



'ALALA!

Greek Hoplite Battles 5th-4th C BC

Game Scenario

Cunaxa

401 BC

“Cyrus leaped down from his chariot, put on his breastplate, and then, mounting his horse, took his spears in his hands and passed the word to all the others to arm themselves and get into their places... There was seen a rising dust, which appeared at first like a white cloud, but some time later like a kind of blackness in the plain, extending over a great distance. As the enemy came nearer and nearer, there were presently flashes of bronze here and there, and spears and the hostile ranks began to come into sight.” (Xenophon)

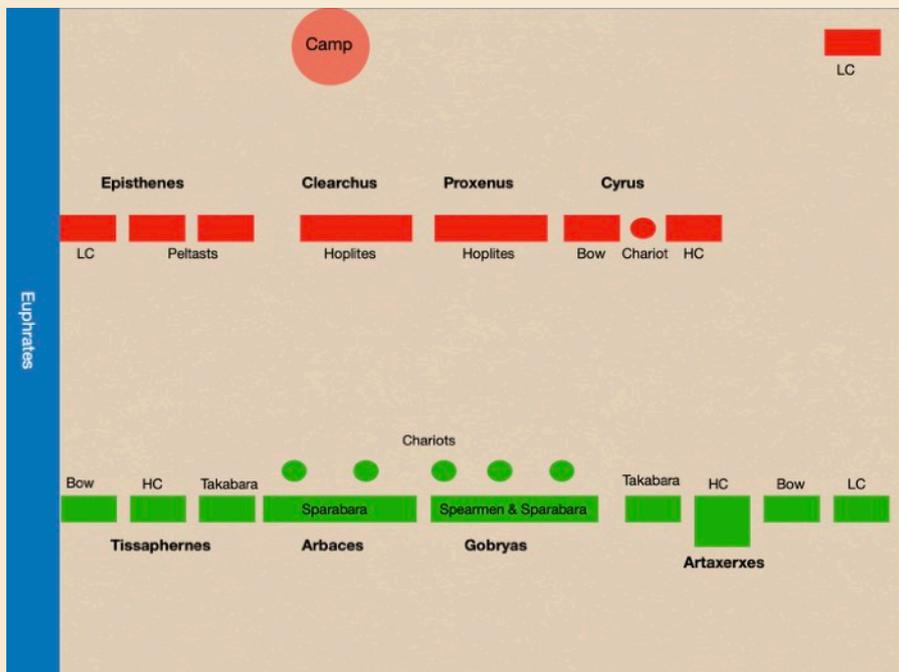
Historical Background

It is late summer 401 BC. Cyrus, reinforced by Clearchus' 10,000 Greeks, is challenging his brother Artaxerxes for the Persian throne. Cyrus has just set up camp when he learns that Artaxerxes' army is approaching.

Vastly outnumbered, Cyrus' right is anchored on the Euphrates but his left is open and outflanked by Artaxerxes. Cyrus' Persian infantry is still marching up to deploy on the his left when the battle begins.



The Field of Battle



Bounded by the Euphrates on Cyrus' right the battlefield is an open dusty plain.

The map opposite shows the deployment of both armies to scale for an 8' x 6' table..

The two armies deploy 18" apart so the game's table does not need to be much more than 4 foot deep. You will need a table 8 foot wide to fit all of Artaxerxes' troops in 20-28mm figure scale.

Cyrus' camp is important as it has an effect in this scenario (see last page). Historically Tissaphernes broke through Episthenes' peltasts but instead of turning back to help turn the battle his men went on to loot Cyrus' camp.

Both armies are fully deployed at the start except for the light cavalry on Cyrus' left. They represents the lead unit of his left wing which is still marching up to join the fight. Cyrus must dice in the leadership phase to see if they come on table. They arrive on a result of 5-6, +1 for each turn after the first.

Each of Cyrus' units (excluding chariot and left wing light cavalry) start the game with 2 DPs as they were hastily deploying. Artaxerxes army was fully formed and therefore have no DPs.

Cyrus' Brief

You must seize the opportunity to attack with your best troops before the enemy's numerical superiority overwhelms your left.

Your Greeks are the best infantry in the known world and, unless outflanked, should overwhelm their opponents. The greatest threat comes from the enemy cavalry which outnumber yours. However your personal guard cavalry on armoured horses are a match for your opponents.

The enemy scythed chariots are a threat and they may disrupt your formations. The best defence is to shower them with missiles in the hope that they may rampage back to harm the enemy — or open ranks (from a God Card, see last page).

If you are able to kill Artaxerxes then you will win the day and become king regardless of other outcomes.



Cyrus' Order of Battle from left to right

Cyrus, Commander in Chief. Dice for CPs (re-roll 2 once only)

- 1 unit Persian light cavalry from left wing. Arrives later.
- 1 unit bodyguard heavy cavalry, A Grade, horse armour
- 1 scythed chariot
- 1 unit Cretan or Persian archers (psiloi)

Proxenus. Dice for CPs

- 2 units Greek Mercenary Hoplites, B Grade

Clearchus. Dice for CPs (re-roll 2 once only)

- 1 unit picked Peloponnesian Hoplites, A Grade
- 1 unit Greek Mercenary Hoplites, B Grade

Episthenes of Amphiboles. Dice for CPs

- 2 units Greek peltasts, B Grade
- 1 unit Paphlagonian light cavalry

Cyrus must be attached to his bodyguard cavalry.

