# ALEXANDER THE GREAT

## Above: Alexander's Persian conquest.

MACEDONIA · THRACE · Black Sea · Caspian Sea · Pella · Byzantium · Bithynia · Paphlagonia · Atropatrehe · Delphi · Ilium · Granicus · Gordium · Athens · Lydia · Sardis · Phyrgia · Halys R. · Kappadokia · Armenia · Cadusia · Sparta · Miletus · Maeander R. · Nyssa · Halicarnassus · Caria · Pisidia · Cilicia · Nisibis · Media · Mardi · Crete · Issus · Syria · Mesopotamia · Tigris R. · Gaugamela · Mediterranean Sea · Cyprus · Sidon · Euphrates R. · Babylonia · Ecbatana · Tyre · Syrian Desert · Susiana · Susa · Libya · Alexandria (founded) · Arabia · Babylon · Siwa · Pelusium · Gaza · Persis · Egypt · Nile R. · Nabataeans · Kushiya

## Above: Alexander and the East.

Massagetae · Saka · Skythia · Atropatrehe · Caspian Sea · Bukhara · Maracanda · Alexandria Eschate · Dahae · Oxus R. · Nautaca · Sogdiana · Kashmir · Cadusia · Alexandria Margiana · Margiana · Zariaspa (Balkh) · Aornus · Indus R. · Attock · Media · Hyrcania · Bactria · Kabul · Taxila · Hydaspes R. · K. of Porus · Zadrakarta · Parthya · Susia · Aria · Parapamisidae · Acesines R. · Sangala · Rhagae · Ecbatana · Tigris R. · Alexandria Areion (Herat) · Arachosia · Malli · Hydraotis R. · Susiana · Paraetacene · Drangiana · Hyphasis R. · Susa · Babylonia · Babylon · Persian Gates · Persepolis · Kandahar · Alexandria Sogdiane · India · Persis · Arabia · Red Sea · Carmania · Gulashkird · Indus R. · Sind · Pura · Karachi · Pattala (Hyderabad) · Harmozia · Gedrosia · Arabian Sea

# ALEXANDER THE GREAT
## THE RISE OF MACEDON 359–323 BC

"It is with peace, not argument, that we must counter the Macedonian phalanx, for argument lacks power to take effect when urged by men whose strength is less than their desire."

Demades

# INTRODUCTION

**"It** was not the Macedonian phalanx which penetrated to India, but Alexander."

The Warhammer Ancient Battles army lists in this book cover the armies and enemies of Alexander the Great from 362 BC until the Battle of Hydaspes in 326 BC. (Note: For brevity, all dates are BC unless noted).

The rise of the Macedon era has fascinated me since my first 20mm Jack Scruby Phalangite miniatures arrived in the mail when I was 16 years old. The interest I developed while studying this era has evolved into a life-long hobby of collecting miniatures and books. I don't know exactly why I have always been attracted to pike armies, maybe it's the massed ranks of a hundred phalangites lined up end to end on a table, or maybe it's just that pike armies are tough in almost all game systems! (I need something to compensate for my next-to-useless luck!). Books such as Charles Grant's inspirational *The Ancient War Game*, published in 1974, provided the spark to study ancient history and how it could relate to my wargaming hobby.

When my copy of the Warhammer Ancient Battles rulebook arrived, the first thing I did was skip to the back and check out the Warriors of Antiquity list. To my delight, I found stats for the Macedonian Phalangites and the Companion cavalry of Alexander the Great. I immediately took those points values and created an ad hoc list to use with my dusty old Macedonian miniatures. I picked Thracians from the Mountain Tribes listed in the Barbarian army; I included the Elephants stats from Carthage, Agrianian Peltasts from the auxiliaries, etc. Soon I had a complete Macedonian

and Successors list snipped together from these parts. Later, when the Armies of Antiquity (AoA) supplement came out, I was pleased to find a tailored list that had almost all the elements and had enough scope to cover any pike era army.

So, the first question one might ask is, "If AoA is so great, why do we need a whole supplement?". Good point! A reason that comes up quite often is the player's desire to create army lists that are more specific to their favourite period. The AoA lists caused people to ask, "How is Alexander's army different from Seleucids?", "What kind of allies should be used?", "Did Alexander use elephants and scythed chariots?". Questions like these and others provoked me into creating basic army lists for specific Macedonian era armies based on the AoA single list. These then evolved into a more 'official' project when Jervis Johnson of Warhammer Historical Wargames asked me if I was willing to put my thoughts and effort into this supplement.

This supplement is a guideline for wargaming this era of high conquest and revolutionary tactics. Even so, some ideas here may well spark some controversies. Most of the new rules are offered as an attempt to add in a detail that enhances Alexander's battles, and may or may not factor well with out-of-period games in general. This work is about gaming the era of Alexander, not debating the minutiae of history. If a historical issue causes great controversy and affects the content of a list, then there will be some leeway given and other options are offered. An example of this is the ongoing (and possibly never-to-be-resolved) debate on the role, armament, and use of Alexander's Hypaspists.
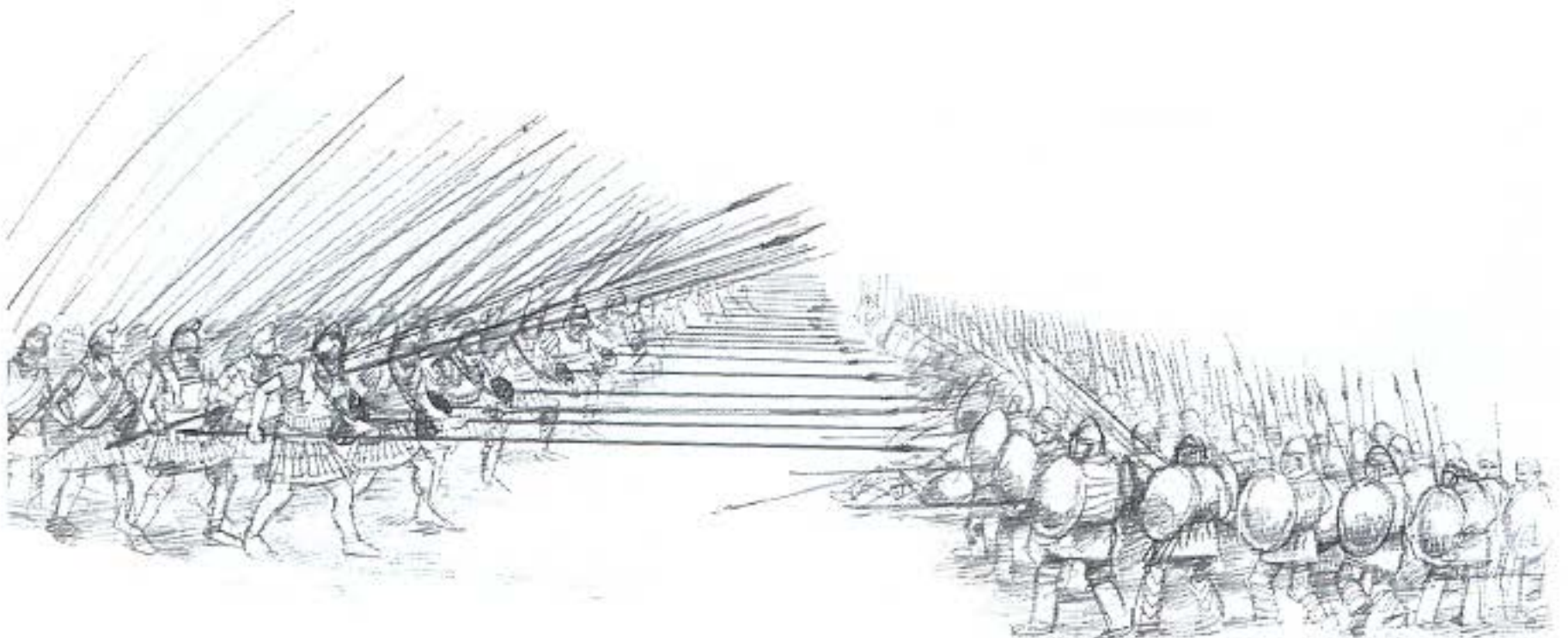
It is best in these cases to allow the player to choose the option that suits his vision of their actual role, and also fits with alternative miniatures representations. Since this is a game we can experiment as well with hypothetical options. The later Imperial Alexandrian army is presented to carry his campaigns into India and beyond. 'What-if?' Alexander had lived longer than his brief 33 years, and moved westward. Could he and his armies have conquered the whole known world?

I would like to thank the folks at Warhammer Historical Wargames for their wonderful assistance during the long process of putting this book together. Their patience in realising that this was not only a labour of love but also a part-time effort (we all have day jobs you know!) allowed me free reign to make this work possible. Of course, I must thank my lovely wife for putting up with me spending long hours shut up in my office clicking away on the keyboard, and allowing me the time that it took away from our weekends to finish this book.

This volume represents the collective efforts of a number of friends and gamers, many of whom I have not even met in person yet. Their efforts are the reason why this book is in your hands now, it is as much their book as it is mine, and I cannot thank them enough.

The lead testers and major contributors to the rules and army lists designs include: Anthony Edwards, Don Effinger, Martin Gibbins, Vince Salvato, Hans Lundgren, Rich Norton, Alan Hills, Tim Wells, Mike Bruck, Mike Reardon, Tom Opalka, Joe Derocher, Allen Curtis, Rob Broom, Steve Schifani, and Chuck Robbins.

Other contributors include Clifford Robbins, Conrad Gonsalves, John Oman, Martin Kerr, Mark Muslek, Adrian Goldsworthy, Steven Neate, Steven, Scott, & Glenn Streetman, and Alfred, Aric, and Vincent Anderson. I must add that I owe special thanks to Duncan Head and Luke Ueda Sarson for being so forthright and providing invaluable help when I have asked them for assistance. Thanks also to those around the world who have tested my ideas from the website and given valuable feedback, including the Dallas Thursday Night Irregulars, & members of the YahooGroups: WABlist, & ANCMED.

A very special thanks to Rich Norton, and Hans Lundgren, for proofreading and eradicating much of my bad grammar.

Rob Broom, Talima Fox, John Michelbach and the graphic artists and photographers at Games Workshop deserve a big cheer also!

Most important of all, I wish to thank Jervis Johnson for somehow choosing me to write this supplement, sight unseen, without ever having met face-to-face. Truly, he must believe in the Fates!

Time to level those pikes, chant the war-cry and conquer the world!

Jeff Jonas

# HOW TO USE THE ARMY LISTS

The army lists in Alexander the Great are used in the same way as the Roman & Barbarian lists in the Warhammer Ancient Battles rulebook. Each has its own unique force composition and additional rules. In addition, the following new rules have been developed since WAB was printed and an errata is also available at www.warhammer-historical.com

## A NOTE TO PLAYERS

Warhammer Ancient Battles supplements pay particular attention to the period of history they cover and use the same points based system. The values are adjusted to suit the historical context and may be different from one book to another. This is quite deliberate. Whilst it should not make a difference, players who regularly play out-of-period games such as Chariot Wars Sumerians versus Shieldwall Vikings (a difference of a mere 3,000 years or so!) may wish to make their own adjustments to the point values and any period specific special rules to cater for unusual circumstances. This is fine if you agree it with your opponent in advance.

## WHAT YOU SEE IS WHAT YOU GET

Unless your opponent agrees otherwise, your models must show the options you take. If it's hard to tell what a model comes with (eg, is it a throwing or thrusting spear?) then a certain amount of leeway should be allowed. If in doubt, let history be your guide.

## UNIT SIZES

The minimum size for a regiment is five infantry or cavalry models. There is no upper limit. One model per unit may be upgraded to a leader +5 pts, one model per unit may be upgraded to a standard bearer +5 pts, and one model per unit may be upgraded to a musician +5 pts unless stated otherwise.

## CAVALRY COUNTER CHARGES

This is a new charge reaction that may only be taken by cavalry units that are charged to the front by enemy cavalry. The unit counts as charging for the purposes of using its weapons (ie, it gets +1S if it has thrusting spears, etc). Cavalry with a move of less than 6" (Cataphracts from AoA, for example) may not counter-charge. Note that the unit does not move, and it does not count as charging for the purposes of deciding who strikes first. Also note that cavalry may not counter charge infantry (just try not to let them get close enough to charge in the first place!).

## SKIRMISHERS & RANK BONUSES

Formed units do not lose their rank bonus if they are charged by a unit of five or more models that is in skirmish formation. This also applies to cavalry in skirmish formation but not to chariots.

## ARMY STANDARD BEARER

May not take xyston, spear, pike, kontos, etc, as options. Where applicable, they may carry a shield.

## LEADERSHIP & WARBAND PSYCHOLOGY

If a unit with Warband Psychology is joined by a character who does not have Warband Psychology, the unit must use either its own Ld or the character's. It cannot use the character's Ld and add on the Warband rank bonus.

## COMBINED FORMATION

Some units may mix troop types together with different weapons and armour combinations. Typically, this occurs with archers in the rear ranks, shooting over the heads of the troops in front which may be armed only with double handed, spears or other weapons.

Units that can do this are indicated in the relevant army list. This is represented as follows:

**Missile effects:** Archers in combined formations may shoot using the Massed Archery rules on pg 23 of the WAB rulebook, as well as any particular special rules that may apply to that unit.

A unit may stand & shoot or fire & flee using massed archery.

All missile hits taken by the unit use the saving throw of the majority of models in the unit, at the time when the saving rolls are made. If numbers of models are equal, the best saving throw is used. Any models that fail their saving throw are removed from the unit in roughly equal proportions – eg, if a unit of 12 spearmen and 12 archers takes two casualties from missile fire, one of each model is removed. If a third casualty were inflicted, the owning player should choose which type of model to remove.

**Close Combat effects:** Hits on the unit should be taken by whichever models are in contact with enemy attackers, and armour saves taken as appropriate. If the attacker has a choice of attacking differently armoured models, he should declare which he is attacking before rolling any dice.

If models in a unit have more than one hand-to-hand weapon type, the player must say which is being used before any To Hit dice are rolled. All models in the unit must select the same weapon. Units may change their weapon type in the next combat round but all use the same weapon. Ie, an Indian infantry unit may use throwing spears on the first round of combat, on a subsequent round they may switch to broadswords, at that point they would declare if they are using them as one-handed with shields or two-handed striking last.

## ELEPHANTS

Elephants cannot be pursued, and are not destroyed if they stampede. Elephants, chariots and characters all have flanks and a rear for the purposes of combat bonuses. Elephants and their crew may fight all around like chariots. Elephants cause *panic* like normal units when they break and rampage/flee. A rampaging elephant yields 50% VPs if still on the table at the end of the game, as does a character mounted on the elephant.

# SPECIAL RULES

The following special rules apply to the units and formations in this supplement. The main intent is that armies from this book use these rules, however with your opponent's consent these ideas may be applied to AoA's lists also.

Since many of the armies in this supplement use the same troop types and abilities, they have been consolidated for ease of use – special rules pertaining to specific units are usually contained within the army list or unit's profile but rules that pertain to multiple armies, such as the Phalanx rules, are included on the following pages to reduce repetition.

## ARMY LISTS

Most of the army lists are structured in a format that allows the player to construct a historical army by plugging in troops from list to list. Sometimes, these are treated as allies; sometimes they are core troops. In the effort of brevity, similar troops that are contained in multiple lists are only referenced once.

**Basic and Variant Lists:** Army lists are presented in a basic format that details all the troop types available for that army. Players may wish to build either a basic style army or use the variant lists to build a more historically balanced army. If any of the variant troop options are taken, then all the restrictions and additions must be enforced for that list.

## ORACLES

Although the rise of Macedon signaled the beginning of a more scientific age of warfare, the Macedonians' beliefs were still rooted in superstition and rituals. Alexander sacrificed every day to the gods, as this was his sacred duty as king. The Macedonian culture allowed him to nurture his cult of divinity. Occasionally, the army itself went through traditional (and barbaric) purification, such as marching the army through the entrails of a split dog. Therefore, the Rise of Macedon armies still have elements that are inspired by the Oracles in a similar fashion to Greek armies.

### Oracles effects:

**1)** Macedonian and Greek units use oracles in place of standards. Players roll D6 oracles per 1,000 pts in the army. Fractions are lost, for example, a 2,300 pts army would roll 2D6 oracles, and a 1,500 pts army would roll D6 oracles. An Oracle point is used to affect combat and leadership, each point is deducted from the oracle pool.

**2)** Oracle points may be used to re-roll a failed Leadership test or a failed Break test once, OR add up to +2 to a combat result.

**3)** Allied units may not use oracles, unless specifically allowed by their army list.

**4)** Single characters, may not use oracles to affect combat results.

## XYSTON, PIKES & SHIELDS

A xyston (zee-ston) counts as a cavalry thrusting spear that strikes first even if the unit does not charge. A kontos or pike will strike first against a xyston. Mounted characters and cavalry armed with xyston or kontos may not carry shields. Mounted models may not use large shields in this period, and models on foot may not combine pike with large shields.

## MACEDONIAN & TRAINED PHALANX

Philip II's reorganised phalanx was trained and drilled enough to manoeuvre on the battlefield, and still be able to close up and fight with the solidity of massed ranks in hand-to-hand. Some units were so experienced that they could maintain the phalanx formation and manoeuvre with exceptional drill and cohesion.

Greek mercenaries were more experienced – setting them apart from the hastily trained City state militia forces of the past.

The terms *Macedonian* and *Trained* phalanx are interchangeable.

The following rules apply to these types of phalanx:

### Movement & Manoeuvre

The phalanx may wheel normally during a march or charge movement.

A phalanx is allowed the following manoeuvres: *About Face* (turn through 180°) and *Adjust its Ranks* (change formation).

Phalanxes are incapable of doing a *Right Face* or *Left Face*, and thus they may not turn left or right by 90°. (See pages 15 & 16 of the WAB rulebook for fuller descriptions)

A phalanx may never change facing when engaged on its flank or rear in subsequent combat rounds (see page 46 of AoA).

A phalanx may reform.

### Combat

To gain the following phalanx combat benefits, the unit must contain at least 16 models, and must have at least a +1 combat rank bonus.

A phalanx may charge and still fight in two ranks to the front.

All enemy attacks (shooting and hand-to-hand) at the front of a phalanx suffer a -1 to hit modifier.

Mounted units such as cavalry, camelry, and light chariots may not willingly charge the front of the phalanx. If pursuit or compulsory movement would bring such a unit into frontal combat with a fresh enemy phalanx, the unit makes a failed charge move

(ie, moves half the pursuit distance rolled) or stops 1" away, whichever is shortest. The unit will still destroy the enemy it was pursuing if it rolled higher than the Flee roll, even if it could not move the full distance. (Note: Elephants, Scythed and Heavy chariots may charge the front of a phalanx).

### Loss of combat effects
A unit armed with pikes or spears may only fight in two ranks to its front.

Only one rank may fight to flank or rear.

A phalanx attacking across obstacles and all types of difficult terrain (ie, rivers, woods or walls) will lose both combat ranks and phalanx benefits. Elephants, and Spara walls remove combat rank bonus but do not negate the phalanx combat benefits.

### Drilled Phalanx
A number of elite formations such as the Hypaspists, Spartan Guards and Theban Sacred Band were able to maintain a phalanx formation in small highly manoeuvrable units.

Drilled phalanxes retain the phalanx combat benefits until reduced below 12 models, as long as they maintain a +1 combat rank bonus.

A drilled phalanx is subject to all the manoeuvre and formation restrictions, however, a drilled phalanx may use its drilled option to turn through 90° (see the WAB rulebook, page 120, for a full listing of other drilled capabilities).

## CAVALRY WEDGE FORMATION
The Macedonian and Thessalian cavalry formed into wedges (arrowhead) or diamond (rhomboid) formations that were highly manoeuvrable and effective in close combat. The following rules apply to both wedge and diamond formations:

**Wedge Formation:** A cavalry wedge has one model in the front, two in the second, and one more in each further row. A wedge may have up to 15 models maximum. There must be at least six models to count as a wedge.

A wedge's frontal arc of sight is based on the first six models at the apex of the wedge as shown in the diagram below.

(Note: The Thessalians formed in rhombus or diamond formations. These are somewhat impractical for gaming so a wedge will suffice to represent them in concert with their drilled status. A player may form up their models in diamond formations with their opponent's permission of course).
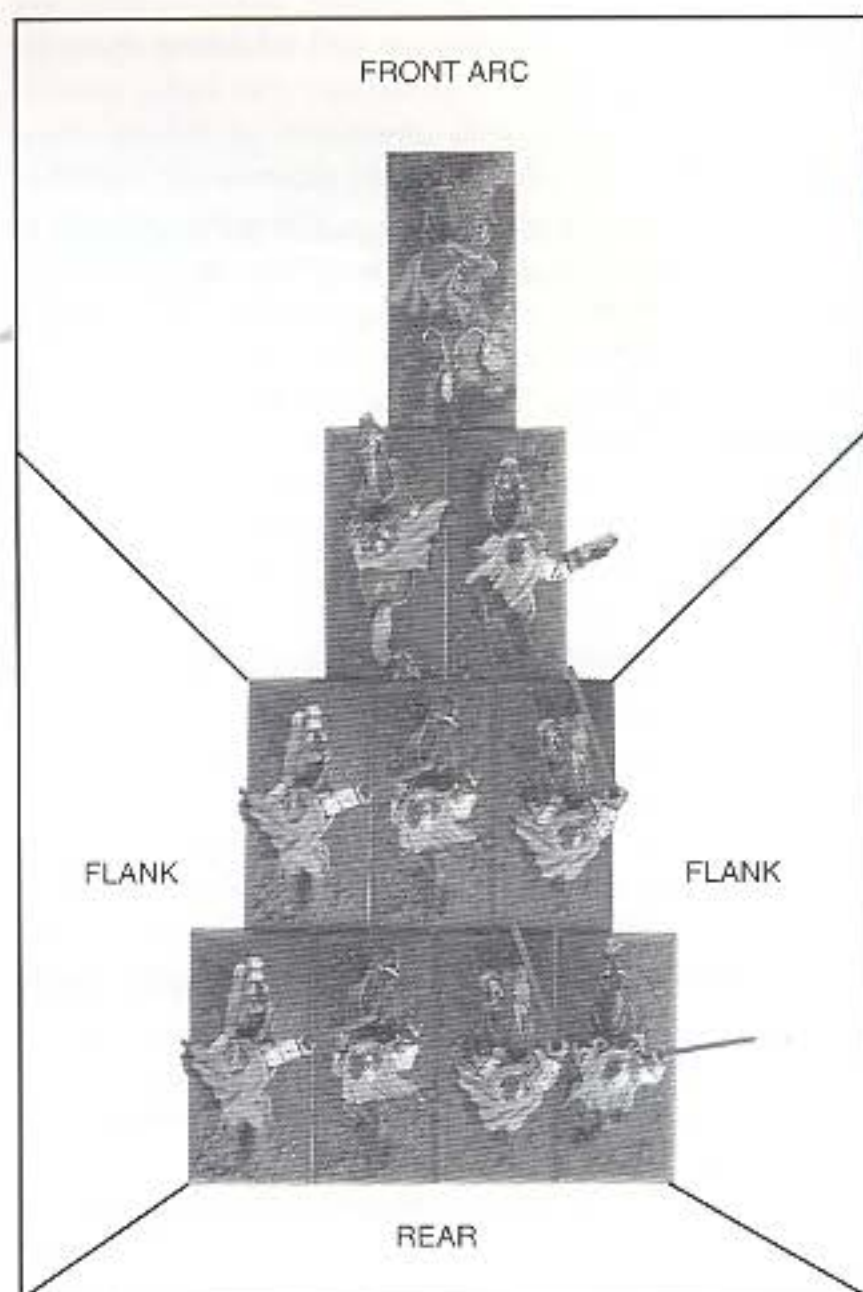


*Diagram 1. Front, flank and rear arcs of a wedge.*

### Wedge Movement and Manoeuvre

A wedge does not turn or wheel, instead it pivots around a central point (at the join between the second and third rows) prior to and during movement (in a similar way to a wheel). It may pivot more than once during a move.

To pivot more than 90° at any one time, a unit must surrender a quarter of its movement allowance. Wedges that have the drilled ability may pivot more than 90° for no movement cost to reflect their increased mobility.

A wedge may pivot, and march move.

A wedge may only pivot once before charging in order to bring more models into contact (again similar to a wheel).

Note that some models may gain extra movement from this pivoting system, this is one of the major advantages of being in a wedge formation!

**Wedge combat:** When a wedge charges or countercharges, one model contacts the enemy unit. The model at the apex of the wedge strikes the enemy and up to nine other models not in contact may attack as well. This represents the wedge 'punching into' the enemy formation.
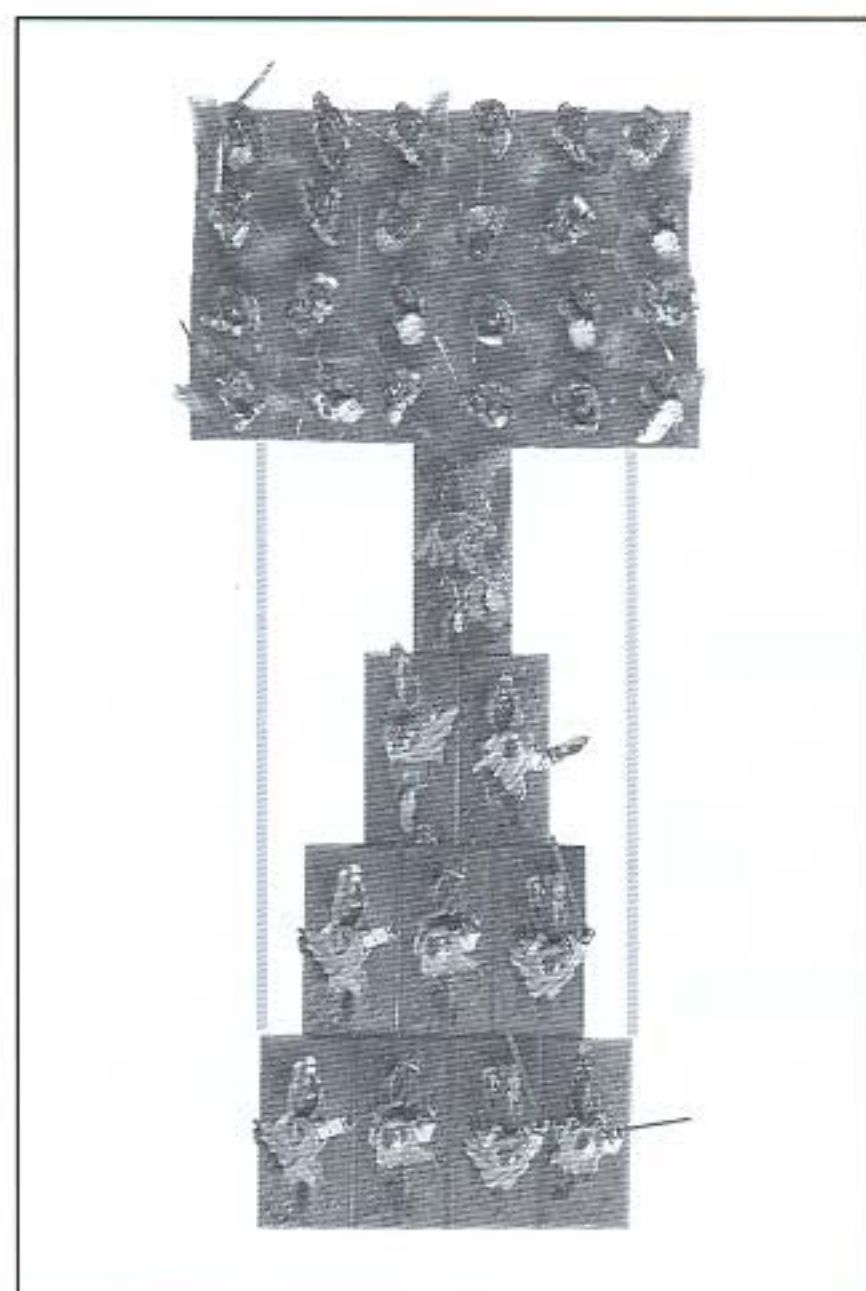


*Diagram 2. Example of wedge in combat.*

After the ten models in the wedge strike, surviving enemy models that are actually in contact with the apex of the wedge may then strike back. In addition to these, the total wedge models that attacked are divided in half (rounding down fractions), and those many extra surviving defenders may strike back.

So long as the wedge does not lose a round of combat, up to 10 models may fight.

This Macedonian wedge is charging a unit of Indian spearmen mixed with archers. The ten models in the wedge, including the character on the apex, may attack. Six Indian spearmen models are in initial contact and may strike back. (Note: If the unit was not armed with spears then only three enemy models would be in initial contact). In addition to the six spearmen in contact, up to five more Indians are added (as that equals half the number of attacking wedge models). The Indians may respond with a maximum of 11 models, which may include characters and leaders. Casualties from the wedge's attack are removed before any models strike back. In the above combat, assuming the wedge inflicted seven casualties, the Indians could respond with four models in total, including leaders and characters. Surviving models in contact with the character at the apex of the wedge may choose to direct their attacks against him or rank & file. Enemy models not in contact may only direct attacks against rank & file, or characters further back in the wedge.

Against skirmishers and chariots, combat is resolved as above. Thus a unit of five chariots struck by a ten model wedge would fight back with all five models if they survived. A unit of ten skirmishers would potentially have six surviving models strike back, since most likely only one is in direct contact with the wedge.

**Note:** It's often best to sum up how many enemy models could potentially strike back before resolving the wedge's attacks, this eliminates confusion if models are removed and the players forget how many were in contact.

**Characters and a wedge:** A wedge may contain up to two character models maximum. Normally, the leader occupies the apex of the wedge, and the two models directly behind would be the unit standard and musician. However, characters must be at the front of a wedge, even if this means command figures are forced further back. If a wedge flattens out, then characters on the contacted side must join in contact with the enemy, blocked characters will fall in behind temporarily. During subsequent turns, unengaged characters may move into combat as normal.

In the case of a challenge, the wedge character remains in position and the other model is repositioned to a suitable place in its formation in order to take part in the challenge.

### Flattening out the wedge

A wedge will flatten out if it is charged in the front and it cannot counter charge, and will always flatten out if charged in the flank or rear.

A wedge that loses a round of hand-to-hand combat will 'flatten out', unless it chooses to Fall back in Good Order.

A 'flattened out' wedge loses all wedge benefits.

Charging skirmishers and units of less than five models do not flatten a wedge, but will move into full contact and engage the wedge along the angled sides and attempt to get as many models into contact as possible. The models in the wedge in this case may only attack enemy models actually in contact.

A wedge flattens out into a formation two ranks deep with equal numbers in each rank where possible (so a 15 model wedge flattens out into two ranks of eight and seven models).

The wedge should still face in its original direction of facing once flattened out.

If the wedge is already engaged in combat to the front and charged in the flank or rear, the wedge will flatten forward into the unit it is already in combat with once the charging unit(s) have been moved into contact. This may result in some extra movement for the charging unit(s), which is acceptable.

If a flattened wedge is ultimately victorious, the unit may reform back into wedge as it pursues the enemy, or if it chooses to avoid pursuit, reform in the player's next turn.
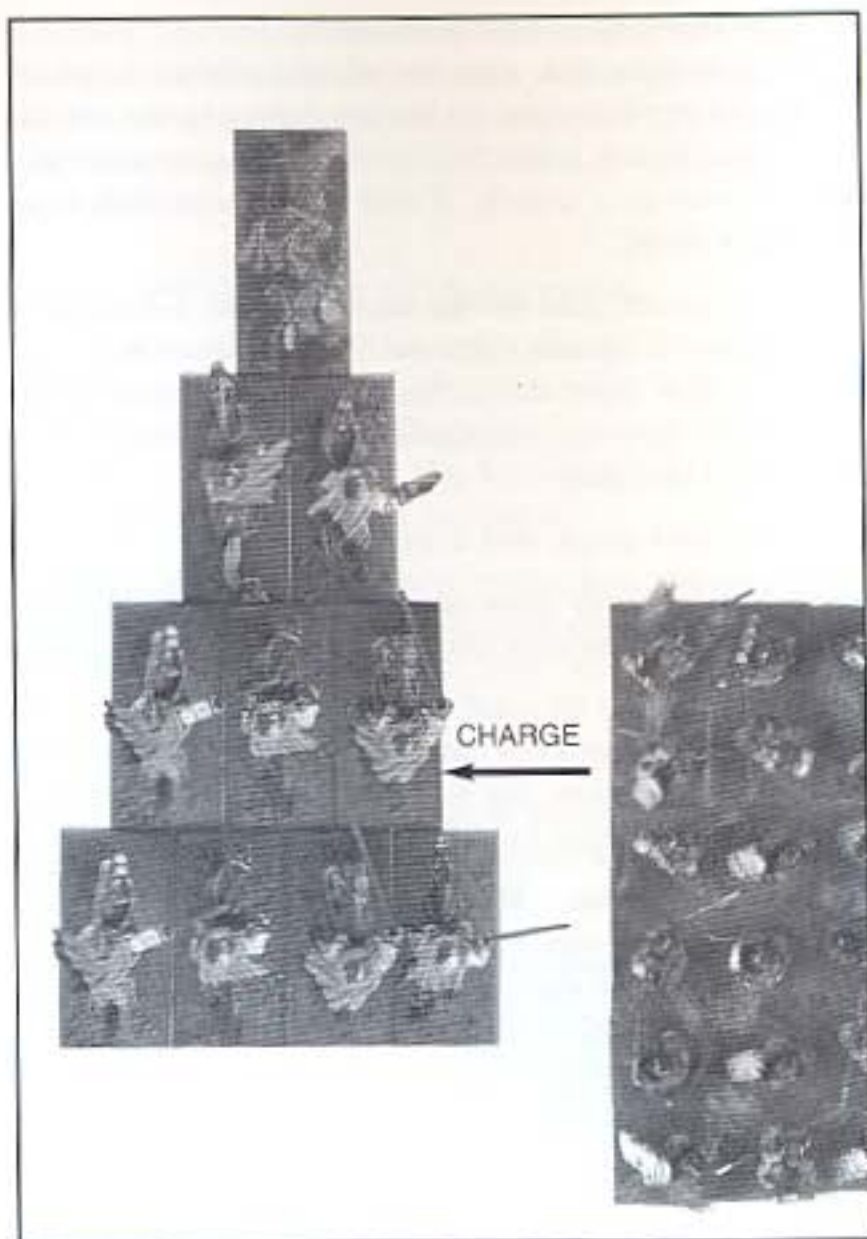


*Diagram 3a. Indians charging flank of wedge.*
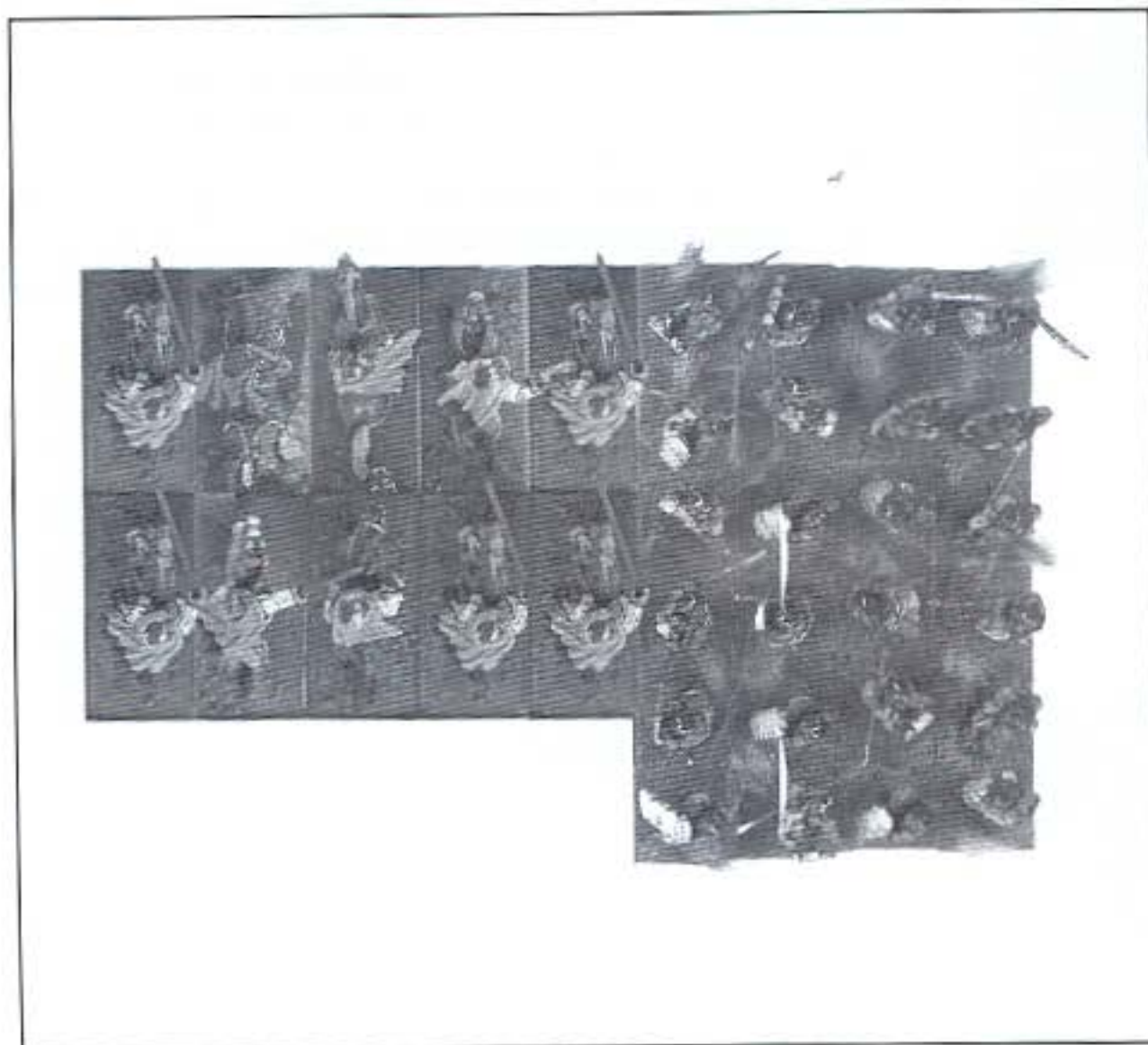


*Diagram 3b. Having been charged in the flank, the wedge flattens out.*

**Unusual situations:** Because of the unusual angled frontage of the wedge it is impossible to cover in words all the possible situations that could occur on the tabletop.

In the event of flattening out, the wedge should never gain any unexpected bonuses and these should be ignored (such as flattening out into difficult terrain so the charging unit would lose its rank bonus). At these times, it may be more convenient to add an extra rank to the wedge or realign the units slightly on the tabletop.

It should be possible to resolve most contentious situations but if in doubt refer to 'Be prepared to improvise' on page 10 of the WAB rulebook.
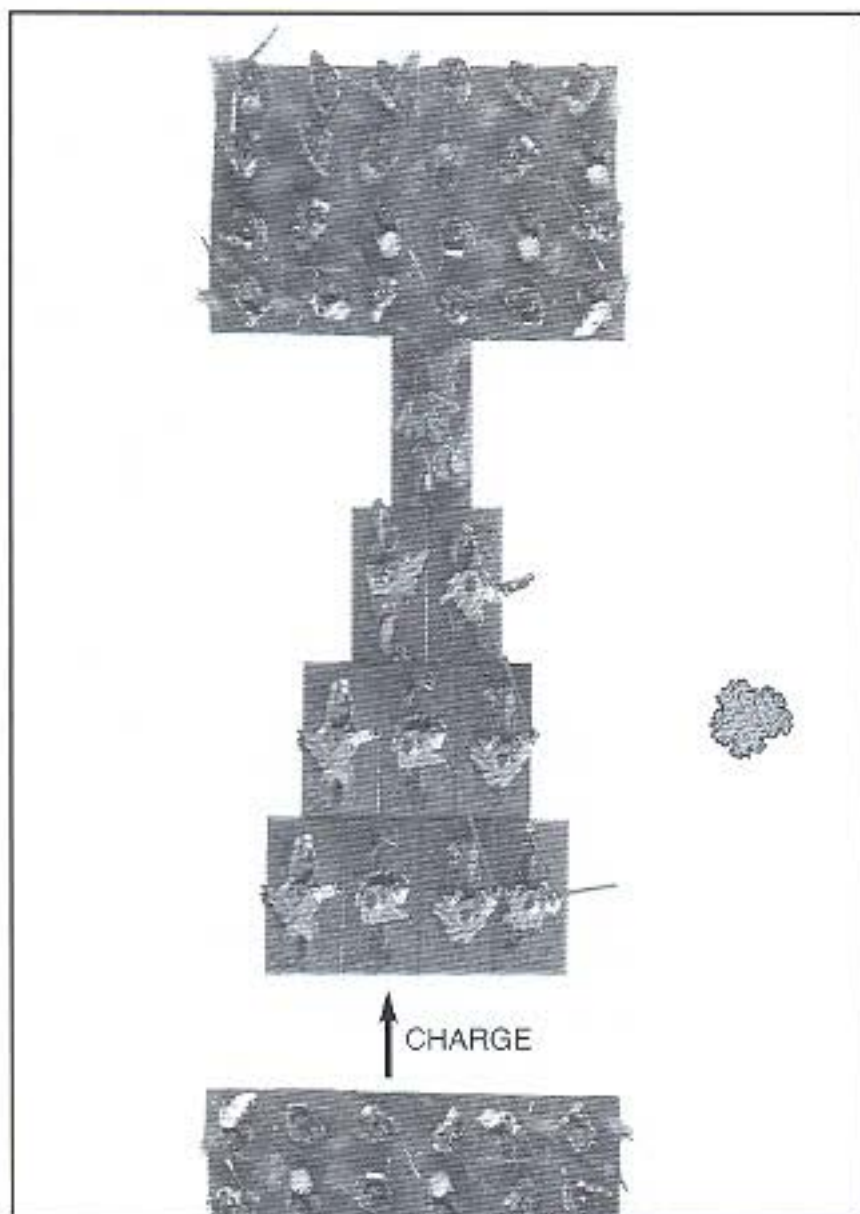
*Diagram 4a. In this example, the wedge is fighting to its front and is about to be charged in the rear by another unit.*
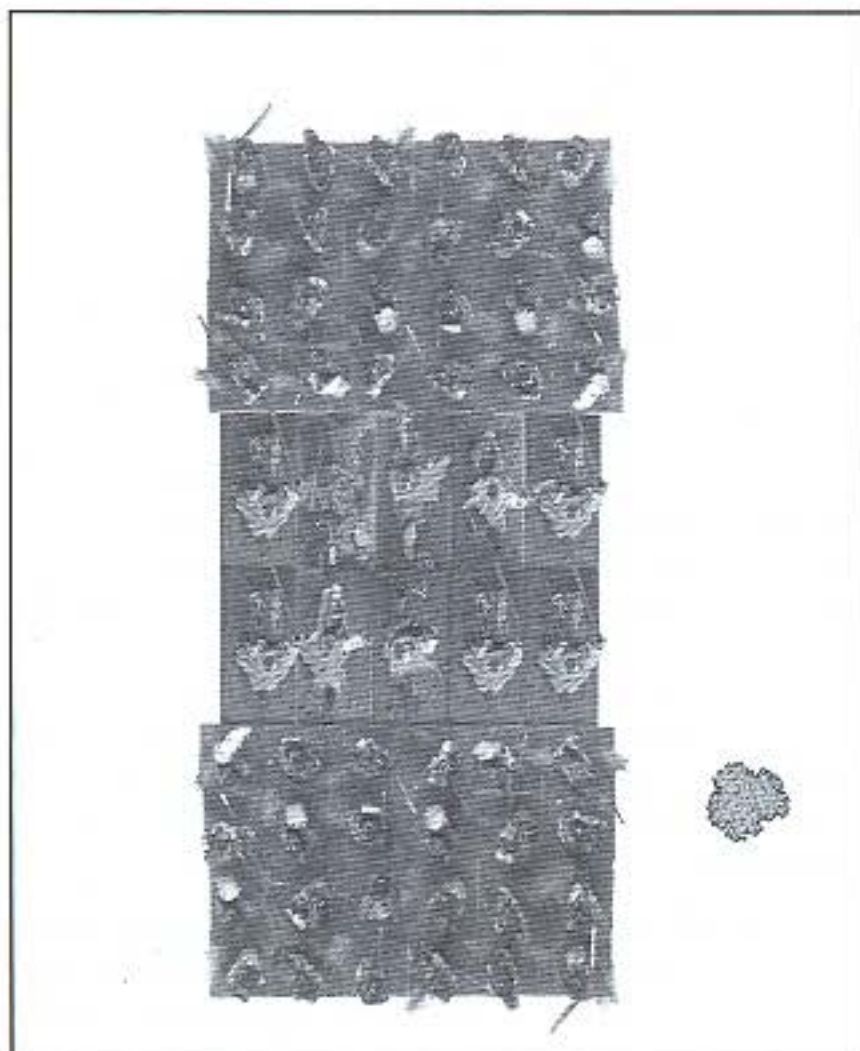


*Diagram 4b. The charge was in reach of the rear of the wedge, and now the wedge has been flattened out. The rear charging unit has been moved forward to create the effect of the wedge being pushed into the unit it was in combat with originally.*

## LEVIES

All Levies *fear* enemy units they do not outnumber by at least 2:1, reflecting their general lack of motivation. Levies do not *fear* other levies, fleeing troops, or skirmishers.

## PARTHIAN SHOT

Bow and/or javelin armed cavalry may make a normal move after they fire in the Shooting phase. This move may be in any direction, but the unit may not move within 1" of any enemy unit.

## FEIGNED FLIGHT

If a unit *flees* or *fires & flees* as a charge reaction, they rally immediately at the end of their move, and may reform facing in any direction. This means that should the charging enemy encounter them, the unit is not destroyed, and may instead fight in the Close Combat phase. Their opponents still count as charging.

## CHARACTERS ON MOUNTS

**Targeting:** If a character rides an elephant, chariot, or war wagon, they may freely be shot at because the shots are being directed at the model itself. Hits are randomised as normal. Roll a D6 for each hit.

If a character rides an elephant or war wagon, 1-4 results in the hit striking the elephant, 5-6 counts as a hit on the crew. Any characters amongst the crew will be hit if any 6s occur on the random roll.

If a character rides a chariot, then on a 1-4 the chariot is hit, on a 5-6 the character is hit.

