap who, supposedly, killed Darius during his flight, somewhere just south of the Caspian Sea.

c = Use the Persian/Indian EL's, the 5-4-7's. None of the historical reports indicate that these elephants were actually used in the battle. Given their small numbers and relative novelty, they were probably more for show than anything else. The reports also indicate that there were many camels present. However, it cannot be determined whether these were for mounted units or pack animals... or flacks for the Tobacco Industry.

## Persian Line Eligibility

Heavy Cavalry  
Light Cavalry  
Lancers

The units in a given line may come from different satrapies/localities. E.g., a line may include both Cappadocian and Armenian LC.

## RETREAT EDGE

**Macedonians:** Western edge of map

**Persians:** Eastern edge of map

## VICTORY CONDITIONS

### Army Withdrawal

**Persians:** The Persian Army Withdraws when it accumulates 175 Rout Points.

Remember, if Darius is killed, the Macedonians win ... as killing Darius (and assuming the Persian throne) was one of

Alexander's objectives. Normal 10.42 rules apply if he flees off the map.

**Macedonians:** The Macedonian Army Withdraws when it accumulates 150 Rout Points.

### Size and TQ Levels

| Player      | Size | TQ Pts [a] | Rout Ratio | Quality Ratio |
|-------------|------|------------|------------|---------------|
| Macedonians | 242  | 357        | 45%        | 1.48          |
| Persians    | 515  | 621        | 30%        | 1.21          |

[a] = This counts skirmisher, elephant and chariot units at their full TQ value, different

from RP determination. Double-sized units are doubled for TQ value, though, to get a more accurate reading of worth.

The slightly lower Persian Rout ratio (from Issus) reflects the fact that, even though Persian quality for some units has gone up, a sizeable portion of the army was there rather reluctantly. The players can obtain a bit more "balance" by upping the Persian Rout Ratio to 35% (or 200 TQ points).



# CROSSING THE JAXARTES (SPRING, 329 BC)

**B**y 329 BC, Alexander had completed the subjugation of the Persian satrapies of Sogdiana and Bactria, although rebel forces under Spitamenes and Satibarzanes still roamed the countryside. As Alexander closed on the Jaxartes river, which was the southern boundary of Scythian territory, envoys were received from the local Scythian king, who desired peace with the Macedonians. Alexander accepted, but soon thereafter the Sogdians rose in revolt.

The Scythians, detecting weakness, began to mass forces just north of the Jaxartes river. Alexander decided that he needed to preempt this growing threat before he put down the Sogdian revolt. In doing so, Alexander put himself, perhaps, in the most precarious position of his entire campaign. His lines of communication were cut, as they were at Issus; but this time he faced a hostile, armed countryside to his rear with a growing menace to his front. In typical fashion, Alexander seized the initiative, forced a river crossing against Scythian opposition with the help of his artillery, and defeated the Scythians ... who hastened to re-issue their declarations of friendship.

**Balance:** You need to use proper tactics to win this one, especially in getting across the Jaxartes, but its tough to beat Alexander.

**Difficulty:** Moderate with a low counter mix.

**Estimated Playing Time:** 2 hours

**Map:** Use the Granicus map. The river can only be crossed at the ford, which is comprised of river Hexes 2518 to 2522, inclusive.

## MACEDONIAN DEPLOYMENT

The Macedonian player **sets up first** and can place his units in any hex **South** (South is the 10xx hexrow) of the river.

**Leaders:** Alexander (OC), Craterus

**Macedonian Contingent Commanders:** Balacrus, Nicanor, Ariston

**Skirmishers:** Macedonian Archers 1-3; Mercenary Slingers 1-2; Agrianian Javelins 1-2

**Infantry:** Hypaspists, Agema, 1, 2; Phalanxes Craterus and Coenus

**Cavalry:** Companions Agema, Haphaestion, Perdiccas; Greek Allied LC 3-4, Paeonian LC 1-2, Prodomoi LN 2-3

**Artillery:** Oxybeles 1-4

## SCYTHIAN DEPLOYMENT

The Scythians set up after the Macedonians, in any hex north of the river and within 5 hexes of the North (North is the 42xx hexrow) mapedge.