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

Episthenes must be attached to one of his peltast units.

Artaxerxes Brief

You outnumber your traitorous brother Cyrus but he has 10,000 Greeks on his side. The Greeks are to be feared as if they come into contact with your infantry they are likely to break through. Your best hope is to wear them down with archery and chariot charges before they can make contact.

You outflank the enemy's left which gives you an opportunity to envelop his line with your superior cavalry. If you are able to kill Cyrus then you will win the day regardless of other outcomes.



Artaxerxes' Order of Battle from right to left

Artaxerxes King of Kings, Commander in Chief. Dice for CPs (re-roll 2 once only)

- 1 unit Persian light horse archers
- 1 unit Persian archers (psiloi)
- 2 unit massed Persian Heavy Cavalry B Grade, formed as a single unit 2 ranks deep
- 1 unit Persian Takabara (peltasts), C Grade

Gobryas Satrap of Babylonia. Dice for CPs

- 2 units Persian, Egyptian & Lydian Spearmen, C Grade
- 1 unit Persian Sparabara Spear & Bow, C Grade
- 3 scythed chariots in front

Arbaces Satrap of Media. Dice for CPs

- 3 units Persian Sparabara Spear & Bow, C Grade
- 2 scythed chariots in front

Tissaphernes, Satrap of Lydia. Dice for CPs

- 1 unit Persian Takabara (peltasts), C Grade
- 1 unit Persian heavy cavalry, B Grade
- 1 unit Persian archers (psiloi)

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

Arbaces and Gobryas must be attached to one of their infantry units. Best to be in the centre one for command and control purposes.

Alala! Rule Amendments 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.
- they may be formed 2 ranks deep and if so count rear support (like Theban hoplites).

Horse armour -2 shooting dice when shot at from front like hoplites

Persian Sparabara (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 up to 12" range with 1 die per 2 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".
- -2 dice when shooting at hoplites frontally.
- 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.
- They may halt at anytime after the initial move following the signal to advance. This will not cause an aggression level drop.

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

Greek Peltasts and Persian Takabara.

Treat as peltasts but: Influenced by leader; have aggression levels (maximum ready) and training grades like hoplites. Move and shoot in the skirmish phase. Do not require signal to advance to move forward.

Scythed Chariots

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. May wheel freely.

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 (and if 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 as below.

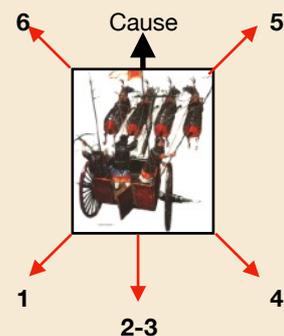
After chariot makes contact or for each missile hit roll 1 D6

1-2 Rampage in random direction. Face chariot to cause of rampage. Roll 1 D6 and move maximum dice as per diagram. Pass 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.



Chariot on Chariot Combat.

Each roll 1 D6. Difference of 0-2 = Mutually assured destruction, both chariots destroyed. Difference of 3-4 = Both test for rampage. Difference of 4-5 = loser destroyed, winner unaffected.

The God Cards

Divide cards into separate Cyrus/Greeks and Persian packs with equal number of good, bad and neutral cards. Include the following additional cards (with each side's pack having the same number of cards after):

Greeks/Cyrus

Clash of spears on shields. 1 DP on enemy cavalry and chariots within 4" of facing hoplites or peltasts. May be retained to play later.

War Cry of Enyalios – Greek Terror. Persians facing advancing Hoplites drop 1 AL if within 12". Drop 2 levels if within 4". Retire if this brings them below Shaken. Play Immediately.

Open Ranks x2. Charging cavalry or chariots harmlessly pass through ranks of any Hoplite or Peltast unit. Cavalry passing through increase 1 Aggression Level. Chariots destroyed. May be retained to use later.

Artaxerxes' Persians

Royal standard (golden eagle on a shield) raised aloft. +1 die in combat for one unit for rest of the game. Play immediately. Ideally have a separate standard which can be attached to that unit.

Mithridates' javelin. Roll dice of death for enemy leader with -1 to first saving throw roll. May be retained to use later.



Other scenario specific rule adjustments

Cyrus' Camp. Any of Artaxerxes' units in sight of Cyrus' 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.

Greek Pursuit. When the Greeks broke the Persian infantry line in the historical battle they pursued them for quite some distance. If faced by retiring or broken enemy heavy infantry Greek hoplites or peltasts must take a control test if they wish to exercise their option to remain in place rather than pursuing. They need a result of less than 5 to do this, taking into account any increased aggression levels resulting from the combat.