Template weapons that strike a mount, crew and character are randomised. Ie, a stone thrower hits Porus, and his crew directly on his elephant. The direct hit is randomised, if striking the crew then it is 50/50 that it will strike Porus. The other models will all be hit on a 4+. Characters are allowed a "Look out Sir!" roll if the crew or mount survives.

**Close Combat:** Characters in chariots can be attacked separately from the chariot. Characters on elephants or war wagons are hit in close combat randomly the same as missile hits. A character fighting in a challenge retains armour save benefits gained from his mount and any benefits from the formation he is in (eg, phalanx or shieldwall). If an elephant or chariot-mounted character fights an individual character in a challenge (ie, a character not part of a unit when challenged) then the elephant or chariot and crew may fight also. If the challenged character is in a unit, the elephant/chariot and crew may not fight in the challenge, but may fight in the general mêlée against the unit.

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# OPTIONAL RULES

The following rules add some flavour to historical scenarios, and are presented for players who wish to layer in more detail. Some, none, or all of these ideas can be combined, but with the caveat that game speed can be slowed down as more new rules are added. It is a good idea to get your opponent's permission to use these rules BEFORE you start the game!

**Mixed Armour:** Arrian refers to the 'lightest armed' of the phalanx, implying that many rear rankers were unarmoured except for shields. Officers and front rankers in many armies wore full breastplates and greaves, but further ranks could have been armed with lesser armour. Persian units often had the front ranks armoured with back rank archers unprotected.

A mixed armour unit may have some armoured and unarmoured models. These units must have at least a quarter of the models armoured, and these must be placed in the front ranks. Casualties from missiles or close combat are resolved according to the Combined Formations rules on page 3.

This rule is not meant for competition play, but is listed here for completeness… note that this will slow down your game and can be freely ignored!

## ELEPHANTS

**Skirmishers vs Elephants:** Elephants have a very difficult time dealing with nimble skirmishers that can dart in and out and avoid the elephant's lumbering attacks. To reflect this, elephants (but not their crew) may only hit skirmishers on a roll of a 6 in hand-to-hand combat.

**Elephant Proximity:** Indian armies tended to have gaps of 50 feet to 100 feet between each elephant to keep the elephants from agitating each other. Armies that did not disperse their elephants could pay heavily when one caused others to panic!

Elephants will react to other friendly elephants that stampede or are killed within 12". The elephant checks Leadership based on the mahout as normal, but if the

Leadership test is failed, it becomes violently enraged and stampedes randomly. Use a Scatter dice to determine the random direction.

**Un-Crewed Elephants:** Without crewmen to defend their mount and distract the enemy, war elephants are extremely vulnerable.

If an elephant has no crew or only the mahout remains, then all enemy attacks in hand-to-hand combat will hit automatically. Roll to wound and save as normal.

## SUBORDINATE GENERALS

Subordinate generals enabled sections of the army to act independently from the main force. They are mainly used in large multi-player games, but can also be useful in scenarios and historical matches to balance forces (for example, having both Alexander and Parmenion (as a Subordinate General) makes the Macedonian army much more powerful and can recreate the cohesion that allowed Alexander's outnumbered armies to prevail).

0-1 Subordinate General is allowed if an army exceeds 3,000 pts. Any character, except the Army Battle Standard, may be designated as a Subordinate General.

A Subordinate General has a command radius of 12" just like a regular general. However, he may not affect troops within 12" of the Army General as it is assumed the Army General's influence overrides his – so do not bunch them up! Eg, the Persian Great King is within 12" of a unit that is also within 12" of a Satrapal General. The Great King's +1 Leadership benefit applies, the Satrapal General's Ld 9 does not. The Great King's +1 would apply to a Polemarch, as it is a special case.

If the Army General is killed, the Subordinate General retains his status. The death of the Subordinate General does not cause Panic tests. In truly large multi-player games, feel free to have as many Subordinate Generals as needed to represent each player.

# THE RISE OF MACEDON

"The final irony? After launching a technological and tactical revolution that changed the very nature of western warfare, the polis Greeks at Chaeronea, at the moment of their destiny, abruptly abandoned a century of innovation and put their faith one last time in the glorious and doomed charge of hoplites - even as the real student of the Greek military renaissance mowed them down, having systematically, harvested the fruits of their genius."

Victor Davis Hanson, The Wars of the Ancient Greeks

For much of Greek history, Macedonia was a backwater territory on the northern fringes of the Greek world. The Greek historian Herodotus tells us that during the Persian Wars, the Macedonian cavalry were forced to fight on the Persian side, and were defeated by the Greeks at the Battle of Plataea in 479. The Macedonians redeemed their 'Medized' reputation by bushwhacking the retreating Persians as they evacuated Greece. Not enough is known about Macedonian history before the time of Philip II. We do know that they were engaged in continuous wars with various tribal enemies that surrounded them. The early Macedonians are linked to the same Doric invaders that settled Greece. However, after many generations of isolation from Greek culture Macedonians tended to identify more with their tribal neighbours than the Greeks to the south. These neighbours included Paeonians, Triballians, Thracians, and Illyrians – tough mountain tribes, difficult to contain, let alone subdue. Various Macedonian kings had attempted to 'Hellenize' their people, but each step forward seemed to fizzle out with the rise and fall of the very unstable monarchy. The baronal lords of Macedon mostly felt that city-state Greeks were rather haughty and pompous. Conversely, the Greeks felt that their neighbours to the north were boorish, uncivilised and weakened by their outmoded monarchical system. The Greeks disdained the Macedonians as hardly Hellenic at all. During the Peloponnesian wars, the Spartans sent an expedition to Macedonia and allied with them. These troops intervened in the usual Macedonian civil wars under their king, Perdikkas, and helped the Spartans under Brasidas oust the Athenians from the Chalcidice peninsula. The Athenian historian, Thucydides relates that their alliance was fickle, their infantry weak, but their cavalry was formidable.

Compared to the Greek city-states, feudal Macedonia was agrarian and poor. The kingship rested on an allegiance of the noble landowners who provided armoured horsemen and were willing to carry a charge into hand-to-hand combat, a notable achievement for cavalry of this era. These nobles, called Companions (hetairoi), attempted to counter Sitalkes' Thracian invasion of 429 BC. However, the Companions were unable to stem the tide as their charges were swamped by the enemy masses of infantry. The cavalry wedges could penetrate but not defeat the Thracian warbands without infantry to push them back. Various Macedonian kings attempted to raise the quality of their infantry, but to little avail. The de-centralised country was too agrarian to create the concentrated wealth or population that a Greek city-state could generate. Landlocked Macedonia's only viable export was timber and mining rights; this timber went to the very ships of the Athenian fleet that kept them suppressed.

"Yet they have no such qualms about Philip and his present conduct, though he is not only no Greek, nor related to the Greeks, but not even a barbarian from any place that can be named with honour, but a pestilent knave from Macedonia, whence it was never yet possible to buy a decent slave."

Demosthenes Third Philippic

After hundreds of years of obscurity, Macedonia suddenly, and with incredible speed and urgency, imposed her rule upon Greece and thereafter conquered the huge Persian Empire. All of this can be attributed to the innovations and actions of one man, Philip II, who became king of Macedon in 359 BC. Philip turned the 'backward' Macedonians into the most organised and efficient fighting force the world had yet seen. Only his son, Alexander the Great, was able to eclipse Philip's fame with even more amazing feats of conquest, but he created an unstable world of chaotic civil strife in his wake.

Philip invented new ways of fighting and created an infantry force from the Macedonian peasantry that could fight even against the Greek Hoplites; this new phalanx was a revolutionary invention. At its peak, armies based on the Macedonian phalanx style of warfare held sway over vast territories – from Greece to the fringes of India, and throughout the former Persian Empire. Eventually, even the Greeks abandoned the hoplite fighting style and panoply for pikes and smaller shields. Two hundred years later, the spear-won empires built by phalanxes were eventually destroyed by the superior tactics of the Roman legions as they replaced the Macedonian phalanx as the dominant fighting formation of ancient warfare.

"Philip sent ambassadors to Athens and renewed a tolerable peace. He also made peace with the Boeotians, but placed a garrison in Thebes. Having thus terrified the leading Greek states, he made it his chief effort to be chosen hegemon (leader) of Greece. The Persians then heard that he would make war upon them, on behalf of the Greeks, in order to avenge the impieties committed by them against the Greek gods, he presently won public favour over to his side throughout Greece."

Diodorus

## PHILIP II OF MACEDON

Philip's rise to power was aided by his upbringing and the experiences of his youth. His father Amyntas III (r. 390-369) came into power by assassination, a transition process quite common in Macedon. Amyntas was a legitimate member of the Macedonian royal clan known as the Argeads, who claimed ancestry back to Herakles himself. His unstable reign suffered through Illyrian incursions, great upheavals in Greece, and the rival Chalcidic League that kept Macedon cut off from the Aegean. Amyntas was able to keep his position by extraordinary alliances; many times courting anybody that could keep him on his shaky throne, including the likes of the Thessalian freebooter, Jason of Pherae, then later the Athenians. In fact, Amyntas adopted the Athenian general Iphicrates, as a way to court Athenian favour! The young Philip (born in 383) must have been impressed by his elder adopted brother's stories of battles in Egypt versus the Persians! A key event that aided Macedon in this era was the fatal decision by Sparta to dismantle Olynthus and her powerful Chalcidic League (379). This created a power vacuum in the region that the Macedonians could not exploit at the time, but Philip would later. Amyntas III survived many of these intrigues but died at the ripe age of 80, which sent the Macedonian kingship into another round of usurping and instability.

When Thebes crushed the Spartan armies at Leuctra (371) a new usurper, a fellow named Ptolemy was in control of Macedon, he packed off a 15 year old Philip and other hostages to Thebes to keep them 'on-ice'. Obviously,

the learning potential there must have been enormous. Philip not only had access to the cultural influences of the Greeks, but could also learn first hand from Epaminondas and Pelopidas, the two great generals of the time. It was their innovations that had created the Theban hegemony. Philip returned to Macedon when his brother Perdikkas III seized the throne in 364. He was sent off as a governor of a district and immediately set about reorganising the local forces based on the lessons learned at Thebes. The infantry levies were conscripted and for the first time were trained to march and drill. Also, the noble cavalry were forced to cooperate with the peasant footmen. Discipline was meted out equally as the nobles and footmen were both punished for camp and march violations. This came as quite a shock to the nobility no doubt!

Macedonia was thrown into chaos when Perdikkas III was killed in a battle with an army of Illyrian tribesmen under their able king, Bardylis. Because Perdikkas' son Amyntas was an infant, Philip was made regent. Philip's position was precarious indeed. The usual tribal enemies surged on Macedon's frontier borders, and the Greeks were once again trying to eat away at Macedonia's weak frontiers. Athens was playing power politics in the Chalcidic peninsula. Thebes directly to the south was still at the peak of her military power, based upon her recent victories over Sparta. Kotys of Thrace ruled a large empire that bordered on Macedon and stretched to the Black Sea.

As if these threats were not bad enough, Philip had to deal with five other claimants to the throne – it appears that usually the last contender standing would be rewarded with the Macedonian crown! Philip's energy and skills soon overpowered his rivals, and he quickly and brilliantly, threw back the barbarians ravaging the countryside. The Macedonians were so impressed with his unusually vigorous leadership that they acclaimed him King Philip II, dumping the young Amyntas. Philip was now in charge.

## THE REINVENTION OF THE MACEDONIAN ARMY

Philip II inherited a polyglot army of royal guardsmen, tribal levies, and noble cavalrymen. Even with all his reforms and new training methods he could only muster 600 cavalry and 10,000 foot. The Macedonian noble Companion cavalry were his best available troops. Unlike the skirmishing cavalry tactics favoured by most Greek states, the Macedonian Companions preferred to fight as shock troops and wore armour, helmets, and carried spears. The Agema Companions (Royal Guard) were the King's own bodyguard and numbered up to 300 horsemen. Philip recruited many of these

from the lesser nobility, obviously as a hedge to the other 'nobles'. Philip's army in many ways reflected the politics of Macedonian society and he strove to consolidate his power by re-structuring the army by bringing in 'new-men' that would have allegiance to him, and not be swayed by old order allegiances and politics.

The Macedonian infantry force was another matter. Aside from the few household guards, most of the foot levies were untrained peasants; in fact, Macedonia had little in the way of an infantry tradition. In the past, the levies when mustered, were highly unreliable. It appears they were most comfortable and useful as peltasts, which favoured lighter style tactics and equipment. Philip's main core of infantry at first were mostly unarmoured and at best wore an ox hide, dog skin or leather helmets, and may have carried wicker shields.

The Macedonian kings maintained a small body of royal bodyguards that were armed as hoplites, and carried hoplite shields. Later, the bodyguards were called Agema Hypaspists (shield bearing guards), as they were the few who possessed bronze faced shields. The Agema Hypaspists were continuously kept in service, unlike the rest of the Macedonian foot troops. Philip was aware that his ambitions would one day lead to conflict with Athens, Thebes, and even Sparta, thus he would need a large force of infantry to match the discipline and power of their famous Hoplites.

Philip energetically set about reorganising the drill and training of his army. He forced all of his army to learn the same tactical manoeuvres; ordered them to go on 35-mile marches with full packs and provisions; and outlawed baggage carts that would slow the army down. The number of slaves and retainers was reduced to the bare minimum to keep this new army lean on the march. Philip delivered inspiring speeches to his weary and tired troops. His whole army was put through boot camp!

Philip, like the Romans, had a knack for copying things from others, improving upon them and creating a revolutionary new style of warfare. As a hostage of Thebes, he was exposed to the innovations of Epaminondas and grasped how the Theban tactic of applying critical force at the enemy's strongest point was the key factor in their defeats of Spartan Hoplite armies (however, Xenophon, an Athenian historian, preferred to blame Spartan drunkenness for their disasters!). Not only did these 'tactics' confound the foe but the Thebans also preferred to fight in phalanxes of much greater depth than the usual Greek battle line. This allowed the Thebans to put enormous pressure on one spot of the enemy line, which broke through the Spartan King's bodyguards and then rolled up the Spartan phalanx from the flank. Philip was also well versed with 'Thessalian tactics' which was a well known ruse used by disciplined troops to feign flight and then turn upon a straggling pursuing force.

The other innovation that completed this brilliant overhaul of this 'New-Model' army was the lengthening of the infantryman's spear from nine feet to up to eighteen feet in length called a sarissa. This idea may have been copied from Iphicrates who had created a body of specialised troops of lightly armoured, but well drilled long spearmen that were trained to manoeuvre in a looser formation than traditional Hoplites. One of Philip's predecessors (Alexander I) created a small body of infantry and called them pezhetairoi (foot companions); Philip re-adopted this term and applied it to all of his reformed infantry phalanxes. The phalanxes were organised in taxeis (battalions) based on their local province, and were referred to by their commander's (taxiarch) name and territory. Local rivalries were no doubt played upon to inspire one group against their rival provinces.

In 356, Philip secured Amphipolis and the gold mines of Mount Pangaeus, which gave him a huge revenue of 1,000 talents per year. This fortune allowed him to keep his army on constant operations. Greek armies were at best militia forces brought together for a campaign then disbanded in winter to tend their crops and businesses. The exception was Sparta, where their warrior society was slowly attempting to recover from devastating losses. The Greeks abhorred the expense of training troops, and keeping them in the field for year long operations was rare. Philip changed this forever by paying his troops. He could keep them mustered and a trained cadre of his formations was always under arms to indoctrinate the new recruits.

The combination of this change in armament, training, and esprit de corps yielded immediate benefits. The new phalangite's drill and discipline protected them from cavalry, and their new status as 'Foot Companions' erased the old stigma of being subservient serfs to the horse riding nobility. The sarissa gave the Macedonian footmen a reach advantage over their spear armed Hoplite foes, and the greater depth in the Macedonian phalanx gave them the morale boost needed to stand up to and defeat the neighbouring tribesmen. Philip's innovative pike phalanx became such a dominant tactic that it would be copied and used by many ancient armies for the next 200 years.

> **"O**n the other hand, you hear of Philip marching unchecked, not because he leads a phalanx of heavy infantry, but because he is accompanied by skirmishers, cavalry, archers, mercenaries, and similar troops. When relying on this force, he attacks some people that are at variance with themselves, and when through distrust no-one goes forth to fight for his country, then he brings up his artillery and lays siege. I need hardly tell you that he makes no difference between summer and winter and has no season set apart for inaction."
>
> Demosthenes

# PHILIP & ALEXANDER'S ARMY

The Macedonian army is so full of innovations and revolutionary changes during Philip's and Alexander's reigns that it is difficult or impossible to pinpoint which innovation was implemented when and by whom. It is clearly factual that Philip II was the genius behind the creation of the phalanx and the radical instigation of drill amongst his army, but organisation and details of armaments are harder to pin down. The following discussion merges information from both Philip's and Alexander's campaigns to try to create at least a 'gamer's' perspective of the Macedonian army.

" Alexander aligned the phalanx – the strongest element in the Macedonian army – at the front. Nicanor, Parmenion's son, held the right wing and next to him stood Coenus, Perdikkas, Meleager, Ptolemy and Amyntas, each in command of their respective units."

Curtius

## THE MACEDONIAN PHALANX

Originally, the Macedonian army seemed to be based on the common Doric and barbarian division into 10-man files. Sometime, during or shortly after Philip's reign, almost all units in his army were restructured on a more 'Greek-like' 8-man file. Officers fought to the front and brought up the rear of each file. Eventually, the base unit of the pezhetairoi evolved into the 256-man syntagma (company) formation that many ancient sources describe. A syntagma was formed 16 ranks wide by 16 ranks deep for most situations. Two of these composed a 512-man lochos. By Alexander's time, three lochoi would form a taxeis or battalion of nominally 1,536 men and officers. Some believe that each taxi added another lochos and Alexander's battalions formed at 2,000 man strength. The phalanx included a trumpeter for relating commands and signalling. Regimental standards are not mentioned, except by Alexander's cavalry late in his reign. After Alexander's era, phalanxes would use standards but they were kept behind the ranks for signaling. A taxiarch led the battalion and some of these fellows became Alexander's best-known officers. Alexander took six battalions of phalangites with him to Persia and another six battalions were left behind with Antipater to guard against Greek unrest. Eventually, new recruits brought Alexander's total in Asia to eight taxeis of nearly 16,000 phalangites.

It appears that the pike armed 16 men deep formation was quite manoeuvrable when compared with the Greek phalanx. The self-contained syntagma was able to counter-march to the rear, but turning to the right or left face involved wheeling. In emergencies, the phalanx could about-face, but this was undesirable as it would leave the officers at the rear. Philip's and Alexander's veterans copied intricate counter-marching drills similar to the Spartan system. These brought the officers to the front ranks when an about-face was necessary. Phalangites gripped their sarissai (pikes) in two hands and raised them upright when marching or manoeuvring. Because they needed both hands for the heavy pike, the pezhetairoi carried a smaller shield (aspis) than the Greek hoplites' large rimmed shield. This shield was bronze faced but did not have the broad rim that could rest on the shoulder; instead it had straps that slung it over their backs and around their necks. It is possible that these smaller embossed shields with intricate designs originated with the Illyrians. The pezhetairoi would carry their shield on their backs when not in use but could swing them around quickly when close to action.

During the rough and tumble early years of Philip's reign, gear was rather hard to come by. The early phalanx rankers may have had no armour at all. Those without helmets would just wear the petasos floppy hat, or the kausia, a beret-like leather cap common to Macedon. As victories and wealth piled up, so would the armament of the standard phalangite increase. Phalangites eventually came to wear a helmet, most commonly of the Thracian or Phrygian styles popular at the time, the two-foot bronze faced shield (aspis), and a 12-16 foot sarissa. The front rankers possibly wore either linen cuirasses (known as linothorax), and some officers may have had 'muscle cuirasses' of bronze. Officers could have their helmets decorated with feathers and horsehair trailers.

Even as armour became more commonplace, phalangites may have remained unarmoured as Arrian many times relates that Alexander took "The lightest armed of the phalanx," on many of his fast marches. After being repulsed at the Persian Gates, Alexander threatened to replace the Phalangites' lost armour with half-corselets covering only the front – so they would be less likely to turn their backs next time! Many would have worn bronze greaves on their legs secured by straps. Some of the armour was made of iron, and occasionally this was silvered. When the army received new armour, the old cuirasses were burned, implying they were composite linen panoplies, or other combustible material. Helmets may well have displayed battalion or territorial colours, but this is total conjecture. Usually, the battalion was identified by its current commander or taxiarch and its territory, such as the 'Taxi from Lyncestis commanded by Meleager', as an example. One battalion in Alexander's army was noted as the Agema (vanguard) of the phalanx. The Agema was composed of veterans and formed on the right of the main phalanx, and was originally commanded by Perdikkas.

The Phalanx's battle order was based on its weapons and formation. The men formed up with a spacing of one yard per man. Up to three and maybe four ranks of spear-points could stick out through the front of the unit (later, longer pikes are reputed to have five ranks projecting in front). The back ranks would hold their pikes at a 45° angle, which helped to deflect arrows and gave the formation an imposing height on the battlefield. If six companies were arrayed side by side,

a 1,536 man battalion would cover a front of a little over 100 yards. In some circumstances, the phalanx would close up to eight ranks deep and halve each man's space. This 'locked shields' (synaspismos) formation made the phalanx ponderous to manoeuvre and almost impossible for the enemy to penetrate. However, this formation could only move forward and was even less able to react to flank threats than the normal massed ranks of phalangites.

Philip and Alexander's phalangites marched onto the battlefield in complete silence with pikes held upright. Once closer to the enemy, the pikemen would swing their shields into place with a loud clang. The phalanx would finally level their pikes and then charge, yelling their war cry to Ares, "Alalalalai!". This sudden outburst of noise after a silent advance must have been unsettling to all but the steadiest troops.

Even so, this formidable mass of men with a seemingly impenetrable wall of pikes was not expected to deliver the decisive stroke in a Macedonian victory. Although the phalanx could be arrayed up to 16 men deep, its strength was in its wall of spears creating a long barrier that pinned the enemy in place. This wall of pikes covered the deployment of reserves and created a base from which the Macedonian cavalry could operate from. The cavalry could surge out into gaps that the enemy would open while trying to reach around to the flanks of the Macedonian line. Cavalry were unable to close with a well-ordered phalanx from the front at all, and rarely attempted to hit its flank or rear even when such opportunities were presented. The phalanx was trained to allow light troops to move in and out through the gaps between companies while screening it from enemy missiles.

Later, descriptions of the phalanx give it the capacity to form into many shapes based on current threats. Thus, the phalanx could form a hedgehog for all around defence against cavalry, or it could open lanes and allow chariots to drive through harmlessly. The companies in line could array themselves in wedges, or a crescent, in effect the phalanx was drilled to execute these measures quickly and with a minimum of confusion. For a period of 30 years, the Macedonian phalangites and Hypaspists became the most drilled and seasoned infantry the world had yet seen. Later generations of phalanxes retained the same armament and tactics but declined in quality of drill, becoming more ponderous and inflexible. Generals who misunderstood the lessons of Philip and Alexander used the phalanx as the main instrument of victory, not an element in a combined arms plan. These tactics worked against similar style enemies, but not against foes that were flexible or could learn from their mistakes.

The phalanx was always susceptible to disorder on hilly or broken ground and especially so in 'locked shield' formation. It is not clear whether the phalanx pushed their foes like a rugby scrum, or used their sarissas to pin the enemy front ranks. This pressure and pushing back would unhinge most enemy units' cohesion quickly, but normally it seems the terrifying sight of the massed pikes was enough to start an involuntary retrograde before the phalanx steamroller ever hit. Once in contact, the phalanx would inevitably pin and pierce the enemy shields, and that pressure would begin to push their front ranks back. Men that could not move aside would be pressed onto the pikes, some by their own comrades pressing them forward. The criss-crossed snapping of spears and pikes, the noise of fighting, and the screams of the wounded must have made the front edge of a phalanx battle a claustrophobic, chaotic, and terrifying place.

## THE HYPASPISTS

We are left with a constant puzzle over the armament of the Macedonian guardsmen called Hypaspists (shield-bearers). Their actual equipment is only alluded to, but luckily, we are given plenty of descriptions of their key role in operations. They are, to say the least, some of the most flexible troops in any ancient army. They could form up in a phalanx with armour and spears (or maybe pikes), or carry spears and javelins and skirmish with equal skills. These guards were constantly involved in raids or forced marches to pursue the enemy or grab key objectives.

Philip taught the Hypaspists how to manoeuvre with their pikes as his adoptive elderly brother Iphicrates had taught his peltasts. The Hypaspists were capable of retiring in the face of an enemy then reforming and charging over-eager pursuers. In Alexander's famous battles, the Hypaspist regiments would form on the right flank of the phalanx, their superior discipline allowed them to keep close to his decisive Companion strikes into the heart of the enemy line.

The three regiments of Hypaspists eventually consisted of 1,000 men each. The agema (vanguard) was composed of the most seasoned veterans in the Macedonian army. Later on in Alexander's campaigns, some of the Hypaspists were given silver shields and armour. Thus, they became the 'Argyraspids', a unit name followed traditionally by Alexander's successors for their most elite units. These regiments became as famous and feared in antiquity as Napoleon's Old Guard during the Napoleonic Wars.

"The ensuing struggle was the fiercest of the whole action; one after another the Persian squadrons wheeled in file to the charge; breast to breast they hurled themselves on the enemy. Conventional cavalry tactics – manoeuvring, javelin throwing – were forgotten; it was every man for himself, struggling to break through as if in that alone lay his hope of life... About sixty of Alexander's Companions were killed; among the wounded were Coenus, Menidas, and Hephaestion himself."

Arrian

## THE MACEDONIAN CAVALRY

The new Macedonian army was from the very first a 'combined arms force'. Unlike the Greeks who relied on their Hoplite infantry almost totally, the Macedonians relied on the irresistible charge of their noble cavalry to carry the day. Philip knew that cavalry could not face a Hoplite shieldwall. Over time, he learned that a pinning force of infantry could hold that foe in place while the cavalry struck at their flanks, or burst through into the rear. His efforts to create a solid infantry phalanx thus made his Companion cavalry even more effective.

The organisation of the cavalry units is another area where speculation is in order. We know that troops of cavalry formed into larger squadrons, what we do not know is exactly the size of each troop, but squadrons are noted as containing 200-300 horsemen. The units were arranged in highly manoeuvrable wedges, which could quickly face in any direction and either exploit enemy weaknesses and flanks, or scurry back to the protection of the infantry if things got tight. One attractive solution is based on Aelian's works and describes a unit called a tetrarchiai of 49 horsemen each. Combining these smaller units creates a larger formation of 200, 250 or 300 to be achieved. By this logic, four of these 'troops' were aligned in a squadron (ilai) led by an ilarch. Others believe that the Companions formed in units of 64, which also comes close to the greater squadron strengths. Like the infantry, cavalry commands were sent via trumpets. It is also possible that the troops formed into massive squadron wedges, as one could infer from Alexander's charge at Gaugamela.

The wedges had officers on each apex, which allowed them to quickly re-form on any of these fronts and react to gaps in an enemy battle line. A series of hammer blows by each troop in the wedge supported one another, as the linear front of the enemy formation would be brought to a halt. If one wedge was stopped, it could withdraw as next one charged. There are descriptions of the Macedonian wedges 'breaking up' formations of much larger (and more heavily armoured) enemy forces. Companion squadrons were formed from their territories, and named for their commander, thus we hear of a squadron from Elymiotis distinguishing itself during the Olynthian campaign of 382/1. During Alexander's era, the commander's names are more prominent as these fellows such as Seleucus, become famous generals in their own right.

What set Macedonian cavalry apart from most of their contemporary foes was their willingness to close in and fight hand-to-hand. The Companions used a spear called a xyston, which was up to twelve-feet long, and made of stout cornel wood. Aside from the spear point, the back end had a useful butt spike which could be used if the spear shattered during the initial clash. Macedonian cavalrymen were not shy about using their kopis (cutting swords) when their spears were rendered useless. This weapon is vividly described as cleaving through a shoulder – as Cleitus the Black reputedly used his to save Alexander at the Battle of Granicus. It is most likely that Companions wore breastplates, either of bronze, iron or linen. On rare occasions, the Companions carried shields, but mostly when they were preparing to fight on foot. Most cavalry did not use shields until after Alexander's time, and cavalry that used long spears like the xyston or the kontos are not depicted with shields. Earlier Macedonian cavalry are depicted with Thracian or Phrygian style helmets, it has been surmised that Alexander's cavalry switched to the more open Boeotian style helmet, as recommended by Xenophon in his treatise on horsemanship.

When Philip was elected Archon for life of Thessaly during the 'Sacred War', he gained access to Thessalian cavalrymen who were noted as the best horsemen in Greece. They were similarly armed to the Companions but may have carried javelins and shorter spears. They preferred the rhombus or diamond to the wedge, as it was perfectly suited for their 'Thessalian' tactics of fire, turn in place and retire. Just like a wedge, the rhombus had an officer on each apex, when the formation right/left or about-faced then all they had to do was follow the officer who now led the whole squadron.

Besides these 'Heavies', the Macedonian army relied on numerous units of light cavalry as scouts, skirmishers, and battle cavalry. The most famous units of these were the prodromoi (scouts) which included the sarissophoroi (Lancers). The scout regiments were crack units of Macedonians, Thracians, and Paeonians. Their role was to cover the deployment of the army, chase off enemy scouts, and find the enemy main force. In most of Alexander's battles, they are seen fighting in the opening stages of the battle to delay, harass, and break up enemy charges. In the pursuit of defeated foes, they were swift and unrelenting.

The sarissophoroi squadrons were similar to the scouts, however they became known as the 'lancers' because they were armed with the pike. Later, it became common for heavy cavalry to adopt the longer spear that is known as the kontos, which is just another name for a cavalry pike. It is interesting that Alexander is depicted on the 'Issus Mosaic' using a kontos on horseback even though this is not described in the written histories. It is possible that the lancers were Alexander's 'pet' regiment and thus he favoured being depicted as one in paintings or on statues. For some time, these lancers were thought to have been recruited from Thrace, where other lancer cavalry originated, but they could also have been composed of Macedonians as well, or even of mixed origin. The Macedonian army was a much-diversified force, it is hard to fathom with so many different languages and troop types how the army could have cooperated at all!

The other cavalry units in the army were composed of Thracian, Greeks, Odrysians, and even some Illyrian horsemen. These were mostly skirmishing types armed with spears and javelins, but many of them could stand up to a hand-to-hand fight on occasions. Alexander had some Greek light cavalry, and one unit of Greek heavy cavalry supplied to him for the Persian invasion. The rest of the cavalry were mercenaries, either light or heavy.

One overlooked component of the Macedonian army are the grooms and pages that formed ad hoc regiments to the wings and rear of the army. On the battlefield, they hung back behind the lines and provided re-mounts for the heavy cavalry. At Gaugamela, the grooms rounded up and destroyed enemy chariots that had broken through the battle line, but normally they rounded up stragglers, delivered messages, and probably guarded prisoners. Another group of young men formed the Royal Pages, these appear to have been incorporated in the Royal squadron. Similar to the role of squires, these young men's duties were to serve the royal camp, and learn the ways of becoming an officer or guardsman.

The large and manoeuvrable Macedonian cavalry force was the perfect complement to the massive but slower moving phalanx. When Philip began his wars of conquest in 359, he started with 600 cavalry out of 10,000 troops. At Gaugamela, Alexander was able to field about 7,500 horsemen, which was almost exactly 25% of his total force, a massive amount of cavalry by Greek army standards.

**"In** the van of the infantry on the Macedonian left were the Cretan archers and the Thracians, under Sitalkes, with the cavalry of the left wing in advance of them; all units had a proportion of foreign mercenaries assigned to them."

*Arrian*

## MERCENARIES & PELTASTS

The unusual thing about the rise of the Macedonian army was how all aspects of the army were reorganised at once. In the past, new tactics or new ways of equipping troops came sporadically and focused on one type of troop at a time. Philip reorganised every facet of the army and included all the best ideas, from his mentors, Iphicrates and Epaminondas.

Philip absorbed all these lessons of military history (unlike most ancient generals) and began to build up a strong light infantry corps. These troops were the workhorses of Philip's army. They covered the flanks of his phalanx and heavy cavalry, and were extremely useful in sieges. He gained close ties with Crete and hired their archers, the most sought after bowmen in Greece. Cretans used a composite bow and fired a broad bladed arrow. Xenophon describes Cretans as wearing red tunics. They also carried shields, unusual for archers, and were noted for their ability to go hand-to-hand with enemy light troops – something that must have been rare for other archers. Philip created an archer regiment known as the 'Macedonian archers', whether these were mercenaries or recruited from Macedonian peasants is unknown. Notably one of their officers killed at Thebes was a Cretan.

The close proximity to Thrace meant that Macedon was constantly at war with them. Many Thracians also fought on the Macedonian side as allies or mercenaries. In earlier days, the Thracians carried small semi-circular or round wicker shields called peltae, hence the name peltast. Peltasts had become a standard troop type in all Greek armies by the time of Philip. Some Thracian peltasts carried an unusual weapon called a rhomphaia, which was a sickle shaped blade attached to a pole. Apparently, there was a longer and heavier version which was wielded in two hands and was as effective as an axe. The Thracians in the Macedonian army wore helmets and may have carried a larger oval shield similar to one later known as a 'thureos'. Some

of them may have still worn their long decorated cloaks as seen on Classical Greek vase art, but most now wore regular tunics for practical day-to-day mercenary work. Strong evidence of Thracian dress from tombs such as those found at Kazanluk, clearly shows that their appearance was much influenced by Greek styles of this period.

The most celebrated light infantry contingent in the Macedonian army was the Agrianians. Alexander had a small body of these, usually less than 1,000 strong but their effectiveness far exceeded their numbers. The Agrianian tribesmen were similar to the Paeonians but were hill men rather than horsemen. They were noted for their ability to slip in with the cavalry in a protracted fight, and their accurate javelin fire. Agrianians were the first line, screening the 'heavies' from harassing enemy skirmishers, chariots, and other threats. The Agrianians are described as having tattooed bodies like the Celts, and dyed their beards blue. They carried swords, a thureos or pelta style shield, and a bundle of cornel wood javelins. A few Agrianians also served as slingers. When Alexander created 'task forces' for lightning raids, the Agrianians were always picked to join the Hypaspists and cavalry on these missions.

Philip had money and his wholesale hiring of mercenaries created a sort of economic warfare with which the Greeks were unable to compete. His growing coffers and centralised power allowed him to employ the best troops and keep them paid year long. Every mercenary employed garrisoning a fort on the frontier, or besieging a city in the Chalcidice, allowed him to manoeuvre freely with his Macedonian forces wherever he pleased. In addition, every mercenary in Philip's employ was one less available to his enemies.

"When Philip wished to take a certain city with unusually strong fortifications and one of the inhabitants remarked that it was impregnable, he asked if even gold could not scale its walls."

Diodorus

## SIEGE CRAFT

Philip created a corps of engineers and new equipment to end sieges quickly. In the past, the Greeks were somewhat backwards in the development of siege warfare; they usually relied on a blockade and waited for the enemy to starve out. This was a time consuming and costly strategy and the Greeks were loath to operate during the winter, or harvest seasons. Most cities escaped by just being well supplied. The Athenians developed some siege craft, but their siege of Potidaea lasted three years and was an enormous drain on the economy. The inability to conquer cities with relative speed is one major factor why wars before this era dragged on for years with seemingly little gain. Philip's and Alexander's sieges had one goal, to end it quickly and decisively either by bribery and treachery, or breach and assault.

The invention of the torsion catapult occurred in far away Sicily but Philip somehow got wind of this technology and immediately put these new weapons and ideas into practice. Torsion catapults initially fired a rather large arrow, but innovations in the field by Philip's engineers produced a stone-throwing device that was accurate and able to take apart the walls of the average city. Notably, Athens reacted to this by having her walls of brick replaced with walls of stone, which shows how effective Philip's artillery train had become!

Philip also created a mobile siege train in which the metal parts and fittings for these machines would be carried in wagons, when the siege commenced local wood could be hewn to construct the frames and body of the weapon. Later, Alexander would carry some partly assembled machines in carts to eliminate any delay in city reduction. With a real threat of having their walls breached quickly, most cities fell long before Philip needed to mount an all out assault. Philip was turned back at Perinthus and Byzantium, mainly because of Athenian naval intervention and their guidance by the tough general Phocion. The only real weakness in Philip's military was his lack of a naval tradition and warfleet. But neither Philip nor Alexander suffered too much for the lack of a navy, as their foes never fully utilised their naval superiority against them.

Alexander and Philip could win pitched battles, but it was the swift conclusion of sieges that completed their conquests. It is a testament to the energy of their men, engineers, and their own stubbornness, that they could continuously prosecute such sieges. Philip suffered many wounds in his sieges and lost his right eye besieging Methone. His grizzled general, Antigonos 'One-Eyed' suffered the same fate. It is amazing how many sieges and assaults Alexander carried out; more than the combined careers of many other ancient generals that lived much longer! A short list reveals these major sieges and assaults: Thebes, Halicarnassus, Miletus, Tyre, Gaza, Aornos, and Sangala. He too was wounded many times, from stones, or bolts and arrows, not to mention his numerous battle wounds. No wonder armies ran away from these scarred and scary, limping and leering, Macedonian roughnecks.

To sum it all up, Philip's vigorous actions moved too quickly and decisively for his plodding and divided Greek opposition. Solid infantry combined with elite shock cavalry made the Macedonian army a formidable foe, but the addition of crack units of light infantry made this army the first ever to have a true combined arms tactical feel. There was no hiding behind walled cities to avoid the Macedonians, as they may have been even more proficient at sieges than in pitched battles. This made the Macedonians the most flexible and efficient offensive army since the Assyrians. In the hands of extremely capable generals like Philip, his son Alexander, and then their Successors, this new style army overturned the old empires, and created their own.

# CHRONOLOGY

C. 780 – Foundation of Macedonian Argead dynasty.

498 – Reign of Alexander I.

479 – Macedonians fight on Persian side at Plataea.

454-413 – Perdikkas II involved in Peloponnesian Wars.

429 – Sitalkes and his Thracians ravage Macedonia.

424 – Palace intrigue destabilises Persia.

413 – Reign of Archeleus consolidates Macedon.

404 – Athens' surrender ends the Peloponnesian Wars.

401 – March of the 'Ten Thousand'.

395 – Beginning of Corinthian War. Agesileus of Sparta sacks Persia's Asian Capitol Sardis.

394 – Amyntas II (the little), maintains Macedon by bribery.

390 – Iphicrates' peltasts defeat Spartans at Lechaeum.

386 – The King's peace, Persia takes back Ionia and Asia.

383 – Birth of Philip, son of Amyntas II.

379 – Olynthus surrenders to Sparta, aided by Macedon.

377 – Athens declares a second empire.

375 – Thebans under Pelopidas defeat Spartans at Tegyra.

371 – Epaminondas defeats Sparta at Leuctra.

370 – Jason of Pherae assassinated. Repeated Theban invasions of Peloponnese (370-362).

369 – Ptolemy Aliorites, assassinates Alexander II, takes over Macedon.

368 – 15 year old Philip sent as hostage to Thebes.

366 – Alliance between Arcadia and Athens.

365-359 – Perdikkas III, Philip's brother, becomes king of Macedon.

364 – Death of Pelopidas in Thessaly. Philip returns to Macedon.

362 – Thebans defeat Spartan alliance at Mantinea. Epaminondas killed in battle.

360 – Death of Agesileus in Egypt (aged 80).

359 – Perdikkas III killed by Illyrians. Philip II gains power in Macedonia.

356 – Alexander born in Pella. The Sacred War begins. Philip captures Potidaea.

354 – Philip loses eye in fighting at Methone.

348 – Olynthus surrenders to Macedonia. Athenian general Phocion subdues Euboea.

346 – Philip defeats Phocians at the Crocus Fields. Athens sends embassy to Philip. Philip given seat on Amphictionic council.

344 – Philip appointed Archon of Thessaly.

343 – Aristotle becomes Alexander's tutor.

340 – Athens sends fleet to support Chersonesus. Philip campaigns at Byzantium and Perinthus.

339 – Triballians ambush Macedonians and wound Philip in thigh.

338 – Battle of Chaeronea. Philip marries Attalus' niece Cleopatra. Alexander and Olympias exiled to Agriania.

337 – Philip presides over Corinthian League. Alexander recalled to Aegae.

336 – Darius III gains Persian throne. Philip assassinated. Alexander III becomes king.

335 – Alexander campaigns in Thrace. Thebes destroyed by Alexander.

334 – Alexander crosses to Asia, defeats Persians at Granicus. Siege and capture of Miletus and Halicarnassus. Memnon's naval campaign in Aegean.

333 – Death of Memnon. Alexander marches from Gordium to Cilician Gates. Battle of Issus. Alexander rejects peace offer from Darius.

332 – Siege of Tyre. Gaza falls. Nabarzanes campaigns against Antigonos, in Phyrygia.

331 – Alexander at Siwa, Oracle of Zeus Ammon in Egypt. Darius second peace offer fails. Battle of Gaugamela. Alexander breaks through Persian Gates. Spartan revolt crushed at Megalopolis.

330 – Sack of Persepolis. Death of Darius. Bessus claims title of 'Great King'. Achaemenid Dynasty ended. Philotas and Parmenion executed. Alexander winters in Parapamisidae.

329 – Alexander crosses the Hindu Kush into Bactria. Old veterans and Thessalians sent home. Bessus captured. Macedonian column destroyed at Maracanda.

328 – Campaign against Spitamenes. Murder of Cleitus the Black by Alexander.

327 – Spitamenes captured by Craterus. Capture of the Sogdian Rock. Alexander marries Roxanne. Alexander orders call-up of 30,000 Persian epigonoi. Callisthenes and Pages purged.

326 – Capture of Aornus, Swat Valley campaign. Battle of the Hydaspes against King Porus. Death of Bucephalus. Mutiny after Battle of Sangala. Alexander turns back.

325 – Campaign against Malli and republican Indians. Alexander seriously wounded by arrow in lung. Three thousand Greek mercenaries in Bactria rebel. Alexander's march through Gedrosian desert. Harpalus flees with stolen funds to Athens. Alexander purges Satraps. Chandragupta Maurya leads revolts against the Greeks.

325-322 – Macedonian governors in India assassinated.

324 – Alexander returns to Persepolis. Epigonoi arrive at Susa. Macedonians mass marriages to Persian wives. Alexander decrees deification of himself. Death of Hephaestion.

323 – Harpalus hunted down and executed in Crete. Alexander campaigns against the Cossaeans. Alexander falls ill after a drinking binge and dies.

# RISE OF MACEDON ARMY LIST 359-331 BC

*This army list encompasses the Macedonian army from the initial campaigns of Philip II, to its ultimate victory over Persia led by Alexander the Great. After 329, Alexander reformed many of the Macedonian troops, disbanded some allied contingents, and began to recruit Persians into the army. The variant Alexandrian Imperial army list covers this later army. Units from each list are not interchangeable, unless noted.*

## ARMY COMPOSITION

**Characters:** Up to 25% of the points value of the army. The army must have a General, which can be King Philip II, Alexander, or a Strategos. The army may have any number of Hipparchs, Ilarchs or Taxiarchs, up to the Characters points limit.

**Cavalry:** Up to 33% of the points value of the army.

**Phalangites:** At least 25% of the points value of the army. At least one phalanx unit must be taken.

**Skirmishers:** Up to 25% of the points value of the army.

**Special Troops, Mercenaries & Allies:** Up to 25% of the points value of the army.

The minimum size for a regiment is five models. There is no upper limit. One model in each unit may be upgraded to Leader (+5 pts) or a Musician (+5 pts). Oracles are used instead of Standards in this army. War machines may not have leaders or musicians.

## CHARACTERS

### 0-1 ARMY GENERAL

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Alexander the Great | 4 | 6 | 5 | 4 | 4 | 3 | 6 | 3 | 10 | 200 |
| Philip II of Macedon | 4 | 6 | 5 | 4 | 4 | 4 | 5 | 2 | 9 | 175 |
| Strategos | 4 | 6 | 5 | 4 | 4 | 3 | 5 | 3 | 9 | 165 |
| Warhorse | 8 | 3 | – | 3 | – | – | 3 | 1 | 5 | 4 |

**Equipment:** Sword. The General on foot may have thrusting spear (free), and javelins +2 pts, or pike +3 pts, and may have a shield +2 pts, or a large shield +3 pts. May have light armour +3 pts, or heavy armour +4 pts. May ride a warhorse +4 pts, and may have javelins +2 pts, thrusting spear +2 pts, or xyston +3 pts.

**Special Rules:** Army General. Drilled. See special rules for Alexander and Philip as follows.

## PHILIP OF MACEDON

**Special Rules:** Army General. Drilled. Stubborn. If Philip is present, the Cavalry percentage is reduced to 25%.

*Philip suffered numerous wounds during his campaigns and battles, his Wounds profile allows an extra wound to show his resiliency, however his attacks are reduced to balance out his disabilities suffered over the years of hard campaigning!*

## ALEXANDER THE GREAT

**Special Rules:** Army General. Drilled. Stubborn. 'Alexander's Eagle'. Alexander may choose to re-roll the Oracle dice at the start of the game, but he must abide by the second roll's results. Alternatively, Alexander may choose to force the other player to deploy first.

*Alexander's most precious characteristic is his high leadership, charisma and luck – such inspiration alone is worth having Alexander as your general!*

## MACEDONIAN OFFICER

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Taxiarch/ Hipparch | 4 | 4 | 4 | 3 | 4 | 2 | 5 | 2 | 8 | 55 |

**Equipment:** Sword. The officer on foot may have thrusting spear (free), and javelins +2 pts, or pike +3 pts, and may have a shield +2 pts, or a large shield +3 pts. May have light armour +3 pts, or heavy armour +4 pts. May ride a warhorse + 4 pts, and may have javelins +2 pts, thrusting spear +2, or xyston +3 pts.