**Leaders\*:** Haustanes (OC), Oxyartes, Catanes, Choriene

**Cavalry:** Scythian LC 6-20; Scythian LN 1-5

**\*Historical Note:** There is no mention of any Scythian Commanders by name, so we took some insurgent leader names to fill the bill.

## THE JAXARTES RIVER

The Jaxartes is a major river which can only be crossed at the ford: Hexes 2518 to 2522 inclusive. The Macedonians are crossing using inflated skins and rafts. To simulate this the following rules are in effect.

- It costs a unit all of its movement allowance to enter a river ford hex.
- No stacking is allowed in a river hex.
- A unit in a river hex cannot shock attack into a non-river hex, although skirmisher units can use missile combat by adding 2 to the missile combat die roll.
- It costs a unit all of its movement allowance to leave the river and enter a non-river hex, for which movement the unit receives 2 cohesion hits.
- Phalanxes must cross in column, and it takes all of their movement allowance to have the "lead" half of the unit enter the river; its entire MA to have that lead end leave the river and the rear portion enter the river, and then its entire MA for the rear portion to leave the river. It thus takes 3 turns for a Phalanx to cross, in column, for which it incurs two cohesion hits.

- All missile hits taken while a unit is in the river are doubled.
- Any unit that routs while in the river is eliminated.
- Scythian units may not enter the river, but may shock attack into it with no advance after combat.

## RETREAT EDGE

**Macedonians:** South edge

**Persians:** North edge

## VICTORY CONDITIONS

**Macedonians:** The Macedonians win if they can rout the Scythian army by Game Turn 15.

**Scythians:** The Scythians win if they can:

- rout the Macedonian army, or
- if there are no un-routed Macedonian units north of the Jaxartes at the conclusion of the fourth game turn; or
- if the Macedonian player has failed to rout the Scythians by the conclusion of Game turn 15.

## Army Withdrawal Levels

**Macedonians:** The Macedonian Army Withdraws when it accumulates 55 Rout Points.

**Scythians:** The Scythian Army Withdraws when it accumulates 40 Rout Points.

## Size and TQ Levels

| Player    | Size | TQ Pts | Rout Ratio | Quality Ratio |
|-----------|------|--------|------------|---------------|
| Macedonia | 79   | 150[a] | 45%        | 1.90          |
| Scythians | 100  | 114    | 30%        | 1.14          |

a = This does not include Oxybeles



# THE BATTLE OF SAMARKAND (WINTER, 329/328 BC)

Having pre-empted the Scythian buildup, Alexander is still faced with the Sogdian revolt, led by Spitamenes. The delay imposed by the Scythian threat has allowed the revolt to gain significant headway. In the Winter of 329/ 328 BC Spitamenes attacks the Macedonian garrison at Maracanda (Samarkand), and Alexander dispatches a relief column under Pharnaces, a Lycian interpreter turned general, to search out and destroy Spitamenes.

Upon hearing about the Macedonian advance, Spitamenes retreats, drawing Pharnaces' column into the desert. Realizing that the Macedonians are poorly led, he risks the offensive and engages them in classic, light cavalry harassing tactics. Frustrated, and obviously under some sort of career-crisis cloud, Pharnaces gives up his command in

the middle of the engagement, causing massive confusion among his subsidiary commanders. As they near a wooded glen by a river the cavalry, under Caranus, crosses at the ford without coordinating his actions with the infantry commander, Andromachus. Spitamenes, taking advantage of the confusion, slams into the infantry on both sides with his cavalry. The result is a slaughter of the infantry as they try to cross the river. The Macedonians lose 2,000 infantry and 300 cavalry in the debacle. Alexander rushes to the scene, but too late to catch Spitamenes. This reverse is a classic example of what can happen when a big army gets itself into a little war.

