

## Alala Adjustment for Cunaxa.

**Horse archers** are treated as normal light cavalry (units of 6 on 30 x 40 bases) with the same 4" missile range.

**Persian heavy cavalry** are treated as other heavy cavalry (units of 9 on 20 x 40mm bases) with the same combination of missile weapons and hand to hand capability, with the following exceptions:

- they are influenced by leaders like hoplites
- they have aggression levels and training grades like hoplites
- they require the signal to advance in order to move forward.
- they move and shoot in the phalanx manoeuvre phase.

**Persian spear & bow** close order infantry are treated as hoplites with the following exceptions:

- they may not have aggression higher than *Ready*.
- instead of moving they may shoot at 12" range with 1 die per 4 men in the unit (round up and count all figures not just those with bows). This done in the phalanx manoeuvre phase. +1 die if shooting at 4".
- they may not charge but may walk into combat if they did not shoot that turn.
- -2 dice in combat to reflect the fact that there are less hand to hand fighters than an all spear unit.

**Persian HI without bows:** as above but do not shoot and do not get the -2 dice in combat

## Scythed Chariots

We need to make these fun with a chance of doing something but not too much. Xenophon says the Greeks simply opened their ranks and the chariots passed through killing only 1 man of the 10,000. Some were also turned back to run through the ranks of their own men. Perhaps add a couple of *open ranks* cards to the God Pack. Incidentally Xenophon also says the Greek Peltasts opened ranks to let the Persian Heavy cavalry pass through. A nice alternative option to evading should the gods favour them.

Move as cavalry: 2 AvD first movement, + 1 D6 (not optional) subsequent moves. Incur 1 DP whenever a 6 is rolled on move die. Move in Skirmish phase without signal to advance (like light troops as chariots went ahead of the main body). No aggression levels.

Chariot drivers bail out before contact so they are a one shot weapon

If contact enemy roll 3 D6 per model -1 die per DP on chariot. Hit on 5-6 if charging Hoplites or HC (moved 5"+), 6 otherwise. Each hit inflicts 1 DP on opponent. Combat does not actually take place. Simply see if the chariot inflicts any disorder on enemy then roll for rampage/destruction.

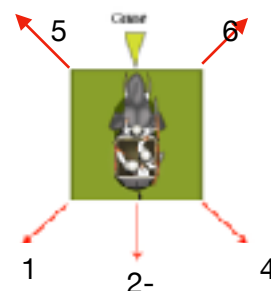
Stationary chariots contacted by enemy are destroyed.

**Open ranks:** Chariot passes harmlessly through the ranks and then destroyed

## After chariot makes contact or for each missile hit roll 1 D6

- 1-2 Rampage in random direction. Roll D6 and move maximum dice as per diagram passing through friends or enemy. Then destroyed
- 2-3 Destroyed
- 5-6 Destroyed in contact, no effect from missile hit

If chariot passes through any troops (friends or enemy) roll again for contact hits counting as charging.



## Peltasts at Cunaxa (Greek and Persian).

Influenced by leader, aggression levels (Maximum *Ready*) and training grades like hoplites. Move and shoot in the phalanx manoeuvre phase. Require signal to advance to move forward.

### **Special Rules for Cunaxa**

**Cards.** Use separate Greek/Cyrus and Persian packs with equal number of good, bad and neutral cards. Include the following additional cards all of which may be retained to play later.

#### **Greeks/Cyrus**

**Clash of spears on shields.** 1 DP on cavalry and chariots  $\leq 4$ ".

**War Cry of Enyalios — Greek Terror.** Persians  $\leq 4$ " of facing Hoplites drop 1 AL. Retire if already shaken.

**Open Ranks x2.** Charging cavalry or chariots harmlessly pass through ranks of any Hoplite or Peltast unit. Cavalry passing through increase 1 AL. Chariots destroyed.

#### **Persians**

**Royal standard** (golden eagle on a shield) raised aloft. +1 die in combat for rest of the game

**Mithridates' javelin.** Roll dice of death for enemy leader  $\leq 4$ "

**Camp.** Persians in sight of enemy camp, with a clear route to it and without intervening enemy, must take a control test using a D6 every turn this applies even if leader with them. On 5+ result they must advance at full speed to the camp and once there begin looting. Once looting they will not return to the battle.

#### **Leaders.**

Cyrus must be attached to his bodyguard cavalry.

Artaxerxes and Tissaphernes must be attached to one of their heavy cavalry units.

Arbaces and Gobryas must be attached to one of their infantry units.

Clearchus and Proxenus must be attached to one of their hoplite units.

Episthenes must be attached to one of his peltast units.

All leaders dice for LPs. Clearchus re-roll 2 (once only)