**Special Rules:** Drilled.

*Macedonian armies were noted for their high calibre sub-commanders. Phalangiarchs, commanded a brigade of phalanxes. Taxiarchs were the equivalent of a captain of an infantry battalion or 'taxi', whereas Ilarchs commanded squadrons (ilai) and Hipparchs commanded regiments (hipparchies) of cavalry. Famous Taxiarchs, Ilarchs and Hipparchs such as Craterus, Seleucus, or Ptolemy made a name for themselves as generals of their own armies in the Successor wars, and later founded dynasties of their own. The Sacred Shield of Troy was taken by Alexander and a shieldbearer would carry it and hold it in front of Alexander. Peukestes carried the 'sacred shield' in Alexander's fateful assault on a Mallian town in which he nearly died.*

# CAVALRY

## SHOCK CAVALRY

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Companion cavalry | 8 | 4 | 4 | 3 | 3 | 1 | 4 | 1 | 9 | 25 |

**Equipment:** Armed with sword and xyston. Any unit may have light armour +2 pts, or heavy armour +3 pts. Companions may substitute javelins and shields for xyston on special 'commando' operations.

**Special Rules:** Wedge formation. One unit may be upgraded to the Agema or 'Royal squadron' for +3 pts per model, and is stubborn.

*The Macedonian Companions were the offensive strike force of the army. Alexander usually charged at the head of the elite Agema squadron, using their great mobility to penetrate the enemy lines, and then smash gaps into which the slower moving infantry could follow up and exploit.*



| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Thessalian cavalry | 8 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | 24 |

**Equipment:** Armed with sword and thrusting spears. May add javelins +2 pts. Any unit may have light armour +2 pts, or heavy armour +3 pts.

**Special Rules:** Drilled. Wedge. One unit may be upgraded to the 'Pharsalian squadron' for +3 pts per model, and is stubborn. One unit of Thessalian Cavalry is allowed for each Companion Cavalry unit in the army.

*Thessalian cavalry was regarded the best in Greece. When they switched sides during the Sacred Wars and joined with Philip, he quickly crushed the Phocians. Later, Philip was elected 'tagus' or 'leader for life' of the Thessalians, a title which transferred to Alexander. Thessalians led by Parmenion formed the resilient left flank guard of Alexander's army in Persia. The Thessalians disbanded after Alexander defeated Persia and returned home. Later, Thessaly joined with Athens in her attempt to shake off the Macedonian yoke during the Lamian war, but was crushed along with rest of the Greek rebels at Crannon in 322 BC.*

## LIGHT CAVALRY

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Prodromoi | 8 | 4 | 4 | 3 | 3 | 1 | 4 | 1 | 8 | 22 |
| Light Cav | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 15 |
| 0-2 Mtd Grooms | 8 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | 11 |

**Equipment:** Armed with swords, javelins, or thrusting spears. One unit of Prodromoi may replace javelins with kontos +2 pts.

**Special Rules:** Light Cavalry. Prodromoi may form in Wedge formation. One unit of Prodromoi are allowed for each Companion Cavalry unit in the army.

*Prodromoi (Scouts) represent the Paeonian cavalry, and were Alexander's best scouts. Prodromoi with kontos represent sarissaphaori or Lancers, and were effective shock cavalry even against heavily armoured Bactrians. Mounted grooms formed up at the rear of the shock cavalry, supplying re-mounts to fallen Companions. At Gaugamela, they rounded up and dispatched the scythed chariots as they rumbled to a stop behind the lines. Light Cavalry represent mercenary Greeks, Thracians, and other cavalry that served both Philip and Alexander.*

# PHALANGITES

## HYPASPISTS

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Hypaspists | 5 | 4 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | 14 |

**Equipment:** Sword, javelins and shield. May have light armour +2 pts.

**Special Rules:** Drilled. Light Infantry. Mixed Armour. 0-1 unit may be upgraded to the 'Agema' or 'Royal Hypaspists' for +3 pts per model, and is stubborn. One Hypaspist unit may be chosen for each Pezhetairoi unit in the army.

**Optional equipment:** Hypaspists may replace their equipment with sword, pike & shield, or thrusting spear & large shield. May have light armour +2 pts. If they choose either of these options, they become a Drilled Macedonian phalanx and not light infantry. Their movement is reduced to 4". All Hypaspists in the army must have the same equipment and options, but may choose which of the three options to use at deployment, if suitable models are available.

*The Hypaspists (shield bearing guards) are the most enigmatic troops in Alexander's army. Many believe their function was to keep up with the cavalry and guard their flank, thus it is concluded that they were lightly armoured. They certainly did perform many roles in Alexander's lighting campaigns that fit this bill, including assaulting breaches from ships at Tyre, and fighting in the myriads of night actions and commando style raids from Illyria to India. However, there is equal merit to the opinion that the Hypaspists formed into phalanx in Alexander's great battles, and thus both options are presented.*

## PHALANGITES

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Pezhetairoi | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 8 |

**Equipment:** Armed with sword, pike and shield. May have light armour +2 pts.

**Special Rules:** Macedonian Phalanx. Mixed Armour. 0-1 unit may be upgraded to Agema and are drilled and stubborn +5 pts. Pezhetairoi may be drilled +2 pts.

**Optional equipment:** Pezhetairoi may replace the above equipment with sword, javelins, and shield, they then cost 7 pts. May have light armour +2 pts. If they choose this option, they may not form into phalanx. All Pezhetairoi in the army must choose the same option.

*The Pezhetairoi (Foot Companions) were the core of the Macedonian army. At some point during Philip's reign, they were armed with pikes, but still on rare occasions they would arm with javelins in constricted terrain, sieges, or river assaults. Normally, the massed pike phalanx was a formidable wall that pinned the enemy forces in place, allowing the cavalry to manoeuvre and find gaps to exploit in the enemy battleline.*

## SKIRMISHERS

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Agrianians | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | 7 |
| Mercenaries | 5 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5 |
| Skirmishers | 5 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | 4 |

**Equipment:** Armed with sword, javelin, and pelta (buckler). Every second unit of Mercenaries may be armed with swords and bows +1 pt. 0-1 unit of Agrianians may replace javelins with slings +1 pt.

**Special Rules:** Skirmishers. One Agrianian unit may be chosen for each two other skirmisher units.

*The Agrianian highland tribes were situated between the Paeonians, Triballians and Thracians. Their king, Langerus, allied himself closely with Alexander and early on a picked corps of Agrianians was attached to the army as a Guards unit. The Agrianians were elite javelinmen, capable of hand-to-hand combat as well, at times assisting the cavalry in mêlées. Mercenaries represent veteran units of Thracians, Illyrians and Greeks serving under Macedonian or tribal officers. Early in Philip's campaigns, a unit of archers was raised which has become known to us as the 'Macedonian archers'. It is not clear if they were Macedonians at all, a Cretan officer was killed leading them at Thebes so it is possible that they were of mixed nationality.*

## SPECIAL TROOPS, MERCS & ALLIES

**GREEK MERCENARIES** – Use the Greek Mercenaries list.

Greek Mercenary units may be joined by Macedonian characters.

## WAR MACHINES

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Light Ballista | – | – | – | – | 5 | 2 | – | – | – | 32 |
| Heavy Ballista | – | – | – | – | 6 | 2 | – | – | – | 42 |
| Stone Thrower | – | – | – | – | 7 | 3 | – | – | – | 52 |
| Crew | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | – |
| Pack Mule | 8 | – | – | 4 | 4 | 1 | 1 | – | 3 | 5 |

**Equipment:** Each machine has a crew of two men armed with swords. One extra crewman can be taken for a heavy Ballista, two extra crewmen for a Stone Thrower +6 pts per model. The crew may have shields +1 pt each, light armour +2 pts per crewman.

**Special Rules:** One war machine may be taken for each phalanx in the army. Artillery may be grouped in batteries of three models, although they are not forced to deploy as a battery if the player wishes to deploy them independently. Stone throwers may only be used in sieges.

**Pack Mules:** Light Ballistae may be carried by Pack Mules +5 pts each. A Light Ballista may move 8" per turn while packed up on the mules, but may not shoot. If a Light Ballista does not move, it may set up and shoot that turn. The crew moves as light infantry and may double move with the mule. The mule may not march or double move. Once placed, it takes a full turn to pack up the war machine on the mules again.

**Light Ballista:** Range = 36"; Strength = 4/-1 per rank; no save; D3 wounds per hit.

**Heavy Ballista:** Range = 48"; Strength = 5/-1 per rank; no save; D4 wounds per hit.

**Stone Thrower:** Range = 48"; Strength = 7; no save; D3 wounds per hit.

*Philip created the first organised siege train in Greece. He initially used bolt throwers but later large stone throwers were devised by his engineers for city reduction. There is no record of Philip using siege equipment in his battles, however Alexander actually employed light and heavy bolt throwers tactically. He first used them as covering fire at Pelium to extricate his army from a precarious situation, and at the Jaxartes, they cleared the Skythian cavalry from the far side of the river so he could complete his river assault.*

## ALLIES

**Note:** Macedonian characters may join these units, however they may not use the General's Leadership unless he joins the unit. Allied units never benefit from Oracles.

**Thracians:** The army may have allies from the Thracian Barbarians list. A Chieftain may command them as a Subordinate General, no Shamans are allowed.

**Illyrians:** The army may have 0-1 Chieftain, 0-1 Light Cavalry, and 0-1 unit of Skirmishers from the Illyrian Barbarians list.

# RISE OF MACEDON HISTORICAL CHARACTERS

Warhammer Ancient Battles has the flexibility of scale to lavish attention on your character models as they are an important aspect of your army and can give each force its own personality. These individuals take on a life of their own over many campaigns and games. The following is a brief compendium of historical commanders that fought alongside Alexander. You can use these as your characters, or research your own favourite generals to lead your soldiers on their own march to world's end!

## STRATEGOI

Parmenion was one of Philip's old soldiers – he was usually placed in charge of the Macedonian left wing with orders to protect the phalanx and Alexander's right wing punch. Parmenion also commanded the advanced guard forces in Asia before Alexander arrived.

Craterus succeeded Parmenion as Alexander's second in command. He was especially revered by the infantry in the army, but quarrelled with Hephaestion.

Antipater was left behind in Macedonia, he can be the Army General, or used as a commander in an army led by Philip, or Alexander in Greece. He was able to defeat the Spartans at Megalopolis when they rose in revolt in 331. His armies had a higher contingent of allies. With your opponent's permission, Antipater may bring up to 50% Greek Mercenaries.

Antigonos Monopthalmos (one-eyed), can be the army general – he was left behind as satrap of Phrygia with 1,500 troops and efficiently recruited local troops to augment his garrison. With this force, Antigonos was able to keep Nabarzanes' army from cutting Alexander off from Europe. With your opponent's permission, Antigonos may have up to 50% Greek Mercenaries, and up to 33% levy troops taken from the Fall of Persia Army list as allies.

## HIPPARCHS/ILARCHS

Aretes commanded the Lancers.

Philotas, Parmenion's son, commanded the Companion cavalry.

Seleucus commanded a hipparchy of Companion cavalry.

Hephaestion was Alexander's boyhood 'Companion' and led a squadron, then later a hipparchy of cavalry

Coenus was a veteran Phalanx leader. Later he commanded a hipparchy of Companion cavalry.

## TAXIARCHS

Nicanor commanded the Hypaspists and was a reliable and steady leader. He commanded detachments on occasion.

Meleager commanded a Phalanx battalion.

Polyperchon commanded a Phalanx battalion.

Simmias commanded a Phalanx battalion.

Perdikkas commanded a Phalanx battalion.

## OFFICERS THAT SERVED IN THE 'FOREIGN' CONTINGENTS

Attalus was a Macedonian officer in charge of the crack Agrianian javelinmen.

Ariston was a chieftain commanding the Paeonians, he was a fierce fellow noted for presenting enemy heads to Alexander.

Balacrus was an Illyrian chieftain who commanded his compatriots and other light troops.

Sitalkes commanded the unruly Thracians.

Menidas commanded the mercenary horse at Gaugamela. He was wounded 16 times by arrows and survived.

Agathon commanded the Odrysian horse.

# ALEXANDRIAN IMPERIAL ARMY LIST 331–323 BC

Soon after defeating Persia at Gaugamela (331), Alexander began to rearrange the Macedonian army to be more of an Imperial army that would be compatible with his dual role as King of Macedon and Great King of Persia. Not all these changes were immediately implemented and some had already occurred by the time of Gaugamela. As Alexander pursued the followers of Darius further to the east, many of his older troops were sent home. The Thessalians were mustered out, and other national contingents re-signed up as mercenaries. Eventually, the Companion cavalry reformed into Hipparchies (regiments) that were now identified by their officer's names and removed the old squadron territorial affiliations. For the first time, cavalry units are noted as having standards. Persians were allowed into the army, which fostered much Macedonian resentment. Alexander set about to raise 30,000 Epigonoi (inheritors) from Persian recruits to eventually replace his ageing and grumbling veterans. Alexander never actually used any of these types of troops in battle, but if he had lived, the experimental phalanx, or Epigonoi, may have seen action. The same applies to Alexander's elephants, (although Craterus had some at the Hydaspes on the wrong side of the river). Except for hypothetical units (EX) noted below, this is the army that invaded India in 326. If Alexander had lived to march westwards, this could have been the army that followed him. Would he have conquered Africa and Italy as well as Persia? Answering this question is what wargaming is all about!

The Alexandrian Imperial army list uses the Rise of Macedon list for most of its troop types. Some units are not available and are listed as restricted. Other new troops are available as regular troops and allies – these are listed as additions. Oracles are not used in this army, as Alexander cultivated worship of himself he gave his units standards. Many units began to carry standards with Alexander's image on or the image of their commander. The Hipparchy commanded by Hephaestion carried his image on their banner even after he died.

**Restrictions:** The following units are not allowed:

*Philip of Macedon,*

*Thessalian cavalry,*

*Mounted Grooms and Prodromoi* (these were disbanded, or merged into Companion units or other cavalry hipparchies).

*League Hoplites, Mercenary Horse, and Psiloi* are no longer allowed as mercenaries – they were sent home as well.

**Additions:** Units labelled as (EX) are only available to the Alexandrian Imperial army, and may be included instead of or in addition to phalanx units.

## ARMY COMPOSITION

**Characters:** Up to 25% of the army's total points. The army must have a General, which can be either Alexander or a Strategos. The army may have an Army Standard Bearer, and any number of Hipparchs or Taxiarchs, up to the points limit.

**Cavalry:** Up to 50% of the points value of the army.

**Phalangites:** At least 25% of the points value of the army. At least one phalanx unit must be taken.

**Skirmishers:** Up to 25% of the points value of the army.

**Special Troops, Mercenaries, and Allies:** Up to 33% of the points value of the army.

The minimum size for a regiment is five models. There is no upper limit. One model in each unit may be upgraded to Leader (+5 pts), Musician (+5 pts) and Standard Bearer (+5 pts). War machines may not have leaders, musicians or standards.

## CHARACTERS

**ALEXANDER, STRATEGOS & OFFICERS** – Use the Rise of Macedon army list.

### 0-1 ARMY STANDARD BEARER

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Army Standard Bearer | 4 | 5 | 5 | 3 | 4 | 2 | 5 | 2 | 8 | 80 |
| Warhorse | 8 | 3 | – | 3 | – | – | 3 | 1 | 5 | 4 |

**Equipment:** Sword. May have a shield +2 pts, or a large shield +3 pts. May have light armour +3 pts, or heavy armour +4 pts. May ride a warhorse + 4 pts, may not have shield if mounted.

**Special Rules:** Army Standard Bearer. Drilled. Stubborn.

*Alexander's funeral cart carried standards which were red banners on poles in the vexilium style. They were decorated with gold embroidered wreaths.*

## CAVALRY

**SHOCK CAVALRY** – Use the Rise of Macedon Army list

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| 0-1 Persian Companions | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | 20 |

**Equipment:** Armed with sword and xyston. Persian Companions may have light armour +3 pts, or heavy armour +4 pts.

**Special Rules:** Xyston. May fight in Wedge formation.

*Nothing infuriated the Macedonians more than the inclusion of Persians into the ranks of the Companions. Mazaeus who had been in charge of Darius's right wing cavalry at Gaugamela had sons serving in a Persian Hipparchy.*

**LIGHT CAVALRY** – Use the Rise of Macedon army list.

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Hippakontistai | 8 | 3 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 17 |
| Dahae/ Skythians | 8 | 2 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 18 |

**Equipment:** Hippakontistai are armed with swords, throwing spears and javelins. Dahae/Skythians are armed with daggers, javelins and bows.

**Special Rules:** Skirmishers. Parthian shot.

*Alexander was very impressed by the enemy skirmishing cavalry armed with javelins he encountered. He quickly raised his own units of fast javelineers to counter the Steppe horsemen he would encounter in Bactria. Many of Alexander's national troops of cavalry, such as the Paeonians, were disbanded and many re-enlisted into these mercenary units. He also enlisted units of horse archers – these were very effective in the Indian campaign against Porus' chariots.*

**PHALANGITES, HYPASPISTS, PEZHETAIROI & AGEMA** – Use the Rise of Macedon army list. One Hypaspist unit may be chosen for every two Pezhetairoi, Epigonoi or Experimental Phalanx unit.

## EXPERIMENTAL PHALANX

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Phalangites | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 10 |
| Persian Archers | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 7 | 6 |

**Equipment:** The Phalangites are armed with sword, pike, light armour and shield. The Archers are armed with sword and composite bows, and may have light armour +2 pts each.

**Special Rules:** Experimental Phalanx. Combined Formation. Mixed armour. Counts as a Macedonian Phalanx with these additions. At least half of the unit must be taken as Archers. If less than twelve phalangites remain, the unit loses all Phalanx abilities. The Phalangites are always arrayed in the front ranks. The archers in the first rank behind the pikemen may fire at full effect if stationary, others ranks use massed archery.

*Alexander threatened to disband and replace his mutinous Macedonians with Persian levies. He was bluffing, as he needed his veterans to hold onto his far-flung empire. Instead of replacing his army with the Epigonoi or 'Inheritors', he toyed with a new style of phalanx that incorporated the Persians as bowmen in the rear ranks of the phalanx, thus mixing the shock power of the phalanx with some firepower.*

## EPIGONOI PHALANX (EX)

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Epigonoi | 4 | 2 | 2 | 3 | 3 | 1 | 2 | 1 | 6 | 7 |

**Equipment:** Armed with sword, pike, light armour and shield.

**Special Rules:** Macedonian Phalanx. Combined Formation. Mixed Armour. (Note: If Epigonoi are used, then Pezhetairoi may not be taken – they have been sent home).

*Alexander seems to have envisioned an army in which his loyal veterans would train and pass on their abilities to his eastern levies. The Epigonoi were Persian youths trained to fight in the Macedonian style – they weren't ready by the time of Alexander's death and are included for completeness like all the (EX) units are. They were the prototype of the Pantodapoi levies phalanxes raised by Alexander's Successors.*

## SKIRMISHERS

**AGRIANIANS, MERCENARIES, SKIRMISHERS** – Use the Rise of Macedon army list with restrictions as listed.

## SPECIAL TROOPS, MERCENARIES & ALLIES

**GREEK MERCENARIES** – Use the Greek Mercenaries list.

**Restrictions:** A Polemarch, Greek Psiloi, Greek cavalry, and Greek League Hoplites are no longer allowed. Greek Mercenary units may be joined by Macedonian characters.

**WAR MACHINES** – Use the Rise of Macedon army list.



## ELEPHANTS (EX)

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| **0-1 Indian** | | | | | | | | | | |
| **Elephant** | 6 | 4 | 0 | 7 | 6 | 6 | 3 | 4 | 4 | 140 |
| **Mahout** | 4 | 3 | 2 | 3 | 3 | 1 | 3 | – | 7 | – |
| **Macedonian** | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | – |

**Equipment:** Crewed by an unarmed Mahout and one Macedonian soldier with light armour and a pike.

**Special Rules:** Elephant. At least one other (EX) unit must be in the army to allow an Elephant.

*Alexander eventually raised a herd of 200 war elephants. They never featured in his battles, but his Successors carried on using the beasts as far afield as Italy. If Alexander had lived, elephants would most likely have been included in his campaigns.*



## ALLIES

Allied troops may be taken from the following lists:

**Thracians:** The army may have allies from the Thracian Barbarians list. A Chieftain may command them – no Shamans are allowed.

**Late Achaemenid Persian allies (The Fall of Persia Army List):** Persian troops and levies are allowed but Kardakes and scythed chariots are not.

Indians (Mountain Indian Army List): Longbow Skirmisher unit, Javelin and broadsword infantry unit, Parapamisidae Cavalry unit and Mountain Indian foot.

*The kingdom of Taxiles supplied elephants and some troops during the Hydaspes campaign, though they did not intervene until late in that battle. Other troops like the Parapamisidae horse were also used in small numbers. Indians did not usually hire themselves out to western armies. Alexander could have as 'Great King' ordered subject Indians to serve in any future campaigns – again fodder for 'What-if?' scenarios!*

# DESIGNER'S NOTES

The Rise of Macedon and the Alexandrian Imperial lists presented here allow the player to choose the army they feel is appropriate for their style of play. The Rise of Macedon list represents the end of the Greek Classical Age, dominated by hoplites and their victories over invading Persians. The Macedonians rose from being a minor power to dominating Greece then carrying the war to Asia. As such, the Rise of Macedon is tied to the era of the Greeks and the Persian Wars, and is keenly balanced against those foes. The Imperial Army of Alexander is a first step away from the Classical era, and begins the trend of mixing the empires together that would eventually be called the Hellenistic Age. In games terms, this means that mystical Oracles that represented the favour of gods, or Alexander's lucky eagle, are superseded by the regimental organisation and standards.

Since we are given far too few clues by our sources as to which units in the Macedonian army took up standards and when, it is left up to the players to decide for themselves. Players that feel strongly that Alexander's phalanxes never used standards have the option to take them or not, as well as the Army Standard Bearer. In effect, the Rise of Macedon list is the army that ends the Persian Wars. The new Alexandrian Imperial army list is the harbinger of the future, and is the army that conquered the East and fought in India. It is also a 'What-if?' Alexander had lived force, and is suitably balanced to take on those Carthaginians, or Romans, or any other possible conquests.

It is entirely up to you!

# COLLECTING A MACEDONIAN ARMY

As Charles Grant once wrote in his classic work *The Ancient Wargame*: "If one wishes to reproduce an Alexandrian army of all arms at its peak, then the war game must be a fairly extensive one with armies certainly of 250 to 300 figures minimum – or such is my own feeling on this point." That was quite a 'state-of-the-art' statement from one of wargaming's most revered pioneers. The same is true today. If you look at the lists that were given as sample forces for Alexander's battles, you can see that the myriads of small useful units of cavalry and skirmishers are dwarfed by massive phalanxes. If the scale is too high then the army loses some of its charm, too low and you have quite a challenge to collect your army!

The process of building a new WAB army can be daunting. This time we will start with a 2,500 points list to see what works and what doesn't. This list allows you to sort out the proper ratio of cavalry to foot, or heavy troops to lights. It's what we refer to as 'modelling' an army. A 'model' army is one that represents a specific army in time. It may be a 'caricature' of that army, but the elements are true to the original. Some units need to be combined, as the goal is not to create such small units that one or two casualties send the regiments packing with no chance to rally due to being four models or less. As you choose units for your army, you may need to make some hard choices as to what to exclude. The good news is once you've collected your initial 2,500 points, you'll be well on your way to adding those extra units to make it even more representative. Also, if you were to play in a campaign or tournament of 1,500-2,000 points, you'll have plenty of troop types to choose from.

So, how to build an Alexandrian army? First, you're going to have to decide what army you want to build, Alexander's army in the Persian campaigns, or the 'Imperial Macedonian army'. For this exercise we will choose the early armies, and focus further and 'model' Alexander's army at the Battle of Granicus since the reader can refer to the scenario information provided.

One thing to remember is the points restrictions for army composition. These percentages force guidelines on the player so he doesn't 'accidentally' build an army entirely of Agema Companions!

**Start at the top:** First, select an Army General. Since this army represents Alexander's forces, we'll start with him. So with some equipment added to the General:

1 x Alexander the Great, armed with xyston, heavy armour and warhorse = 211 pts

The next selection is a couple of other characters. You'll need a Parmenion and maybe a Craterus. So, we'll opt for one mounted Hipparch, and one dismounted Taxiarch:

1 x Hipparch, armed with xyston, heavy armour and warhorse = 66 pts

1x Taxiarch, armed with light armour & shield = 61 pts

Total Characters: 335 pts

**Flashy Cavalry:** That's enough characters and we've managed to come in under the 33% limitation by some margin. Next, the cavalry. We're going to choose a unit each of Agema Companions, Thessalians, and Paeonians. One trick is to take one less cavalry figure in the two heavy units since we will most likely attach the General and Hipparch to each unit. We will also add in a leader and musician to these regiments:

9 x Companions, with heavy armour (28 pts) = 262 pts

8 x Thessalians, with light armour, spears and javelins (28 pts) = 234 pts

8 x Paeonian prodromoi (22 pts) = 186 pts

8 x Mercenary horse, with thrusting spear and heavy armour (17 pts) = 146 pts

Total Cavalry: 828 pts (1,163 so far)

**Solid Phalanxes:** Now it's on to the bread and butter, the heavy infantry. I would love Hypaspists in the army, but they are expensive troops, and we will have to see how many can fit in. They are armed as phalangites and not light infantry. The Pezhetairoi will have armour, and each regiment will have a leader and musician. One unit "the lightest armed of the phalanx" is unarmoured:

14 x Hypaspists, with light armour, spears and large shield (18 pts) = 262 pts

24 x Agema Pezhetairoi with light armour (12 pts) = 298 pts

24 x Pezhetairoi, with light armour (10 pts) = 250 pts

24 x Pezhetairoi, with no armour (8 pts) = 202 pts

**Total Phalangites:** 1,002 pts (2,165 pts so far). (Note: That's a lot of points on phalanxes but we have covered the 25% minimum).

**Nimble Skirmishers:** The last group is sometimes the most important in this army – the light infantry. Few other armies in history had such high quality troops to choose from in this category. The Agrianians will have a musician and a leader. Strong support of the phalanx's flanks with skirmishers is a must:

12 x Agrianian javelinmen (7 pts) = 94 pts

12 x Mace. archers (Merc Skirmishers) (6 pts) = 72 pts

10 x Thracian javelinmen (Merc Skirmishers) (5 pts) = 50 pts

9 x Illyrian javelinmen (Skirmishers) (4 pts) = 36 pts

8 x Cretans (from the mercenary list) (10 pts) = 80 pts

Total Light troops: 332 pts

Total Points: 2,500 pts

Total Miniatures Needed: 173 figures

**"**The two armies were now almost within striking distance. Alexander rode from one end of his line to the other with words of encouragement for all, addressing them by name, with proper mention of rank and distinctions, not the officers of high rank only but the captains of squadrons and companies; even the mercenaries were not forgotten, where any distinction or act of courage called for the mention of a name, and from every throat came the answering shout 'Wait no longer–forward to the assault!'"

Arrian

# PAINTING YOUR MACEDONIANS

After deciding what troops will be in your army, the next step is collecting your miniatures, assembling and then painting them. The first thing to do is find which miniatures companies have the ranges available in the scale you need. A popular scale is 28mm so we will focus on that choice, as this scale seems most common amongst Warhammer Ancients players. Not all miniature ranges at 28mm are compatible with one another, so it is well advised that you have a good look at them first.

The gamer of today is truly fortunate in the large choice of models available in all periods. Recently, there has been a virtual explosion of companies producing models relevant to the era of Alexander and his Successors. Most of these new ranges are quite complete and these lists can be 'built' using many manufacturer's ranges. Figures vary in quality and sometimes even in size, even within the realm of 28mm, so a collector should be aware that size does sometimes matter! There are many re-releases of older 25mm figures available, many of these are excellent, although much smaller than many modern 28-30mm behemoths. Price varies considerably between manufacturers also, so collectors can base their choice completely on getting the cheapest figures available. One very inexpensive way to get involved in this period is to use 20mm soft plastic figures, (which is kind of where the hobby started – way back when). These figures are also going through a renaissance and some exceptionally accurate miniatures are now available.

To start a new army, it seems best to mix and match miniatures from various miniature ranges and gain some variance in your regiments. It is possible for one range to complement another with a type of model that does not exist anywhere else. To start each regiment, one should decide on the command figures, will they have them, and will you have to convert a standard bearer or musician (many ranges omit the trumpeters, especially the mounted ones). Because of this, it is a good idea to collect a 'stash' of trumpets and standards. This can become a treasure trove for conversions. Luckily, most figures accept a trumpet easily enough, even if it needs to be strapped on.

## BASING

Basing can be quite a challenge. This is another place where companies have stepped in to provide suitable game bases in all sizes and thickness. You can go with these or make your own out of balsa wood, bass wood, or plastic card. Bass wood is the best as it doesn't crack at the edges while cutting, and doesn't quite warp as much as balsa. Cheap plastic signs can be cut into sturdy trays that never warp, (unless left in the sun!) and accept paint and glue much better.

Another attractive option is to mount your figures on metal washers that are readily available at hardware stores. Some use round metal washers (called fender washers in the States), of 20mm and 25mm size. The major advantages here are that they are very inexpensive, and they will stick to magnetic movement trays. These offer yet another plus for phalanxes, as round bases allow a certain amount of fudging. Just a twist here or slight turn and you can get your phalangites to 'rank-up'. Square bases need much more planning.

While on the subject of 'ranking-up', this is a good point to digress and discuss the nagging problem of level sarissas on the tabletop. Many figures are depicted with the horizontal pike, and although spectacular and accurate, it leads to messy problems when two regiments 'collide' on the tabletop. There are two ways to solve this issue. One is to always have extra models to fill in the levelled pikes just before they get close enough to contact, the drawback here is that you end up painting maybe a half dozen extra figures. Another solution is to take the fellows with the levelled sarissas from the front and move them to the back ranks, usually their pikes can squeeze into the gaps, especially if mounted on washers. This way you can have a scary looking 'levelled' sarissa phalanx and game with it without breaking spears, or worse, damaging your friend's miniatures!

It is common to base figures individually, but it is equally nifty to base them on multiple bases with two to four on a base. The attractiveness here is that the figures can have even more attention applied to the diorama aspects of the regiment. The other benefit is that these trays can be utilised in other gaming systems as well. It is good to note that you should have some 'singletons' saved out for casualties. A 'marking system' can be used, but one of the beauties of the Warhammer Ancient Battles game system is that few markers (if any) need be used, casualty caps and chits detract from the table top 'diorama in motion' aspect.

## PAINT THE PHALANX

The Warhammer Ancient Battles rulebook has a wonderful painting guide that is difficult to improve on (see pages 102-105). But there are some unique ideas pertinent to pike armies to share. First, there will be a lot of them! It can be scary to have 80-100 figures of similar uniforms types to paint. It is best to do things in smaller chunks. A good limit is 24-32 foot figures, 8-12 horsemen, and at best, three chariots at a time. This way the repetitive tasks are not as time consuming. Leave off shields and pikes at first, as this leaves more room to get at details. Pikemen are especially detailed figures in that they have a number of straps running across their chest. This kind of detail tends to break up your painting tempo, especially combined with the layers of the linothorax style armour with strips.

As always with mass production, it's best to work from inside out. Paint all the flesh bits of all your regiment first, add your shading and eye detail, and then move onto the tunics and armour. Linothorax armour is usually white, but Macedonians are depicted with multiple coloured bands around the pteruges at the waist and different coloured shoulder straps. Many just 'wash' a thinned layer of dark brown or charcoal gray over the primed armour. The wash seeps into the cracks and pops out the details (be sure to wait until the lower layer is completely dry!) Do the greaves or shoes/boots next. The helmets and crest, if any, are last.

It is often said that the Phalangites wore red tunics, but again this is highly speculative, especially for the earlier periods where unbleached linen and drab peasant garb would most likely be the norm. Alexander is noted once for chastising his men, asking them if they wished to return to the rags and animal skins that they wore before his regime! Small statues of unarmoured soldiers of Hellenistic times show a wider range of coloured tunics, from blues and greens to purple for the lavishly equipped. Helmets were often painted blue, red, or were silvered. Sometimes designs or wreaths were painted on.

## SHIELDS

Shields are usually highly decorated in this period with very intricate sunburst and geometric patterns. Some figures come with these patterns already embossed on them, which makes painting much easier. The sunburst design and crescents seemed to be the favoured shield designs of infantrymen (this is possibly a symbol of the Macedonian kingship itself, based on the famous story in Herodotus of how the first Macedonian king accepted sun-wages for his survival!). You can opt for painting the designs yourself. If you keep to a simple pattern, the stars and crescents are not unusually difficult designs to paint, they are just time consuming. Luckily, there are quite a few very nice transfers available for both Alexandrian and Successors periods from a number of manufacturers. Add some decorations to the helmets of your elite units, if you feel bold. You can always wait until they distinguish themselves in a game action, and then reward them with upgrades! Curtius states that the Hypaspists earned their gilt and silvered shields in 327, which incidentally acquired them their famous name of 'Argyraspids'.

### METRON OF LYNCESTIS

*This word is brought by Metron, son of Philo, a free born man of Lyncestis. I bring news that I have joined the regiment of my territory after an arduous march of many days from the highlands. We recruits are driven by an old soldier named Cebalinus, whose daily hardships have toughened our backs and feet as we marched to the gathering point near Olynthus. He is the worst poet, but takes great pride in his lack of talent and as we march he recites hilarious and ribald additions to the familiar songs. At night he tells us, the young men of Lyncestis, that we are to be phalangites, foot companions of King Philip. He tells us that the phalanx is made of men who eat swords and wash down torches with wine, then for dessert we eat broken Cretan darts, and splintered pike shafts. We will find bronze shields and breastplates a soft pillow, bows and slings lie ready at our feet, and the best of us will wear a crown upon our heads of catapult wreaths. This makes for some wide eyed looks among the other boys. But soon we are shouting the words as we trudge through the lowlands.*

*During the march he is most pleased, and makes us maintain a gruelling pace, but slaps those who do not keep up. He tells us fines will await us if we cannot keep pace when we join the army. In the evening, the few servants set up the meagre camps and make a foul porridge, but we must practice with javelins every night till our arms feel like lead. The food almost tastes good as we are so famished.*

*At Olynthus we join our battalion and are set into each company based on our county. I am number fifteen, but seventh from my comrades in rank. I am told not to forget that number as it will identify me until the soldiers know me. I will remain fifteen seven, until somebody ahead of me dies, or becomes an officer. Upon drilling with pikes I find out that Cebalinus is our file closer, he will march behind me in the phalanx. Since I am so far back I can hardly hear the words of the Lochagos leading us, because of Cebalinus' mutterings. He just slams me forward with his shield if I do not follow the drill. He tells me soon enough we will know all the drills by heart and the unit will move by signal and not by shouting.*

*The other Lyncestians are kind to us recruits, but brawls break out amongst the men from Elymiotis almost every night. I have no kit but I'm told that is good, because the Cretans will steal everything unless they are paid a fee, and they say the Elymiotians will steal anything they don't take. Cebalinus told his Cretan to guard my gear when I got it, under promise that I will pay once the regiment payday arrives. I fear I am already in debt, and I am told to never cross a Cretan, and if I do never to sleep again or turn my back on one.*

## SPEARS & PIKES

Many models today are provided without pikes or spears. There is a need to make these from of a number of easily acquired materials. Thick plastic rod available at the hobby store works for spears, cavalry xystons, and javelins. Some prefer brass or 'floral' wire for longer pikes, as they are not as susceptible to breaking. The process is similar to create pikes and spears with either metal or plastic wire. The technique is simple, first round off the ends with a file. Then crimp the spear end with flat needle nose pliers if plastic. Spray paint your pikes with a nice tan colour, and usually rub a little bit of darker brown on them for wood texture. Then paint the point and the butt spike black, once dry paint with silver, leaving a nice black edge. Sometimes on long pikes you may paint a bronze joint sleeve. This is controversial because it is not known whether such devices were used, so they can just as well be left off. I tend to like to add them since it makes the pikes look more interesting. A joint sleeve was found in the tomb at Vergina so it is possible that they were used, however the lack of other archeological finds somewhat limits these as commonly accepted devices. One thing that does show up with this army is the pikes, so it is a good idea to set them off either with a little wood grain or a joint sleeve to make them look really attractive.

Some models need to have their hands drilled out to hold pikes and spears. Use a pin-vice hand drill to open these up. It is a quick process once you get the knack of it (it probably is best to drill out hands before you paint the figure... sometimes it is just as easy to wait). After this, add the painted pikes to the hands, it is best to scrape off the paint a little to give a better bond. The same thing goes for shields. It's better to scrape a little paint off, or actually add pins to your shields, than to show up at the big game with popped-off shields in your carry box!

The final step is the finishing of the bases to your preference. Sometimes, during the 'clean-up' stage. Add some putty to smooth the top of the base. After the models are done, brush PVA (white glue) onto this painted surface (usually brown, tan or olive will do). Then sand or fine gravel may be lightly sprinkled on. I usually paint mine but others like the natural look. To me, a little dark wash and some highlights adds some 'scale' to the look of natural pebbles. A few sprigs of Games Workshop static grass and your personal phalanx really starts to take on a life of its own. The final step is to make some movement trays out of plastic or wood. You can even cover these trays with a thin steel sheet if you have magnetised bases on your figures. Movement trays are lovely things, not only can they be 'dressed up' with diorama details, but also they speed up game play immensely when large regiments are pushed about. A player may be forgiven for not having his miniatures fully painted, but a courteous gamer puts his soldiers on trays!

## CAVALRY

The other main element of your Macedonian army will be its cavalry forces of Companions, Thessalians and allies. Companions wore composite or muscled cuirasses and can be painted similarly to the phalangites. In the early days, uniform was uncommon, so cloaks and tunics could be multi-shades, although dun or tan cloaks seem to be favoured. In India, the Companions were rewarded by Alexander with saffron cloaks bordered with purple. Thessalians wore darker cloaks of purple with white borders. A cavalryman identified as a lancer or prodromos wears a double tunic of grey with yellow sleeves and maroon shoulder patch. This cavalryman also wears a crimson coloured helmet which may allude to some regimental colouring, but as always this is only speculation. An officer on the Alexander mosaic wears a silvered Boeotian helmet with gold wreaths.

Horses could be a range of colours, from black to brown, chestnuts and duns. Most would have 'socks' of white or black on two or more feet, rarely only one, and rarer all four. Alexander's black horse, Bucephalus, had a white blaze on his forehead. I usually feel that lighter horses look best with black socks, such as duns – white socks look best on black horse and chestnuts.

Saddle cloths also could be very basic up to the time of the Persian invasions, but after a few years of campaigns Companions rode on ornate Persian saddle cloths. Alexander and his officers are commonly shown with leopard skin shabraques, edged possibly with squadron colours in red or green. Paint the base tone white, then blend a yellow ochre colour close to the edge and fill in the middle. The larger area of the spots can be dabbled on with a thin brown colour. After this pattern is finished, then plop three or four darker spots around the brown patches – this gives an effective looking leopard pattern.

# MACEDONIAN TACTICS

The Macedonian army of conquest is powerful but still a challenge to play. It will take practice. You must learn to coordinate the actions of your various arms: cavalry, phalanxes and light infantry. A phalanx is defined as a 'roller' – this is how the word is derived from Greek. The formation's intent is to 'roll' over the enemy. In a frontal attack, this is exactly what will happen – your phalanxes will roll over everything in their path, except other phalanxes. However, they will do this ever so slowly. If your intent is to break through with your phalanx up the gut, then you will need to support that attack with your general, as phalanx combat is usually a see-saw grinding affair.

Ranks or frontage? This is the obvious first question. When in doubt, choose ranks. The phalanx cannot win unless it maintains its rank bonus and keeps its numbers up. Thus, you really need a phalanx to be 24 to 32 figures at the minimum. Each player ends up with their own favourite unit size based on aesthetic looks and game function. Many players use five wide by five deep (25 figure) units. Others swear by six figures wide by four deep (24 figure) phalanxes. Both work well. I like six by five ranks (30) figures when I can afford the points. Eight figures wide by four ranks deep (32) is probably the most 'historical' looking scale unit, as even the Syntagma of 256 drawn up in synaspismos (locked shields) will be wider than deep. There is nothing more awesome than four 32 figure phalanxes rushing forward, gobbling up table turf, and forcing your enemy to cower in a corner – or so we can hope!

## HORSE

One question that is difficult to answer is: "How much cavalry do I need?". I usually take two cavalry units in a 2,000 points game, one heavy armoured Companion regiment, and one light horse unit. The light cavalry unit is good to cover the refused flank, and the Macedonian army has a wealth of excellent light horse. The Companions can drive forward onto the other side of the table and threaten the enemy flanks, but they need to be protected as they will easily get shot if the enemy has abundant missile troops. Many times, I have seen lowly slingers decimate expensive Companions. If you don't intend to drive off the enemy's cavalry and only need to cover the phalanx's flanks, then cheaper horse works just as well. However, don't expect light cavalry to be able to do much against heavy infantry, even in the flank or rear. A viable unit of peltasts or Thracians can cover a flank against many threats better than horsemen. In rough going, they can be much tougher than you might think.

## LIGHT TROOPS

Don't forget skirmishers, a few covering the front and flanks can help distract enemy missile men from concentrating fire on your phalanxes and cavalry. Even if they are eventually routed, they usually absorb many casualties that would otherwise end up on your phalangites. Losing ranks is the key to phalanx battles and the side that has their rank bonuses whittled down early will quickly lose in the ensuing crunch. Many players miss the fact that javelins are the most effective missile troops in Warhammer Ancient Battles pound for pound. Sometimes it is better to have 20 cheap javelinmen than say 10 expensive high BS bowmen. Some gamers fall under the seductive trance of long-range shooters, but they forget that moving a phalanx forward and seizing the table is the key to victory. Phalanxes are about forcing a decisive combat that destroys the enemy's will to resist. Missiles cause attrition and are rarely the deciding element. Many armies allow you the option to choose large forces of low quality skirmishers, take too many of these and they can get in each other's way!

War machines are fun for the occasional battle but they hardly achieve decisive results. They are best for knocking off heavy armoured cavalry. Occasionally, your battery might 'pot' an enemy elephant, but this is a rare event worthy of a photograph! It's difficult to justify the numbers of bolt throwers needed to really make them a factor in the game. In addition, when you approach that level of massed usage, you begin to push the limits of what some players might criticise as 'beardy' or 'cheesy'. I always trust in the heavy infantry in WAB, not the heavy artillery.

## FAITH IN THE ORACLES

The early Macedonians must rely on fate and faith in their gods to prevail. Your superstitious troops can be full of zeal with good augers, or the omens can be poor. Best to have a soothsayer read a good interpretation, when there is a bad result. Oracles keep the game fresh. I have not seen a game won exclusively because of oracles, but I have seen some lost because of misuse of them. They are a powerful component of the Macedonian player's battle plan. It is best to hoard some Oracles for the decisive charge, and not fritter them away on skirmishers. I have seen the army win without expending one Oracle point at all! The most critical use of Oracles arises when playing the Greeks, since both sides are using them they can be expended quickly. The pikes then become the slight edge that can win for the Macedonians. Most enemy players will try to bleed out your Oracles as soon as possible. This gives them an edge when their units with standards and their Army Battle Standard is involved. This can be a dangerous time in the game, and you will soon rue your rash decision to 'burn' Oracles to rally some flighty skirmishers.

## THE GENERAL

Commanding your force is another challenge. Should the General stand back with the phalanx like Philip, or ride off with the Companions to launch the decisive assault as Alexander? A cavalry wedge led by the General can be a juggernaut, but one must be careful not to chase rabbits with your cannon! Sometimes, it is best to maintain flexibility, have your general head the Companions, but keep him close enough to your phalangites that he can still threaten a charge and keep them under good leadership. Wherever your General goes, he should be within 12" of as many troops as possible, the Leadership bonus can be the difference between a lost round of combat and a rout that collapses your whole army. Players that run their General off the table pursuing enemy skirmishers deserve their own fate.

A good General soon learns to protect his flanks. Only luck will save the day if you are careless enough to let the enemy attack your flanks or rear. If this sorry event happens, then all is lost since your phalanxes will crumble when attacked from the sides. If they crumble it is likely they will take the rest of your army with them. A number of solutions can help prevent this. You can emulate Alexander's tactics and have a reserve or trailing phalanx of hoplites, these can stop cavalry from harassing the rear of the phalangites. Another way to protect your flanks is to 'refuse' one wing, move obliquely, and act aggressively on the other. You must force your opponent to fight the phalanx on your terms, to the front with his troops dangerously close to his baseline. The Macedonian army rewards aggressive tactics; sitting back waiting for the game to develop will give the enemy the initiative he needs to carve away at your flanks. If you hold those flanks and crush the enemy centre, then there will be conquests to boast about, cities to be founded, and historians will forever write of your exploits. You will be given accolades as the 'Great', or 'Nicator' (victor) such as Alexander's General Seleucus. But you must be solid, and crafty, and then strike when the moment is ripe and the enemy is off balance. The key to victory with any army in Warhammer Ancient Battles is to utilise all the troops in combination, that is how to emulate the 'genius' of Alexander.

# AGE OF ALEXANDER



**Left & above:**
Interpretations of
Alexander the Great
charging into battle, based
on contemporary artwork.

**Right:** The Indian King
Porus contemplates the
arrival of Alexander's
army,
shaded by his personal
parasol bearer.

**Right:** Philip II of
Macedon before his
crowning victory at
Chaeronea. He shows
the scars of his many
campaigns, and carries
a wound for
each battle, and each
city taken.

**Left:** Aristander makes the
daily sacrifice. The daily
rituals were the King's duty
but Aristander became more
important as Alexander
became more focused on
his own divinity.

**Left:** Darius the III, King of Persia. Inspired
by the Issus (or Gaugamela) mosaic
discovered at Pompeii, this model captures
the moment when Darius spots Alexander
heading his way!

# ARMIES OF MACEDONIA



**Below:** An Hypaspist officer or Somatophylax (personal bodyguard) of Alexander. The shield represents Alexander as Zeus Ammon, a common theme from coins of the era.

**Above:** Alexander leads the Royal Squadron of Companions arranged in a wedge.

**Above:** The Macedonian phalanx silently waits for the order to level pikes and advance.

**Above:** Hypaspists operating in open order on a commando raid.

**Right:** The Linothorax armor of the Macedonians could be quite ornately decorated and brightly coloured. Helmet colours could have differentiated the regiments from one another.



**Above:** Mercenary Greek Psiloi ambush a group of Persian Takabara screening the Persian army at Issus.

# ARMIES OF PERSIA



**Top left:** A wild eyed Darius stares as Alexander bears down on him. Will he stand this time, or flee yet again?
**Above:** A massed unit of Persian cavalry such as these might bowl over the enemy in a frontal charge, but are ponderous if forced to manoeuvre.



**Above:** These Applebearers or Melophorai, were Darius' best Persian infantry, but few in number when compared to the Macedonian's phalanx.