**Historical and Play Note:** *This is not really an "Alexander" battle, but it does show how even the best of armies can be misled.*

**Balance:** If the Persian player can properly use his cavalry, the Persians clearly have the edge.

**Difficulty:** Very low counter mix makes this a fairly accessible - and a good Introductory - scenario.

**Estimated Playing Time:** 1 Hour

**Map:** Use the Issus map. All hexes are level 1 - there are no elevations - although the woods are still on the map. The river can only be crossed at the ford, which consists of any Rocky River Bed hex. Ignore the Rocky River bed costs; treat as normal river. Use the river fording rules in The Jaxartes scenario.

## MACEDONIAN DEPLOYMENT

All Macedonian units begin off the map and enter between hexes 3527 to 3828 inclusive. Their initial turn of entrance is considered as a pre-turn before play actually starts, and ALL Macedonian units must enter the game during this pre-game turn.

**Leaders:** Pharnaces (OC, but see below), Andromachus, Caranus

**Combat Units:** Greek Allied HO/HI\*\* 1-3; Greek Allied LC 1-2; Thracian LC 1

There are NO MCC's in this scenario.

**\*\* Play Note:** We heartily recommend use of the Square defense rule here (9.63).

**"I'm fed up and I'm not going to take this any longer"**

It seems that the man Alexander chose to lead this expedition, Pharnaces, had second thoughts about a military career and gave up as the commander of the Macedonian column in the middle of the engagement. The resulting disruption to what was left of the Macedonian command proved fatal.

To simulate this, the following rules are in effect:

- Andromachus may command only the infantry, Caranus only the cavalry. Pharnaces may command any units (while he's around).
- Each time any Macedonian unit routs, Pharnaces may have a nervous breakdown. Roll the die; on a die roll of 0-7 Pharnaces is removed from play and all Macedonian units make an immediate TQ check, adding two (+2) to the die roll.
- Once Pharnaces is removed, only those Macedonian units stacked with their leader may be rallied or use Recovery.

## RETREAT EDGE

**Macedonians:** South edge

**Persians:** North edge

## VICTORY CONDITIONS

**Macedonians:** The Macedonians win if they can exit the map by game turn 20 between hexes 4500 and 5100 inclusive or rout the Persian striking force

**Persians:** The win if they can rout the Macedonian column or prevent it from exiting the map by game turn 20.

## Army Withdrawal Levels

**Macedonians:** The Macedonian Army Withdraws when it accumulates 23 Rout Points.

**Persians:** The Persian Army Withdraws when it accumulates 23 Rout Points.

## Size and TQ Levels

| Player    | Size | TQ Pts | Rout Ratio | Quality Ratio |
|-----------|------|--------|------------|---------------|
| Macedonia | 38   | 46     | 50%        | 1.21          |
| Persians  | 31   | 47     | 50%        | 1.52          |