**Above and right:** Bactrians, Massagetae, Kappadokians, and Armenians were heavily armoured and many rode armoured horses as well. Their stout javelins were no match for the xyston though.

**Above:** Masses of Satrapal levies would still accompany the Persian army, but without ranged firepower they were of little use against Alexander's forces.

**Above:** These unarmoured Kardakes are typical of the regiments that guarded the riverbank at Issus. Alexander's Companion wedges punched straight through them.

# ARMIES OF PERSIA

**Above:** These Persian Eastern Satrapal light horse are suitable as Sogdian enemies or allies, as well as Hippakontistai. To the rear, the heavy cavalry could be Bactrian.

**Above:** These Greek mercenary Hoplites advance led by their Polemarch(right), such as Memnon of Rhodes. Mercenary Hoplites fought for both Persian and Macedonian paymasters.

# ARMIES OF THRACE



**Above:** Odrysian or Getae light horse rampage ahead of the Thracian main army.



**Above:** This Lowland Thracian warband masses for battle fortified by wine and the promise of plunder.

# BATTLE OF GRANICUS 334 BC
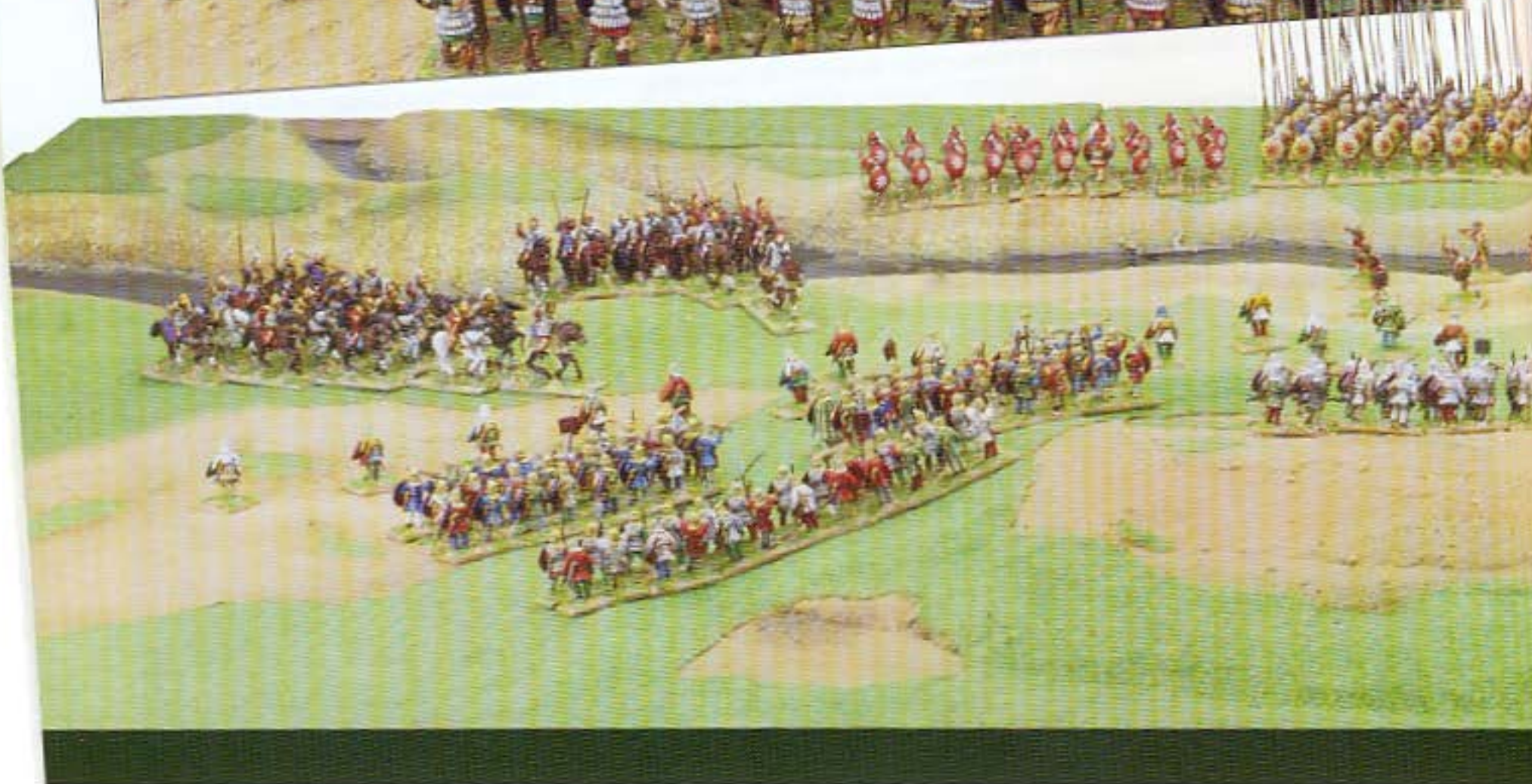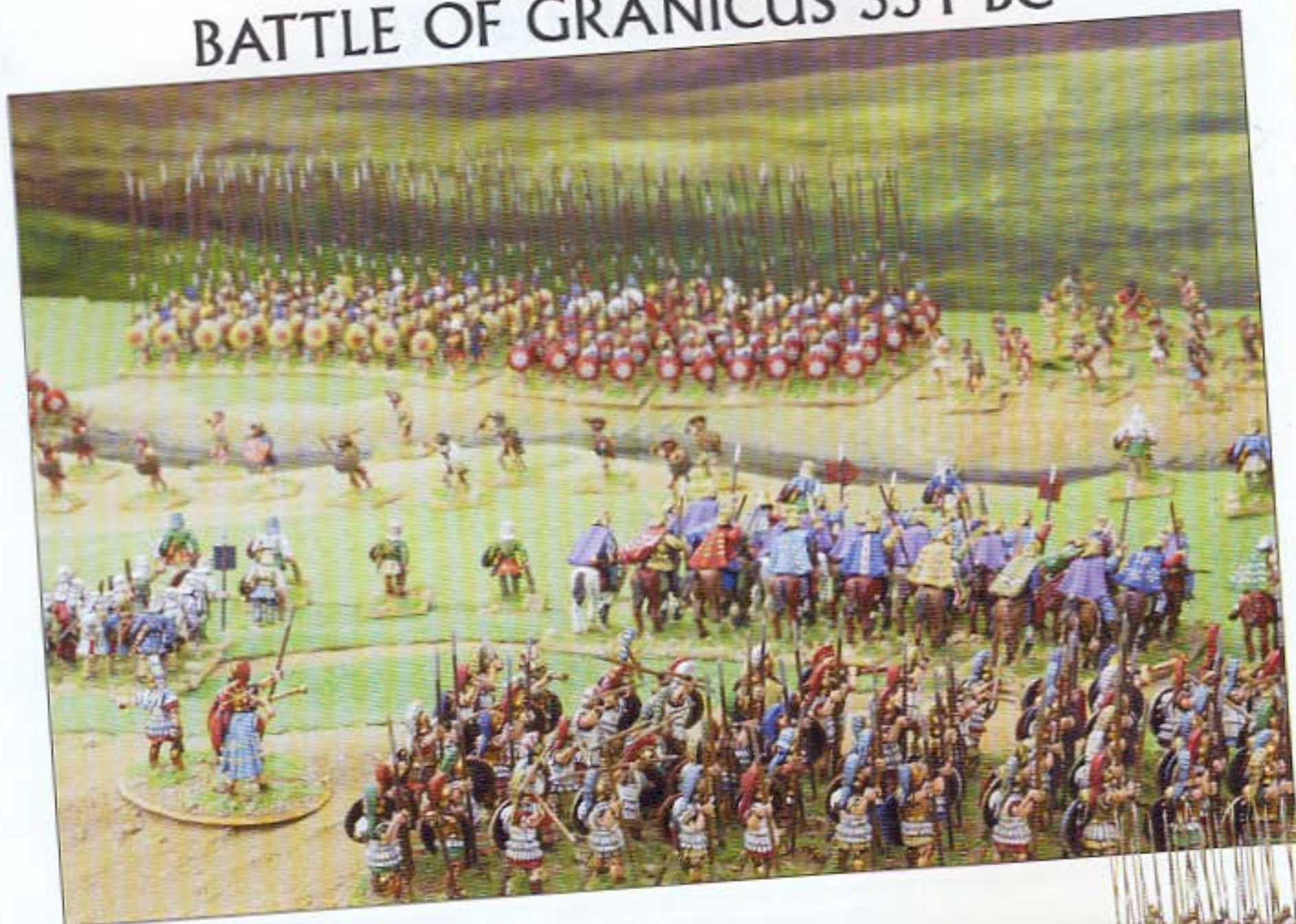




**Top:** Memnon of Rhodes directs the Greek mercenaries into position too late as the Persian cavalry recklessly engages the Macedonian army crossing the Granicus River.

**Centre:** The Persian cavalry routs and leaves their infantry unsupported as the Macedonians close in.

**Top right:** Persian cavalry led by the Satraps, Rhosaces and Spithridates, desperately charge Alexander and attempt to kill him in hand-to-hand combat.
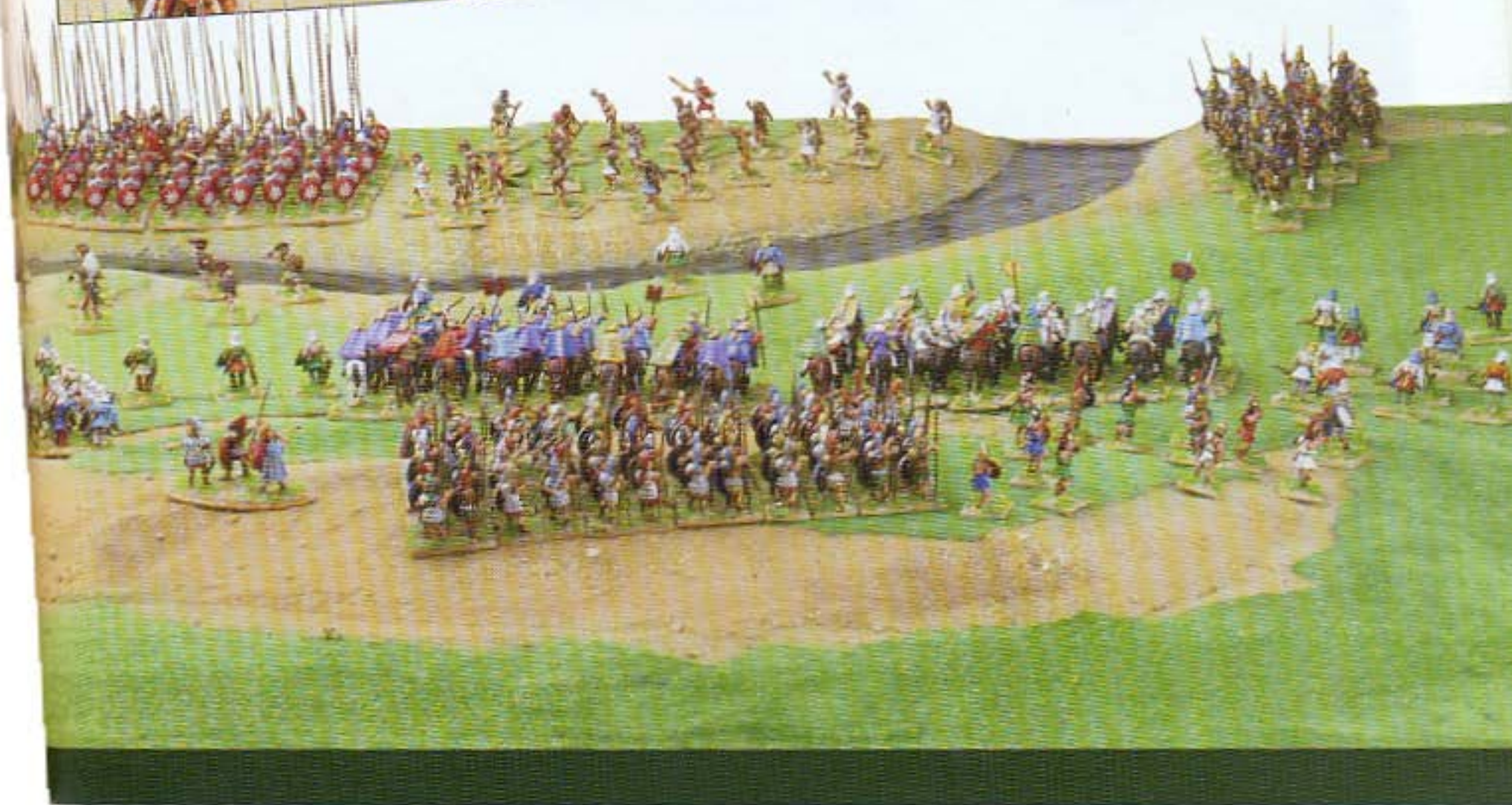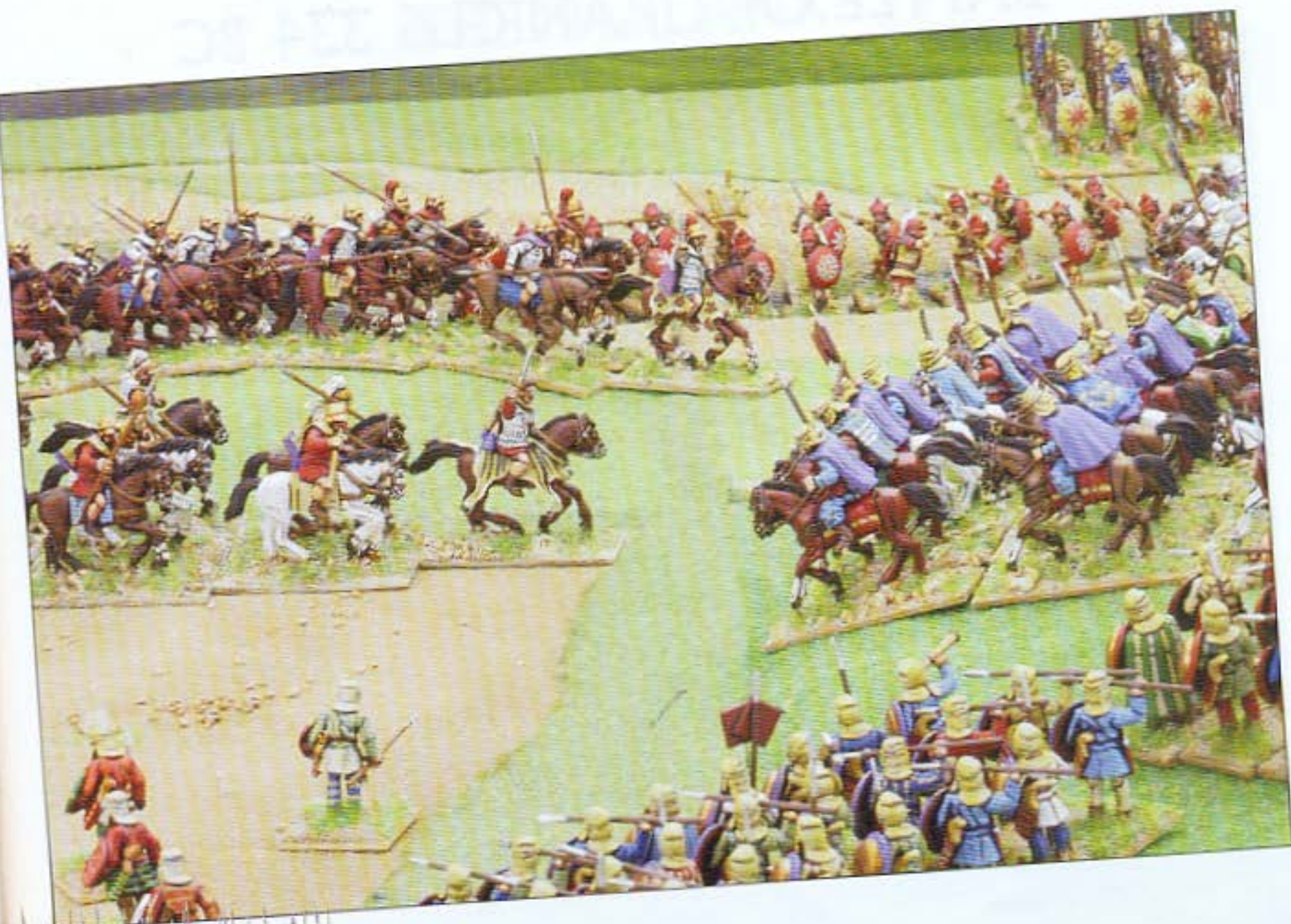
# BATTLE OF GRANICUS 334 BC
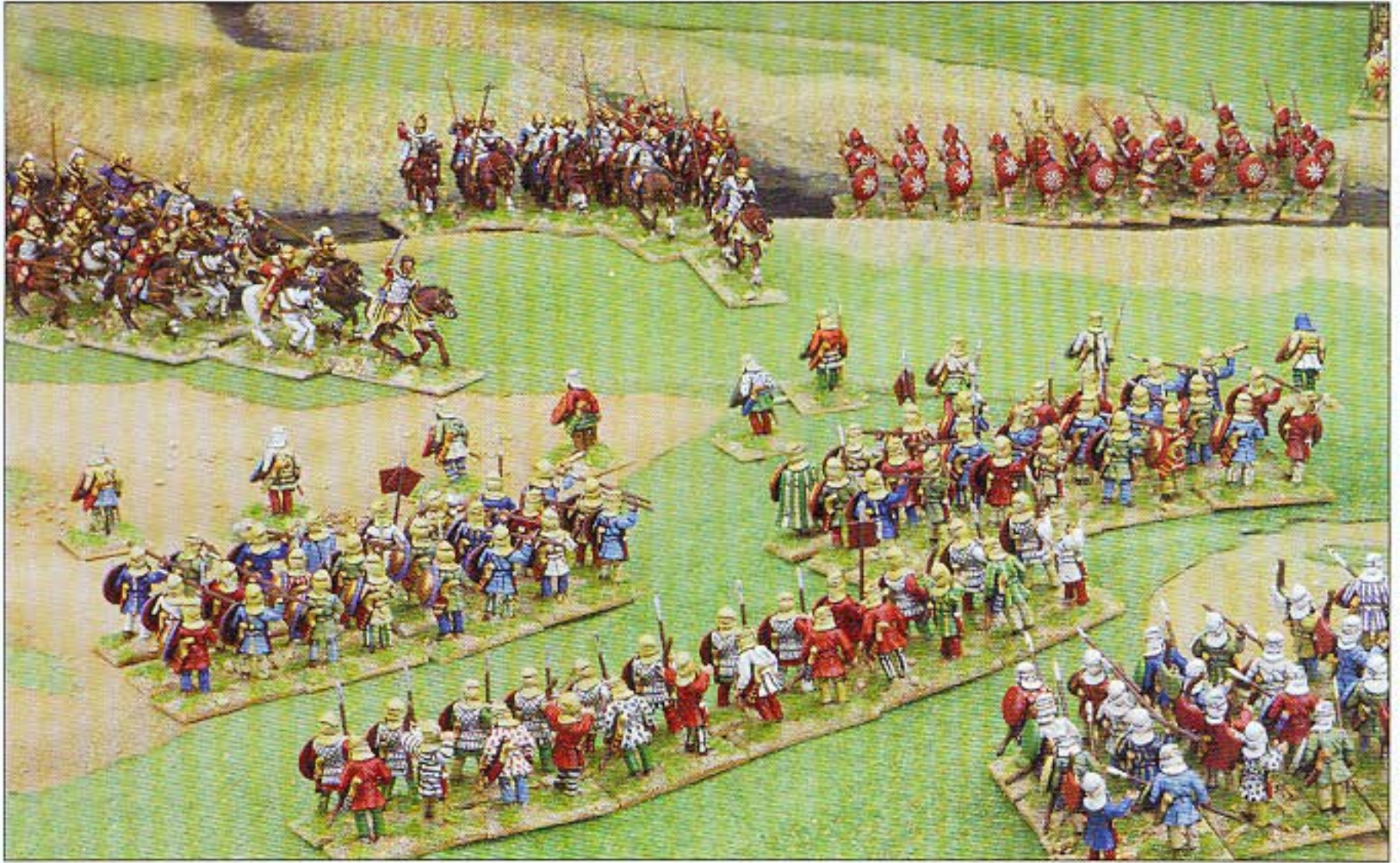


**Above:** Persian levies were not determined enough troops to face Alexander's wildly pursuing Companions.
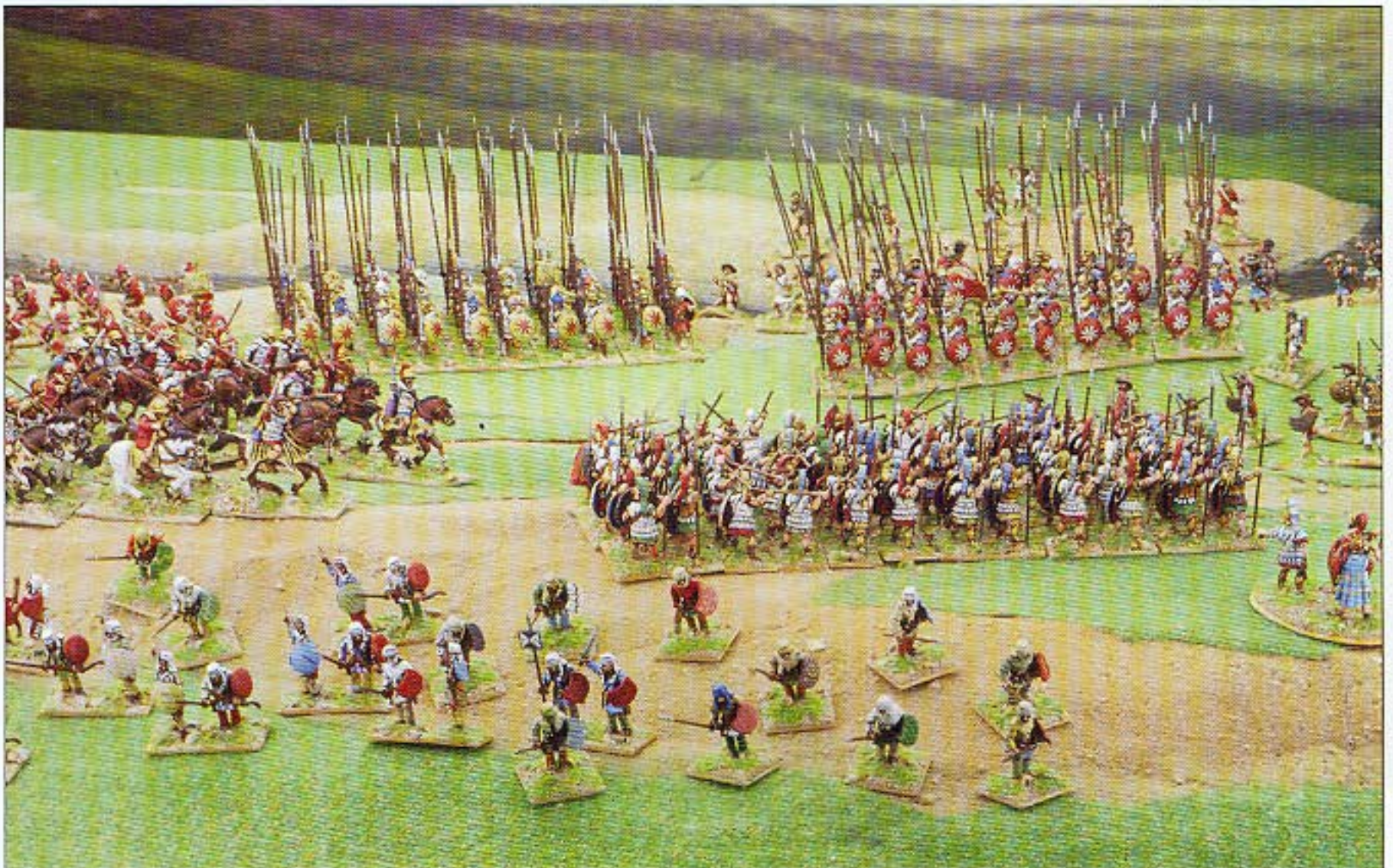


**Above:** Surrounded, the Greek mercenaries are charged from all sides as Memnon and his Persian paymasters flee the field.

# THE PHALANX



**Above:** The view of a phalanx the oncoming enemy would have faced, a solid wall of pikes!



**Above:** The phalanx typically fought in a formation of 256 men called a syntagma.
This was 16 men wide by 16 men deep. The first five ranks of pike protruded beyond the first rank of men.

# BATTLE OF GAUGAMELA 331 BC
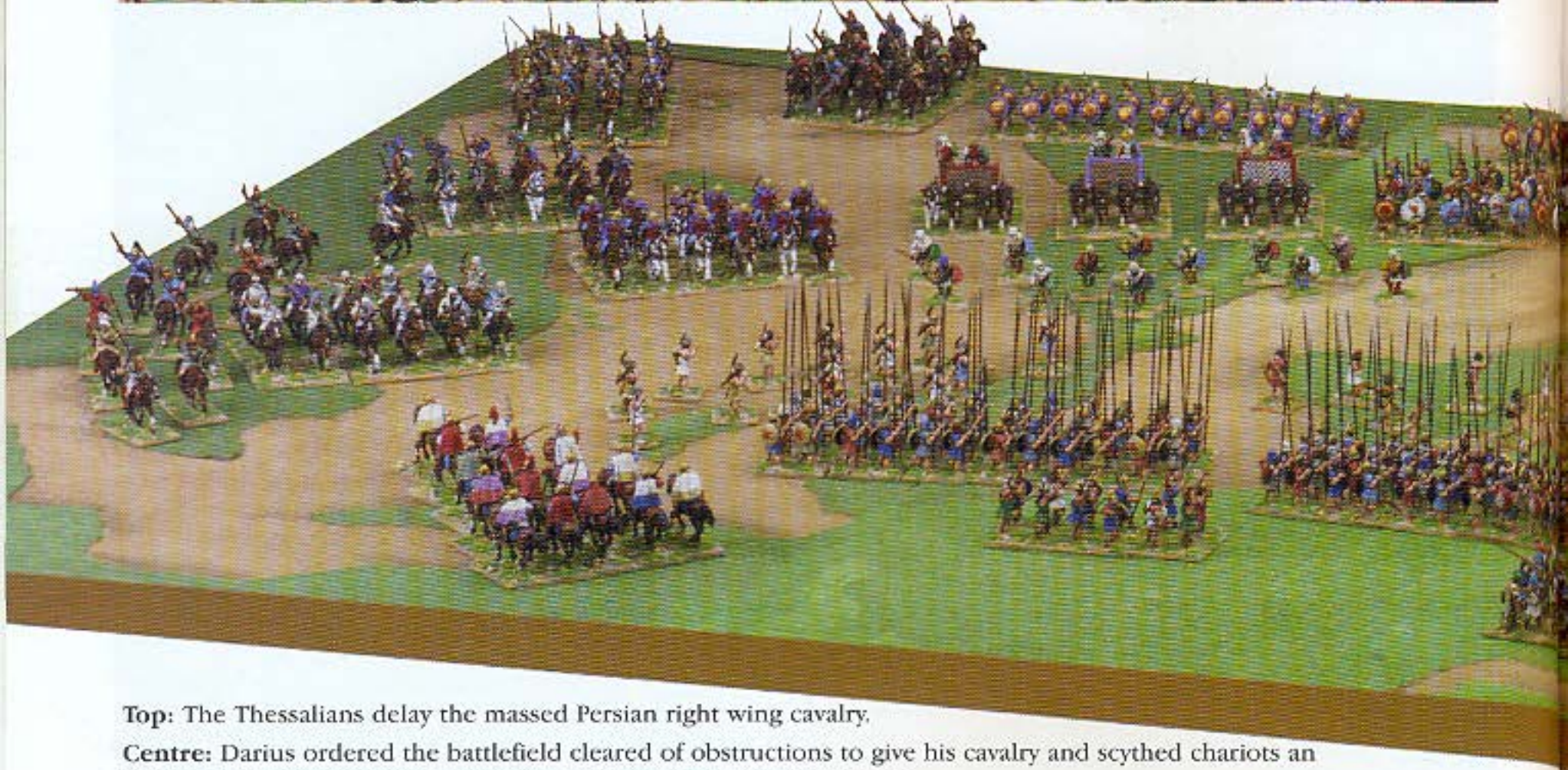


**Top:** The Thessalians delay the massed Persian right wing cavalry.

**Centre:** Darius ordered the battlefield cleared of obstructions to give his cavalry and scythed chariots an advantage. Alexander's brilliant tactics countered each Persian move.

**Top right:** Alexander gathers his fresh Companions and Hypaspists, and charges into a gap in the Persian lines, as his flanks hold back the Persian envelopment.

# ARMIES OF INDIA

**Top:** Mercenary warriors or bhrita.
**Below:** A longbow unit, the mainstay of the Indian army.

**Above:** King Porus rushes to face Alexander's fast approaching army. The cavalry have gone forward to scout as the other three arms of the Indian army (elephants, chariots, and infantry) advance into position.

**Left:** Indian horsemen scout ahead or advance in their "slow and measured" pace.

**Below:** A unit of Indian foot prepare to engage with their broadswords. These may be bodyguards or mercenaries as they wear some body armour, which was somewhat rare in this period.

# ARMIES OF INDIA

The chaotic and bloody clash of the phalanx and the elephants eventually haunted the memories of even Alexander's most hardened veterans.

# PHILIP II OF MACEDON'S CAMPAIGNS

"**I**ndeed he devised the compact order and the equipment of the phalanx, imitating the close order fighting with overlapping shields of the warriors at Troy, and was the first to organise the Macedonian phalanx. He was courteous in his intercourse with men and sought to win over the multitudes by his gifts and his promises to the fullest loyalty, and endeavoured to counteract by clever moves the crowd of impending dangers."

*Diodorus*

In 358, Philip II inherited a fragmented Macedonia, fractured by dynastic turmoil, an army defeated by tribal neighbours, and hemmed in and cut-off from the sea by Athenian expansion. Philip synthesised the Greek revolutions of tactics and strategy in the previous 50 years with his reformed army. With this instrument and vision, he consolidated Macedon, conquered his neighbours, and ultimately humbled the Greeks. The following section allows a player to recreate his battles utilising the army lists in this volume.

## RECREATING BATTLES WITH THE WARHAMMER ANCIENT BATTLES RULES

The following scenarios depict the episodes of Philips' army growth from the first clash of the reformed army in revenge against the Illyrians, to an army capable of defeating the Greeks in pitched battle. The narrative focuses on these actions, and how to recreate them using Warhammer Ancient Battles. The format will be rather loose for many scenarios, while others will have detailed orders of battle that the player may use to play

that particular battle or use it as guideline to set-up his own 'historical' model army. Battles were large affairs during this period. The first, Lake Okhrida, had about 10,000-11,000 soldiers involved on each side, and this was one of the smaller actions! Of course, it is unlikely that we can recreate even this battle at 1:1 so it is best to gravitate to a 'ratio' system. Usually, players will set a scale at 1:50 or 1:100 to recreate* large battles. This allows a few hundred miniatures to carry out the manoeuvres of larger forces. Even so, some battles described cannot be successfully played without creating forces of 5,000-6000 points, even at high ratios. In this case, players may wish to recreate only a portion of the battle initially. One bit of fun is to combine forces of many players together at a convention or tournament to fight out these larger games.

*\*Note: I say 'recreate' and not 'simulate' as I don't really believe that historical gaming is totally about simulation. It's about fun and recreation, so try not to get too overly serious – just have fun with your historical scenarios!*



*Aristotle teaches the young Alexander.*

# "REVENGE FOR MY BROTHER!"
## The Battle of Lake Okhrida 358 BC

"**F**or a long while, the battle was evenly balanced as both sides displayed exceeding gallantry, and as many were slain and still more wounded, the fortune of battle swung first one way then back again, inspired by the valourous deeds of the combatants. Later, as the Companions pressed on from the flank and rear while Philip and his phalanx fought with true heroism, the mass of the Illyrians were forced to give way."

Diodorus

This is Philip's first major battle and a suitable beginner's game of the period. Obviously, it is significant because if Lake Okhrida had been Philip's first defeat then he would have become one more in a line-up of little known and long forgotten Macedonian kings! When Philip became Regent of the crumbling Macedonian state, he had to deal with a pretender to the throne, Argaeus, who was supported by the Athenians. After taking care of this threat, he reorganised the demoralised Macedonian army and faced threats from both the Illyrians, and Paeonians. Philip caught the Paeonians by surprise and knocked them out of the war by outmanoeuvring them with sudden forced marches. They were defeated without a battle. He then turned against the Illyrians who had recently routed the Macedonians and killed his brother Perdikkas. These Illryians, under King Bardylis, took no quarter and offered no ransoms... but Philip and the Macedonians were looking for revenge.

## THE FORCES

Both side's numbers were equal, about 10,000 infantry on each side. Philip had 600 Agema and other Companions, the bulk of his infantry were his newly styled phalangites. King Bardylis of the Illyrians fielded about 500 cavalry and deployed his 10,000 'picked men' in a large hollow square to cover their flanks against the only troops they had former cause to fear – the Companions.

## PHILIP'S REVENGE

Philip deployed his phalanx in the 'Oblique order', a trick he learned from the Thebans. His small force of 600 cavalry flanked the phalanx. The Illyrian square moved forward to contact the Macedonian line but their formation began to bend and twist as it tried to reach out to the refused flank. Philip waited until gaps opened in the enemy battle line, then ordered the cavalry to charge their front and flanks. Philip on foot charged with the phalanx and the Illyrian line crumbled, leaving 7,000 dead on the field. The Illyrians must have been shocked by the sudden solidity of the Macedonian infantry, and certainly had never been witness to such a controlled attack.

## THE BATTLE AS A GAME

This is recommended as an introductory game where 1,500-2,000 points may suffice. However, feel free to take more if you have them. Philip should have a large phalanx supported by two small Companion units; a very small number of skirmishers could also be added. The Illyrians should have less cavalry than the Macedonians and in this period should not have very many light troops. There is no mention of Slave warriors in Illyrian armies at this time, so players may wish not to take them. Terrain seems to not be a factor, so it is wise to keep the few trees and hills that can spruce up the battlefield off to the flanks. One edge may be designated the lake shore. As Philip has not yet made his reputation, the special character should not be used in this introductory scenario.

There is little need for any special scenario rules in this battle. Because of Bardylis's fearsome reputation, you could choose to let the Illyrian warlord cause *fear*.

The game should be played out as a Pitched Battle, and can last 6-7 turns, or players may wish to play this Grudge Match until one side reaches the 25% Break point.

# "I RETREAT LIKE A RAM, ONLY TO BUTT THE HARDER!"
## The Battle of the Crocus Fields 352 BC

" **A**fter the death of Philomelus, the Phocians gave the command to Onomarchus, while Philip, son of Amyntas, made an alliance with the Thebans. Philip had the better of the encounter, and Onomarchus fleeing to the coast was there shot down by his own troops, who considered their defeat due to his lack of enterprise and inexperience as a general. Such was the end which fate brought upon Onomarchus, and his brother Phaylus was chosen as commander-in-chief."

*Pausanias*

## THE START OF THE SACRED WARS

With his northern borders secured, King Philip captured Amphipolis, which put him in direct conflict with Athens. After some deft political manoeuvres, he kept Athens at bay by bribing cities in the Chersonese. His alliance with the western state of Epirus was consolidated with his marriage to Olympias, the daughter of the Epirote King. Olympias bore him his son Alexander in the summer of 356 BC.

Philip saw an opportunity to gobble up Thessaly when the Thebans squabbled with the Phocians over 'cultivation rights' around the sacred shrine at Delphi. The Phocians seized Delphi and raised an army of mercenaries paid for by the treasure stored there. Initially, the Phocians were defeated, but later, under the leadership of Onomarchus, they were able to push into Thessaly and drive back the Boeotians. Philip's meddling with Thessalian factions drove them to ask for Onomarchus' aid. Philip was defeated twice in two battles by the Phocian's Thessalian cavalry and their war machines. He retired, with the famous statement, "Like a ram to butt the harder next time". He finally persuaded the Thessalians to join his cause and returned to deal with Onomarchus. The two forces met at an obscure location on the coastline, now labelled the Crocus Fields. An Athenian fleet under Chares was operating nearby... could they have intervened and saved the Phocians?

## THE CROCUS FIELDS

Philip lost the first battle with the Phocians because his troops were thrown into disorder by their unexpected hidden stone throwers. In the second fight, the Thessalian cavalry defeated him. By the third battle, he had won the Thessalians over to his side. He force-marched his army of 20,000 foot and 3,000 horse to prevent Onomarchus from joining other Phocian reinforcements. Onomarchus had 20,000 Hoplites and peltasts, but only 500 cavalry. An Athenian fleet under Chares apparently was helping the Phocians with a fleet of 20 ships and a number of peltasts. This time at the Crocus Fields, the Phocians were routed after a bloody struggle. Onomarchus and the refugees rushed to the sea hoping for rescue by the Athenian fleet. In the rout, 6,000 Phocians and mercenaries were killed, and a further 3,000 were captured. Some accounts state that Onomarchus was crucified (even though he was already dead); other prisoners were bound and thrown into the sea as punishment for being temple-robbers.

Philip gained prestige among the Greeks for this victory. Initially, he gained the great reward of being elected Archon of Thessaly – this allowed him to assimilate their great cavalry into his army. The Sacred Wars dragged on and he turned his attentions to reducing and punishing the Athenian cities in Thrace and Chalcidice (352-346). Athens sued for peace and Philip turned swiftly south and crushed the Phocians one last time. He was rewarded with two seats on the Amphictionic council, a Pan-Hellenic body that administered Delphi, and was president of the Pythian Games that year. This was an incredible honour for the 'semi-civilised' Macedonian King, who now was being touted as both the harbinger of doom by Athens' Demosthenes, while at the same time proclaimed the 'Hero of Greece' by Isocrates, who promoted a Pan-Hellenic crusade against Persia.

## THE BATTLE AS A GAME

Both sides appear to have been equal in strength in infantry. Onomarchus fielded 20,000 and Philip's army is estimated to have been the same. Philip's advantage was that he had 3,000 cavalry, including the elite Thessalians, to only 600 Phocian cavalry. A small Athenian naval force was also available offshore. Onomarchus' trump card was again his use of stone throwers to break up the phalanx.

This battle can be reasonably played as a typical 2,000 points affair lasting a few hours. Philip's forces come from the Rise of Macedon list, and the AoA Ancient Greek lists for Phocis and Athens. The Athenians can be held off the table toward a seaward edge and are counted as 'Naval Support'.

Play the game as a Pitched battle. Six or seven turns should be long enough to gain an outcome, but you can always dice off at Turn 6 – on a 4+, the game continues, 1-3 the game ends at that point.

The Phocian army at the Crocus Fields had no Thessalian cavalry, but you could experiment with them instead of the Athenian intervention. Also, players could try scenarios based on the earlier battles between the Phocians and Philip. In these games, the Phocians could have 'hidden' war machines that would be revealed when fired, thus creating the possibility for surprise and panic amongst the phalanx.
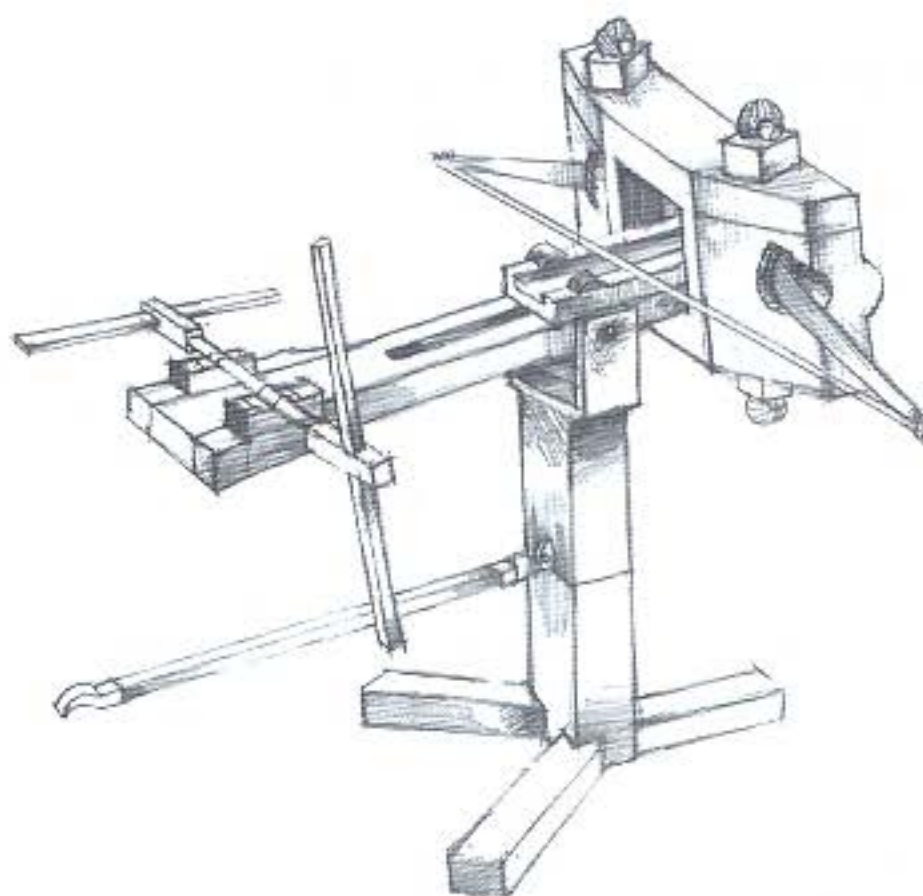
## PHOCIAN ARMY ADDITIONS

To recreate the Phocian army of the Sacred Wars, use the Ancient Greek army list from AoA with these changes:

**Army composition:** The army may have up to 20% Phalanx, up to 10% Cavalry and up to 33% Light Infantry. Up to 50% of the Phocian troops may be taken from the Greek Mercenaries list – a Strategos may not be taken. Cretans are not allowed from the Mercenaries list.

**Restrictions:** Spartan Hoplites are not allowed – although one small force of Spartans was sent to aid the Phocians, but never made it… certainly fodder for 'What If?' scenarios!

**Additions:** The Army General is not restricted to a phalanx unit and may ride a horse (free) raising his movement to 6". Add in the Epilektoi Peltast unit below, and the Phocians may have up to three stone throwers for each 2,000 points in the army. Phocians may have Athenian allies (see Naval Support) or Thessalian cavalry, but not both in the same army. The army may have 0-1 Thessalian heavy cavalry unit even if no other heavy cavalry unit is chosen. (Thessalians can be chosen from the Rise of Macedon list or the AoA Ancient Greeks, but not both!).

## LIGHT INFANTRY

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| 0-1 Epilektoi | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | 10 |

**Equipment:** Armed with sword, javelins and thrusting spear, and shield. May have light armour +2 pts.

**Special Rules:** Light Infantry.

*These troops were the elite Phocian infantry. Epilektoi means 'chosen' or 'selected'. Phocians tended to fight in the rougher ground as loose order hoplites, thus they are treated as peltasts.*

## SPECIAL TROOPS
### WAR MACHINES

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Stone Thrower | – | – | – | – | 7 | 3 | – | – | – | 52 |
| Crew | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | – |

**Equipment:** Each machine has a crew of two men, armed with swords. Up to two extra crewmen for a Stone Thrower at +6 pts per model. The crew may have shields for +1 pt each, light armour at +2 pts per crewman.

**Stone Thrower:** Range = 48", Strength = 7, no save, D3 wounds per hit.

**Special Rules:** A unit must test for *terror* the first time it suffers a wound from a Phocian stone thrower.

## NAVAL SUPPORT

The Phocians may have Athenians allied to them as 'Naval support'. This allows the Athenians to arrive on a table edge as marines disembarking from a fleet waiting offshore. After Turn 1, up to one Athenian Hoplite unit, or Peltast unit may arrive on the right or left table edge which is designated as coastline before the game. This unit should not be larger than 24 models. The marines may not charge or shoot the turn they arrive as they are considered to be reforming, and do not move, but are placed on the edge in the same manner as troops returning to the battle from a pursuit. These units are counted as part of the Light Infantry or Phalanx troops allowed in the army.

**Sample Phocian Leaders**

Philomelus – Phocian Strategos (killed 354)

Onamarchos – Phocian Strategos (killed 352)

Phayllus – Onomarchus' brother, Phocian Strategos (died 352)

# "I MUST NOW TAKE UP ARMS!"
## The Battle of Chaeronea 338 BC

" About sunrise at Chaeronea in Boeotia, the two armies were arrayed for battle. Alexander had just come of age, and already was giving clear signs of his martial spirit. Philip ordered him to lead one wing, though attached to him were some of the best of his generals. Philip himself, with the Guards, led the other wing, and arranged the various battalions at such posts as the occasion demanded. The Athenians drew up their army, with one wing commanded by the Thebans, and leading the rest themselves"

Diodorus

## STRATEGIC SITUATION

Unable to secure Perinthus or Byzantium, Philip launched punitive raids against the Thracians, Skythians, and other Balkan tribes. He gathered his strength and prepared for a campaign against Greece itself as the Athenians and their allies were the only force stopping his ambitions in the Balkans and coastline of Asia. He needed these areas as a secure 'bridgehead' for his planned invasion against Persia as head of a Hellenic 'Crusade' to punish the Persian Empire, and no doubt loot their treasuries!



As if he needed one, Philip gained an excuse to intervene in Greece when he was yet again asked for help dealing with yet another 'Sacred War' (339). Philip surprised the Greeks and immediately rushed and took the gates at Thermopylae. Athens was unprepared for this aggression, but Demosthenes and the 'War Party' organised a hasty and unexpected alliance with their old enemy, Thebes. The Spartans refused to join the party, and Philip luckily was not forced to face the combined might of all of Greece. Both sides dug in for the winter, although the Athenians were exasperated by Philip's continuing policy of launching raids and actions during this normally 'mutually agreed' time out from warfare. Philip was challenged by the prospect of facing two city-state giants, and even attempted peace offerings. Demosthenes rejected the terms, against the advice of the wise Athenian general, Phocion. The showdown for Greece would commence.

## THE FORCES

In the Spring of 338, the armies gathered at Chaeronea in Boeotia. Philip had mustered a force of up to 30,000 Hypaspists, Phalangites, mercenaries, and light troops. By now Philip commanded 2,000 elite cavalry that thoroughly outclassed the Greek cavalry forces.

The Alliance raised 35,000 Hoplites, mercenaries and skirmishers, but woefully few cavalry. Another account by Diodorus states that Philip outnumbered the Greek alliance. The Greek overall command was entrusted to the inept Athenian General Chares; Demosthenes preferred to fight in the phalanx itself. The Greeks deployed their army across a plain with their left flank covered by the Acropolis of Chaeronea and the right flank rested on marshy ground along the banks of the river Cephissus. This deployment was calculated to create a solid Hoplite shieldwall that would negate the Macedonian cavalry entirely. The Theban allies were on his right flank, and the Theban Sacred Band of 300 anchored their wing near the river. Athenians, Euboeans, and Corinthian forces held the left wing, but the Athenian Hoplites were mostly 'green' troops. Megarans, mercenaries, and Hoplites from Leukas and Corcyra held the centre. The Greek alliance was also able to raise a force of light troops. It is unclear if they had any cavalry, however, the few Greek horse may have been deployed behind the phalanx and are not mentioned as intervening in the battle.

Philip mustered the whole might of Macedon's strength in infantry for this battle. Up to 24,000 Phalangites held the centre, while Philip and his 3,000 Hypaspists Guards formed the right wing. Eighteen-year old Alexander, commanded the Companions and was held back behind the battle line in reserve, or hidden in some light woods. Some accounts place Alexander at the head of a phalanx, so there is some disparity in the facts available to us. Philip's light infantry guarded the flanks and engaged their Greek equivalents.

## THE BATTLE AS A GAME

Chaeronea was a large battle and as such is best played as a 'club' game with multiple players per side. Forces of 4,000-5000 points per side is a good way to go… and a 10' x 5' foot table works well. However, players may attempt a normal sized WAB game with 2,000-3000 points, also using the guidelines below, and reducing the Order of Battle and table length, proportionately.

## SPECIAL RULES

The Macedonians may have Philip as their Army General. Alexander may be included as a Strategos, and is the Sub-General (although it would be wise to place a model of an older general by his side for council!). The Order of Battle that follows gives a general guideline of troops that may have been present, or their ratios. Feel free to modify this list, although there is certainly no mention of war machines at this battle, and so they should not be included.

The Greek Alliance army is chosen from the AoA Ancient Greek army lists. They must split their army into three wings of roughly equal forces. The wings are labelled: Athenian, Allied, Theban.

Athenians are impetuous, which means their Hoplites will charge any enemy-formed unit unless they pass a Leadership test. Thebans may have a Sacred Band, which counts as a Drilled phalanx as well if you add +2 pts per model.

Chares is the Army General. He is on horseback with the paltry Greek cavalry force (Movement increases to 6"). His Leadership value is reduced to 8 for this battle and he may not join a phalanx – assume he costs 25 points less (if you are factoring things by point values). Stratocles is the leader of the Athenian wing and must join an Athenian Hoplite unit. Lysicles is the commander of the Allied wing, and must be a leader with a allied Hoplite unit. Theagenes is the commander of the Theban wing and counts as the leader of the Sacred Band. Treat the units commanded by these officers to be of Leadership value 8 for this game, but the leader models count as characters and may be killed or challenged. Demosthenes (he is just another Hoplite), may be added for colour. Refer to the Order of Battle opposite for a description of possible Greek Alliance forces. Note: No Cretans or Thessalians seem to have participated on the Greek side.

## PLAYING THE GAME

The Greeks set up their whole force first, then the Macedonians, the Greeks may elect to move first or second. All the units belonging to each Greek wing must be deployed together; units from one wing may not intermingle with the rest. The Macedonian Agema Companions may deploy in the wood, or these cavalry may be held off-table and must enter anywhere on the edge on Turn 2… they may not charge the turn they are placed.



Chaeronea 338 B.C. Philip Conquers Greece
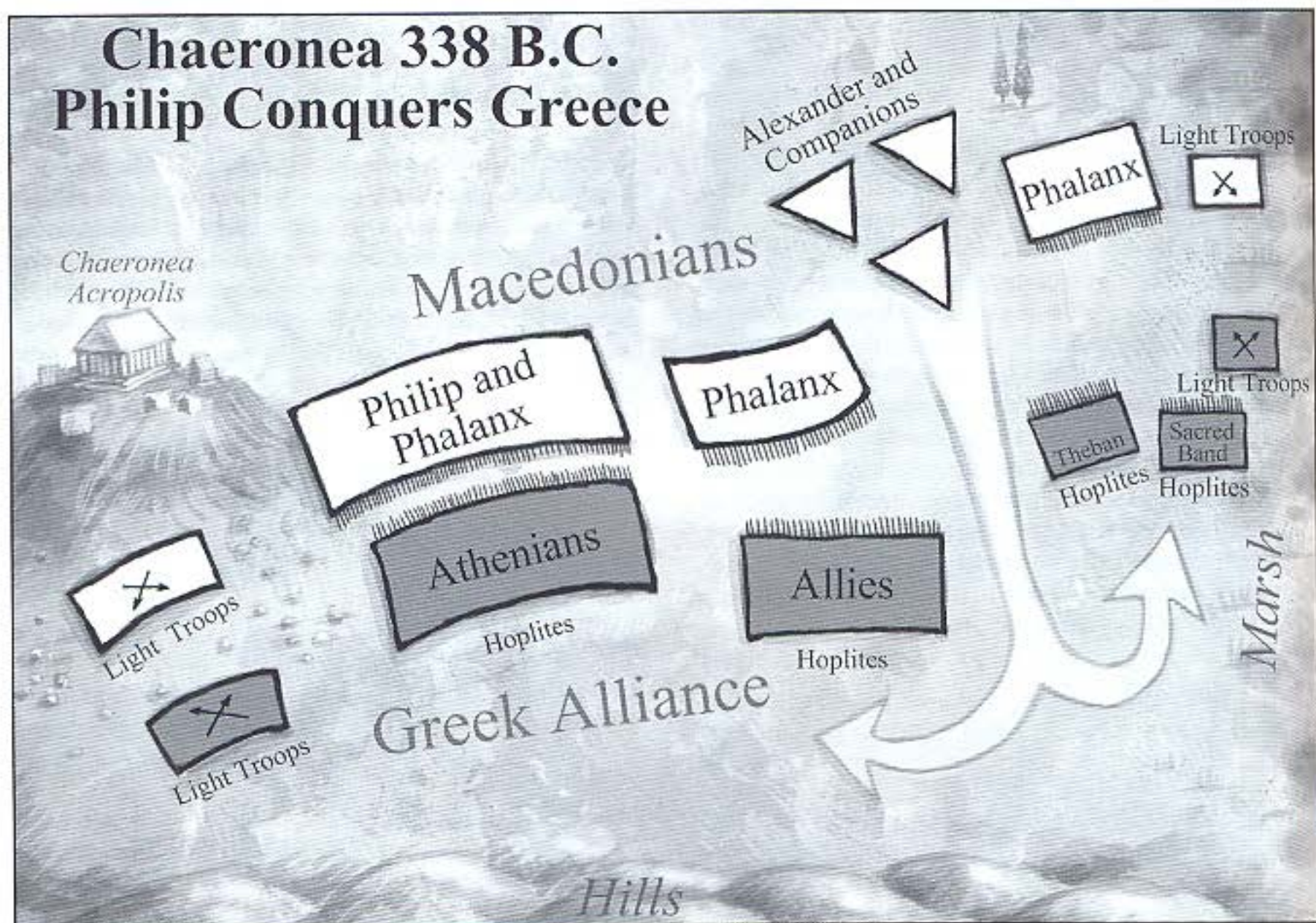
The game lasts for eight turns or until one side is reduced to less than 25% of its original models on the table. After Turn 8, roll at start of each turn... if the result is even, the game continues – if the result is odd, the game ends.

## 'WHAT-IF?' ADDITIONS

Generally, there is no account of the Theban demise at Chaeronea. Normally, they operated in dense formations many ranks deep as these 'massed formations' were able to defeat even the vaunted Spartans. It is unknown whether or not such tactics were used at Chaeronea, but it is possible to surmise that they were. If a Theban Hoplite unit (not the Sacred Band) forms at greater than four ranks deep and its frontage is equal or exceeds its depth, then the unit gains an extra +1 Combat Result ranks bonus.

## VICTORY

Philip wins if the Greek army is broken. The Greeks win if the Macedonians are broken. If Philip is killed, then the Macedonians may only achieve a draw.

## TERRAIN

The terrain at Chaeronea is somewhat documented. The map below gives the general terrain set-up for a game. The left of the Greek Alliance rose up-hill to the Acropolis of Chaeronea, their right flank rested on the marshy ground next to the river. Both sides deploy with the normal 12" buffer from each end table edge, however, skirmishing infantry may deploy within this extra 12" up to the table edge.

Hills, rocks and marsh count as obstacles for all Hoplites and Phalanxes. Formed Cavalry may not enter hills or marsh. Skirmishing cavalry count hills, rocks and marsh as rough going and must pay double movement costs for such terrain, and may not double move.

Woods count as very light terrain, and do not affect movement for any troops. However, they obstruct line of sight, and remove all formation/rank bonuses as normal. The Acropolis counts as hard cover and is treated like any building. Rocks are hard cover. The dry streambeds had little impact on the battle and are included for visual appeal. The marsh however does come into play, begins at mid table, and angles 30° toward the Greek side until it ends 12" in from the table edge.

# CHAERONEA FORCES

*The following is a sample game list that shows one way that Chaeronea can be played. All formed units are assumed to have a leader and musician.*

## CHAERONEA GREEK ALLIANCE ARMY

### Athenian wing
32 x Athenian Hoplites
(including Demosthenes & Stratocles as leaders)
32 x Athenian Hoplites
24 x Corinthian/Euboean Hoplites
16 x Peltasts
12 x Skirmisher Slingers

### Allied wing
24 x Megarans Hoplites
(including Lysicles as leader)
24 x Mercenary Hoplites
24 x Leukas/Corcyra Hoplites
6 x Theban Heavy Cavalry
(including Chares – Greek Army General)

### Theban wing
32 x Boeotian Hoplites
32 x Boeotian Hoplites
40 x Theban Hoplites
12 x Theban Sacred Band Hoplites
(including Theagenes as leader)
12 x Skirmisher Javelins
12 x Skirmisher Short Bows

**Hoplites:** 260
**Light Troops:** 54
**Cavalry:** 6
**TOTAL:** 321 (including characters)

## CHAERONEA MACEDON ARMY

### Phalanx
1 x Philip
16 x Agema Hypaspists
24 x Hypaspists
1 x Antigonos (Phalangiarch)
24 x Agema Pezhetairoi
24 x Pezhetairoi
24 x Pezhetairoi
24 x Pezhetairoi
24 x Pezhetairoi
24 x Pezhetairoi
24 x Pezhetairoi
24 x Pezhetairoi

### Cavalry
9 x Agema Companions
1 x Prince Alexander (Strategos)
10 x Companions
6 x Prodromoi

### Light Troops
12 x Mercenary Skirmishers
10 x Macedonian Archers
16 x Agrianian Javelinmen
12 x Thracian Mountain Warriors (Allies)
8 x Cretan Archers
1 x Eurybotas the Cretan (Taxiarch)

**Phalangites:** 232
**Light Troops:** 58
**Cavalry:** 26
**TOTAL:** 311 (including characters)

"I have now laid before you the grounds of my complaints. Since you have been the first aggressors; since my gentleness and fear of offending have only served to increase your injustice, and to animate you in your attempts to distress me. I must now take up arms; and I call the gods to witness to the justice of my cause, and the necessity of procuring for myself that redress which you deny me!"

Philip II's letter to Athens

# THE BATTLE OF CHAERONEA 338 BC

Philip advanced his battle line up to within shouting distance of the Greek armies. His skirmishers on his right wing, pushed the Greek skirmishers into the hills near Chaeronea. On his far left, the Greek light troops were pushed back into the marshes. Alexander and the royal squadron were hidden in woods behind the phalanx out of view of the enemy. Philip advanced his line obliquely to the right, refusing his left wing from the Thebans. The Greeks stuck to their plan of keeping both flanks hinged on the rough ground and advanced slowly, keeping good order. Philip at the head of the Hypaspists rushed forward towards the Athenians and halted, when the Athenians came in range they charged. However, the Hypaspists and Philip turned about face and fled back towards higher ground. The Athenian Polemarch Stratocles urged on his troops and the Athenian wing pursued pell-mell after the Hypapsists. The Greek allies and mercenaries in the centre attempted to cover the Athenian right flank and surged forward. The Thebans refused to budge from the riverbank and a gap opened between them and their centre.

Philip halted the 'feigned flight' of the Hypaspists and they turned, locked shields, and charged the disordered Athenians. With a crash of pikes and spears on shields, the Athenians' exuberant advance was stopped cold and they were pushed back in confusion.

The Macedonian phalanx engaged the Greek centre, surged through the gap, and pushed back the allied open right flank. Other Macedonian phalanx regiments and light cavalry pinned the Thebans in place. Suddenly, out of the swirling dust, Alexander's Companions charged through the gaping hole in the enemy line. The Theban cavalry either fled, or were ridden down. Chares decided that discretion was the better part of valour and fled the field. Alexander wheeled his Companions left towards the Theban open left flank.

The Macedonian phalangites were acting as the anvil against the Athenians to the front. Eventually, the Greek centre and the Athenians' wing began to give way.

The Theban battle line was now being 'rolled up' from its left. Soon, all the Thebans gave way, except for the Sacred Band who stood fast. While the Sacred Band was engaged by the phalanxes frontally, Alexander launched his cavalry at their rear, as other cavalry hit their flanks. The Thebans were nearly annihilated, all but 46 were killed. One anecdote describes Alexander, in the thick of the fight, was unhorsed and thought killed until his father found him after the battle. The Macedonians called off their pursuit early, and allowed the routing masses of Greeks to escape through the Kerauna Pass to their rear, otherwise the Greek army would surely have been annihilated.

During the rout, even Demosthenes was captured. Philip knew he needed the Greeks as allies against Persia soon enough so he let most of them escape. The 254 bodies of the Theban Sacred Band were buried in a mound where they fell, and Philip erected a large Lion Monument to mark the spot where he gained control of Greece. It can still be seen today. Macedonian casualties are not known but may have been in excess of 500 as Plutarch describes their mass graves near a tree, 'Alexander's Oak'. It is said that Philip wept for the dead of the Sacred Band, as he had probably known many of them personally.

Philip had decisively defeated the Athenian coalition and became Hegemon of all Greece, except the Spartans. The Greeks would never completely be free of the Macedonian yoke thereafter. Philip sent troops to gain a bridgehead in Asia, but was assassinated before he could launch the full Hellenic Crusade against Persia, it was left to his son, Alexander, to carry on these ambitions.

## METRON OF CHAERONEA

*Cebalinus tells me that this will be hard work today, harder than Byzantium, or even the ambush in Thrace. We will march with pikes and form phalanx, the Greeks will do as well and there will be many men who will not see the sunset. Perdikkas is now our Taxiarch and he also comes to us and gives us a speech, my comrade in rank Attalus quips that two speeches is a bad sign! I am now moved up to Hemolocion and am half way to the front. I can now see something when the phalanx moves, as there are fewer pikes in my way. Being Hemolocion is good as it allows me my own Cretan with the extra pay. I saw the prince riding behind the lines, he is such a sight. His helmet shines as if the sun rides with him on his black horse.*

*Soon we are on the move and within a wave of soldiers I am swept forward, all the men are at port arms with shields slung, no sound except for the noise of thousands of marching feet and the grunts and noises of armed men on the move. As we reach a crest, for an instant I can see to the left and right, and forward to the Athenians ahead of us, they are as many as their campfires foreshadowed! They raggedly rush forward and raise such a din of shouting and oaths. We halt and clash our pikes against our shields and shout the Paean to raise more noise than our foes. Then without a sound we lower pikes, swing our shields as one and go to work.*

# ALEXANDER THE CONQUEROR

"**P**tolemy, son of Lagus, who was serving with Alexander at this time, says in his account of the battle that the Macedonians in their pursuit of Darius actually crossed a ravine on the bodies of the Persian dead."

Arrian

The career and exploits of Alexander the Great can only be described as extraordinary. His battles, campaigns, sieges, and tales of conquest fill volumes of books both ancient and modern. The best I can hope to achieve here is to give the most basic overview of Alexander's most dazzling military exploits, focusing on things that pertain to gaming, and showing how the real events can sound like a Warhammer Ancient Battles after-action report! A more thorough reading list is supplied in the bibliography.

Alexander's fame and unending quest for Gloria, is the reason why this man and the new Age he created have captivated readers throughout history. His genius and terror all in one package is difficult to deny, thankfully, this work is about gaming his exploits – not justifying them.

## ALEXANDER'S EARLY YEARS

When the messenger brought word of the birth of Alexander to Philip of Macedon in September 356, it came along with the news of a victory by Parmenion over the combined Illyrians and Paeonians, and news that his horse had won a first place award in the Olympic Games. Such a wealth of good fortune was so overwhelming for Philip that he wished for some bad news to arrive to offset the nemesis, or evil balancing tides of luck that affect so many heroes in Greek drama. Philip's luck carried him to conquer the Greeks and poise himself and his armies to assault the Persian Empire. His nemesis would be his son, who after his assassination would carry on with what he built and achieve such fame that it would overshadow his own great achievements. Alexander's mother, Olympias, a fiery tempered woman from the wilder lands of Epirus, believed that she had been penetrated by a thunderbolt, fire gushed forth from her womb and spread far and wide before extinguishing. Later, she would confide to Alexander that he was conceived of Zeus and not of Philip. When Philip heard about these stories he was not pleased at all!

Alexander was raised as any normal noble Macedonian, learning to ride and hunt. He gathered a group of boyhood friends, including Hephaestion, who followed Alexander and served in all his campaigns. As with the stories surrounding his birth, Alexander's early life is steeped in legends and propaganda manufactured to enhance his larger than life story. We are told that at age seven he grilled Persian ambassadors, including the mercenary general Memnon, about the conditions of roads, size and morale of the Persian army, and how lengthy a march to Susa it was!

Alexander's stubbornness and memory is legendary. His tutor Leonidas admonished him for wasting incense over a firepit, and growled, "You can waste all the incense you like when you've conquered the spice-bearing regions, until then don't waste it." After Alexander captured Gaza, he sent back his tutor eighteen tons of frankincense and myrrh to admonish him for his lack of reverence for the gods!

Alexander and a close group of friends (hetairoi), including Hephaestion, Cassander (the son of Antipater), and Ptolemy were shipped off to Meiza in the Macedonian highlands to be taught by Aristotle, the great philosopher and scientist. Alexander gained the very best higher education that could be afforded in Greece. His interests in medicine and biology later led to him practicing medicine on his sick friends. Ptolemy's empire in Egypt founded a library that became the centre of higher learning in the Mediterranean world. Cassander seems to have benefited the least from Aristotle, gaining more a terrific fear of Alexander that he carried nightmares about him to his grave. This sophistic and scientific training directly led to Alexander's keen powers of observance and flexible thinking – two major skills that directly benefited a general.

## BUCEPHALUS

Alexander's most famous and enduring anecdote involves his famous black horse, known as Bucephalus (Ox-head, named for the breeder's brand). This seven year old stallion was being sold to Philip for the outrageous sum of 13 talents. None of Philip's handlers could manage the horse. Eight year old Alexander wagered with his father that if he could ride the horse then the King would foot the bill. Alexander noticed that Bucephalus shied from his shadow, so he turned him towards the sun. After moments of calming, Alexander rode the horse to the amusement of Philip and a crowd of dignitaries. Bucephalus and Alexander became inseparable; Alexander rode him at the start of all his battles (no doubt switching to others for the actual fight in many cases). Bucephalus died at the age of 30, and Alexander founded a city in his name, Bucephalia, at the furthest ends of his empire.

## ALEXANDER'S FATEFUL CHARGE

War forced Philip to recall Alexander from his studies. Philip left the young prince in Pella as Regent, with Antipater as his mentor. While Philip campaigned unsuccessfully at Byzantium, Alexander led a force to punish the Maedi, a rebellious tribe on the Paeonian/Thracian border. He crushed them and founded an outpost, 'Alexandropolis', mimicking his father's city founding exploits such as at Philippi.

Philip's campaign was defeated, as was a further attack on the Thracians (339). On his retreat, he was ambushed by the Triballians, lost his stolen booty and was stuck in the thigh by a Thracian spear. This wound made him permanently lame.

But these setbacks did not deter Philip, after a year of ruses and stalemate he brought the Greeks to battle at Chaeronea. Philip held on the right while Alexander exploited holes in the enemy left. Whether on foot or with the Companions, Alexander got the lion's share of the credit for the great victory. The Macedonians began to tout Philip as their king, but Alexander as their general. A month later, ensuing jealousy led to Alexander's banishment. Philip was taking a new wife Cleopatra, and declared Olympias an adulteress. At a drinking party, Amyntas declared Alexander illegitimate, and a brawl broke out. Alexander hurled insults at his father, Philip himself drew his sword but stumbled. Alexander left shouting, "How could a King that wishes to cross to Asia, not be able to cross from chair to chair!". Olympias took refuge in her native Epirus, Alexander fled to Illyria where the Agrianians gave him sanctuary.

## "BEWARE THE CHARIOT"

Philip called back Alexander after Demaratus the Corinthian chided him about getting his own house in order before he could arbitrate the affairs of Greece. While Philip busied himself with the plans to invade Persia, Alexander dallied with trying to gain an allegiance by marrying the daughter of the Carian King. This managed to upset Philip's invasion plans, and he immediately scolded Alexander, and banished four of Alexander's closest companions, Harpalus, Nearchos, Erygius, and Ptolemy for complicity with the scheme (Alexander later reinstated all of them).

Soon after Pausanias, an officer of the Hypaspists murdered Philip as he limped out of the theatre. Stories circulated that the King had walked to the theatre because of a prophecy to avoid chariots; apparently, the hilt of Pausanias' Celtic knife had a carved image of a chariot carved upon it. The assassin was quickly found and immediately executed, avoiding any embarrassing hearings that could implicate any other conspirators. Later, it was found that the youthful Pausanias acted out of jealousy, as Philip had chosen another favourite boy.

## ALEXANDER AS KING

The sudden death of Philip shocked Greece as 20 year old Alexander III 'The Great' inherited the army and the crown. Some believe that Alexander and his mother were involved in the plot to murder Philip; this is not an outrageous notion, as assassination was common practice in Macedonian succession. Alexander benefited from a lack of powerful rivals and he was clearly popular with the army. He told them in a speech, that the change in Kingship would be in 'name' only, not policy. Even as the young king consolidated and eliminated his rivals, neighbouring Thracians and then the Illyrians rose up in revolt, setting the Balkan frontiers on fire with rebellion against the Macedonians.

Alexander and his closest young Companions set off with the army on a punitive raid into the Balkans. The young officers around him included Ptolemy, Seleucus and other personal bodyguards (Somatophylakes) that would one day fight with Alexander to the ends of the earth and inherit their own dynasties as a reward. He left the able and loyal general Antipater in charge at home with most of the army. Alexander's manpower resources were running low as Parmenion and 7,000 troops were already fighting in Asia Minor against Memnon, Darius' most able general.

Alexander marched through Thrace and Illyria, fighting his way through passes, and stealthily crossing rivers. His early mastery of tactics was evident throughout the campaign. One notable success came at the Lyginus River when an army of Triballians attempted to lure him into a trap in the woods, but Alexander deftly rooted them out with archers. When the barbarians charged the light troops, they were surrounded and cut down in the open.



### THE BEARDLESS LOOK

Alexander ascended the throne at age 20. It's probably unlikely that he could grow a full beard at that age, but at Athens he noted that the current fashion was to shave amongst the young men. One of the first edicts was to order his army to shave off their beards and go clean-shaven. His quick reasoning was that a beard could be used as weapon, as an enemy could grip and pull on it in a desperate mêlée. It is unknown whether all soldiers complied, as early on in Alexander's reign there was some freedom between the nobles and old soldiers to grumble and speak out to the king. Later on, disagreeing with Alexander could be harshly punished. In any event, the fashion of shaving took hold and spread to Alexander's bodyguards and the young officers vying to emulate his every move. Eventually, the heroic look of Alexander's busts and paintings and the Successors, spread the clean-shaven fashion to Rome, where most Emperors and officers took up the fashion, spreading the beardless look throughout Europe.

" Alexander drew up the phalanx in column 120 deep, posting on either wing 200 cavalrymen with instructions to make no noise, and to obey orders smartly. Then he gave the order for the phalangites first to raise their spears, and afterwards, at the word of command, to lower the massed points for attack, swinging them, again at the word of command, now to the right, now to the left. The whole phalanx then moved smartly forward, and, wheeling it this way and that, caused it to execute various intricate movements. Having thus put his troops with great rapidity through a number of different formations, he ordered his left to form a wedge and advanced to the attack.

The enemy, already shaken by the smartness and discipline of these manoeuvres, abandoned their position on the lower slopes of the hills without waiting for the Macedonians to come to grips with them."

Arrian

The campaign was winding down when rebel Illyrians, allied with Taulantians launched an invasion. These forces trapped Alexander's army near the fortress of Pelium. Alexander's deft manoeuvrings unnerved the barbarians and his army broke out of the trap. He returned at night and routed them. Rumours flew back to Greece that Alexander was killed in the fight. The Thebans quickly rose up and killed the Macedonian envoys in town. They awaited other cities to send them promised aid while they cut off the Macedonian garrison in the Cadmea citadel.

## THEBES DESTROYED

The Thebans waited in vain. While the Greeks debated whether to support them, Alexander arrived at lightning speed and set about besieging Thebes. Rather than surrender, the Thebans put up a stout resistance. But no help came from the Greeks. Quite the opposite happened as disgruntled Boeotian troops flooded in to aid Alexander's army. A section of the walls was breached, and the young officer Perdikkas charged into the city. Perdikkas fell wounded and the Thebans counterattacked and drove back the assault in panic. Alexander brought up his archers and phalanx, and drove the Thebans back over the walls and into the city streets. The Macedonian garrison then sortied from the Cadmea in the centre of town. Caught between two forces, the Thebans fled. A terrible night ensued as the city burned and was ransacked, both by Macedonians and the Boeotian troops from Plataea and Phocis who had grudges to settle.

"The weight of the Macedonian phalanx exerted a force that could hardly be withstood, but the Thebans were superior in bodily strength through their constant training in the gymnasium. But in defence of their homes they became indifferent to personal danger. Many were wounded in both armies and not a few fell facing the blows of the enemy. The air was filled with the roar of fighters locked in the struggle, moans and shouts and exhortations: on the Macedonian side, not to be unworthy of their previous exploits, and on the Theban, not to forget children and wives and parents threatened with slavery and their every household lying exposed to the fury of the Macedonians. They reminded themselves of the battles of Leuctra and of Mantinea and the glorious deeds which were household words throughout Greece. So for a long time the battle remained in the balance because of the combatant's unsurpassed valour."

Diodorus

Six thousand Thebans were slaughtered. Those that could not flee were captured, and of these, 20,000 were sold into slavery. Thebes had been made an example of for all Greece to witness. Alexander spared the conspiring Athenians from a similar fate, "It may be that Alexander's fury had been sated with blood, like a lion's, or he wished to efface his cruel and savage treatment of the Thebans by performing an act of clemency," noted Plutarch. Alexander had bigger fish to fry as he was itching to get on with the invasion of Persia. Alexander sacrificed at Delphi to assure himself that he was not only 'invincible' but 'divine'.

## SPEAR-WON LANDS

Alexander led a large force across the Hellespont and invaded Asia in the spring of 334. Legend has it he was first to exit the ship, and he threw a symbolic spear into Asia to claim it as 'Spear-won'. His forces joined up with his general, Parmenion, who had been holding a bridgehead there. With the advanced force, the army may have numbered 49,000 foot and horse, including 12,000 phalangites and Hypaspists, 1,800 Companion cavalry, and a similar amount of Thessalians. Alexander was in dire financial straits and the treasury was down to 70 talents and he had an army and a navy to supply. Alexander paid homage to his distant relative Achilles at Troy, and was presented with the sacred shield of his hero, which was later carried before him in battle. He then learned of a force of Persians gathering near Lampsachus. This force was mostly made up of Satrapal cavalry, although a sizeable contingent of Greek mercenaries served along with Memnon.

The battle at the Granicus was a total rout for the Persians, (see The Battle of the Granicus section). Alexander's shoestring offensive was rolling forward. The Persian forces scattered, and their shamed commander, Arsites, committed suicide rather than face the wrath of Darius, the Persian King. Memnon and a few mercenaries escaped from the debacle and made a stand at the port city of Halicarnassus. A protracted siege ensued with a number of sharp actions but in the end, the Persian forces withdrew by sea. Memnon held islands in the Aegean, and Alexander disbanded his fleet as he could no longer afford it, plus it was in danger of being destroyed. His lightning campaigns down the Ionian coast negated both fleets effectiveness, and he turned inland. He consolidated Asia and appointed Macedonian officers as Satraps (governors) in his wake.

"Alexander subdued the Pisidians who put up a fight, and conquered the Phrygians, at whose capital city, Gordium, he saw the famous chariot fastened with cords made of the bark of the cornel-tree. It was a local tradition that whosoever should untie the knot would rule an empire. Many tell the story that Alexander was unable to untie the knot, the ends of which were secretly twisted round and folded up within it, and so he cut it asunder with his sword. But Aristobulus tells us it was easy for him to undo it, by just pulling the pin out of the pole, to which the yoke was tied, and afterwards drawing off the yoke itself from below."

Plutarch

## DARIUS RESPONDS

And what of Darius III? He was preparing a huge army to contest Alexander in person. This force is outrageously claimed to have been between 250,000 to 600,000 men. Whatever its size, it grossly outnumbered Alexander's 40,000 fast moving forces. By November 333, the Great King's host was assembled on the Assyrian plains. Alexander yearned for action and a chance to kill or capture Darius. He force marched the Macedonians down the coast through the Syrian Gates but found no enemy force on the other side. Instead, Darius slipped in behind the Macedonians and captured their hospitals at Issus. Alexander was cut off! He turned the army about face and rushed back the way he had come. Darius entrenched his cramped army behind the river Pinarus that ran from steep hills to the east toward the coast to the west. As Alexander's army approached, it widened its front as the plain opened up.
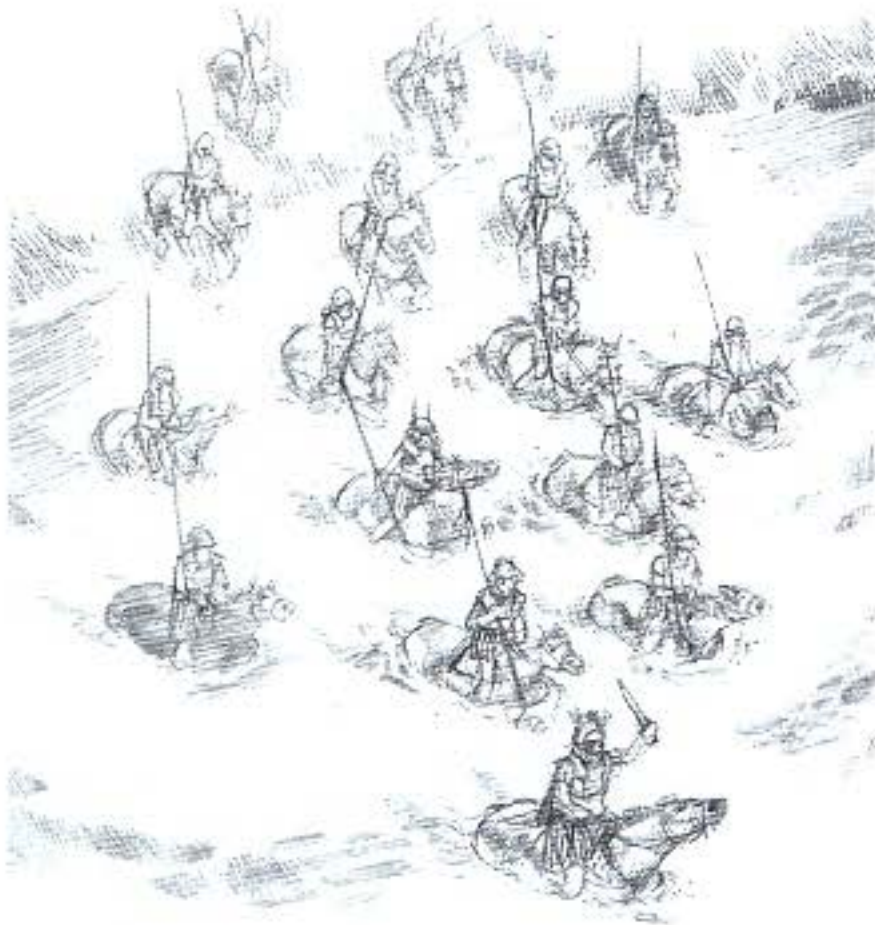
The Persian army had the hills and valley virtually swarming with troops. Darius' noble guards held the centre. Behind them, Darius stood tall in his chariot. To the left and right, 10,000 Greek Hoplites or more under the Polemarch Thymondas guarded the riverbanks. On their flanks, large masses of Kardakes infantry, the Persian answer to Alexander's phalanx, spreading into the hills on the left, and to the right of the shoreline. Behind the front lines innumerable levies formed up in useless masses... at least, they looked impressive!

A large screening force of Persian troops held the high ground on Alexander's right flank. The excellent Persian cavalry under Nabarzanes was pulled back behind the river near the coastline. Alexander immediately dealt with the threat to his right flank and sent in Agrianians and slingers, reinforced by a squadron of Companions. These cleared the hills and the Persians fled. Alexander arrayed his forces in the typical fashion with the Companions on the right wing, the Hypaspists to their left and then the six taxeis of the phalanx in oblique order to the left. In front, the Agrianians, Cretans and other skirmishers screened the advance. On the far left, Parmenion commanded the Thessalian cavalry, with strict orders to maintain touch with the ocean and not be outflanked. In reserve, the Greek League troops were kept back from being stuck in with the Greeks in Persian service.

The main battle started abruptly as Alexander's wing arrived at the river first. As the Companions waited for the oblique line of phalanxes to catch up, they were fired on by Mardian archers across the river. This unsettled the horses and Alexander lost patience and charged in without support. Luckily, the routing Mardians must have upset the Persian Kardakes and with hardly a struggle, Alexander had routed the Persian left wing.

By this time, the phalanx arrived and began assaulting the Greek mercenaries across the river. The Macedonians were repelled with heavy losses. The Hypaspists struggled onto the other side of the river and flanked the Greeks, which took pressure off the recoiling phalangites. On the far left, the Persian cavalry ran down a squadron of Thessalians, but were boxed in by Parmenion's cavalry. A counterattack stabilised and held the massive Persian cavalry blow.

Alexander was now knifing through the Persian left wing as the levies behind the main line ran off with the Kardakes. As he approached Darius, the Persian guards threw themselves in his path. The Companions cut through them and Alexander slightly wounded, came within a javelin throw of capturing Darius. Darius seized with panic, fled, and the rout was on.

At this stage, Alexander could see that the phalanx and left flank needed help, so he turned from pursuing Darius and charged the rear of the Greek mercenaries. The phalanx rebounded. The Greeks began to back away. The Persian Royal Guards charged in the front flank and now the rear, were put to flight. Eventually, the Persian cavalry on the seashore learned of Darius' rout, and they fled back across the river. They trampled the crowded masses of their own infantry attempting to escape. The Thessalians rode down the heavily armoured Persians as their horses tired in the sand along the coast.

> **"** Alexander's victory was complete, he overthrew 110,000 of his enemies, except for the capture of Darius himself, who escaped by the narrowest margin. However, having taken the Great King's chariot and his bow, Alexander returned from pursuit, and found his own men busy in pillaging the Persian's camp, which was exceedingly rich. However, Darius's tent was full of splendid furniture and quantities of gold and silver, which the men reserved for Alexander himself, who, after he had put off his arms, took a bath at the same time saying, "Let us now cleanse ourselves from the toils of war in the bath of Darius." "Not so," replied one of his followers, "But in Alexander's rather: for the property of the conquered is and should be called the conqueror's."
>
> Plutarch

Alexander and the whole army pursued and slaughtered the fugitives for many miles. Some exaggerated accounts say that 110,000 Persian troops were killed and captured, Macedonian losses were but 500 killed. Darius lost his chariot, his camp and his wife and fled back to Susa. Some Persian survivors regrouped with Greek mercenaries and fled to Phrygia, while others went by sea to Crete. Round two had also gone to Alexander.

# THE LOGISTICS OF ALEXANDER'S ARMY

Alexander's campaigns at times seem to be wild jaunts motivated by the whims of a youthful, almost frivolous, king. His campaign into Persia was launched with less than 60 talents in the treasury, and Alexander owed more money than he had in his personal coffers. The most efficient mode of transporting goods and supplies was by sea, but within a few months Alexander was forced to disband his fleet rather than risk its capture by the superior Persian fleet. His shoestring offensive could have been brought to a halt if the Persians had not obliged him by offering up their army for slaughter at Granicus. In reality, Alexander's lightning campaigns were made possible by extremely efficient and streamlined logistics and a supply system that kept his forces moving forward. This logistics system more than any other factor allowed him to succeed in his early campaigns.

Like his father, Alexander forbade ox-wagon transport, as oxen will eat more supplies than they can deliver over long distances. The men in Alexander's army carried their supplies along with their equipment. Few slaves or camp followers were allowed as these usually did not 'carry their weight'. Troops were expected to carry their arms, armour and utensils, along with some of the food. Philip allowed one servant for every ten foot soldiers and one servant for each horseman, who carried a millstone for grinding grain. The soldiers in Alexander's army ate bread, or cooked porridge from their grain ration. Each soldier needed about 3 lbs. of bread a day to keep up his caloric intake. One can quickly add up the massive weight of grain needed per day to supply 35,000 troops, and horses, along with 8,000 or more servants. Mules, horses, and later camels carried the baggage train that included the King's tents and heavier equipment. Only the artillery train slogged behind the army in carts. Later, as the army marched further from the homeland, Alexander allowed men to marry and keep women with the army, but this relaxed policy led to disasters such as the Gedrosian desert crossing where many non-combatants died from thirst, or washed away in flash floods, as the burdened army slowly crawled along.

Alexander's army marched faster and harder than any other in his era, surprising his enemies with speed (the unfortunate Thebans could not believe he could intervene so fast from Illyria, reaching the city in six days). When his hard marching and cut-off army arrived before Issus, Alexander ordered them to eat before the afternoon's battle. He understood that the needs of his troops outweighed the desperate urgency of his position. One inescapable fact to be considered in Alexander's campaigns is during these hard marches of up to 30 miles a day, the army suffered little attrition, or at least not enough to seriously degrade his strength in the major battles.

Flying columns and picked corps could achieve these high rates of march distances for a number of days. Donald Engels, in his work on Macedonian Army logistics, gives 57 miles per day for Alexander's fastest two-day forced march from Alexandria Eschate to Maracanda. But this flying column was composed of only Companions, Agrianians, and the lightest of the phalanx, and was responding to the massacre of a Macedonian column. The main army with all the heavy components moved more like 12-22 miles per day. Note that as Alexander's army became larger and more encumbered with baggage animals, his army could easily have strung out to 16 or so miles in length. Still the army moved fast considering the general lack of roads, especially in the eastern Satrapies. A reasonably sized force of cavalry, phalangites, archers and Agrianians marched 22 miles per day for eleven days from Ecbatana to Rhagae, covering about 240 miles. However, this pursuit did cause some attrition as horses died from lack of grazing, and some soldiers fell out from exhaustion.

Alexander may not have created the system or planned the supplying of his army, but he must have been keenly aware of how these plans affected his movements, and the fighting edge of his army. Otherwise, like foolish generals before and since, he would have marched his army into the ground. Tired and outnumbered soldiers could achieve Herculean tasks, but starved and thirsty soldiers and horses would have perished on the dusty plains of Gaugamela.

## The Siege of Tyre

The victory at Issus allowed Alexander and his armies free reign to run amok in Syria, the Levant, Palestine, and Egypt. Along the Syrian coast, most cities surrendered, but Tyre, an impregnable island fortress, resisted. Tyre appealed to other Phoenician cities for naval aid, including Carthage. The Tyrians had once held off a siege for ten years and were confident that they could do so again. The new city was settled on an island just off the coast with excellent harbours, the older part of the city on the coast was abandoned by the inhabitants. Alexander began the siege in January 332, by tearing down the old city and using it block by block to build a causeway toward the island 1,000 metres off-shore. This work was harassed by the enemy naval forces which raided the Macedonian siege-works and then safely fled back to the fortified ports. To protect the work on the causeway, Alexander built two large towers full of artillery to keep the Tyrian fleet at bay. At one point, the Tyrians launched fire ships at the towers which burned them down, halting the progress completely. A thoroughly frustrated Alexander then raided the coast and gathered ships to build a fleet that could bottle up the Tyrians. Eventually, he gathered 120 galleys from Cyprus, Sidon, Rhodes, and other ports.

Reinforced with 4,000 new mercenaries and his fleet, Alexander launched a naval attack. The Tyrians were unprepared to face such a large fleet and withdrew and closed their harbours. Alexander's fleet then blockaded the Tyrian harbours and the work on the causeway continued. Eventually, the causeway was coming within range of the Tyrian walls, both sides erected towers to fire missiles at each other's works. Alexander's engineers devised ram-ships to batter the walls, but the Tyrians used counter measures to thwart them, such as dumping blocks into the sea so the ships could not get close enough to ram. Alexander's naval superiority allowed his ram-ships to begin attacking away from the causeway and eventually a wall was breached. Transports were fitted with ramps to allow troops to debark and Alexander loaded up the Hypaspsists, and Coenus's battalion of the phalanx. The first wave assaulted the breach and were stalled when their leader Admetus was killed. Alexander then gathered the second wave and pressed the defenders. While this distraction was happening, Alexander's ships forced the harbours and unloaded more troops into the city. The Tyrian defenses were isolated into small groups and they fled back to their temples. A last stand against the Hypaspists was futile and 8,000 defenders and civilians were slain – 30,000 more were sold into slavery, the rest of the population scattered on ships to other Phoenician cities. The siege had cost Alexander the lives of 400 of his men and it had lasted for seven months, but the end result was yet again proof that resisting Alexander was futile, as another great ancient city was devastated.

Moving south, Alexander invested and razed Gaza after another determined stand by the defenders. He then marched into Egypt, claimed that ancient land for his own and founded the famous city of Alexandria. As an aside, he took off on a trek through the deserts of Egypt to the Oasis of Siwa. This allowed him to get another dose of megalomania from the oracle of Zeus-Ammon, who wisely declared him son of a god.
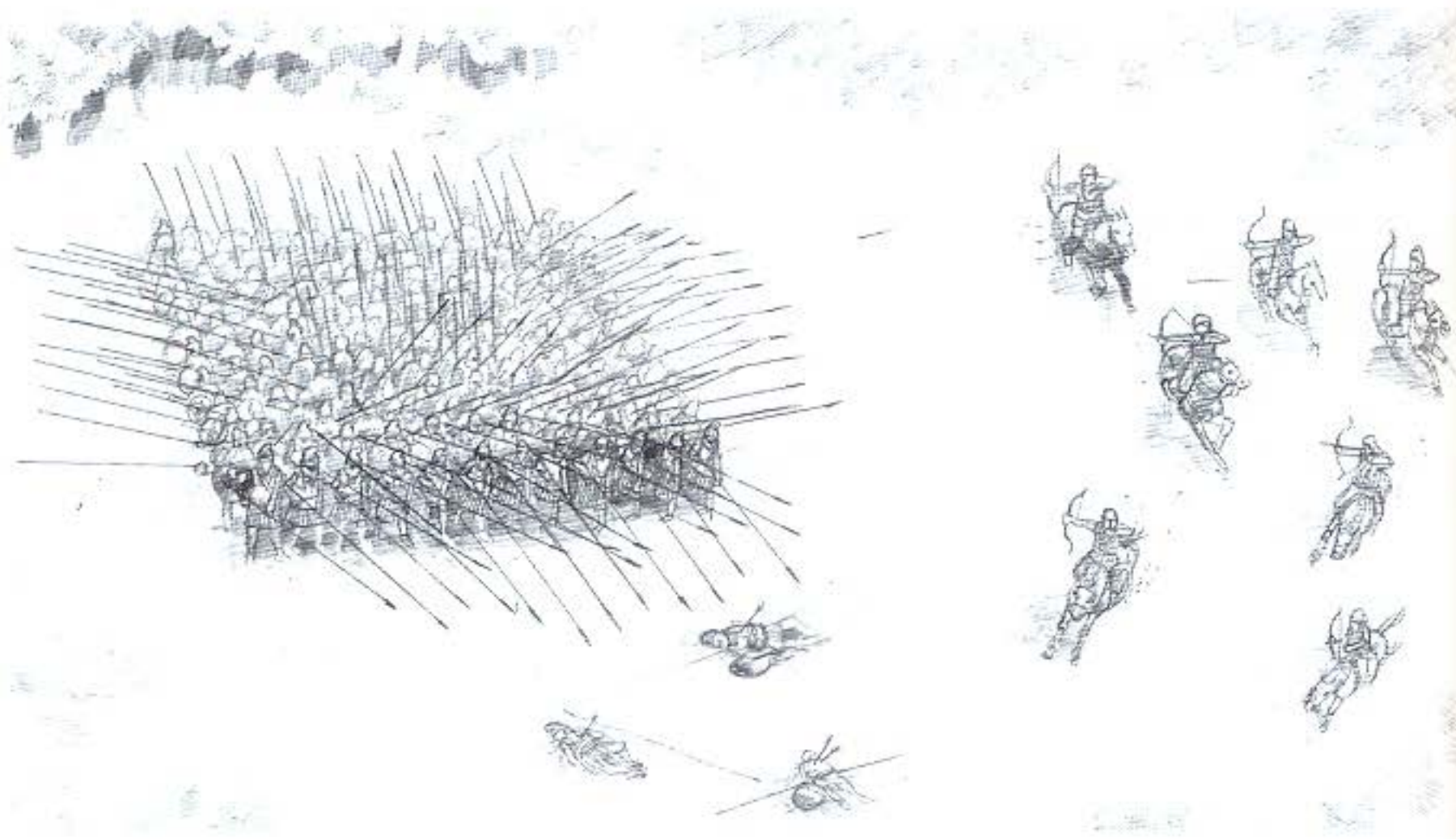
# THE DECISIVE YEAR, 331 BC

The Persians recovered and launched a three-pronged effort to rid themselves of Alexander. In Asia Minor, the Persian survivors of Issus under Nabarzanes attacked Phrygia. In a number of battles, Antigonos threw them back. In Greece, a serious revolt was mounted by King Agis III of Sparta This was provoked and bolstered by Persian funds and Greek mercenaries that had fled from Issus by sea. Darius himself was raising a huge army in Mesopotamia to roll over the invaders with scythed chariots and untold masses of cavalry. In Greece, Antipater was just able to crush the Spartans at Megalopolis, ruining the Persian plans to force Alexander to return to Greece.