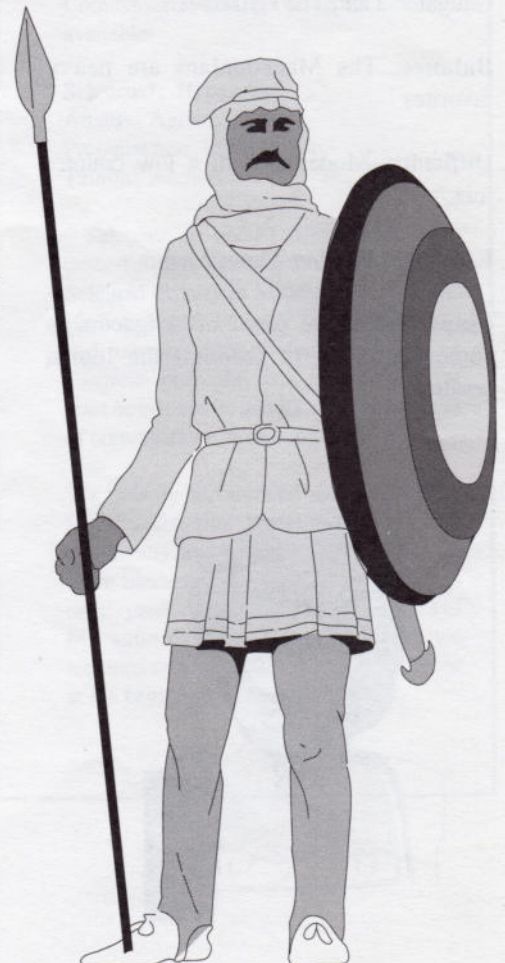
## PERSIAN DEPLOYMENT

All Persian units are placed on the map at the completion of the Macedonian pre-game Entry turn. The Persians may set up anywhere on the map at least 12 hexes from any Macedonian unit. After the Persians have been placed on the board play proceeds normally using the Sequence of Play.

**Leaders:** Spitamenes (OC), Arsames, Mithradates

**Combat Units:** Scythian LC 12, 13; Scythian CAT HC 1-2; Bactrian CAT HC 6-8

**Historical Note:** There is no mention of any Persian Commander besides Spitamenes, so Arasames and Mithradates have been given the nod here.



# THE BATTLE OF ARIGAEUM

(SUMMER, 327 BC)

**W**ith the Persian empire mostly subjugated, Alexander began his march on India. To cross and capture the valleys of the Hindu Kush, Alexander divided his army into two columns and advanced down the Cophen (Kabul) River valley. There were several notable sieges, such as Aornus, as well as an action against some local forces near Arigaeum, a newly-founded garrison town on some heights along the upper Indus River valley. Alexander divided his command into three sections, with Alexander taking the smallest group as a vanguard into the open, where he was attacked by the Indian forces. At this time the two enveloping columns swung in and eliminated the enemy.

This scenario is best viewed as a quintessential, "putting down the mountain tribes" game, an operation which Alexander undertook numerous times between Gaugamela and The Hydaspes.

**Balance:** The Macedonians are heavy favorites

**Difficulty:** Moderate with a low counter mix.

**Estimated Playing Time:** 2 hours

**Map:** The actual town of Arigaeum is somewhat north of (behind) the Indian position.



## MACEDONIAN DEPLOYMENT

All Macedonian units begin on the map facing toward the Hill.

| Unit                         | Hex(es)    |
|------------------------------|------------|
| Alexander (OC)               | 3214       |
| Ptolemy                      | 2226       |
| Leonatus                     | 2204       |
| Phalanx Attalus[10]          | 2204/ 2304 |
| Phalanx Coenus[5]            | 3214/ 3215 |
| Phalanx Philip[3]            | 2126/ 2226 |
| Phalanx Philotas[11]         | 1927/ 2027 |
| Hypaspists Agema             | 3216       |
| Hypaspists 1, 2              | 3213, 2325 |
| Macedonian SK Archers 1-2    | 3112, 3116 |
| Mercenary SK Slingers 1-2    | 2104, 3114 |
| Agrianian SK Javelinists 1-2 | 1926, 2125 |
| Illyrian SK Javelinists      | 2305       |
| Dahae LC-1                   | 1827       |
| Sacae LC-1                   | 2424       |
| Prodomoi LN-2                | 1828       |
| Prodomoi LN-3                | 2404       |
| Companion Agema              | 2003       |
| Companion Perdicas           | 2103       |
| Companion Demetrius          | 2425       |
| Companion Coenus             | 2524       |

## RETREAT EDGE

**Macedonians:** South edge

**Indians:** North edge

## VICTORY CONDITIONS

**Macedonians:** The Macedonians win if they can rout the Indian army by Game Turn 10.

**Indians:** The Indians win if they can rout the Macedonian army or if they are un-routed by the conclusion of Game turn 10.

## Army Rout Levels

**Macedonians:** The Macedonian Army Withdraws when it accumulates 55 Rout Points.

**Indians:** The Indian Army Withdraws when it accumulates 50 Rout Points.

## Size and TQ Levels

| Player    | Size | TQ Pts | Rout Ratio | Quality Ratio |
|-----------|------|--------|------------|---------------|
| Macedonia | 99   | 145    | 45%        | 1.46          |
| Indians   | 135  | 129    | 40%        | .96           |

## INDIAN DEPLOYMENT

All Indian units are placed on the map in any Level-5 hex

**Leaders\*:** Spitaces, Meroes, Abisares

**Combat Units:** Indian Archer LI 1-6;  
Indian Javelin LI 1-21

\* = There is no Indian OC, and the Indians may *not* use Line Commands in this scenario. There is no mention of any Indian Commanders by name, so we took the Indian leaders from Hydaspes to fill the bill.



# THE BATTLE OF THE HYDASPES

## (326 BC)

**H**aving gained hegemony over virtually all of the civilized western world, Alexander and his Macedonian “juggernaut” venture into the Indian sub-continent to satisfy his compulsive curiosity and need for conquest. He is met at the river Hydaspes (today, the Jhelum) by the army of a local, but powerful, rajah, Porus. His crossing thwarted by the presence of Porus’ elephant corps lining the banks of the deep and swift river, Alexander uses a ruse to effect an up-river crossing, which forces Porus into pitched battle.

Despite the havoc wreaked upon the phalanx by Porus’ elephants, Alexander’s cavalry, in a spectacular encircling maneuver, totally destroys Porus’ flanks and then rolls up his infantry, whose effectiveness as light troops is neutralized by the wet ground.

**Balance:** Play of the original “Juggernaut” module - in which this battle originally appeared - has shown this to be a fairly well-balanced battle, although between two players of differing capabilities, we suggest the more “accomplished” take Porus.

**Difficulty:** A good test of game and play skill; not an easy battle to win.

**Estimated Playing Time:** 4 hours

**Map:** Use the large Gaugamela map, as the Hydaspes battlefield was flat and featureless.

**Design Note:** Very little “hard” information exists for *The Hydaspes*, especially in terms of Porus’ “order of battle”, the number of Indian troops present and the names of his subordinate commanders. More important than actual numbers is the frontage of each army - the length and extent of its line (which dictated flanking tactics). The deployment we have used simulates the relative frontage of both armies.

## MACEDONIAN DEPLOYMENT

| <u>Unit</u>                | <u>Hex(es)</u> |
|----------------------------|----------------|
| Alexander (OC)             | 2136           |
| Antigenes                  | 1919           |
| Coenus (Wing)              | 2128           |
| Meleager Phalanx           | 1915/1916      |
| Attalus Phalanx            | 1917/1918      |
| Gorgias Phalanx            | 1919/1920      |
| Cleitus [a] Phalanx        | 1921/1922      |
| Coenus [b] Phalanx         | 1923/1924      |
| Agema Hypaspists           | 1927           |
| Hypaspists-1               | 1926           |
| Hypaspists-2               | 1925           |
| Mercenary LP -1            | 1914           |
| Mercenary LP -2 [c]        | 1929           |
| Agrianian SK Javelinists-1 | 1912           |
| Agrianian SK Javelinists-2 | 1931           |
| Macedonian Archers -1      | 1910           |
| Cretan Archers             | 1933           |
| Agema Companion HC         | 2136           |
| Hephaestion’s Comp. HC     | 2134           |
| Perdiccas’ Companion HC    | 2132           |
| Demetrius’ Companion HC    | 2130           |
| Coenus’ Companion HC       | 2128           |
| Bactrian CAT HC            | 2329           |
| Dahae LC-1                 | 2334           |
| Dahae LC-2                 | 2333           |
| Sogdian LC                 | 2332           |
| Sacaen [d] LC -1           | 2331           |
| Sacaen LC -2               | 2330           |

a = Named for Cleitus the White - not for Alexander’s late general and close friend, Cleitus the Black, who had saved Alexander’s life at the Granicus. Unfortunately, Cleitus the Black was “late” because Alexander, in an incident celebrated in the Alexandrian legend, had personally killed him several weeks previously in a drunken rage.