Alexander mustered his largest army yet and began to hunt down Darius and his Persian horde rumoured at 1,000,000 men (but more likely 150,000-200,000 at best)! Darius expected Alexander to approach along the Euphrates and he dispatched cavalry to 'scorch the earth' in his path. Alexander's Paeonians caught some of these raiders. Once Alexander learned their intent, he diverted his army to Nisibis to approach Babylon from the north. Darius reacted and moved his ponderous force to block this path, eventually arriving at Gaugamela, near Mosul and modern Erbil.

Darius encamped and levelled the ground in the area to enhance the capabilities of his 200 scythed chariots. Alexander approached and scouted the Persian host. Once he realised that Darius had gathered upwards of 40,000 cavalry, he paused to devise a scheme that could save his outnumbered army. In cavalry alone, the odds were 5:1 against him. On the day of battle, Alexander formed up his army in an interesting box formation. His front covered by Hypaspists and the phalanx, the rear covered by Greek League Hoplites and mercenaries. On his right, he placed a cavalry screen covering a veteran mercenary force; these troops along with part of the Agrianians and archers formed the right side of his box.

On the left side of the box, Parmenion and the reliable Thessalians held their usual battle stations along with Cretan archers and many other Greek and Allied cavalry units. Alexander had devised the perfect plan to thwart the Persian's ability to out-flank him – he made sure that they would send troops around his flanks!

Alexander's 'box' then marched obliquely to the right, away from the centre of Darius' battleline and towards the edge of the cleared ground. Darius' plan had been to surround Alexander's army with two cavalry wings. One heavy cavalry wing on his left under Bessus the Satrap of Bactria was matched by an equal horde of mixed heavy and light cavalry under Mazaeus on Darius' left. Darius held the centre with Persian Guard 'kinsmen' cavalry, a few thousand Greek mercenaries, and the 'Apple Bearers' Guards. He even brought along 15 elephants from India, but for some reason they did not figure in the fighting. It is probable that they caused too much confusion within the Persian's own horsemen to be deployed. In any event, Darius had every reason to expect that the massive left and right wing cavalry would annihilate the Macedonian flanks, and while the centre was pinned inbetween, he would launch his scythed chariots into a disordered phalanx, routing them away. So much for plans!

As Darius witnessed Alexander's hollow square move across his front to his left, he decided that he needed to spring his trap before the phalanx got past the cleared lanes for the chariots. He ordered Bessus to charge the Macedonian right wing. Here Alexander's 'right' barely held as the Persian armoured horsemen were up against only lightly armoured Greeks, Lancers and Paeonians.

Eventually, the Greek mercenaries under Cleander stopped Bessus' advance and he extended his attack further away from the decisive sector. This drew his line thin and a hinge began to form between Bessus' wing and the main battle line. Darius could see little progress on his left and he impatiently launched his scythed chariots at the phalanx. It was a disaster for the chariots, shot at by skirmishers; the survivors then rolled towards the phalanx as it 'formed lanes' and let them harmlessly pass through. The grooms and skirmishers in the rear captured the expended chariots. Darius in frustration launched Mazaeus's cavalry wing at the Thessalians.

Alexander formed up at the head of the Companions and ordered them into a massive wedge with the Agrianians and Hypaspists on the sides. This arrowhead was aimed at the 'hinge' between Darius and Bessus, and broke through. The Persians scattered as Alexander turned the Companions to roll up Darius' flank. On the Macedonian left, the Thessalians and other cavalry barely held the Persian surge. This caused that part of the line to halt. The phalanx battalions on the left halted but the right ones went forward, creating a gap in the phalanx large enough for thousands of Persian and Indian cavalry to ride through. Instead of stopping and attacking the phalanx's flank, they pressed on towards Alexander's baggage and plundered the camp.

"Many of the noblest Persian princes perished in this struggle, among them Antixyes, Rheomithres and Tasiaces, the satrap of Egypt. Many of the Macedonians fell also. Alexander was wounded in the thigh as the enemy pressed the attack against him. Darius's chariot horses were covered with wounds and terrified by the piles of dead nearby. They refused to answer to their bridles, and came close to carrying Darius the wrong way back into the midst of the enemy, but the king caught up the reins himself, which violated the ancient customs of the Persian kings, and steered away in panic."

Diodorus

Alexander bore down on Darius, declaring that if the Macedonians won they would retrieve any of their lost baggage. After a confused struggle, the Great King fled yet again. As at Issus, this ended resistance in the centre and the Persians melted away. Alexander wished to pursue but decided to first save his right wing from Bessus's attacks, then save his left from Mazaeus. Alexander drove off Bessus's retreating cavalry, and turned back to his left where messages had arrived through the dust clouds that the Thessalians were surrounded and about to be overwhelmed.

Alexander rushed to the left, only to run smack into the Persian Guard cavalry that had been ejected from the baggage camp by the reserve phalanx. An incredibly stiff battle raged, but in the end the Persians routed and disappeared into the mobs of fugitives. By this time, Mazaeus had learned the bad news and had called off his cavalry wing – the Thessalians were spared obliteration.

Alexander then organised a massive pursuit that lasted 75 miles into the darkness, but by morning Darius, Bessus and a few followers had fled to the east. Alexander's army suffered around 500 men killed, with a great many wounded. Over 1,000 horses died in the battle and in the furious pursuit. Estimates of Persian losses are impossible to believe – the lowest amount is given by Curtius who proclaims an astonishing total of 40,000 killed. The Persian Empire had not only been defeated but her army was practically annihilated by the Macedonian war machine.

## BACTRIA AND THE EAST

Darius and Bessus fled to Bactria. Alexander force-marched to Susa and Persepolis. He had seized the Persian crown and was now the Great King himself, lord of both Asia and the west. After a long hunt, he cornered Bessus in the north. Bessus assassinated Darius during the trek to Bactria. Later, Bessus was caught, defiled, and executed by Alexander.

During the campaigns in Bactria, Alexander's mood swings became erratic. Parmenion and his son Philotas were executed on what could be at best-called 'trumped-up' charges. The Thessalians were sent home in an ugly mood. Alexander began to incorporate locals into the army, which enraged his Macedonian officers and men. At a low point, he murdered his officer Cleitus after an argument in which the man insulted Alexander for taking on the

airs of an Oriental despot. Callisthenes, Alexander's court historian was executed and the Royal Pages purged as Alexander reacted violently to criticism of his new ways.

It took two long years to stamp out a rebellion amongst the Skythian tribes in Bactria/Sogdiana. By 327, Alexander had shorn up the northern frontiers against the Nomads through a network of forts that were settled (sometimes forcibly) by mercenaries. These 'Alexandrias' are one of Alexander's great lasting legacies. Such places as Ghazni, Kandahar, and Herat were once Alexandrian colonies. Eventually, a flying column under Craterus defeated the Massagetae, and Spitamenes was executed, ending the frontier war with the nomads.

"**H**ere the surviving natives had taken refuge because of its great strength. It is said that Herakles of old thought to lay siege to this 'rock' but refrained because of the occurrence of certain sharp earthquake shocks and other divine signs, and this made Alexander even more eager to capture the stronghold when he heard of it, and so to rival the god's reputation."

Diodorus

## ALEXANDER'S WOUNDS

One thing that is striking about Alexander and his father Philip career's is the number of wounds they suffered in their almost continuous campaigns. Demosthenes noted that Philip bore a wound for every captured city, and indeed he had disfiguring wounds: a lost eye, a lame leg, among many more. Alexander also suffered greatly leading from the front in his battles. A cursory listing reveals a slight head wound at Granicus, a thigh wound at Issus, shot in the shoulder by a bolt at Gaza – a major wound, shot in the leg by a Skythian arrow near the Jaxartes river. Innumerable sieges resulted in constant bashing, at Cyropolis he was struck in the head by a stone. In Afghanistan, an arrow grazed him, and then he took another in the ankle. In India he was shot through the chest by an arrow and amazingly survived a perforated lung. John Keegan, in his masterful work 'The Mask of Command' coolly calls this 'a rising temperature of commitment', and states, 'Alexander was forced to give more and more of himself to the prosecution of his epic as its danger and difficulties increased. In that sense Alexander is the supreme hero. Nowhere do the dimensions of his heroic effort show more clearly than in his personal conduct on the battlefield.' That sums up exactly why the ancients titled Alexander as the Great.

# INDIA – THE MARCH TO WORLD'S END

After a truly 'Herculean' series of campaigns, Alexander's 'Imperial army' battled from Afghanistan to the Hindu Kush and into modern Pakistan. In the end, Alexander arrived at Taxila, an Indian province that was part of the former Persian Empire.

King Ambhi gave Alexander full submission and support. Ambhi convinced Alexander that he needed to take action against Porus who had not acknowledged Alexander's' sovereignty. Alexander launched a campaign against Porus that culminated in his costly victory along the River Hydaspes (see the Campaign and Battle of the Hydaspes section for more details). This fearsome battle with elephants was the last straw for the Macedonian veterans. With no end of India in sight, they mutinied and ordered Alexander to turn back towards home. Alexander filibustered, pouted, and threw tantrums, but his troops would not budge, in the end, he turned back toward Babylon.

66 **I** observe, gentlemen, that when I would lead you on a new campaign that you no longer follow me with your old vigour. I have asked you to meet me that we may come to a decision together: are we, upon my advice, to advance, or, upon yours, to turn back?"

Arrian

# THE LONG ROAD TO BABYLON

But Alexander's trek back from India was no picnic. He managed to slaughter his way down the Indus through the 'Kingless' cities.

He bypassed nothing and forced his troops to assault every city and destroy all who resisted him. The Republican tribes such as the Malli and Cathaei fought fiercely and were goaded on by Brahman fanatics. At one Mallian city, now called Multan, Alexander was severely wounded. His troops were weary of one more assault on another Mallian mud fort. Alexander's armies had overthrown up to 90,000 of these peoples in battles, assaults and massacres. Alexander himself goaded his troops to raise the ladders here, but they hesitated to climb. Alexander, in extreme frustration then climbed up first and perched himself on the walls, precariously balanced and shot at by the Indians. The troops were embarrassed into action and rushed the ladders – so many climbed on at once that they broke and the assault team fell back outside the wall.

Alexander's officers, including Peukestes, who bore the sacred shield of Troy that day, pleaded with Alexander to jump back down. Instead, Alexander boiling with rage, leaped down into the heart of the city, landing safely he immediately struck down the defenders. Outside, Alexander's men in a panic raised the ladders and began the assault again. Alexander worked his back to a wall and continued to cleave enemies until a small pile lay at his feet. The Mallians stood back and at very close range shot arrows at this indestructible foe. The iron cuirass blocked most hits, but eventually an arrow struck and penetrated his lung, Alexander fell to his knees, streaming blood from his wound. By this time, his entourage was able to arrive. Peukestes lay the pale King on the sacred shield, and he was hoisted out to safety. The Macedonians slaughtered everybody in the town. Alexander barely recovered from the wound, but managed to creep back to health, but certainly was never the same again. Interestingly, after his recovery, the Indians believed that normal arrows would not kill him, so some began to use poisoned arrows. Alexander administered to his own officers poisoned wounds personally.

66 **I**n the desert Alexander endured terrible privations and lost great numbers of men, with the result that he did not bring back from India so much as a quarter of his fighting force. And yet his strength at the outset had once amounted to a 120,000 infantry and 15,000 cavalry."

Plutarch

Alexander's army fatigued by their slaughter (and by now bloated by camp followers, loot and baggage) marched the 'hard way' through the Gedrosian desert back to Babylon. This army little resembled the lean marching machine that first attacked Persia ten years before. It now had the look of an Imperial Persian horde. Alexander's crossing of the desert was unwise. It is said that here is where Alexander gained revenge on his troops for mutinying, for he ended up getting more of his veterans killed in this march than all the battles of his career.

## DEATH IN BABYLON

In the end, the remains of the army and Alexander reached Babylon. Alexander's lifelong friend and Companion officer Hephaestion died suddenly after a drinking binge. Alexander's own quote sums up their relationship, "Craterus loves the king; Hephaestion loves me for myself".

With Hephaestion gone, Alexander also turned to constant heavy drinking. In his lucid moments, he described a plan to add archers to the phalanx. Another option was to phase out the Macedonians altogether. The veterans would be replaced by epigonoi (inheritors). These troops were recruited from the sons of Persian nobles and would fill new phalanxes. He directed that a great fleet be built for a circumnavigation of Arabia, with talk of going on to Carthage. None of these great schemes came about because Alexander suddenly took ill himself, and after a short bout of high fever was on his deathbed.

Without an heir (Roxanne, his Sogdian wife, was pregnant but the birth was months away), Alexander's only response to the question of who should succeed is his legendary response, "To the strongest!". He died in June of 323.

### WAS ALEXANDER POISONED?

The suddenness and violence of Alexander's feverish death has caused much speculation, now and in ancient times. Was he murdered by poison, or did he succumb to malaria, pleurisy, or an infection from his old lung wound. Peter Green in his Alexander of Macedon: A Historical Biography states: "Now our ancient sources all record a tradition that Alexander was in fact poisoned: that Aristotle prepared the drug, that Antipater's son Cassander brought it to Babylon, and it was administered to the King, in unmixed wine by his cupbearer Iolaus – another of Antipater's sons." This is not an entirely implausible scenario, one need only read the stories of how Cassander, for years after Alexander's death had violent dreams about him, and feared him from beyond the grave. As much disarray as his death caused to his companions and generals, and his empire, there was no grief shed elsewhere. When Demades the Athenian heard the news he remarked, "Alexander dead? Impossible; the whole earth would stink of his corpse.". Demades never spoke truer words. Alexander's death brought no peace to Greece, Macedonia, or the former Persian provinces. The whole world would stink of corpses during the ensuing 50 years of civil wars.

## ALEXANDER'S LEGACY

From the very first, Alexander revealed that he was an astute student of the art of war, but not necessarily astute in politics. His actions led to conquest and destruction of his enemies – even annihilation, whereas Philip had used every victory and political guile to build alliances and strengthen Macedonia's position in the world as an emerging state. Alexander cut to the core of power politics, like he sliced through the Gordian knot, unambiguously crushing and punishing any foe that would attempt to fight back. Against Alexander and his murderously powerful new armies and siege weaponry, resistance risked annihilation. Ultimately, his own men suffered his autocratic wrath, and some of them died as result by his own hand, and that of assassins. By the end of his reign, the old openness between the Macedonian king and his nobles, soldiers, and subjects broke down, Alexander now commanded by fear rather than respect.



Alexander's temperament combined with his army's power would lead a path of destruction and carnage from Greece to Persia, and then into India. One may readily debate whether Alexander's impact on the world was for better or worse. What is without question is that he left us a world inexorably changed from before. The once downtrodden Macedonians had now seized the concentrated wealth of the 'known world'. He carved the largest empire the West had yet seen but it fragmented into chaos within a couple of years of his early death. The Persian Empire and his own Argead dynasty were destroyed in the process. Alexander's generals, greedy for absolute power, fought over the resulting power vacuum until they were very old men. During these wars, the lands of Greece, Macedonia, and the former Persian Empire were stripped of wealth and their populations further dispersed and exhausted. As Dr. Victor Davis Hanson sums it up, "Under 13 years of generalship of Alexander the Great, more people were killed through the use of western warfare than had died in all the Greek battles in the century and a half from Marathon to Chaeronea. And his successors were eager to continue".

# ALEXANDER'S BATTLES

Alexander's campaigns involved numerous famous battles, and hundreds of skirmishes, sieges and smaller actions. Whether it was a small skirmish with a few troops on a lightning raid, or decisive pitched battles with thousands on each side, Alexander was always able to seize the moment of decision, and win every action he engaged in (or so we are told by the histories). A brief history of Alexander's campaigns is woven together with a number of scenarios that recreate the varied types of actions that Alexander's army took part in. These scenarios allow the player to attempt to recreate the skirmishes and great battles of the most famous conqueror in western history.

> "The Persians massed their squadrons in strength at one point on the river bank – for here they could see Alexander himself, an unmistakable figure in magnificent armour, attended by his personal entourage."
>
> Arrian

## "I SHOULD DISGRACE THE HELLESPONT, SHOULD I FEAR THE GRANICUS"
### The first clash with Persia

### INTRODUCTION

This is Alexander's first major battle with Persia and a suitable beginner's game of the period. It is a significant challenge for Alexander to get across the river and defeat the Persian cavalry hordes. The scenario is based on Arrian's 'heroic' description. Many historians dispute whether or not this is total fabrication. However, you may recreate the alternative account of Diodorus by simply removing the Granicus River as an obstacle from the scenario! In fact some believe that Alexander did attempt a futile charge, which was repulsed with the loss of 25 Companions, it is surmised that the next day he forded the river and fell upon the slowly reacting Persians.

### STRATEGIC SITUATION

Memnon was a shrewd commander and advocated that the Persians should avoid battle and starve Alexander's army on the vine – since he knew that Alexander was operating at the end of his supply lines and resources. The Persians had control of the sea and any kind of coordinated action should eventually force Alexander to withdraw, or trap him in Asia. Memnon advocated a 'scorched earth' policy that would deny him supplies, and beat him without risking a battle against the phalanx. The committee of Persian Satraps was thoroughly disgusted with Memnon's suggestions. Their most prominent spokesman, Arsites, the Satrap of Phrygia, declared that no one would burn any of his subject's houses. The rest concurred with Arsites and the Persian army moved to face Alexander.

Alexander caught up with the Persian force at the Granicus River. According to some sources, he disdained wise council from Parmenion and charged headlong into the river, other sources claim that Alexander was initially repelled and crossed up river the next day. In either case this was what the Persians were seeking, as the relatives of Darius and the Satraps hurled themselves at Alexander, in an attempt to kill him.

### THE FORCES

Alexander is generally thought to have 32,000 infantry and 5,100 cavalry available but not all these forces were involved. Some of the Greek League and mercenary troops were left behind. The battle as described by Arrian gives Alexander's assault force the following:

From the right wing to the left; Agrianian peltasts (500), and the Macedonian archers (500), the Companion Cavalry (1,800), then Lancers and Paeonians (750), the Hypaspists (3,000), the six taxeis of phalangites (9,000-12,000). Further left, came the Allied Greek Cavalry (600), and a small group of Thracian cavalry (200), finally the Thessalian Cavalry (1,800) held the far left flank. The left may have had Thracian javelinmen (500) and Cretans screening (500), they are not mentioned but were available.

The Persian force is exaggerated and stated that it comprised of 20,000 cavalry and 20,000 'foreign' mercenaries. This does not quite add up since nowhere is it stated that the Persians outflanked Alexander's battleline (even though the Greeks were held in reserve). The best guess has the Persian cavalry add up to around 15,000 (an enormous number anyway!) and they were supported by 8,000 Greek mercenaries and an equal amount of Satrapal foot levies. Their forces included Memnon's Greek cavalry, Cilician, Pahphlagonian, Hyrcanian, Bactrians, and Mede cavalry amongst unidentified others – they inexplicably deployed all their cavalry directly across the river. Behind the cavalry line, the Greek mercenaries held a hill with Satrapal levies on their flanks.

## PLAYING THE BATTLE

This scenario is recommended as an introductory game where 2,000-5,000 points will give a reasonable representation of the forces. The scenario is played as a Pitched Battle.

The Macedonians take units selected from The Rise of Macedonia army list, or the order of battle that follows.

They must take Alexander the Great as the Army General. It is recommended that the Macedonian force include both Companions and Thessalians. Otherwise, players may choose their army as they wish, either using the above guidelines or the sample Orders of Battle list that follows. Note that the list provided could easily be pared back to allow a shorter game with fewer miniatures, however, it may be best to remove half the units rather than reduce the size of units in this scenario.

The Persians take units selected from The End of Persia army list. At least half their points must be Cavalry and mounted Satraps and Characters. It is suggested that the Persians take a Polemarch 'Memnon' and at least a quarter of the force be Greek Mercenary Hoplites, peltasts, and mercenary cavalry.

Special Rules: Because of the disjointed and squabbling command structure, the Persian force has no Army General or Army Battle standard. Memnon is a Polemarch, and counts as the General for the Greek forces only.

## TERRAIN

The River Granicus is the main terrain feature and covers roughly the centre of the table. Two fords are allowed. The river counts as a movement obstacle only, and should not be more than 2" wide. However, troops within the river count as 'impeded' and lose rank bonuses in the initial round of combat. Troops defending the riverbank are not impeded. The fords count as clear terrain for all purposes, however no troops may 'march move' across a ford.

## DEPLOYMENT

Both sides may deploy in their designated deployment zones. It is suggested that a large table be used, maybe up to 9' long by 5' deep as this gives room for the troops to set up and allows for some manoeuvring room. Deployment is carried out as normal, however the Macedonians will move first. The Macedonians deploy their whole force on the table, the Persians may only deploy their cavalry, skirmishers and officers at first as the infantry are hustling to catch up.

The Persian Mercenaries and Levies arrive on their Turn 1 on the right half of their table edge. They may not march move.



**The Granicus 334 B.C.**
**Alexander vs.**
**The Persian Satraps**
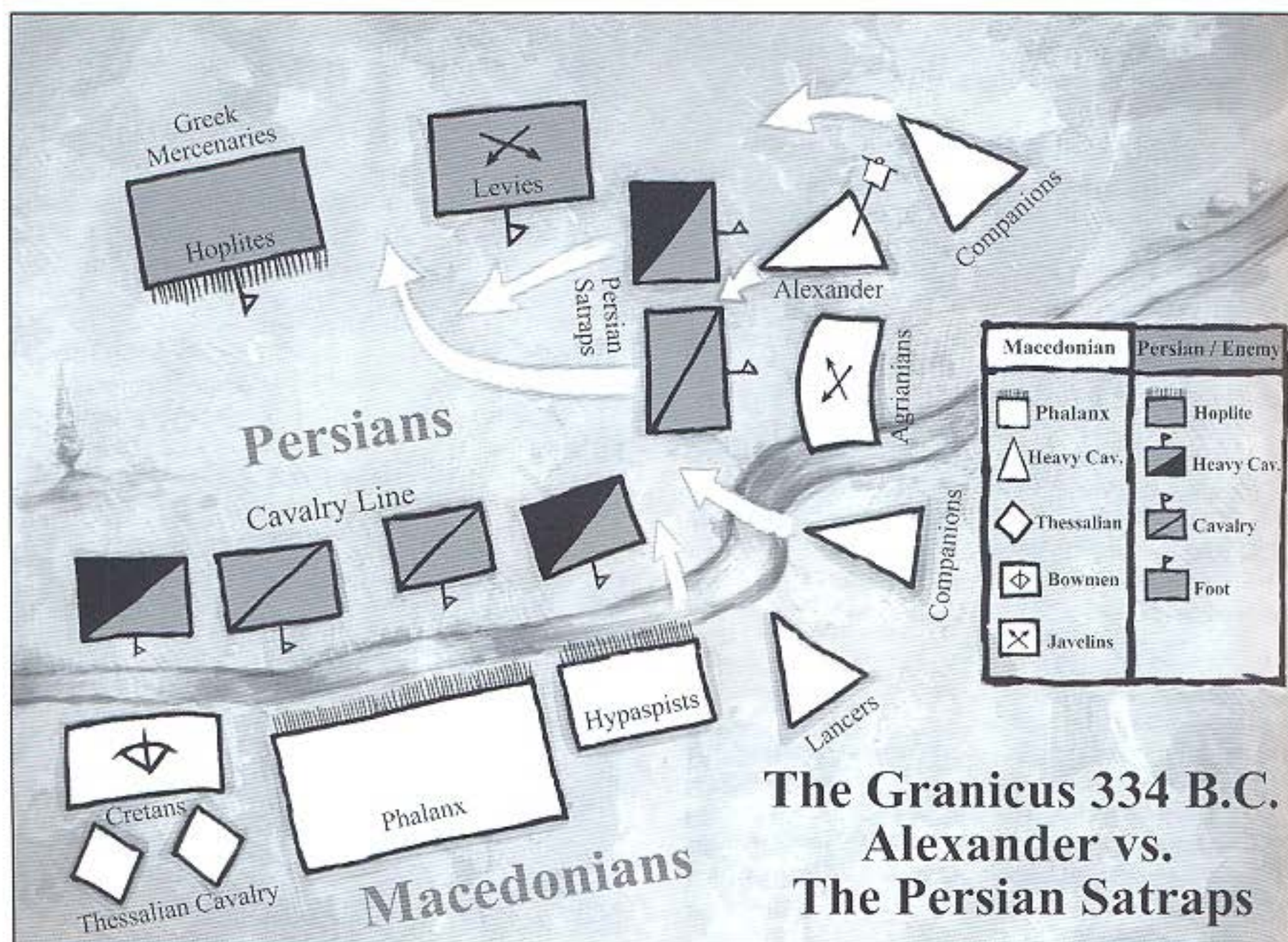
The Macedonians may deploy in column, however the Persians may not.

The battle will last for six turns. After the sixth turn, the Macedonian player will roll a D6 at the start of each turn. On a 4+ the game continues: 1-3 night falls and the game ends.

"**R**hosaces and Spithridates attacked Alexander simultaneously, he avoided one of them, and struck at Rhosaces, who had a good cuirass on. The blow against the cuirass shattered his spear, and he was glad to take up his sword. While they were engaged. Spithridates came up on one side of him, and raising himself upon his horse, came down with such a blow with his battle-axe on the helmet that he cut off the crest of it, along with one of his plumes. The helmet was only just strong enough to save Alexander, as the sharp edge of the axe grazed his head. But as Spithridates was about to attack again, Cleitus, called the black Cleitus, fortuitously intervened, by running him through the body with his spear. Saved from injury, Alexander then dispatched Rhosaces with his sword. While the cavalry were thus dangerously engaged, the Macedonian phalanx forded the river, and the foot on each side advanced to fight."

Plutarch

## THE HISTORICAL BATTLE

Nothing could have suited Alexander better than a pitched battle as he was already running into monetary difficulties. The battle opened with the lancers and scouts feigning towards the left centre of the Persian line. The Persians answered by lining the riverbank and firing off salvoes of javelins. Alexander and the Companions then shifted to the right and crossed the river. The Persian forces, under Rhosaces and Spithridates, rushed toward the Companions. A fierce struggle ensued as the only Persian battle plan seemed to centre around killing Alexander and ending the campaign. In an almost 'Homeric' struggle, Alexander and his bodyguards traded blows with the Persians. Ultimately, the xystons outweighed the Persian's javelins and with their commanders dead, they scattered. As this happened, the phalanx was crossing the river against light opposition. On the far left, Parmenion and the Thessalians prevented the Persians from crossing and hitting the phalanx in the rear.

Suddenly, the whole Persian cavalry force broke when Alexander ran down their left wing. The Satrapal infantry in the rear also gave up and left. The Greek mercenaries found themselves surrounded on three sides with no support. Alexander gave them no quarter as they were charged simultaneously in front by the phalanx and the flanks by cavalry. Only 2,000 mercenaries survived to be sent to hard labour in Macedon. Casualties were enormous on the Persian side. 10,000 infantry and 2,000 cavalry are reported killed, along with a great number of Satraps. Alexander's victory was relatively cheap, only nine infantry allegedly killed, and 120 cavalry (of which 25 were Companions). The Persians had squandered their army without killing Alexander. This allowed Alexander to easily overrun Asia Minor without significant opposition.

# MACEDONIAN ORDER OF BATTLE FOR THE GRANICUS

### CHARACTERS

Alexander the Great, (Army General)

Parmenion, Strategos (Sub-General)

Perdikkas, Taxiarch (officer)

Craterus, Taxiarch (officer)

All units have leaders and musicians:

### CAVALRY

9 x Agema Companions

10 x Companions

9 x Thessalian Pharsalians

10 x Thessalian Cavalry

6 x Lancers Cavalry

8 x Prodromoi Cavalry

8 x Allied and Thracian Light Cavalry

### PHALANX

10 x Agema Hypaspists

20 x Hypaspists

20 x Agema phalanx

5 x 20 Pezhetairoi phalanx

(all the Infantry above are drilled)

### LIGHT INFANTRY

2 x 12 Agrianian javelinmen

16 x Macedonian archers

2 x 10 Thracian (Mercenary Skirmishers)

12 x Cretan archers

TOTAL: 286 figures

# PERSIAN ORDER OF BATTLE FOR THE GRANICUS

Deploy at start:

### CHARACTERS

Memnon, (Polemarch)

Arsites, (Satrap of Phrygia)

Spithridates (Satrap of Lydia)

Rhosaces (Satrap)

Arsamenes (Satrap)

Petines (Satrap) (Commander of Medes)

These units have leaders, musician, standards:

### CAVALRY

16 x Greek Mercenary Cavalry

20 x Satrapal Guard Cavalry (Cilician)

20 x Persian/Mede Cavalry (Medes)

20 x Bactrian/Noble Cavalry (Kappadokians)

20 x Bactrian/Noble Cavalry (Bactrians)

16 x Colonist Cavalry, bows (Hyrkanians)

20 x Colonist Cavalry (Paphlagonians)

2 x 10 Colonist Skirmish Cavalry (Unnamed)

### SKIRMISHER SCREEN

2 x 10 Kyrtian Slingers

2 x 10 Mysians (Skirmishers with javelins)

Enter deployment edge on turn 1:

### MERCENARIES AND LEVIES

1 x 32 Veteran Hoplites

2 x 32 Mercenary Hoplites

2 x 36 Satrapal Levies (Phrygians)

2 x 12 Takabara (Kappadokians)

TOTAL: 390 figures

# THE BATTLE OF GAUGAMELA
## 331 BC - The Decisive Battle

" **A** close cavalry action ensued, in which the Macedonians suffered the more severely, outnumbered as they were and less adequately provided with defensive armour than the Skythians were - both horses and men. Nonetheless, the Macedonians held their attacks, and by repeated counter-charges, squadron by squadron, succeeded in breaking the enemy formation."

<div align="right">Arrian</div>

## INTRODUCTION

The battle of Gaugamela was the decisive clash between Alexander the Great and Darius III of Persia. Alexander's forces blunted all of Darius' attacks, and followed up with an unstoppable charge that caused the Persian King to flee and his huge army to collapse. Chased and harried, the demoralised Darius was later assassinated and Alexander assumed the throne of Persia.

## THE FORCES

The battle itself was a huge affair even if the most outrageous claims of some historians are discounted. The Macedonian strength was near 48,000 foot and horse, while the Persian force could have exceeded 150-200,000 foot and probably included up to 40,000 cavalry. Playing out Gaugamela even at a ratio of 1:50 is a challenge, as over 2,000 miniatures are needed. The armies need considerable space to manoeuvre also, and this defers this battle to the occasional 'club' game where players may pool their armies. In fact, this is the best way to simulate the confusion and fog of war of a major battle like this, and I have been fortunate to have participated in such a massive event, and hope to again.

## PLAYING THE BATTLE

There are a number of ways to still play the battle without the massive effort described above. One way is to brigade the units listed on the Order of Battle overleaf and create a smaller force that is more manageable. One can also break the battle up into smaller self-contained chunks that can be played out as scenarios. The battle had some crisis moments, and ebbed and flowed on the flanks. Parmenio on the left flank vs.

Mazaeus, and Menidas and Cleander on the right vs. Bessus. These actions were relatively isolated battles, and both held long enough to be saved by Alexander's timely intervention. Another crisis point is Alexander's assault on the Persian centre, where he broke through and turned in on Darius as the phalanx rushed up in support. The Persian breakthrough and attack on the Macedonian baggage camp, releasing Darius' family is another battle within the battle that can easily be played out with smaller forces as a skirmish game.

" **T** hen Aristander the diviner, who was wearing a white robe and a crown of crown, rode along the ranks and pointed out to the men an eagle which hovered for awhile over Alexander's head and then flew straight towards the enemy."

<div align="right">Plutarch</div>

# "I WILL NOT STEAL A VICTORY!"
## The Battle of Gaugamela

For the Macedonians, use the Order of Battle opposite as a guideline, scale the units down or up as you feel the need. Set up and play as a Pitched Battle.

**Set-up:** Darius sets up in the centre of his deployment zone, with his wings as shown on the order of battle that follows, deploying on the left and right respectively. Alexander's forces should be deployed in a box (with the Greeks as the back side and the flank guards as the wings) in their deployment zone's centre as well. It is suggested that the armies deploy about 3' or 4' apart to facilitate manoeuvres. The Macedonians should move first. Obviously, you will need lots of room to deploy and manoeuvre at this scale. Not only should the table be long (up to 18' might be needed) but you should have enough depth to allow the sweeping cavalry moves on the flanks, so maybe an 6'-8' wide table will suffice.

**Victory:** Play continues until one side is broken by having less than 25% of its models left on the table, or either Alexander or Darius is killed in combat or pursuit. If either King routs off the table, their side can at best achieve a drawn result.

## TERRAIN

The terrain is a very flat plain, and counts as 'cleared terrain' except for 12" on each table edge. No terrain features of any prominence affected the battle. Some low hills occupied the right flank, but otherwise terrain had little effect. One may wish to place a gnarly old dead tree in the centre of the Persian line, denoting the spot where Darius is depicted fleeing from Alexander as shown in the Alexander Mozaic at Pompeii. (This famous work actually is normally referred to as the Issus Mosaic but closer examination makes it clear that the battle represents Gaugamela, at least in my opinion).

## TROOPS

Character models may have any allowable equipment and may be mounted, unless noted otherwise. Macedonian pezhetairoi units are considered as Drilled. Macedonian cavalry units reduced below five models do not auto-break if involved in a losing combat. All Persian cavalry units must start the game deployed at least four ranks deep (two ranks deep if ten models), but may not begin in columns. Cavalry may skirmish but they must reform to change to skirmish order, and back again. Satrapal Levies may not reform, march move, or triple march.

## ORACLES

The Oracle rules are slightly amended for this battle. Each Macedonian commander, Alexander, Parmenion, and Craterus each roll 2D6 oracles – Cleander rolls D6. These oracles may be used by troops within 12" of that commander. If a commander is killed or flees off the table, his oracles are lost. Alexander always takes the highest oracle total and swaps his oracles with that commander before the game. The Polemarch of the Greeks in Persian service is Glaucus of Aetolia, he also receives D6 oracles.

## COMMAND INITIATIVE

When attempting a game at this scale, it is highly recommended that the Subordinate General rules be used. Parmenion and Craterus count as Macedonian Subordinate Generals, Mazaeus and Bessus are both Persian Subordinate Generals.

Persian units must be within 12" of their Army General, Polemarch, or a Sub-General to operate freely. A unit outside this range must roll equal or less than its Initiative value on a D6 to charge, reform, change formation, move, or march. If the unit fails this roll, it does nothing, however it may shoot straight ahead and fight in hand-to-hand combat. Units with characters attached use the character's Initiative value. Units may attempt to rally as normal. Skirmisher units are immune to Command Initiative, but any Persian skirmisher unit that is not within 12" of any formed Persian unit must take a Panic test at the start of their turn. If they fail, they flee.

Looking at the Order of Battle, which is a simplified composite from a number of sources, you are immediately struck with the disparity of numbers. In WAB as any tabletop game, numbers usually beat smaller forces of quality. Having participated many times in Gaugamela recreations, I feel that this particular battle needs some special command and control rules to serve the history of the scenario and limit the Persians to more rigid tactics.
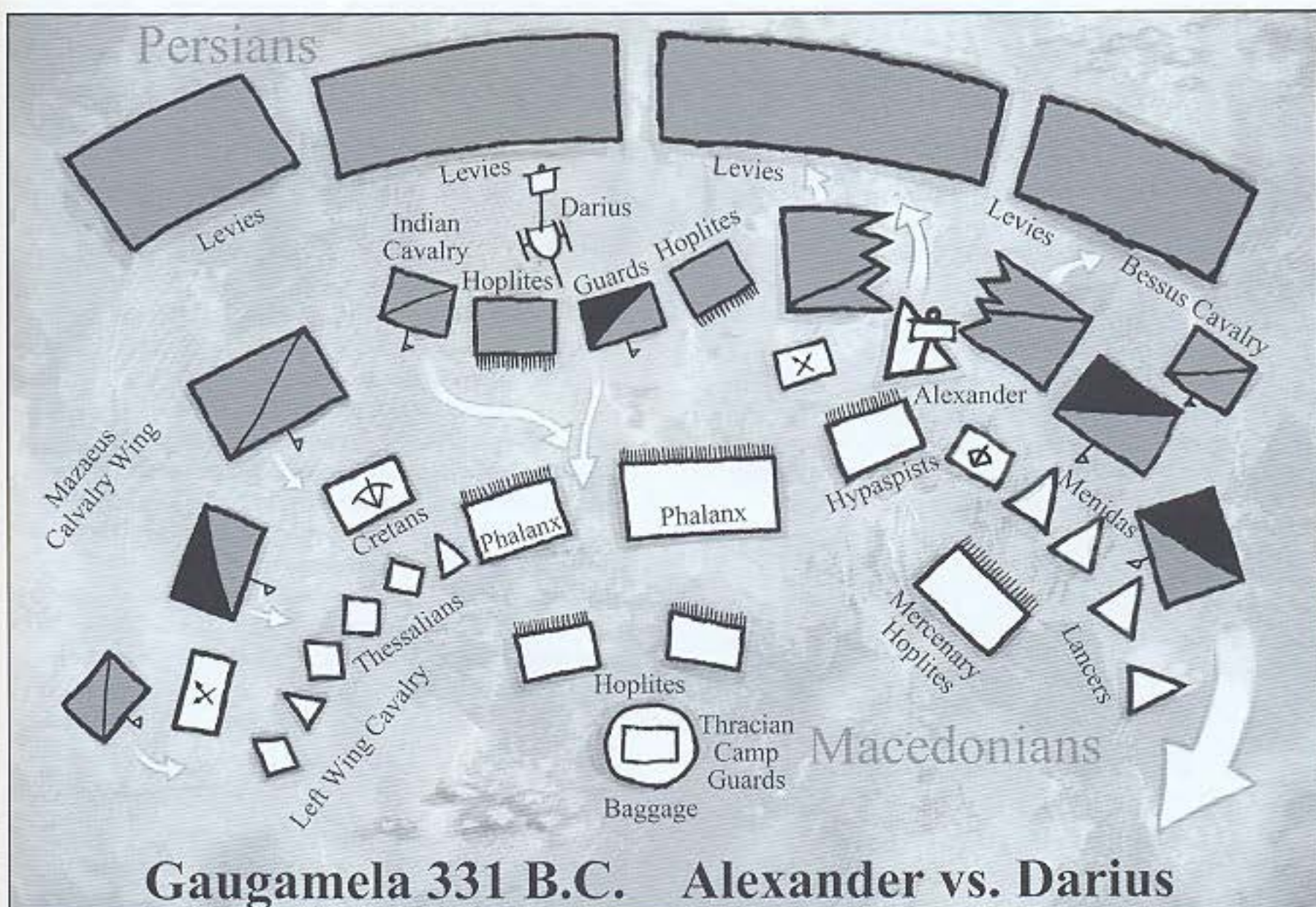
## Gaugamela 331 B.C. Alexander vs. Darius

# MACEDONIAN ORDER OF BATTLE FOR GUAGAMELA

### RIGHT FLANK GUARD

Hipparch, Menidas riding a warhorse
10 x Greek Mercenary Cavalry
2 x 9 Lancer Cavalry, Aretes
5 x Paeonian Cavalry, Ariston
10 x Agrianian Javelinmen, Attalus
10 x Macedonian Archers, Briso
Cleander (taxiarch,
treat as Subordinate General of Greeks)
32 x Merc. Veteran Hoplites
32 x Merc. Veteran Hoplites
32 x Merc. Veteran Hoplites
12 x Merc. Peltasts
12 x Merc. Peltasts

### RIGHT WING

Alexander, Army General
Hipparch
10 x Agema Companions, Cleitus
10 x Companion Cavalry, Glaucias
10 x Companion Cavalry, Hegelochus
10 x Companion Cavalry, Demetrius
10 x Pages and Grooms Cavalry
12 x Illyrian Javelinmen, Balacrus
10 x Agrianian Javelinmen
10 x Macedonian Archers

### HYPASPISTS

Taxiarch Nicanor
20 x Agema Hypaspists
20 x Hypaspists
20 x Hypaspists

### PHALANX

Strategos, Craterus (Subordinate General)
40 x Agema Pezhetairoi, Coenus
40 x Agema Pezhetairoi, Perdikkas
40 x Pezhetairoi, Meleager
40 x Pezhetairoi, Polyperchon
40 x Pezhetairoi, Craterus
40 x Pezhetairoi, Simmias

### LEFT WING

Strategos, Parmenion (Subordinate General)
8 x Allied Greek Cavalry, Erigius
12 x Thessalian Pharsalian Squadron, Philippos
12 x Thessalian Cavalry
12 x Thessalian Cavalry
10 x Pages and Grooms Cavalry
10 x Cretan Archers, Clearchus
20 x Achaean Mercenary Peltasts

### LEFT FLANK GUARD

Hipparch, Sitalkes
10 x Greek Mercenary Light Cavalry, Andromarchus
10 x Thracian Light Cavalry
20 x Thracian Skirmishers
10 x Greek Light Cavalry, Coeranus
10 x Odrysian Thracian Horse, Agathon

### RESERVE PHALANX

6 x 32 Greek League Hoplites

### BAGGAGE CAMP GUARDS

2 x 12 Thracian Highlanders
2 x 12 Illyrians

Total: 772 foot and 177 horse

# PERSIAN ORDER OF BATTLE FOR GAUGAMELA

## THE LEFT WING

Satrapal General, Bessus (Subordinate General)
Satrap Barsaentes, riding a warhorse
6 x Scythed Chariots
20 x Bactrian Nobles Cavalry armoured/barded
20 x Skythian Nobles Cavalry
armoured/barded with short bows
40 x Bactrian Nobles Cavalry armoured/barded
2 x 20 Dahae Cavalry with bows
40 x Arachosian Satrapal Cavalry
40 x Persian Cavalry armoured
40 x Persian Kardakes
40 x Susian Satrapal Cavalry
40 x Cadusian Colonist Cavalry
2 x 12 Skirmishers with javelins
2 x 12 Kyrtian slingers

In reserve:
64 x Persian/Arachosian
Satrapal Levies with short bows
64 x Susian\Sogdian Satrapal Levies

## THE CENTRE

Army General is Darius III,
the 'Great King' riding in a chariot
Army Battle Standard, Orsines
Satrap Nabazanes, chiliarch of the guards
Greek Polemarch Paron of Phocis
4 x Scythed Chariots
1 x Indian Elephant (probably kept in camp)
40 x Carian Satrapal Cavalry
20 x Merc. Veteran Hoplites
20 x Persian Kinsmen Armoured Cavalry
with xystons
20 x Persian Melophoroi
20 x Persian
Armoured Cavalry
20 x Merc. Veteran Hoplites
40 x Indian Cavalry
2 x 20 Mardian Archers
2 x 12 Takabara Peltast

In reserve:
Satrap Otanes, commanding the Levies
64 x Red Sea Men/Indian
Satrapal Levies with short bows
64 x Carian/Babylonian Satrapal Levies
64 x Uxian/Sitaecenian Satrapal Levies

## THE RIGHT WING

Satrapal General, Mazaeus (Subordinate General)
Satrap Phrataphernes
4 x Scythed Chariots
20 x Armenian Nobles Cavalry armoured/barded
20 x Kappadokian Noble Cavalry
40 x Mesopotamian Satrapal Cavalry
40 x Median Satrapal Cavalry
40 x Parthyan Colonist Cavalry
40 x Sacian/Tapurian Colonist Cavalry
40 x Hyrcanian/Albanian Colonist Cavalry
20 x Saecesinian Skirmish Cavalry
2 x 12 Skirmishers with short bows
In reserve:
64 x Arians/Armenian\Sakian
Satrapal Levies with short bows
64 x Medes/Cocle-Syrians Satrapal Levies
64 x Kappadokians/Cadusians Satrapal Levies
118 foot, 130 horse

**Total:** 708 foot, 14 chariots, and 660 horse

Note: The Satrapal Levies and Colonist cavalry
represent more than 1:50 ratio, to reflect lesser
combat effectiveness.

# "A CLOSE CAVALRY ACTION"
## The right flank at Gaugamela

Holding up Bessus's cavalry hordes was entrusted to a very few cavalry units, backed up by the Peloponnesian 'veterans' under Cleander. Their sacrifices delayed Bessus long enough to allow Alexander's decisive breakthrough.

**Forces:** For the Macedonians use the 'Right Flank Guards'. Along with Menidas as Strategos (Army General), Ariston and Aretes as Hipparchs. Cleander, who is a taxiarch (Subordinate General) and the Veteran Hoplites, and the Mercenary Peltasts enter the table at random at the start of any turn that they each roll less than the current turn number on a D6. Persian forces include Bessus as Satrapal General, and one other Satrap as second in command. The following Persian forces from their 'Left Wing' are available: Bactrian Nobles Cavalry, Skythian Nobles, Bactrian Nobles Cavalry, Dahae Cavalry with bows, Arachosian Satrapal Cavalry, Persian Kardakes, and Skirmishers with javelins.

The Persians enter the table on their baseline edge, they must enter within 12" of the table edge centre. The Persian player rolls a D6, and only that number of units and leaders may enter the table each turn. The Persian goal is to destroy the Macedonian force and sweep onto the Macedonian flank, disrupting Alexander's attack.

**Set-Up:** The Macedonians deploy 12" from their baseline, then the Persians enter the table. The Persians may not enter in triple march formation. Any Macedonian unit that takes a Leadership test within 12" of the baseline uses Alexander's leadership as he is watching the course of action. This ends as soon as any of the Veteran Mercenaries enter. The Persians must follow the Command Initiative rules in this scenario.

**Victory:** Play continues for eight turns. After that roll a D6, on a 1-3 the game continues, on a roll of 4+ news of Darius' panic arrives making further Persian efforts moot. Table quadrants have no value, if the Persians are able to exit two armoured cavalry units off the Macedonian baseline, the Persians earn an extra 500 points.