b = Coenus’ phalanx - and the entire phalanx “division”, for that matter - was led by Antigenes (who may or may not have been Coenus’ son). Coenus was busy with the cavalry.

c = It is not quite clear exactly what these units are. They are not the Thracian peltasts, who had been dispersed to garrison duties. They are mentioned in various guises in different sources.

d = Sometimes noted as Scythian cavalry because of the close, tribal relationship between the Sacaens (from NE of the Caspian Sea) to the European Scythian tribes.

### Macedonian Contingent Commanders:

Both Alexander and Coenus are Wing Commanders. The following MCC’s are available:

Seleucus\*: Hypaspists  
Attalus: Agrianians  
Protamachus: Light cavalry  
Tauron: Archers

\* Seleucus, as one of Alexander’s more powerful generals, eventually founded the Seleucid dynasty of Middle Eastern kings. His counterpart, Ptolemy, amateur historian and founder of the Ptolemaic dynasty of Egyptian pharaohs, was also present (at least *he* insisted he was), but not at the level of command we’re dealing with.

We heartily recommend using all of the MCC’s for this battle when playing historically, as Alexander was evolving to a more hierarchical system, depending less on his presence and more on the abilities of his subordinates. Competitively, we recommend a maximum of 2 MCC’s, chosen at the beginning of the battle.

## INDIAN DEPLOYMENT

| Unit           | Hex(es) |
|----------------|---------|
| Porus (OC) [a] | 3232    |
| Spitaces       | 3411    |
| Moroos         | 3427    |
| Abisares       | 3418    |

|                  |           |
|------------------|-----------|
| Chariots 1-4 [b] | 3133-3136 |
| Chariots 5-8     | 3107-3110 |

|                |           |
|----------------|-----------|
| Elephants 1-21 | 3212-3232 |
|----------------|-----------|

|                    |           |
|--------------------|-----------|
| Archer LI 1-6,     |           |
| Javelin LI 1-16[c] | 3311-3332 |

|                   |           |
|-------------------|-----------|
| Light Cavalry 1-4 | 3333-3336 |
| Light Cavalry 5-8 | 3307-3310 |

[a] = Porus is the only historically "named" Indian leader. The others are names from Arrian's narrative that may/may not have been at the battle. Owners of the original version will note the absence of Leader Elephants.

[b] = Most sources agree that Porus used six-man (unscythed) chariots...about 240 of them!

[c] = Sources do not indicate exactly how Porus deployed his light infantry, except to state that the archers were mixed in with the "infantry". Players are therefore free to deploy them as they wish (within the listed hexes).

### Indian Line Eligibility

Elephants  
 Chariots  
 Cavalry  
 Light Infantry

Any Indian commander may command any type of line.

These (plus a large contingent of essentially unaggressive Indian light horse) were across the river, waiting for the signal to come in and clean up. The Macedonian Player may bring these three units in through any hex from 1000-3400 in *any* turn that:

1. Macedonian TQ losses exceed the Indian losses by at least 10 points, but not in the first ten turns of the game; *or*
2. Any turn in which the Indians are within 15 points or less from routing.

The "reinforcements" require the Macedonian Player to forego one of Alexander's Orders Phases; instead, the three units enter, lead by Craterus. It is Craterus' Orders Phase.

## VICTORY CONDITIONS

### Army Withdrawal (All Scenario Variants)

**Porus:** The Indian Army Withdraws when it accumulates 70 Rout Points.

**Macedonians:** The Macedonian Army Withdraws when it accumulates 75 Rout Points. If Craterus' rear guard enters, the RP level rises to 80 RP's.