# "POOR, POOR, PARMENION!"
## Mazaeus attacks at Gaugamela

This scenario focuses on the holding action that Parmenion waged against Mazaeus' superior forces on the left wing.

**Forces:** The Macedonians use the 'Left Wing' and 'Left Flank Guards' along with the two 'Left Wing' Pezhetairoi units. Parmenion is a Strategos and counts as the Army General. Erigius and Philippos are Hipparchs. Persian forces include the Satrapal General Mazaeus as the Army General, and one other Satrap as second in command. All of the Persian forces from their 'Right Wing' are available. The Persian goal is to destroy Parmenion's force and sweep up the Macedonian flank, and then roll onto Alexander's baggage camp and free Darius' family.

**Set-up:** Deploy as a Meeting Engagement, the Macedonian player deploys the first unit. Satrapal Levies enter the table on Turn 1 on the Persian baseline. The Persians do not suffer from Command Initiative in this scenario.

**Victory:** Play continues for six turns. After that roll a D6, on a 1-3 the game continues, on a roll of 4+ news of Darius' panic arrives making further Persian efforts moot. Table quadrants have no value, if the Persians are able to exit any three formed cavalry units off the Macedonian baseline, the Persians earn an extra 500 points.

## METRON AT GAUGAMELA

*This battle is unlike any other I have witnessed in thirteen years of campaigns. For I witnessed nothing hardly but dust and confusion. Once a scythed chariot rolled up to our battalion but stopped short. We laughed at this feeble 'charge' as we remembered our fears and the wagering on who would lose which limb to the infernal machines. A groom came up and led the horses away. We could then see why the cart had slowed to a crawl as the Persian driver had been potted clean through the neck by a javelin, and fallen off, fouled by the reins and dragged behind for some distance.*

*As soon as this was cleared the horns blew and we witnessed enemy cavalry rushing out of the dust clouds around our left flank. Where had Simmias' battalion gone, were they destroyed! The crisis ended as suddenly as we form about, the cavalry rides off never to be seen again. Perdikkas runs in front and tells us to close up and advance. Ahead in the dust we hear the clash of battle, the painful cries of men, the clang and crack of broken spears, the whinnying horses. Soon we are stepping over heaps of enemy dead, and I can see the king behind the lines waving his sword for an instant, again like a ray of sunshine breaking the clouds. We advance but there is no opposition – the only enemy that impedes us are their piles of discarded weapons, equipment and bodies blocking our path.*

# "RESCUE MY FLESH & BLOOD FROM BONDAGE!"

## The struggle for the baggage camp

As Alexander charged against Darius, and Parmenion was pinned back by Mazaeus and barely hanging on, a gap opened up in the centre of the phalanx. With the dust swirling and confusion rife, some Persian forces broke through the line and raced for the baggage camp lightly guarded by Thracians, their intent was to rescue Darius' family captured at Issus. Macedonian reserves eventually closed in and ejected them from the baggage, and Alexander and the Companions ran head on into the Persian horse as they retreated.

**Forces:** The initial Macedonian force consists of one Officer, the Baggage Camp Guards, and a unit of Royal Pages. The Persians deploy the following units: one Satrap Nabazanes, a unit of Persian Armoured Cavalry, the Indian Cavalry, the Parthyan Colonist Cavalry, as well as the Saecesinian Skirmish Cavalry. On Turn 3 the Macedonian player may intervene with the reserve phalanx of three units of Greek League Hoplites. These also enter from the east side of the table. On Turn 5, Alexander (Army General) and the Agema Companions enter from the east edge also.

**Set-up:** The Macedonian player sets up a camp (includes baggage, pack animals and tents) 12" in diameter in the centre of his deployment zone on the west side. A central 'Royal' tent houses the royal family of Darius and a lot of other booty – a model of Queen Barsine, Darius' mother Sisyngambris, and a treasure chest will be needed (or suitable markers). These count as victory items. This scenario is a skirmish and all units may skirmish if they wish, except Hoplites. The camp counts as an obstacle for movement and hampers vision similar to a wood.

The Persians set up first anywhere at least 24" away from the baggage camp. The Persians may start in triple march formation. The Macedonian troops deploy within 6" of the baggage. No oracles are used in this scenario. The Persians do not suffer from Command Initiative.

**Victory:** Play continues until Turn 8. The Persians win outright if they capture all the items and carry them off the east table edge. Otherwise, they gain 200 points for each item in their possession at the end of the game. The victory items may be recaptured the same way that unit standards are captured, if a unit is totally wiped out then the victory items are left at that spot. Table quadrants are not counted.

The Persians capture the booty or captive with any unit(s) within 3" of the Royal Tent at the start of their turn. Sisyngambris was rather obstinate about leaving and will only be captured if a 4+ is rolled on a D6. The Persian player may continue to try to coerce her to rescue as many times as they wish.

# GREEK MERCENARIES 404–301 BC

"There was a violent struggle, Darius' Greeks fought to thrust the Macedonians back into the water and save the day for their left wing, already in retreat; while the Macedonians, with Alexander's triumph in plain sight, were determined to equal his success and not forfeit their reputed invincibility."

Arrian

The direct result of the civil wars of Greece was the creation of mercenary armies. Most of these bands were kept well away from the Greek city-states themselves, and operated on the frontiers – Thrace, the Chersonese and Asia were raided by these armies. Polemarchs such as Chares, Iphicrates and others made their names in city-state or Persian service. By the time of Philip's reign, Greek mercenaries were the main forces resisting him in Thrace and Asia. He immediately hired as many as he could to garrison his gains (as soon as the mines gave him the extra income). Many of these mercenaries passed into Alexander's service – one such group called the 'Old Mercenaries' under Clearchus were veterans and helped Alexander win the right flank battle at Gaugamela. It is very possible that they may have been part of the advance guard forces serving Parmenion in Asia.

The Persians hired the most Greek mercenaries, and reorganised their army around them. As Alexander pushed Persian armies back away from the Mediterranean coast the Great King had less access to recruit them. At Issus, up to 30,000 mercenary Greeks are described – by Gaugamela the Greeks had been whittled down to 4,000 or less. When Antipater battled King Agis of Sparta, he hired all the mercenaries he could get and literally outbid the Spartans with the vast sums of money hurriedly sent back to him by Alexander. Chandragupta allegedly used Greeks as well in his wars against the Nandas. These may have been left over from Alexander's eastern garrisons, or from rebelling Bactrian frontier troops. Further west, Greek mercenaries fought for and against Carthage in Sicily and Africa. Even the Skythian armies of the later Bosphoran kingdoms hired wayward Greeks that fought as far north as the Crimea.

The following troops are offered as Mercenaries to be used with armies in this book, not as a stand alone army list – although it could be used with an opponent's consent. Enterprising players could build Xenophon's army of the 10,000 from this list as a stand alone army, or add some Thracian allies and it could be any of the Athenian Polemarchs' armies in Thrace and the Chersonese before and during Philip's reign.

## SPECIAL RULES

### POLEMARCH

Greek Mercenary army generals were called polemarchs. These leaders made sure their soldiers were paid, clothed, and fed, and were the catalyst that allowed their Greek troops to cooperate with their paymaster's foreign armies.

If a Polemarch is present, Greek mercenary troops may make Leadership tests using their paymaster's Army General, and gain all benefits of the Army Battle Standard. If the Polemarch is killed, then all the Greek mercenaries must pass a Panic test, but they ignore the test if the Army General is killed. Up to one mercenary character is allowed for each Hoplite, Cavalry, or Peltast unit in the force.

### ORACLES

1) Greek Mercenaries, if taken by an army that uses oracles, are allowed to use the army's pool of oracles.

2) If the Greeks are hired by an army that does not use oracles, then no oracles may be used.

**Unit Selection:** Greek Mercenaries may not have unit standards. The minimum size for a regiment is five models. There is no upper limit. One model in each unit may be upgraded to Leader (+5 points) or a Musician (+5 points).

### CHARACTERS

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| 0-1 Polemarch | 4 | 5 | 3 | 3 | 4 | 3 | 5 | 3 | 9 | 135 |

**Equipment:** Sword. May have light armour +3 pts, heavy armour +4 pts, shield +1 pt, large shield +2 pts. May have thrusting spear free. May ride a horse (free) his movement is increased to 6, and gains +1 save. May not have a shield if mounted.

**Special Rules:** Polemarch.

*A polemarch was a high ranking strategos (general) such as Memnon of Rhodes, Charidemus, or Chares.*

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Xenagos | 4 | 4 | 4 | 3 | 4 | 2 | 5 | 2 | 8 | 55 |

**Equipment:** Same as the Strategos above

**Special Rules:** Polemarch.

*The Xenagos is a lower ranking Greek officer, capable of leading a small force, or rising to command a larger army. This is how Xenophon rose from obscurity to joint command of the 10,000.*

## CAVALRY

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| 0-1 Greek Horse | 6 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 14 |

**Equipment:** Armed with sword, and thrusting spear. May substitute thrusting spear with javelin (free) or xyston +2 pts. May have light armour +2 pts, or heavy armour +3 pts.

**Special Rules:** Unarmoured cavalry may operate as Light Cavalry. One cavalry unit is allowed for each Hoplite or Peltast unit of Mercenaries.

*During the Persian campaign, Alexander hired Greek and local cavalry. One group of Greeks, under the Macedonian officer Menidas, bore the brunt of the fighting on the right wing at the Battle of Gaugamela. Memnon's sons rode at the head of Greek cavalry at the Granicus as well.*

## HOPLITES

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| **Veterans** | 4 | 3 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 11 |
| **Mercenaries** | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 10 |
| **League** | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 7 | 7 |

**Equipment:** Armed with sword, thrusting spear, and large shield. May have light armour +2 pts.

**Special Rules:** Form in Trained Phalanx formation. League Hoplites fear all other hoplites. Veterans may be Drilled +2 pts.

*Many of Darius' Greeks Hoplites fought well and could be classified as Veterans. Large numbers of Mercenary Greeks were hired by Philip and Alexander, some were part of the initial advanced guard invasion force operating under Parmenion, these are called 'Veterans' at Gaugamela. Many of the Corinthian League contingents in the Macedonian army were 'Hostage' troops. These were included in the army to assure allegiances back in Greece. The League Hoplites were not used as reserves in Alexander's battles. Greeks garrisoned the rear areas, allowing Alexander's main army to press ever onwards into Persia then Asian territories, although many rebelled when stationed in far off lands such as Bactria.*

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Iphicrateans | 4 | 3 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 10 |

**Equipment:** Armed with sword, thrusting spear, and shield. May have light armour +2 pts. May add javelins +2 pts.

**Special Rules:** Trained Phalanx. Mixed armour.

*The Iphicratean option is offered to recreate the lighter Hoplite style that could still have been in fashion at this time. It is very possible that this style of fighting was developed in the campaigns in Egypt and was transferred to Greece by Iphicrates. Possibly, all mercenary hoplites fought in this way by the time of Alexander, and it has been conjectured that Memnon's armies in Asia used Iphicratean style hoplites. Mostly the option is presented to experiment with these light hoplites either in Persian service, or guarding the frontiers of Alexander's empire.*

## LIGHT INFANTRY

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| **Peltasts** | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 6 |
| **Psiloi** | 5 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | 4 |

**Equipment:** Peltasts are armed with sword, javelins, and pelta (buckler). Peltasts may add thrusting spear +1 pts and may upgrade to shield +1 pt. Psiloi are armed only with daggers, javelins and bucklers. Every second Psiloi unit may have short bows or slings instead of javelins +1 pt.

**Special Rules:** Peltasts are light infantry. Psiloi are skirmishers.

*Mercenary Peltasts represent those units of trained skirmishers that began to form up in closer order than the traditional psiloi that accompanied Greek armies in the past. Peltasts became one of the most sought after mercenary troop types in the period before Philip's rise to power as wars were waged in the passes and frontiers, rather than the plains of Greece. Psiloi are the baggagemen, servants, and rowers attached to a mercenary force.*

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| 0-1 Cretans | 5 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 10 |

**Equipment:** Cretans are armed with swords, shields and bows.

**Special Rules:** Skirmishers. One Cretan archer unit may be taken if Hoplites or Peltasts are included as well, the Cretans may not be the largest mercenary unit in the army.

*Almost every army hired out the famous Cretan archers in this period, including Sparta, Persia, and eventually Rome. Unlike most skirmishing troops, they were noted as armed and willing to fight in hand-to-hand combat.*

# COLLECTING & PAINTING A GREEK MERCENARY FORCE

"**C**yrus first of all inspected the native troops, who marched past in bands and also in formation: then he inspected the Greeks. They were all wearing bronze helmets, red tunics and greaves, and had their shields uncovered."

*Xenophon, Anabasis*

By this era, many mercenary Greeks hoplites entered service without armour, with only helmet, greaves, and large shields to protect them. We do know that some of Xenophon's troops wore armour, but it is inconclusive when and if mercenaries stopped using body armour at all. Again, the inherent possibility is that units wore mixed armour, of various styles, with unarmoured men in the back, and the officers and veterans up front with more complete panoplies. Ornately painted linothorax armour is often depicted; one base colour used is pink, with flowery designs in red. Tunic colours for most city-states probably were not uniform. The mercenary hoplites that fought with Xenophon were equipped with red tunics. Tunics could also be coloured red, green, blue or unbleached white; bright white was usually reserved for civilians, and women's dresses. Helmet crests seem less common than in the past but when worn, these could also be dyed various colours. Natural horse hair colours would probably be the norm.

When Greeks fought Greeks, they came up with devices to make things less confusing. At one battle, all the Greeks on the Theban side painted their shields with the club device, and the cavalry painted their helmets white. However, it is difficult to tell if the various contingents of mercenaries used any of their former city-state's identifying symbology. Xenophon's 10,000 included units from many city-states, but each in its own separate territorially based unit. Xenophon often states that the men could be identified by their dialect and accents. This seems to preclude any obvious uniformity or identification for each group. The main way of identifying friend from foe in Greek as well as Macedonian armies, was with the 'watchword'. This was passed down the ranks before a battle to help identify each other in the dust and confusion of battle, as was done at Cunaxa in 401.

It seems that most Greek cavalry wore bronze Boeotian helmets at this time. Athenian cavalry are shown in one reconstruction as wearing white tunics. Slingers, javelinmen, and other Psiloi probably wore unbleached linen tunics and the exomis, a garment that allowed one sleeve to be opened, allowing freedom of movement. Unbleached linen can be varied from off-white to tan to light grey for variety. Peltasts typically are shown with small rounded shields in this era. Sometimes, these are adorned with the starburst insignia that was popular in Macedon, but the 'eye symbol' (look out!) was probably as common as before.

Greek armies are very popular and many miniatures are available in all scales. Collecting a Greek mercenary force is relatively easy as you have the option of mixing models from many different ranges together.. This can really make your units look unique, and allow for diversity of command figures including officers, salphinx players (horns), and flutists (for Spartans). The only thing that would make your mercenary Greeks look out of place in Alexander's time would be the violin shaped shields and the heavy bronze bell cuirasses of 'Archaic Age' Greeks. However, equipment like this could last for generations as hoplites in heavy bronze Corinthian helmets may still have served alongside warriors with newer and lighter Pilos or Boeotian caps. Imposing the modern desire for uniformity and consistent equipment to these mercenary units may be completely off base.
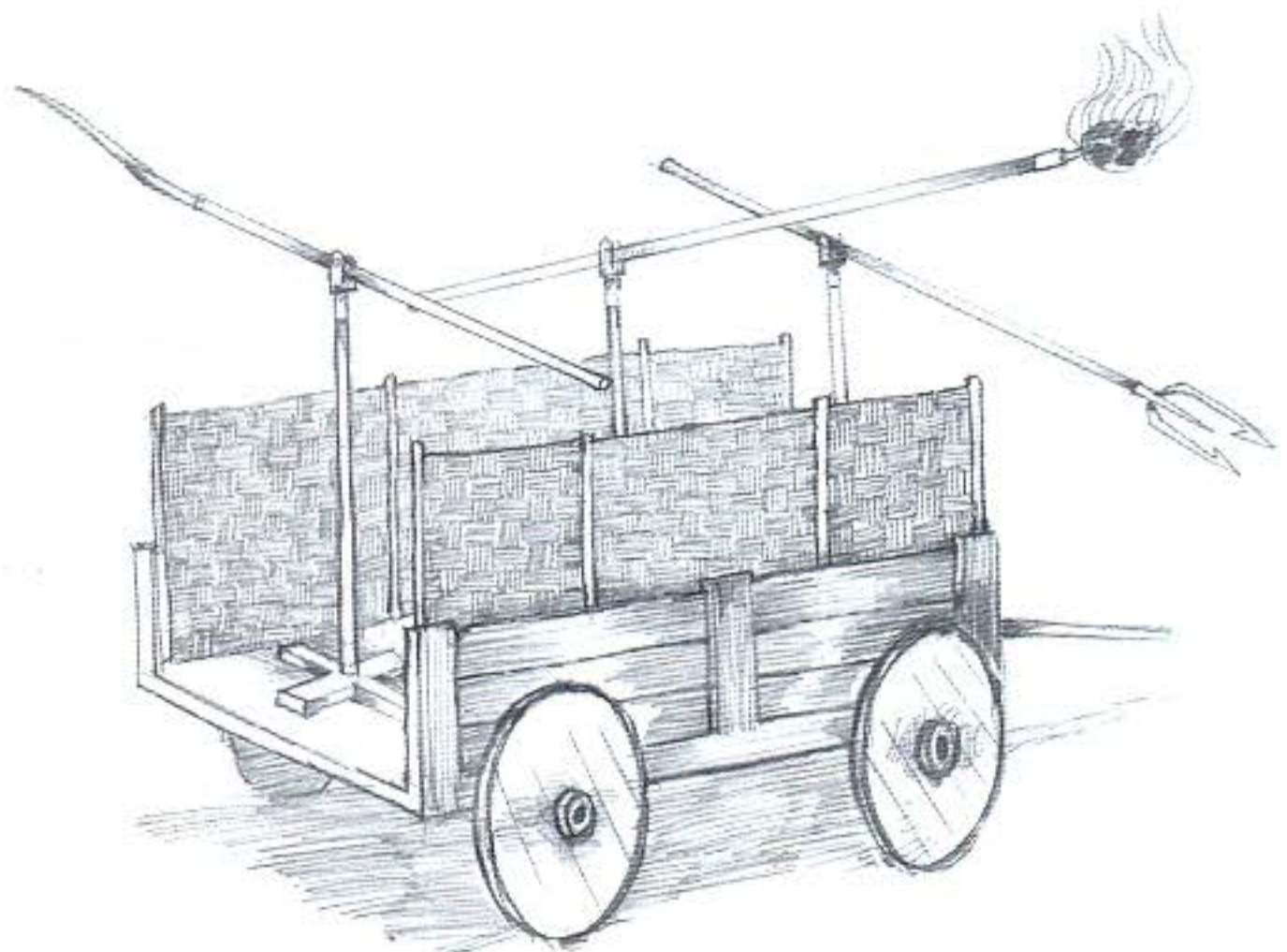
# BARBARIAN ALLIES & ENEMIES

**"T**he population of Thrace is greater than that of any country in the world, except India. If the Thracians could be united under a single ruler, or combine, they would be the most powerful nation on earth, and no-one could cope with them — that any rate, is my own opinion; but in point of fact such a thing is impossible — there is no way of its ever being realised, and the result is that they are weak."

Herodotus

## ENEMIES OF MACEDON – THRACIANS

The warlike and fierce Thracians created a large and prosperous empire under their King Seuthes I (c. 429 BC). Seuthes was an Odrysian King who invaded and briefly overran Macedonia. His armies included allies from the Rhodopian Mountains and mercenaries hired from the Getae, a mounted tribe that fought like Skythian horse archers. His descendant, Kotys I, was assassinated soon after Philip II ascended the Macedonian throne. The unified Thracian kingdom fractured as the various tribes vied for control of the once semi-unified area. Philip fought many campaigns against these Thracians, and his defeat of the Odrysian King, Kersebleptes, brought Thrace somewhat under Macedonian control.

Alexander, Persians, Greeks, and the early Successors used Thracians as mercenaries, in other words, everybody! Alexander battled against the Thracians in his first campaign, and defeated each tribe he encountered in turn. The nomadic Getae faced Alexander with 10,000 foot and 4,000 horse archers and armoured Noble cavalry. The Odrysians also fielded heavy armoured cavalry, and Alexander's Odrysian horse may have been so armoured at Gaugamela.

Although nominally a vassal state, Thrace was never fully under Macedonian control as they only were able to maintain garrisons at three or four strategic points. An obscure Macedonian general named Zophyrion, governor of Macedonian Thrace, led an expedition against the Getae in 330. The Getae King, Dromichaietes, killed him and apparently wiped out the Macedonian force. After Alexander's death, the Odrysians re-established themselves under Seuthes III who founded the city Seuthopolis, near modern-day Kazanluk. Recent archeological finds, such as the Royal Thracian tombs at Kazanluk have shed much new light on their history and their weaponry.

## SPECIAL RULES

### RHOMPHAIA

It is unknown exactly when the Thracians took up the rhomphaia (a two-handed sickle-like weapon). Many argue that this weapon does not appear in great numbers until after the Galatian invasions of 280. Others state that the rhomphaia was in use by c.350. Since it is unclear as to when it actually came into general use, only Mountain tribesmen are allowed the weapon (also referred to as Highland in this list).

Rhomphaia-armed troops count as having a halberd, and strike with +1 Strength. However, they will count as shieldless, as it requires both hands to use the weapon.

### STEALTH

Troops labelled as having Stealth may move through woods and obstacles at a normal pace even if formed. However, stealthy units do not retain combat rank bonuses if fighting in woods. Stealthy units still must be able to see their foe before charging, may not march move, and must pay normal movement costs while charging in woods or across obstacles.

### HIGHLANDERS, LOWLANDERS & GETAE

If the Thracian King is selected, he may represent an Odrysian lord controlling a coalition army of highland and lowland tribes. One Mountain warrior unit may be taken for every two lowland warrior units in the army, and wagons are not allowed.

One Getae Cavalry unit may be taken for each Noble or Light Cavalry unit in the army.

The King may instead represent a Getic lord. In this case the cavalry percentage is raised up to at least 33% of the points value of the army. All cavalry may be armed with bows +3 pts. Getae cavalry are unrestricted but Mountain tribesmen and wagons are not allowed. Getic characters may add a bow for +4 pts, gain Parthian shot, and Feigned flight, this raises their cost by +10 pts.

If a Warlord is selected as the Army General then the army represents a Highland Thracian army, such as the unruly Bessi. A Highland Thracian army may only have up to 25% cavalry, and may not include Noble or Getae cavalry. One Lowland warrior unit may be taken for every two Mountain warrior units.

## ARMY COMPOSITION

**Characters:** Up to 25% of the points value of the army. The army must have an Army General.

**Warriors:** At least 25% of the points value of the army.

**Cavalry:** Up to 33% of the points value of the army.

**Wagons:** Up to 10% of the points value of the army.

**Allies:** Up to 25% of the points value of the army.

The minimum size for a regiment is five models. There is no upper limit. One model in each unit may be upgraded to Leader (+5 pts), and Musician (+5 pts), or Standard bearer (+5 pts).

## CHARACTERS
### 0-1 ARMY GENERAL

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Thracian King | 5 | 6 | 5 | 4 | 4 | 3 | 6 | 3 | 9 | 175 |
| Warlord | 5 | 6 | 6 | 4 | 4 | 3 | 6 | 3 | 7 | 140 |

**Equipment:** Sword. May have thrusting spear +2 pts, or javelins +2 pts. May ride a horse (free, increases Movement to 8, +1 save.) May have light armour +3 pts, heavy armour +4 pts. May have peltae (buckler) +2 pts, or shield +3 pts.

**Special Rules:** Army General. Stealth. The Warlord is subject to Warband Psychology, the Thracian King is not.

*An army could have comprised a warlord's band of rampaging Highland or Lowland Thracians, or a unified force of many tribes and peoples under an Odrysian King such as Seuthes or Kotys.*

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Chieftain | 5 | 5 | 5 | 4 | 4 | 2 | 5 | 3 | 6 | 70 |
| 0-1 Shaman | 5 | 4 | 4 | 4 | 3 | 2 | 4 | 2 | 5 | 75 |

**Equipment:** Sword. May have thrusting spear +2 pts, or javelins +2 pts. May ride a horse (free, increases Movement to 8, +1 save.) May have light armour +3 pts, heavy armour +4 pts. May have pelta (buckler) +2 pts, or shield +3 pts. The Shaman may only have a large sickle sword which counts as a halberd.

**Special Rules:** Warband Psychology. Stealth. The Shaman causes *fear*, and causes an attached unit to *hate* the enemy. 0-1 Chieftain may be upgraded to Army Battle Standard +15 pts.

## WARRIORS

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Lowland tribes | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | 5 |
| Mountain tribes | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |

**Equipment:** Sword, javelins and buckler. May upgrade to shields +1 pt. Every second unit may replace javelins and bucklers with bow +1 pt. Lowland tribesmen may add thrusting spears +1 pt. Mountain tribesmen units may add Rhomphaia (halberd) +2 pts.

**Special Rules:** Warband Psychology. Light Infantry. Stealth. Thracian warriors must always pursue a fleeing enemy, they cannot hold themselves back!

## CAVALRY

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Noble Cav | 8 | 4 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | 25 |
| Getae Cav | 8 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 25 |
| Light Cav | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | 15 |

**Equipment:** Noble cavalry have sword, light armour and thrusting spears. May have shields +2 pts. May upgrade to heavy armour +1 pt. Light cavalry are armed with sword, javelins and bucklers. Getae cavalry are armed with sword, bows, shields, and javelins. May have throwing spears +3 pts, and light armour +3 pts.

**Special Rules:** Warband Psychology. Stealth. Light Cavalry. Every second cavalry unit may be Nobles. Noble cavalry may fight in *Wedge*. Getae cavalry may use *Feigned Flight* and *Parthian Shot*.

## ROLLING WAGONS

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Rolling Wagons | 3D6 | – | – | 5 | 4 | 1 | – | D6 | – | 45 |

**Equipment:** None

**Special Rules:** The wagons may not move normally, instead they are rolled downhill during the Shooting phase. They must be placed on a hill. A unit of warriors must be within 3" of the wagons to launch them. The wagons may pivot and launch during the Shooting phase. The wagons move straight ahead 3D6", and are removed when they reach the end of their 'roll distance', or before that if they hit an obstacle such as a wall, river, or woods, or must roll uphill. Any unit that is in the path of a Rolling Wagon suffers impact hits of D6 S5 hits. The Wagons are large targets and drilled troops may open lanes to avoid them. Troops fighting behind wagons count as being in soft cover.

*On at least one occasion, Thracians rolled wagons onto Alexander's troops. They were mostly ineffective as Alexander had told his troops to let them roll over their interlocked shields, or to open up gaps to let them through.*

## ALLIES

Allied units may not be joined by characters unless special rules apply.

Greek Mercenaries: 0-1 Polemarch, Mercenary Hoplites, Mercenary Peltasts, Mercenary Greek Cavalry.

Or Illyrians may be taken as allies.

# COLLECTING & PAINTING THRACIANS

Thracians are both colourful and some of the most useful troops in an army. Thracians fought for and against Greeks, Macedonians, Persians, and other Thracians. After this period, they fought for and against the Successors and Romans. This makes the Thracians one of the most common troop types in Hellenistic era armies. The toughest choice with collecting Thracians is whether to go with earlier warriors with their colourful geometric patterned cloaks, or focus on the later Hellenized look that is revealed at the Kazanluk Tombs. Some may not have a problem with mixing and matching troops of both types. Many miniatures ranges cover both early and later Thracian warriors in many scales, including some fantastic new soft plastic 20mm figures.

Painting the geometric patterns is one of the most fun painting challenges going, it is time consuming but the results can be awesome. It is good to paint Thracian cloaks in a solid base tone, yellow, blue-green, or reddish brown. The geometric patterns can then be added in black or red on the light toned cloaks, and with white or yellow on the darker patterns. Most of these patterns can be recreated by striping and 'cutting' techniques. Once the base tone has dried, paint horizontal stripes in your chosen colours. Later, paint cross-notches along the lines. Once this has dried, you can go back in and square off the edges by cutting in with the base tone. Earlier warriors had wild diagonal patterns on their tunics also, but by the time of

Alexander, it seems that tunics were decorated with fewer, but wider vertical stripes. These sometimes would be double stripes.

Some of the other ornate items that Thracians used were intricate greaves. Some of these included striped inlays of silver, and sometimes they included silvered depictions of faces of various deities. These can be depicted on your warlord and chieftain models to set them apart. Odrysian Noble cavalry could wear heavy bronze muscled cuirasses. A uniquely Thracian armour piece is the armoured neckpieces or 'gorgets' made of silvered iron. One of these Thracian neck guards was worn by Alexander at the Battle of Gaugamela. The other identifying Thracian feature is their semi-circular 'pelta' shields. These were made of wicker, covered with hide and painted. Most shields are depicted in white with red or black designs. Many of these designs can be seen on Greek vases as Thracians were popular subjects of Greek artisans. Shield designs are varied and numerous. Animal designs, geometric patterns, face-like patterns with eyes, and circles and crescents are popular designs. It should be noted that Thracians also adopted the Celtic thureos about this time. These larger shields were often painted white. A later Thracian mercenary unit in Macedonian service would have worn black tunics, yellow cloaks, iron greaves, white thureos or a bronzed egg-shaped shield, along with bronze helmets. These troops wielded the nasty double-handed rhomphaia at a later Successor battle against Romans.

# ENEMIES OF MACEDON - ILLYRIANS

"Since the Illyrians and Thracians usually made their living by looting, Alexander told them to look at the enemy line agleam with gold and purple - equipped with booty not arms! They were men, he said, so they should advance and seize the gold from this cowardly bunch of women. They should exchange their rugged mountain-top and rugged hill-trails permanently stiff with frost for the rich plains and fields of the Persians."

*Curtius*

The Illyrians were constituted of many tribes: Dardanians, Autariates, Taulantians, and Triballians amongst others. These fierce tribes were noted for their brigandage and pillaging. At one point the Epirote city of Phoinike was betrayed to Illyrian pirates and the captured population was sold into slavery. Bardylis, a famous chieftain, had risen to become leader of various tribes from humble origins. He was directly responsible for Philip's rise to fame as he killed Perdikkas, and plunked his head on a spear, thus creating an opportunity for Philip to seize power. Illyrians had few horsemen, and were somewhat deficient in skirmishers. Nonetheless, Illyrians skirmishers were effective, and Alexander maintained a corps of them in his army. One interesting aside, Illyrians sometimes used slave warriors acquired through their brigandage, these fought alongside the regular warriors. The Roman Republic made its first inroads in the Balkans and Greece when they fought the Illyrians along the Adriatic coast. The Illyrians were unable to stop squabbling amongst themselves long enough to ally with each other. Eventually, the Illyrians were crushed by Rome during the Third Macedonian war. Illyria, like Thrace, became a fertile recruiting ground for Roman troops in later times.

## ARMY COMPOSITION

**Characters:** Up to 25% of the points value of the army. The army must have a Warlord and he is the Army General.

**Warriors:** At least 50% of the points value of the army.

**Skirmishers:** Up to 10% of the points value of the army.

**Cavalry:** Up to 15% of the points value of the army.

The minimum size for a regiment is five models. There is no upper limit. One model in each unit may be upgraded to Leader (+5 pts), and Musician (+5 pts), or Standard bearer (+5 pts).

## CHARACTERS
### 0-1 ARMY GENERAL

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Warlord | 5 | 6 | 6 | 4 | 4 | 3 | 6 | 3 | 7 | 140 |

**Equipment:** Sword and thrusting spear. May add javelins +2 pts. May have light armour at +3 pts, heavy armour at +4 pts. May have shield +3 pts. May ride a horse (free, increases Movement to 8, +1 save).

**Special Rules:** Army General. Warband Psychology. Stealth. The Warlord is Stubborn and any unit (except Slave Warriors) attached to the General becomes Stubborn as well.

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Chieftain | 5 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 6 | 55 |

**Equipment:** Sword and thrusting spear. May add javelins +2 pts. May have light armour +3 pts, heavy armour +4 pts. May have shield +3 pts. May ride a horse (free, increases Movement to 8, +1 save.) 0-1 Chieftain may be upgraded to the Army Battle Standard for +15 points.

**Special Rules:** Warband Psychology. Stealth.

## WARRIORS

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Warrior | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | 6 |

**Equipment:** Sword, javelins, throwing spears and bucklers. May upgrade to shields +1 pt, or large shields +2 pt. 0-1 unit may have light armour +2 pts.

**Special Rules:** Warband Psychology. Light Infantry. Stealth.

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Slave Warriors | 4 | 2 | 2 | 3 | 3 | 1 | 1 | 1 | 4 | 3 |

**Equipment:** Sword, javelins and bucklers.

**Special Rules:** Warband Psychology. Stealth. Levies. One Slave unit may be taken for each warrior unit in the army. The total number of Slave Warriors may not outnumber warriors. Other Illyrian units ignore Panic tests caused by Slave Warriors.

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Skirmishers | 5 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | 5 |

**Equipment:** Sword, javelins and bucklers. May replace javelins with slings +1 pt, or short bows +1 pt.

**Special Rules:** Warband Psychology. Skirmishers. Feigned flight. Skirmisher units may not outnumber any Warrior in the army.

## CAVALRY

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Illyrian Cavalry | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | 18 |

**Equipment:** Sword, shield, and javelins. May add throwing spears +4 pts.

**Special Rules:** Warband Psychology. Light Cavalry. Stealth.
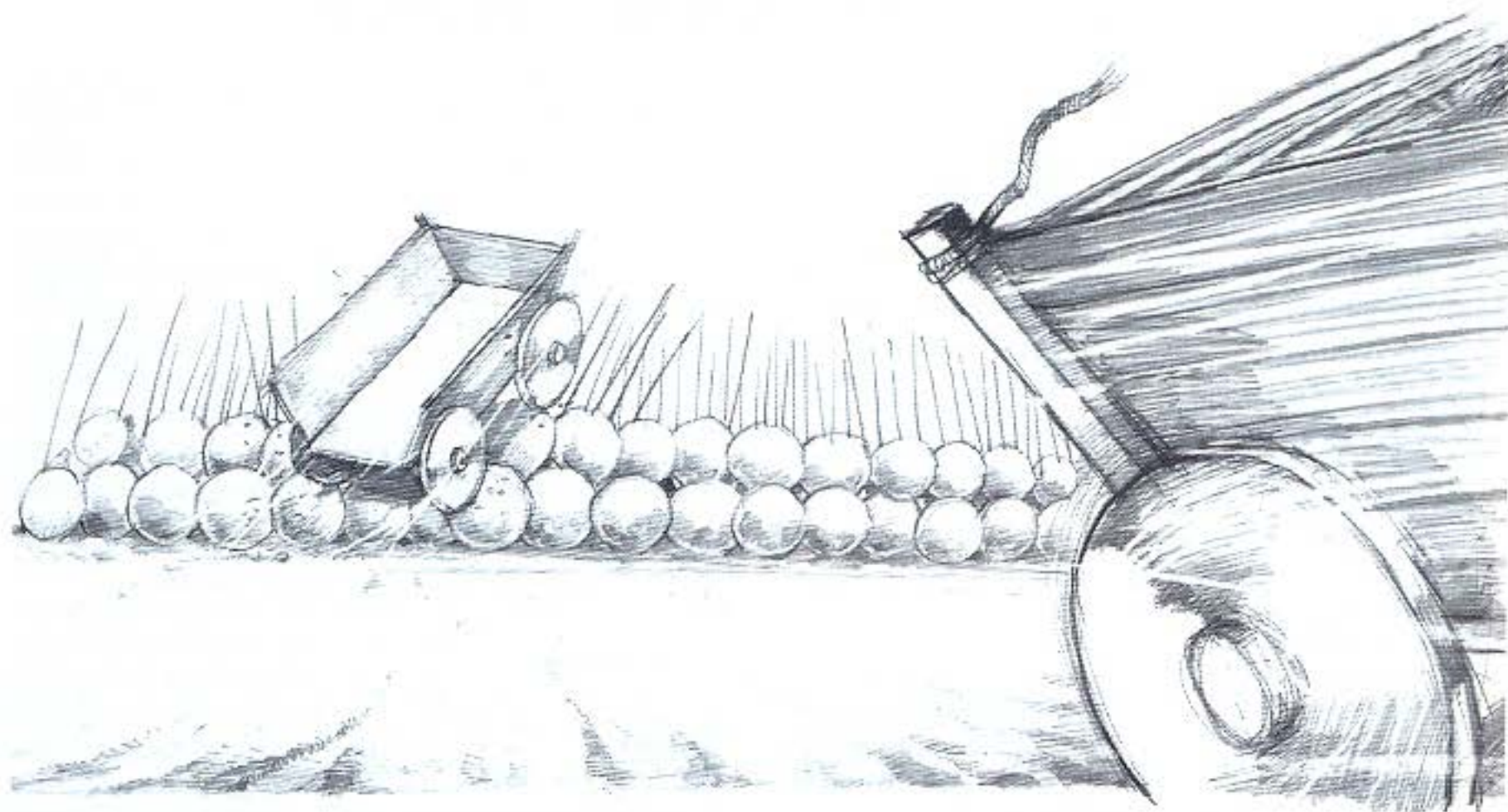
# COLLECTING AND PAINTING ILLYRIANS

Illyrians are a challenge to collect in 25mm at present. There are a few older ranges that will do at a pinch but most collectors will have to settle for conversions, or turn to available 15mm figures. One major reason for this is that there is not a wealth of Illyrian artifacts and information available to represent these troops. Most of the surviving archeological finds depict Illryians of an earlier age. This leaves us speculating whether the Illyrians of Alexander's time were similarly equipped. For the most part, the Illyrian warrior is depicted as an baldric and unbelted sleeveless tunic. These tunics are decorated with narrow vertical stripes, some patterned in waves, other ending in knots. One very interesting feature of Illyrian equipment is their bronze faced round shields. Some shields are very small, the size of bucklers, and others are the same size as the Macedonians'. These may be direct descendants of the Phalangite's aspis as the Illyrians also used similar raised and embossed circular, sun burst designs. If this theory is true then it can be surmised that Philip borrowed equipment and ideas from all his hostile neighbours! Illyrians are depicted as wearing a number of styles of helmets including the 'Negau' style with Greek style horsehair crests. Of course, the 'Illyrian' style helmet is most common. Many of these crests are quite tall and end with long tails that fall well down the back. Later, Illyrians adopted the thureos shield similar to many Peltasts, and a squared-off style is shown in their art, as well as round shields.

Colours are quite conjectural; Paeonians were neighbours and possibly wore light green tunics with blue crests. So it is possible that Illyrians also wore pastel colours, but the common browns and natural colours are more likely. The rare Illyrian cavalry wore helmets and were otherwise unarmoured, again Paeonian horsemen are depicted in a curious quilted pattern tunic and Illyrians may have similar traits. Few Illyrians wore armour, that was restricted to the nobles for the most part, but as brigands and pirates they possibly came across all sorts of captured gear. Slave warriors would wear their native clothing, and were mostly captives from Greece, Epirus, and the Adriatic coast of Italy. So Apulian, Campanian, and even Celtic gear could be possible as well.

## METRON AT THE SHIPKA PASS

*Alexander is such a young lad to be in command. The seasoned men are very nervous. I have knocked their heads together and forced them to remember Chaeronea when he charged into the thick when still a beardless youth, and overran the Thebans locked in their shieldwall. Some still hold a grudge that Philip's blood will not come clean from his witch mother's hands. This chatter is halted as we reach the crest and we can see the Thracians taunting us from their wagon wall. As we reach a narrow point where a cart gully has worn tracks through these cursed mountains, Perdikkas tells us to form shieldwall and drop our pikes. Without pause we lock up with shields high and low. Rocks and sticks pelt us, then we hear clattering wheels kicking up the pebbles of the hillside. The oxcart hits us smack onto our locked shields and bounces up and over the precipice to our rear with a thunderous crash. One man has a broken arm. Another had his shield jammed into his nose and is bleeding. We sort ourselves out and have a good laugh as Timaeus was the handsomest man in the company until he was `kissed' by that Thracian cart. The Thracians were not as happy to see us reform and charge, as they fled most quickly, into the waiting Agrianes, who hate these vagabond Thracians with an ancient passion!*

# THE END OF PERSIA 401–330BC

"**F**irst there was a struggle at the barricade of shields; then with the barricade down, there was a bitter and protracted fight, hand to hand, close by the temple of Demeter, for the Persians would lay hold of the Spartan spears and break them; in courage and strength they were as good as their adversaries, but they were deficient in armour, untrained, and greatly inferior in skill."

Herodotus

## DEFEAT IN THE WEST

The Persian Empire was the largest in the world up to that time. It encompassed vast territories from Ionia in the west to India in the east. The frontiers ended at the Black Sea, Armenia, and Bactria to the north. The southern frontiers were the Indian Ocean, the Persian Gulf, to Egypt in the west. The enormous wealth of the Empire allowed continuous expansion. By the end of the 6th Century, the Persians began a struggle with the Greeks that lasted 160 years. During these initial Persian wars, the Persian invaders were utterly defeated by the upstart Greeks on both land and sea. Two great invasions of Greece were routed. Persian light-armed bowmen set up immobile spara (shield) walls that allowed them to shoot from safety. Heavily armoured Greek hoplites shrugged off the losses caused by missiles and charged home, breaking the spara walls and slaughtering the lightly protected Persian foot. This pattern began at Marathon (490), and was repeated at Thermopylae, Plataea, and Cape Mycale (479).

After defeating Persia, Athens and Sparta duelled over the fate of Greece. Persian money and ships aided Sparta. This swung the balance of power and Athens was finally defeated (405). With the Spartan 'hegemony' firmly in place, the Persians then turned their aid against Sparta, continuing the destabilisation of Greece. The Spartans carried the war back to Asia and their King, Agesileus, sacked Sardis (395). The Spartans were hard pressed during the Corinthian war (390) and made peace, ceding all the captured Ionian and Asian cities back to Persia. Sparta was rewarded with Persian gold to enforce the humiliating and harsh terms of this 'King's Peace' (387). Eventually, the Greeks fought back and rebellious Thebes destroyed Sparta in the process (362).

"**T**issaphernes had not fled at the first charge, but had driven down on the Greek peltasts along the river and broken through them. However, he did not kill a single man. The Greeks opened their ranks and struck at his men with swords and shot at them with their javelins. Episthenes of Amphipolis was in command of the peltasts and he was said to have shown great skill."

Xenophon
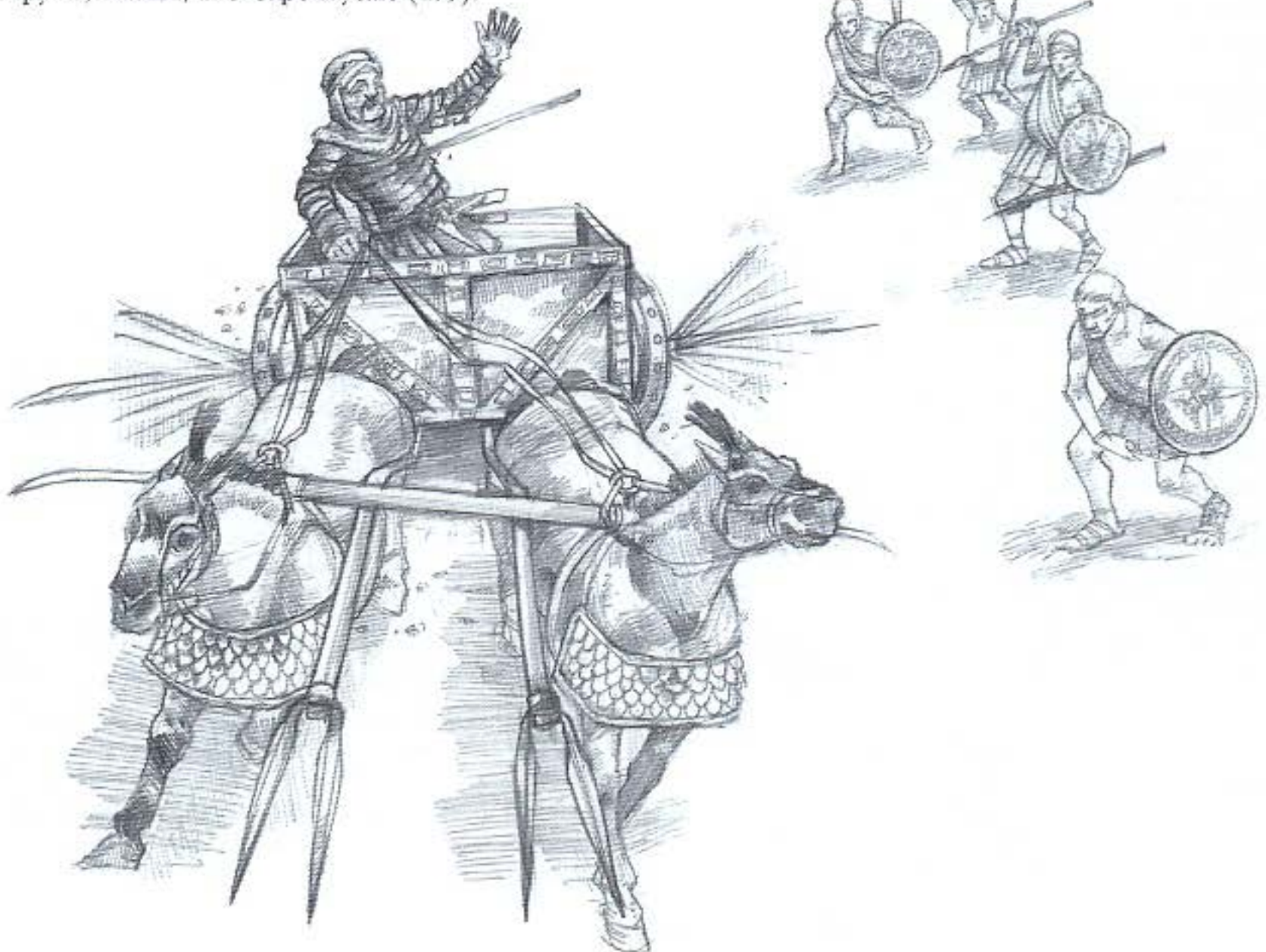
## NEW WAYS TO FIGHT

The demoralized Persians changed their tactics somewhat radically after the defeats by the Greeks. Much of the army stopped using the bow as their primary weapon. Persian cavalry now fought in close combat with two stout javelins, and armoured horsemen became much more common. Instead of skirmishing and manoeuvring, Persian cavalry tactics changed to throwing their javelins then closing with hand weapons. The famous Immortals of Xerxes disappeared and were replaced by a new corps of 'Apple Bearers' spearmen (*Melophoroi*), so named because of the gold and silver apples on their spear butts. These wore armoured corselets and adopted the Greek style Hoplite shields. The massed infantry no longer formed static 'Spara walls'. The Persian cavalry were among the best troops in the army, and the 'Kinsmen', related to the royal family, the best of these. The Later army still relied more on auxiliaries than ethnic Persians.