### Size and TQ Levels

| Player     | Size | TQ Pts[a] | Rout Ratio | Quality Ratio |
|------------|------|-----------|------------|---------------|
| Macedon[c] | 130  | 203       | 40%[b]     | 1.56          |
| Indians    | 279  | 302       | 35%        | 1.08          |

[a] = This counts skirmisher, elephant and chariot units at their full TQ value, VERY different from RP determination...especially for the Indians.

[b] = The Macedonian army at the Hydaspes has the lowest Rout Ratio for any of its four major battles. This reflects the infusion of fairly large numbers of quickly-trained Asians into the army.

[c] = Does not include Craterus' rearguard.

## SPECIAL RULES

### Leaders and Personal Combat

As noted in the rules, there is *no* Personal Combat in this scenario, as the Indian Leaders are on their own elephants.

Because they are atop their elephants, when determining any leader Casualties:

- in Shock, -2 to (2nd) Casualty DR
- no effect on missile DR.

### Cataphracted Elephants

There is some indication, none of it overwhelming, that Porus' elephants were cataphracted. Given what we know about Indians, their elephants, and how they were "armed", this is, if not highly probable, certainly possible. We do know that Porus' elephants proved formidable fighters at the Hydaspes, far better and more effective than any other such contingent, except, perhaps, for Pyrrhus' at Heraclea (where surprise was their major weapon).

To this end, and if you wish to play with the elephants as Cataphracted, all Missile DR's against elephants are adjusted as follows:

- Archers: -2 DRM
- Javelinists: -1 DRM

## FREE SET UP SCENARIO

The Indian Player sets up first, placing his units in any fashion he wishes, as long as no unit is north of the 3100 hexrow. The Macedonian Player then sets up as he wishes, with no unit south of the 2200 hexrow. Everything else is the same as in the Historical Scenario.

### Additional Macedonian Units

The Macedonian Player has four additional counters available:

- **Craterus** (leader)
- Craterus' Companion HC, and
- the Arachosian and Parapamasidian cavalry.



## EPILOGUE

The Hydaspes is Alexander's last battle. Shortly after, his army mutinies, refusing to go any further, and Alexander begins his retirement to the west ... and the long trek home. (Several sources say he intended to move west and conquer the Mediterranean.) He never reaches his homeland, contracting an illness in Babylon (probably some form of malaria), from which he dies (abetted by the problems of a recent chest wound exacerbated by heavy drinking ... and, all too possibly, a smidgen of poison) in 323 BC, at the age of 33.

After Alexander's death, with no legitimate heir, his empire fragments under the internecine wars fought by his generals, the Diadochi, who continue the Macedonian tradition of warfare, adding in lots of elephants.

In eleven years of campaigning, Alexander has used the Macedonian system of combined arms warfare, along with one of the first professional armies, to become the most successful, and arguably the "greatest", field commander in all history, and to forever change the face and outlook of half the world.

## COMPETITIVE PLAY

Many of the battles Alexander fought were not balanced in terms of game play. To rectify this we suggest using one or all of the following:

- Adjust the Withdrawal Point levels by changing the Rout Ratios. We do not recommend more than a 5% shift in any direction.
- Adapt or Discard any special rules that will help/hinder one side. For example, using MCC's is a great help to the Macedonians. Adjusting that number - or excluding them altogether - will help the non-Macedonian player.
- **The Rout Point Bid Method.** Players bid RP's to play the side they wish, if they both want to play the same side. The winning bid subtracts that number of RP's from his Withdrawal Level.

## CREDITS:

**Original System Designed By:**  
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**Playtesters (Deluxe edition):** Bill Thoet, Sal Vasta, Gene Billingsley

**Final Proofing:**  
Tom Switajewski, Jr.

## SOURCES:

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Actually, they were quite a capable bunch, although the Persian word for "election" appears to be "assassination".

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