Organisation seemed little changed from the days of Xerxes. Units were arranged in regiments of 1,000 men, called hazarabam. The regiment was commanded by a hazrapatis (commander of 1,000). This title is often converted to 'chiliarch' by Greek commentators, as this was an equivalent rank. The regiments were broken down into 100 men companies called satabas, and then 10 man units. Some companies were divided into 50. A division of 10,000 men (baivarabam or myriad in Greek) is the typical strength of the Immortals. At the Battle of Issus, Darius fielded 2,000 'Apple Bearers' and 3,000 Guard cavalry. Cavalry formations were quite dense and may in fact have been 10 or more ranks deep. The Greeks felt that eight ranks was wasteful, but given the density of the forces described in Alexander's battles, these columns may have been the only way the Persians could have controlled such masses on the battlefield (a regiment 100 wide by 10 deep would look much like a column, as horses need at least four times the space between ranks to prevent kicking and biting).

## KARDAKES

The Persian need for solid infantry to face the Macedonian phalanx led Darius to form units of kardakes and apparently re-arm some of them as 'hoplites'. Previously, these young men were identified by Xenophon as an unpaid training corps, serving as police, and accompanied the King on hunts. It is difficult to pin down the armament of the kardakes, at Issus in particular. Their traditional training involved javelins and bows, implying that they were light troops or at best peltasts. Arrian confuses the issue by describing them as hoplites, which would assume large shield and armour, similar to the reorganised Persian Guards' equipment. The likely solution is that (as Duncan Head has suggested in *The Achaaemenid Persian Army*) there were two separate forces present, one of kardakes equipped as hoplites and the other of peltasts. Alexander's headlong frontal charge into their ranks would have been directed at the peltasts. Whether these kardakes were the Persian youth corps called out by Darius to bolster the army, or a different force entirely, is uncertain. What is certain is that if the kardakes were armed as hoplites they were singularly unsuccessful in this role.

## GREEKS IN PERSIAN SERVICE

The major change in Persian armies of this period was their great reliance on Greek mercenaries to augment their infantry. Hoplites were hired along with archers and Peltasts. Some of these Hoplite mercenary bands were mini-armies in themselves, like the group hired by Cyrus to attempt to overthrow his brother Artaxerxes, the Great King (401). These Greeks became famous as the 'Ten Thousand' (they were actually slightly more); they included troops from all over Greece and Sicily, and even some Thracian cavalry. They defeated all the Persian forces thrown at them at the Battle of Cunaxa, however Cyrus was killed, and they were stuck in the heart of Persia. Their famous story is related by the Athenian commander Xenophon in his book – The Anabasis.

The Greek mercenaries hired by Persia were their best troops but they were sometimes squandered uselessly. At the Battle of the Granicus, they were not allowed to intervene in any decisive way, and were surrounded and annihilated. At Issus, the Greeks in Persian service struck their most telling blow, throwing the Macedonian phalanx back into the river. They killed over 100 Macedonian phalangites in their single most stunning victory. Success was short lived, as the Persians on the left wing crumbled and Alexander exploded onto their flank and rear. No troops were poorer served by the politics of the Persian high command than these mercenaries.

Other than the above troops, the Persian army still was mostly a polyglot force gathered from all corners of the empire. These Satrapal levies made up the bulk of the army, even though some of these troops were rather useless in battle, but it made for a bigger show! Apparently, the Persian coffers could afford to feed these masses of spectators that accompanied their armies.

## DARIUS III

Noted as a tall and handsome man, and despite his performance against Alexander, Darius III was not especially cowardly. His military feats included amongst others, the defeat of a rebellion in Egypt under the Satrap Khababash in 337-336. His rise to the purple was based upon the machinations of a scheming eunuch, turned Grand Vizier, named Bagoas who had become the actual power broker in Persia. Darius was barely related to the Royal clan, and he became the last Achaemenid King of Persia. Darius immediately assassinated Bagoas upon gaining the 'tiara' and was attempting to re-vitalise a very unstable Persian Empire when Alexander struck.

The central authority in Persia was deteriorating after the great defeats in the west, as provinces rebelled and the typical dynastic struggles/civil wars ensued. The intrigues of scheming court sycophants and eunuchs eventually usurped power. Armies became territorial as the satraps policed their realms with much more autonomy. The upheavals in Greece meant a pool of mercenaries was constantly available which made it unnecessary for the Great King to be involved in the frontier struggles and revolts. The Imperial coffers could hire armies that guarded these frontiers while the Persian nobles distracted themselves in never ending intrigue at the Royal court.

In the past, Persian archers (a coin minted with the design of an archer) had been much more effective than the Persian military at keeping the Greeks fighting amongst themselves. Because of this destabilisation, no one state could dominate all of Greece for very long periods. Eventually, continued civil disorder in Persia allowed **Philip II** to overrun Greece virtually unhindered, creating a strong Greek alliance that was a serious threat to invade Persia.

Alexander's invasion made all the internal strife in Persia pale in comparison. Darius wisely put Memnon of Rhodes in charge of the war efforts; unfortunately, he did not make it entirely clear to his Satraps that they needed to follow his orders! Memnon understood the exact strategy to defeat Alexander, by strangling his army. Unfortunately, the Asiatic Satraps would ruin this plan by forcing him into an unnecessary and disastrous battle at the Granicus.

Darius' army at Issus was 'on paper' a nicely arranged mix of the good and bad troops he had available to him. The core of his army included a large corps of mercenary Hoplites. His strategic ability was proven when he was able to cut into Alexander's rear echelon and force Alexander to fight on his terms. Unfortunately, his army was too large to deploy in such a narrow defile, and he misjudged the speed and dexterity of Alexander's surgical assaults, which broke up his battle line. The descriptions of the desperate struggle around his chariot and the bodies of Satraps and generals piled up in front of him imply that Darius put up a stiff fight. One account has Alexander receiving a thigh wound by Darius' hands. However, as the phalanx and Companions closed in on him and pushed his kinsmen into a 'killing ground', Darius' nerve failed and he fled, dragging his brittle army with him.

"Then the carnage truly took on cataclysmic proportions. Around Darius's chariot lay his most famous generals who had succumbed to a glorious death under the eyes of their king, and now all lay face down where they had fallen fighting, their wounds on the front of the body."

Curtius

## GAUGAMELA

At Gaugamela, Darius experimented with what forces he had available. He no longer had access to large amounts of Greek mercenaries (many of whom had scattered after Issus and ended up campaigning with Nabarzanes. Some went to Crete and eventually joined in the Spartans). Darius planned an overwhelming cavalry surge that could envelop Alexander's army. Surrounded and with the infernal phalanx halted and pinned, he would unleash hundreds of scythed chariots through its ranks, the resulting confusion would allow his remaining infantry and Guards to overwhelm them. Darius showed the ability to adapt by re-arming many of his cavalry with spears to match the Macedonian xyston.

## SCYTHED CHARIOTS

The Persian use of scythed chariots to break up phalanxes goes back to the Battle of Cunaxa in 401. There, the Greek mercenaries fighting for the pretender Cyrus, were attacked by a large number of the King's chariots. The veteran mercenaries formed lanes and the chariots harmlessly passed through. Xenophon relates that only one man "stood rooted to the spot, as if a racetrack" was struck and bowled over by the chariots, and even he was unharmed!

Years later the Persian Satrap, Pharnabazus, was able to achieve a singular success over a group of Greek hoplites at Dascylium (395). The 700 hoplites were scattered and foraging. Pharnabazus struck them with two scythed chariots quickly followed up by 400 cavalry. The Greeks were routed losing over 100 men.

At Gaugamela, the anecdotal stories of scythed chariot successes related are horrific. Curtius describes that the scythed chariots were effective against the screening troops in Alexander's front lines, "...and accordingly some were killed by the spears that projected well beyond the chariot-poles, and others were dismembered by the scythes on either side. It was no gradual withdrawal that the Macedonians made but a disordered flight, breaking their ranks." Later, when the chariots reached the solid 'ramparts' of the phalanx, the story was different. "...after creating an unbroken line of spears, they stabbed the flanks of the horses from both sides as they charged recklessly ahead". Arrian's account dismisses the scythed chariots as being mostly, if not entirely, ineffective, "...for the chariots were no sooner off the mark than they were met by the missile weapons of the Agrianes, and Balacrus' javelin throwers, who were stationed in advance of the Companions. Some of the vehicles succeeded in passing through, for no purpose, for the Macedonians had orders, wherever they attacked, to break formation and let them through deliberately; this they did, with the result that neither the vehicles nor their drivers suffered any damage whatever. Such as got through were subsequently dealt with by the Royal Guard and the army grooms."

Thus, it appears that the scythed chariots were ineffective at breaking up solid phalanxes that were prepared to meet them. At Cunaxa and Gaugamela, the phalanxes were given specific training and orders to deal with them. At Dascylium, the chariots' success seems entirely based on the Greek's disorder, and a carefully planned and coordinated surprise attack.

The plan was a good one, but Alexander and his resiliant troops were able to keep his army moving by forming an immense square. The massive and lumbering Persian cavalry blows were deflected by small bodies of troops that kept them occupied just long enough for Alexander to penetrate to within charge range of the main Persian line. The scythed chariots were unleashed prematurely, and were mostly, if not totally, ineffective at breaking up the phalanx or the Companions. Some accounts relate anecdotal stories of some soldiers being maimed or killed by the contraptions, but it appears that for the most part, the scythed chariots were a disaster. This must have seriously affected the Persian morale when the vaunted machines failed so miserably. Alexander pierced the Persian line and proceeded to roll it up, catching Darius and his Guard units in a vice. Sensing imminent death and defeat once again, Darius fled. Alexander relentlessly pursued him but he escaped yet again.

## PERSIA OVERRUN

Alexander called off his pursuit and rushed towards the treasuries and palaces at Susa and Persepolis. The Satrap Ariobarzanes and 25,000-40,000 troops at the Persian Gates, blocked his advance. Here, the Persian army made a last stand, fortifying the position, and possibly installing catapults to defend the walls. Without Darius and the court generals to hinder them, they actually repelled the Macedonian frontal assault by rolling rocks down the sheer cliffs that smashed 'whole companies'. This sharp and unprecedented Macedonian defeat forced Alexander to march his elite striking forces around the rear of these Persians. Craterus was left to pin them with a screening force. When Alexander's flying column was in position, a combined front and rear assault massacred the Persian forces. The Persian defeat at the Gates was their 'last stand." Alexander's forces went on to sack and plunder the Persian capital at Persepolis unopposed.

The Satrap Bessus, harried by Alexander's hounding pursuit, murdered Darius. Alexander was left to bury him, a last symbolic act signifying the end of the Persian Empire.

**"S**uch was the unhappy life of Darius; dead he was more fortunate; for he was buried in the royal tomb, his children were given by Alexander the same upbringing and education they would have had if he has still been king – and his daughter (Barsines) became Alexander's wife. He was about 50 when he died"

Arrian

## WHY DID PERSIA FALL?

The Persians showed some skill in choosing the terrain to fight on... or behind. At the Granicus and Issus, the Persians chose to use a river to break up Alexander's assault. At the final battle of Gaugamela, Darius deployed on the flattest ground and cleared the 'playing field' of obstacles to give his scythed chariots and overwhelming cavalry as much advantage as possible. None of these tactics worked against Alexander and his army, a lesser commander and army though may have been defeated. No-one can challenge the personal bravery of the Persian fighters that defended Darius at Issus and Gaugamela. At the Granicus, the Satraps sacrificed themselves in a vain attempt to kill Alexander, only the quick stroke of Cleitus saved Alexander from a potentially lethal blow.

In retrospect, the Persians were overwhelmed by the Macedonian war machine and Alexander's dogged ambition to conquer. Once the Persians lost the ability to hire Greek hoplites, they were unable to answer the Macedonian phalanx. At Issus, they achieved a singular success against the phalanx, throwing it back into the river. At Gaugamela, they did not have enough infantry to exploit the huge gap that opened up in the Macedonian ranks. Their cavalry burst through the gaps, bent on plunder in the Macedonian camp, rather than halting the phalanx by threatening its flanks. The Persian cavalry fought hard, but their small spears were no match for sarissa-wielding light cavalry or the xyston of the Companions. Once spears were broken and expended, the Macedonian cavalry with their curved kopis (sword), could defeat Persian horse armed with small swords, akinakes (daggers) and sagaris (small pick-axes). The heavy columns of armoured Skythians and Bactrians could be outmanoeuvred by Alexander's lighter armoured lancers.

The stand at the Persian Gates revealed that the Persians could have prolonged the war against Alexander if they had used better strategic judgment. The headlong rush to battle at both Granicus and Issus, eventually led to the final disaster at Gaugamela. Darius III suffered from bad luck. At the Granicus Alexander was nearly killed, the war could have ended right there. The eagles flew over Alexander's head, inspiring his troops, while an eclipse the night before Gaugamela threw the Persian hordes into panic. Nobody could

have predicted that the seemingly impregnable fortresses such as Tyre would fall to Alexander so quickly. These events allowed him little time to rebound from his mistakes. On the other hand, his bad decisions sealed his fate. The inability to give Memnon full control of the war cost him Asia. Disregarding and executing the Greek generals that gave him good advice cost him dearly at Issus. His ultimate defeat at Gaugamela was the result of the failures on other 'fronts' to siphon off resources from Alexander's relentless advance. Antipater crushed the Spartan revolt, and Nabarzanes never penetrated far into Phrygia against Antigonos. The loss of Tyre swept the Persian fleet from the Aegean. Darius' attempt to stop Alexander at Gaugamela was brave but risky. His innovative plan was clever, but it was foolish to face Alexander in open battle and squander his army, a better use could have been to cover the passes, keep the army in being, and use his numbers to stretch Alexander's resources and wear him down. However, that is the hindsight and speculation that is offered to the wargames general and not the man on the spot!

Once conquered, the Persians went into a kind of cultural seclusion. Some former Persians served with Alexander, but most retired to their provinces and lands. The nearby Medes and Carmanians cooperated with Alexander and his Successors, but the ethnic Persians maintained a distance from the invaders. They remained in this condition even while under the yoke of the Seleucids and then the Parthians. Later when the Persians revitalised under the Sassanian dynasty, they ignored the break in years between then and their Achaemenid past. They started their new dynastic calendar as if the intervening hundreds of years had not existed.

# ENEMIES OF MACEDON
## The End of Persia Army List 401-330 BC

The following army list is used to create the Later Achaemenid Persian army that fought the civil wars which eroded Persian power from 401 until Alexander's invasion and dismembering of the Empire in 331 at Gaugamela. Their brave struggle against Alexander's veterans deserved better leadership, with decent strategic vision and tactical finesse they could have turned Alexander back.

## ARMY COMPOSITION

**Characters:** Up to 25% of the points value of the army. The Army General is either the Great King or a Satrapal General. A maximum of one Satrap may be taken for each Persian regiment, Levies, Nobles, and Shock cavalry unit in the army. One Polemarch may be taken if the army includes any Greek Mercenaries. Up to one Satrapal General may be taken in addition to the Great King if the army exceeds 3,000 points, he then counts as a Subordinate-General.

**Persians:** At least 25% of the points value of the army.

**Levies:** Up to 50% of the points value of the army.

**Greek Mercenaries:** Up to 25% of the points value of the army.

**Allies and War machines:** Up to 15% of the points value of the army.

The minimum size for a regiment is five models. There is no upper limit on most units although scythed chariots are limited to a maximum of four models per 2,000 pts. One model in each unit may be upgraded to Leader (+5 pts), Standard Bearer (+5 pts) and Musician (+5 pts).

## SPECIAL RULES

### HALF-BARDED ARMOUR

The Persian 'Extra' Heavy cavalry of this era wore parapleuridia, which consisted of armoured thigh guards made of scale. This armour, along with scale armour that covered their horses' heads and chests, counts as 'half-barding' – also known as the 'armoured saddle'.

- Half-barding only adds +1 armour save to wounds inflicted to attacks to the front facing of the cavalry unit.

- Flank and rear attacks are not protected. Horses still lose -1 Movement for half-barding.

### MASSED CAVALRY

Persian heavy cavalry could form up in columns up to 100 files wide and 10 to 20 ranks deep. Their intent was to push through opposition with sheer mass.

- To reflect these tactics, massed cavalry may count a rank bonus of up to +2 but only if they charge.

- Countercharging does not gain the rank bonus.

- Massed cavalry lose half their movement allowance if they wheel while marching or charging.

## CHARACTERS
### 0-1 ARMY GENERAL

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Great King | 4 | 3 | 5 | 3 | 3 | 3 | 5 | 2 | 8 | 80 |
| Warhorse | 8 | 3 | – | 3 | – | – | 3 | 1 | 5 | 4 |
| Chariot | 8 | 3 | 3 | 3 | 4 | 2 | 4 | – | – | 15 |

**Equipment:** Includes throwing spear, javelins, bow, and sword. May wear light armour +3 pts. May ride a warhorse + 4 pts, the warhorse may have half-barding +2 pts. Or may ride in a four-horse light chariot at +15 pts, which includes one unarmed driver.

**Special Rules:** Great King. Army General.

### THE GREAT KING

The Persians were somewhat restricted by formality when the Great King took the field – especially when Alexander faced Darius III in his major battles. There are advantages and disadvantages to having the Great King around… the following rules apply:

1) He is the Army General. If he flees off the table, the army must check for panic as if he was killed.

2) Units within 12" of the Great King gain +1 Leadership, instead of using his Leadership value for psychology and Break tests.

3) Certain units may only be included if the Great King is the General.

4) The Great King may only join Persian troops.

5) The Great King automatically flees if involved in a losing close combat that involves the enemy army general.

*Darius rode in a chariot in his battles, Artaxerxes rode on horseback at Cunaxa, as did Cyrus. Darius had good intentions and placed his army well, however Alexander focused on killing Darius, knowing his loss would cause his huge forces to melt away in panic.*

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Satrapal Gen. | 4 | 6 | 3 | 4 | 4 | 3 | 5 | 2 | 9 | 140 |
| Warhorse | 8 | 3 | – | 3 | – | – | 3 | 1 | 5 | 4 |

**Equipment:** Sword. May have light armour +3 pts, heavy armour +4 pts, shield or buckler +1 pt (only if dismounted), throwing spear +2 pts, bow or javelins +2 pts. May ride a warhorse + 4 pts, the warhorse may have half-barding +2 pts.

**Special Rules:** Army General.

*The General is a powerful Satrap in charge of his own frontier army of Satrapal levies, allies and mercenaries. The Satrapal General can serve the King on the battlefield as a wing commander in large battles. Such men as Bessus, Mazaeus, and Nabarzanes served the Great King as wing commanders.*

### 0-1 ARMY BATTLE STANDARD

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Army Battle Standard | 4 | 4 | 4 | 3 | 3 | 2 | 4 | 2 | 8 | 65 |
| Warhorse | 8 | 3 | – | 3 | – | – | 3 | 1 | 5 | 4 |

**Equipment:** Sword. May have light armour +3 pts, heavy armour +4 pts, shield or buckler +1 pt (only if dismounted), bow or javelins at +2 pts. May ride a warhorse + 4 pts, the warhorse may have half-barding +2 pts.

**Special Rules:** Army Battle Standard.

### OFFICERS

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Satrap | 4 | 4 | 4 | 3 | 3 | 2 | 4 | 2 | 8 | 55 |
| Warhorse | 8 | 3 | – | 3 | – | – | 3 | 1 | 5 | 4 |

**Equipment:** Sword. May have light armour +3 pts, heavy armour +4 pts, shield or buckler +1 pt (only if dismounted), throwing spear +2 pts, bow or javelins +2 pts. May ride a warhorse + 4 pts, the warhorse may have half-barding +2 pts.

*Satraps are provincial governors and kinsmen of the Great King. They fought furiously at the head of their regiments but suffered heavy casualties attempting to kill Alexander or save the Great King from capture. This character might also represent a hazrapatis, a leader of regiments.*

## PERSIANS
### PERSIAN CAVALRY

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| 0-1 Kinsmen | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 23 |
| Persian Cav | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 18 |

**Equipment:** Sword and throwing spears. May have light armour +2 pts, or heavy armour +3 pts. Horses may have half barding +2 pts.

**Special Rules:** Massed Cavalry. Kinsmen are stubborn, and may only be selected if the Great King is included.

### PERSIAN INFANTRY

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| 0-1 Melophoroi | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | 12 |
| 0-1 Persians | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 8 |
| Kardakes | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |

**Equipment:** Sword, shield, and thrusting spears. May have light armour +2 pts. Large shields may be substituted for +1 pt. Melophoroi (Apple Bearers) and Persians (Satrapal Guards) may have bows +2 pts. Kardakes may replace spears with javelins, or slings (free), or bows +1 pt.

**Special Rules:** Combined Formation. Mixed armour. Melophoroi are stubborn, and only may be selected if the Great King is included. Satrapal Guards are only allowed if the Great King is NOT present. Kardakes armed with slings, javelins, or bows are Light Infantry.

### SCYTHED CHARIOTS

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Scythed Chariot | 7 | – | – | 5 | 4 | 1 | 3 | D6+2 | 5 | 75 |
| Driver | – | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | – |

**Equipment:** One crewman armed with dagger, and heavy armour.

**Special Rules:** Scythed Chariots. In addition to the rules on pages 57-59 of the main rulebook the following apply. Scythed chariots may be fielded in units of less than three models. They may not have leaders, musicians, or standards. A scythed chariot counts as three models for the calculation of unit size. See the optional rules section on page 70-71 for more scythed chariot options.

## LEVIES
### SHOCK CAVALRY

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Noble Cav | 8 | 4 | 4 | 3 | 3 | 1 | 4 | 1 | 8 | 17 |
| Satrapal Cav | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 14 |
| Colonist Cav | 8 | 2 | 2 | 3 | 3 | 1 | 2 | 1 | 6 | 12 |

**Equipment:** Sword and throwing spears. May substitute thrusting spears for throwing spears. May have light armour +2 pts or heavy armour +3 pts. Noble Cavalry horses may have half barding +2 pts. 0-1 unit of Nobles may have short bows +1 pt.

**Special Rules:** Levies. Massed Cavalry. Every second cavalry unit may be Noble Cavalry.

*The Nobles represent Bactrian, Kappadokian, Armenian and other effective native armoured cavalry. The Satrapal cavalry represent loyal but less motivated horsemen such as the Medes, or Susians. The Colonist cavalry represents unmotivated troops conscripted from peoples relocated and forced to live within the boundaries of the empire, such as the Hyrcanians and Parthyans.*

## SKIRMISH CAVALRY

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Dahae/Skythians | 8 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 18 |
| Skirmish Cav | 8 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 13 |

**Equipment:** Skirmisher cavalry are armed with a dagger and javelins. Every second unit of Skirmish cavalry may be armed with bows +2 pts. Dahae/Skythians are armed with daggers and bows.

**Special Rules:** Levies. Skirmishers. Parthian Shot.

## LIGHT INFANTRY

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Takabara | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5 |
| Mardian archers | 5 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 6 |

**Equipment:** Takabara are armed with swords, javelins and bucklers. May replace bucklers with shields +1 pt. Mardians are equipped with daggers and bows, and may have light armour +2 pts.

**Special Rules:** Levies. Light Infantry. Every second unit may be Mardian Archers. Mardians may fire two ranks at full effect if stationary, other ranks use Massed archery as normal.

## SKIRMISHERS

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Kyrtian Slingers | 5 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 6 |
| Skirmishers | 5 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | 4 |

**Equipment:** Kyrtians are equipped with daggers, and slings, may have bucklers +1 pt. Skirmishers are armed with dagger, javelins and buckler. Every second unit of Skirmishers may replace javelins and bucklers with bows +1 pt.

**Special Rules:** Levies. Skirmishers. Every second unit may be Kyrtian Slingers.

## SATRAPAL INFANTRY

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Satrapal Levies | 4 | 2 | 2 | 3 | 3 | 1 | 2 | 1 | 3 | 3 |

**Equipment:** Armed with dagger, javelins and shields. Thrusting spears may replace javelins +1 pt. Every second unit may replace javelins/shields with short bows for free, or with bows +1 pt.

**Special Rules:** Levies. Warband Psychology Rule 1. Combined Formations. Mixed armour. Satrapal levies may only count Leadership from characters that are attached to them, as well as the Great King's bonus.

*Persian armies sometimes tried to overawe their opposition with numbers, using the argument that quantity rather than quality of troops could at least win the day.*

## GREEK MERCENARIES

The Later Persian army may have a Polemarch and any units from the Greek Mercenaries list except Greek League Hoplites. Persian characters may not join Greek units.

## ALLIES

These allies represent semi-autonomous border troops and hired allies from areas not fully incorporated into the empire. A Persian character's Leadership will only affect Allies if they are attached, the Army Battle Standard re-roll does not apply.

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Lykians | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | 7 |
| Carians | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 5 | 6 |

**Equipment:** Lykians are armed with sickle (halberd) and javelins. May have light armour +2 pts. May have bucklers +1 pt or large shields +2 pts. Carians are armed with sword, large shield, thrusting spears, and may have light armour +2 pts.

**Special Rules:** Lykians are Light Infantry. Lykians and Carians are subject to Warband Psychology rule 1.

**Bithynians:** The army may have allies from the Thracian Barbarians list (Bithynians are Thracians!). No units may be armed with rhomphaias however. 0-1 Chieftain is allowed, but no Shamans are allowed.

## EASTERN SATRAPIES

If the Great King is present, the army may have distant allies from the frontiers.

0-1 Parapamisidae Cavalry from the Mountain Indians list, Indian cavalry, and Hereditary Infantry units from the Indian list. These troops may have a Padika to lead them.

0-1 Elephant. Use the stats from the Indian list. The elephant may not have towers or standards. Up to three crewmen with composite bows are allowed.

**Special Rules:** Persian cavalry units are NOT used to elephants. They always cause *terror* in all Persian army cavalry and chariot units.

## WAR MACHINES

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Light Ballista | – | – | – | – | 5 | 2 | – | – | – | 32 |
| Crew | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | – |

**Equipment:** Each machine has a crew of two men armed with swords. The crew may have light armour +2 pts each.

**Special Rules:** Light Ballistas may be grouped in batteries of three models, although they are not forced to deploy as a battery if the player wishes to deploy them independently. One light ballista may be taken for each Persian infantry unit in the army.

**Light Ballista:** Range = 36", Strength = 4/-1 per rank, no save, D3 wounds per hit.

# OPTIONAL PERSIAN SPECIAL RULES

## PREPARED GROUND

*Later Achaemenid Persians attempted to fight on terrain of their own choosing. They tended to use rivers to their advantage and also flattened areas to suit their scythed chariots.*

**River Defence:** As well as any other terrain, the Persian player may place a 1" wide river up to 24" from his baseline. This is an obstacle to movement and combat. After placing this, the opposing player may then designate up to three fords, each 5" wide and at least 10" from one another. These fords are treated as clear terrain for all movement – except a unit may not march move through them (they can still be in column formation, just cannot triple march). If the Persian player uses this option, then all the Persian forces must set up first, the opposing player then sets up and gains +1 to the roll to go first.

**Cleared Ground:** The Persian player may also opt for no terrain at all, and the battle will occur on a barren plain, cleared of brush and obstacles – perfect for cavalry manoeuvring. The table is devoid of terrain, the only feature that may be placed are hills and areas of low scrub. These may only be placed within 12" of the table edges, and not within any player's deployment zones. The area 12" in from any table edge counts as 'cleared.' If this option is taken, then scythed chariots add +1 to their Out of Control rolls if on cleared ground.

## SCYTHED CHARIOTS

*Scythed chariots were erratic and rarely effective. The Later Achaemenid Persians used them with rare success to break up phalanxes. The Persian Lord Tissaphernes inflicted a sharp defeat with them at Dascylium in 395. Usually they were ineffective as at Cunaxa (401) and against Alexander at Gaugamela.*

**Out of Control:** If a scythed chariot is destroyed by missile fire then roll a D6. On a roll of 1-3 the chariot is destroyed outright. If a 4+ is rolled, the chariot's horses have bolted and it immediately moves 2D6" in a random direction based upon a Scatter dice. Any units contacted whether enemy or friendly suffer impact hits. Note: A charging scythed chariot could go out of control like this as a result of an enemy unit that stands & shoots, in which case the Out of Control roll is applied before the charge movement occurs. An out of control chariot is moved randomly in each compulsory movement phase. Each turn determine a random new direction and then move the chariot 2D6" straight ahead that distance. If a double is rolled, the chariot flips over or crashes in a spectacular fashion. Out of control chariots are immune to psychology and have no crews (as they have wisely bailed out!). The chariots count as half Victory points if they remain on the table at the end of the game.

# HISTORICAL PERSIAN CHARACTERS

### Darius III - The Last Emperor of Persia
Unable to compete at the level of Alexander, Darius' strategy after the Granicus was sound, but his flight at Issus was the end. Even the vast hordes of cavalry and terrifying scythed chariots gathered at Gaugamela could not stand against the confidence of the Greek and Macedonian army. Darius seems to have been a vigorous and competent Persian leader, but in contrast to the fervour and brilliance of Alexander, he was overwhelmed.

### Nabarzanes
The commander of Darius' 'Apple Bearers' was called the 'Commander of the 1,000' or Chiliarch. Nabarzanes achieved this post and the position of Grand Vizier. Nabarzanes was a competent cavalry leader and commanded the elite heavy cavalry wing of the Persian army at Issus. He was winning the fight there against Parmenion and his Thessalians, but the defeat of Darius caused a rout and panic as the heavily armoured cavalry attempted to flee across the Pinarus River. Nabarzanes demonstrated independent general skills when he took the survivors from Issus and attempted to retake Phrygia and Asia Minor. He was

defeated in these efforts by Antigonos Monopthalmus three times in contentious battles. After Gaugamela, he rallied troops to Darius' cause but then eventually became one of his assassins. Later, Nabarzanes surrendered himself to Alexander and apparently bought his pardon by giving Alexander another eunuch named Bagoas (the famous Persian Boy of Mary Renault fame).

### Bessus

The Satrap of Bactria was a cagey individual. He was one of Darius' kinsmen, and commanded the Persian left flank cavalry wing at Gaugamela. Bessus' cavalry covered Darius' retreat. He murdered Darius and later was arrested by Spitamenes and sent to Alexander. Alexander turned him over to his newly won Persian toadies; who cut off his nose and ears before sending him to his execution.

### Mazaeus

The Satrap of Babylonia held many independent cavalry commands. He led the Persian right wing forces at Gaugamela and was reinstated by Alexander as Satrap of Babylon. His sons were officers in the first Persian Companion Hipparchies.

### Spitamenes

Bactrian noble who carried on the longest opposition to Alexander. Responsible for the defeat of a Macedonian force at Maracanda 329. Eventually the Massagetae tired of Spitamenes' ceaseless resistance and executed him, another story has it that Spitamenes' own wife carried out the execution, as she was tired of living the life of a fugitive, and he refused to surrender!

### Cyrus

Cyrus attempted to assassinate his brother Artaxerxes, the Great King. When this failed, he hired an army that included 11,000 Greek mercenaries and they met at Cunaxa in 404, Cyrus was killed fighting against his brother in close combat. This was unfortunate as his Hoplites and Greek troops routed all opposition.

### Memnon

This Rhodian was a Polemarch of Greek mercenaries and had served numerous Persian regimes; he had advanced highly and was married to a sister of Artabazus. By 335, he had totally checked Parmenion and the Macedonian advance forces in Asia. When Alexander arrived at the head of his invasion army, Memnon wisely advised an attrition strategy that would strangle Alexander's over-stretched resources. The Persian Generals balked at his advice, leading to their disaster at the Granicus.

Memnon was able to delay Alexander's advances by forcing long sieges of Halicarnassus and Miletus. Later, Memnon was belatedly given full control of the fleet and troops in Asia and he made the most of this by taking control of the Aegean and Ionian islands. He was poised to intervene in Athens when he died of an illness. Memnon was Alexander's most dangerous adversary and one can only speculate what would have transpired had he lived to carry the war back to Greece behind Alexander's advance.

## PERSIAN SATRAPS

Arsites: Satrap of Hellespontine Phrygia, committed suicide after Granicus. Asamamenes: Satrap of Cilicia, killed at Issus. Spithridates: Satrap of Ionia, killed at Granicus. Mithridates: Darius' son-in-law commander of the Iranian cavalry, killed at Granicus. Mithrobuzunes: Satrap of Kappadokia. Reomithres: Cavalry officer served at Granicus, killed at Issus. Sabaces: Satrap of Eygpt, killed at Issus. Pharnabazus: Replaced Memnon and prosecuted the naval war against Alexander until the Persian fleet disbanded. Ariobarzanes: Satrap of Persia, commanded Persians, Sogdians, and Mardians at Gaugamela. Atizyes: Satrap of Phrygia, killed at Issus. Betis: A eunuch who governed Gaza, his body was dragged around the walls of that city behind Alexander's chariot. Dataphernes: Bactrian noble resisted Alexander until arrested by Dahae. Orsines: Supreme command of the Persians at Gaugamela. Phrataphernes: Satrap of the Hyrcanians. Satropates: Cavalry commander killed by Ariston.

## POLEMARCHS IN PERSIAN SERVICE

Thymondas was in charge of the Hoplites at Issus. Charidemus was a banished Athenian General, who argued violently with Persian officers, Darius had him executed. Darius later regretted having executed his best surviving general.

Clearchus was a Spartan exile, he brought 1,000 Spartans and 200 Cretans to Cyrus' rebel army, later he became the leader of the Greek forces, which numbered over 11,000 men. After the Battle of Cunaxa, Artaxerxes killed Clearchus and the other Greek Polemarchs at a parlay. A committee of Greek officers, including the future historian Xenophon, led them back out of Asia. The inability of the Persian Empire to stop this force from tromping through their lands was a clear signal to the Greeks that Persia might be fair game for the picking. Alexander kept two books in his tent at all times, The Illiad, and Xenophon's Anabasis – the story of the 10,000 Greeks that marched out of Asia.

# COLLECTING & PAINTING LATER ACHAEMENID PERSIANS

Building Alexander's army of conquest is an alluring goal. Who would not want to command in the footsteps of Alexander as one of his famous generals, Seleucus, Antigonos, or even emulate the great conqueror himself? But as you go about collecting your Alexandrian era army, you may wish to create an opposing force to game against. In ancient wargaming, it is often impossible to find opponents in your area that share the same fervour for the exact same period. At times it's best to build units for paired armies. One great advantage here is that you can play your favourite era at any time. The nature of the armies themselves makes enemies serve double duty as possible allies. So, by creating enemy armies, you are adding to the size of your Macedonian or Alexandrian Imperial army.

Whether you are building an Indian or Persian, Greek, or Thracian enemy force, it is usually best to formulate an achievable and targeted goal. Armies of 2,000 points are the most often 'tournament' sized forces so that's always a good goal to aim for. Of course, an Indian army is going to be a significant investment in chariots and elephant models. A Persian army will include many, many cavalry, Greeks will be dominated by hoplites, and Thracians can generate hordes of colourful infantry as well.

The later Persian army is quite a challenge to build in 28mm scale. There are only a few miniatures manufacturers that create exact models for this army, as most ranges concentrate on earlier era Persian carrying large cane 'spara' shields. The gamer is served better by 15mm models, with plenty to choose from. With some careful hunting, the player can gather a larger scale army by using different manufacturers' lines. One must be careful not to confuse earlier Persian War era troops with the look of the forces that battled Alexander. One quick rule of thumb is to stay clear of Immortals or other troops wearing robes, and keep the quantity of bow equipped armoured infantry, and bow armed cavalry to the minimum. Later Persian units tended to wear the floppy tiara cap; elite units often had a headband around this. Skythians, Dahae, and other Satrapal fringe forces wore their own traditional clothing so the Persian force still is a very colourful and diverse looking horde. My Persian 28mm army includes Old Glory, Wargames Foundry, Vendel Miniatures, Newline Designs, Navigator figures alongside my really ancient Naismiths, Minifigs, Hinchliffe, RAFMs and Ral Partha figures.

Persians and their Satrapal allies can be some of the most challenging figures to paint in any army, but the result can be most rewarding as a well done Persian force is visually stunning with their multi-coloured and striped clothing. Persians carried colourful banners representing the King and Ahura-Mazda, the leading deity in the Persian panoply of gods. Other symbols used represented griffons, and stylised eagles.

Since the Persians were so colourful, it is mostly best to start them off with a white primer base coat. This allows the colour to show through brightly, but you could also make things a bit duller with campaign wear and tear, and remember that a liberal coating of dust would probably cover most garments. The biggest Persian challenge is in painting the checks, squares, circles and diamond patterns that appear on their clothing on surviving monuments, such as the Issus Mosaic in Pompeii, and the colourings from the Alexander sarcophagus in Sidon. From the Issus Mosaic, we see Persians guardsmen and cavalry kinsmen wearing dark red or maroon cloaks and tunics. These are liberally covered with checks and striped patterns in white. The cavalry wore coloured linothorax armour, red with white piping. A red banner in the vexilum style was carried, with a damaged symbol. Many have recreated this standard with an Ahura-Mazda winged motif. Some of the Persian officers were decorated in incredibly ornate details. One officer had a repeated griffon design on his yellow pants. Darius' chariot also carried ornate edging designs representing lions or griffons. Darius himself wore a purple tunic with a white stripe down the front, along with a deep brown or maroon cloak.

Persian and Satrapal warriors usually wore yellow ochre coloured tiara caps, although sometimes these were white. One thing about this era's army that is seemingly uniform is that many troops wore red, yellow or yellow ochre, blue, or nightshade (brown) tunics. These tunics often had a stripe down the front and back of a complimentary colour, and sometimes the shoulders were framed in purple or red. For example, one reconstruction shows red tunics with blue stripes and a purple shoulder patch. Many Persian troops have the ornate designs on both tunic sleeves and pants.

Diamonds in red on yellow is one pattern that is particularly hard to paint. One approach is to paint checks, but only on an angle. Of course, painting the inner legs can make this quite a challenge. But the process can be made straightforward by painting a base tone, the lighter colour first. Once the yellow is painted then paint alternating stripes at an angle in red. Then cross the red with red again in the opposite angle, leaving some spacing. Once dried, the spots where two red stripes overlap can be repainted with yellow which brings out the pattern. As you can see, this is not a pattern to take lightly, and it is best to set aside considerable time to paint your elite and ornate Persian Guards. Another useful technique is to paint dots and circles with a round toothpick. Shave off one end of the toothpick to the size of the outside diameter, then dip in the circle's colour then dab it on in rows. Once this has dried, you can use the other end of the toothpick to dab a dot in the centre using the clothing base tone to make the dots look like circles.

Similar pattern tools made out of erasers can make adding diamonds, or squares more practical. In short, any regular shape that will be repeatable over a number of models is well served by a specialised tool.

Creating a unit of 'Persian Companions', can be a simple conversion. This can be simply achieved by using Persian cavalry men in tiara and cloak on Macedonian horses. A source has survived of a Persian cavalry officer riding a horse with a leopard or lion skin saddlecloth. An easy conversion by adding a xyston can create a unique troop type with little effort.

Luckily, Persian allies and Satrapal forces can be painted with less ornate patterns or none at all. Some representations of levies show plain natural coloured tunics, and plain coloured or white pants.

Shield patterns can be kept simple, or one can lavish patterns of griffons or lions fighting Nubians on them. Again, it is best to keep things more ornate for the guards, and tone things down for the masses of levies. Circular patterns in red and black are shown on the Issus Mosaic and may be a common ornament for troops with bronze hoplite shields. One known fact of Persian armies is that at times they did wear something close to a uniform colour to distinguish friends from foes. At Cunaxa, the rebels wore red tunics over their armour, and the Great King's troops wore white.

# LATER ACHAEMENID PERSIAN TACTICS

The Later Persian army is hampered by the fact that its best troops are usually cavalry. Cavalry units in Warhammer Ancient Battles can be somewhat brittle and need room to manoeuvre to be most effective, as almost all formed infantry will defeat cavalry to the front. Against phalanxes this is even more apparent as the Persian horse cannot even close with the Macedonian or Greek phalanx. The offsetting benefit for the Persian is the relative cheapness of his levy horse units and the ability to mass the units and gain the important +2 rank bonus when delivering a charge. The downside though is that the massed units are ponderous and can be sidestepped by smaller and more nimble enemy wedges. The massed cavalry are very powerful on the wings and will run down the Macedonian flank supports if they are not careful.

Once a wing is broken then the Persian horse can focus on turning in and threatening the enemy's flanks. Sometimes this threat is more effective than actually attacking – as many enemy units must be pulled back to cover the threat. The Macedonian player will try his best to have your powerful heavy cavalry harassed by the weediest body of skirmishers. Patience is key here as getting caught up with chasing these troops may well be playing into your enemy's hands. If the enemy infantry advance is effectively stalled then the cavalry should intervene, with the priority given to flank attacks with ongoing hand-to-hand battles, as this kind of attack is the single most devastating in the game.

The Persian player should not rely entirely on missile troops in this period as the phalanx can hardly be dented, but should try to get his archers focused on eliminating the Macedonian horse.

With the cavalry roaming around the flanks, the best force to face the Macedonian is a solid phalanx of Greek mercenaries. These can hold ground better than many troops, and with a Polemarch they become an army unto themselves allowing the Persian general to focus on his own troops. The key to most games is how long the mercenaries can hold the Macedonian phalanx, and how closely the cavalry can be coordinated with them. One of the Persians' biggest failings against Alexander was not being able to exploit disorder and gaps in the phalanx at Issus and Gaugamela. Persian leaders need to be at the right spot to hold the army in place, thus getting involved in close combat for them is a recipe for disaster. Satraps are a good way of enhancing unit morale, and combat ability, especially of cavalry units that partake in wide sweeping movements.

Scythed chariots are dangerously murderous at times, but mostly they will not pay off. The Macedonian player will sacrifice his light troops to soak up the chariot charge or shoot them down. They work best against expensive troops and cavalry, but it is rare that the enemy will present these troops for attack. In some cases, scythed chariots work best as reserves, counterstriking enemies that open their flanks. It is rare that a game is decided by these weapons, but nevertheless they are extremely ornate and spectacular models!

Elephants are another special weapon available to the later Persians. They do have to be handled carefully as the Persian army is never 'used to the beasts' and your horsemen are susceptible to their 'terror'. Nothing is more frustrating than when an elephant causes your own kinsmen to panic, or funnels the movement of your horsemen… and a stampeding elephant is a real danger to the cavalry and chariot heavy Persian forces!

The Later Persian host is a subtly powerful army. It can manoeuvre with hard hitting cavalry, and hold with firm infantry. An abundance of light troops gives plenty of screening to the heavies. The army's bane is leadership and morale. Levies fear the enemy and thus need to be in large and ponderous units. The issue again becomes 'traffic control' as nothing is worse than losing a turn because your own worthless troops got in the way! Taking the Great King allows a number of very powerful units, but the cost is the relative helplessness of the King if he is ever brought into hand-to-hand combat. This obviously is the Persian army's 'Achilles heel'. Many games (and even the Battle of Gaugamela itself) turn when the enemy launch a desperate attack on the King even though the Persians may have the enemy surrounded and are about to deliver the coup de grace! It is wise to take the Great King in large games where you can afford lots of troops to block the enemy approach!

# THE FRONTIER HORSEMEN

**"T**he catapults, at the word of command, opened up on the Skythians who were riding along the edge of the water on the frontier side. Some of them were hit; one was pierced through both shield and breastplate and fell dead from his horse. The Skythians were taken completely aback by the long range of the catapults, and that, together with the loss of a good man, induced them to withdraw a short distance from the river..."

*Arrian*

In 339, Philip of Macedon defeated the 90-year old Skythian King Atheas and drove the nomads out of Thrace. It has been conjectured that both the Thracians and the Macedonian cavalry adopted the wedge formation from their encounters with these Skythians. Alexander had himself defeated the Getae, the horse nomads that lived along the Danube. Even with some experience against them, his encounters with the Skythian tribes taxed his resources. Ably led by the Satrap Spitamenes and the Bactrian general Bessus, these elusive warriors tied up Alexander for two years of frontier bushwhacks and long hard marches. During this campaign, Skythians under Spitamenes wiped out a Macedonian column at Maracanda; the worst battlefield defeat suffered by Alexander's forces. These vexing enemies and the long campaign may have led to Alexander's increasingly volatile temper and purges!

Alexander was finally able to bring the elusive horse archers to battle at Jaxartes River (328). Batteries of heavy bolt throwers cleared the riverbanks of the enemy's armoured nobles while Alexander's army ferried across on goatskin rafts. The horsemen withdrew, forming circles and shooting at the intermixed Macedonian infantry and skirmishers. Then the Skythians turned on some light cavalry sent out ahead as bait. Alexander slipped in behind the horse archers with his heavy cavalry and drove them onto his battleline. The Nomads fled leaving behind 1,000 dead. This was a spectacular 'tactical' victory over the 'Parthian shooters'. Eventually, Alexander applied these same battle tactics to his grand strategy and Spitamenes was hemmed in by garrison cities 'Alexandrias', settled with mercenaries and veterans, and flying columns made up of hard hitting cavalry.

The steppe people's armies during the 5th - 2nd Century era include the Dahae, Skythians/Sakae or Saka, Massagetae, early Sarmatian (Sauromatae), Armenian and Getae horse archer armies. Later on, the Parni, another Saka tribe, conquered the former Persian province of Parthya. Thereafter they were called Parthians. All these tribes were famous for their horse archers and their nobles wore heavier horse armour, which later developed into the fully armoured Cataphract. Somewhat after this period, the Seleucid Empire encountered these cataphracts and introduced them into their army after 212. Another interesting side note to the Skythians is the fact that a large percentage of the women fought alongside the male warriors. Literally, a people at arms, the Steppe Nomads could field formidable numbers. Curtius relates that Alexander received a visit from a Skythian 'Amazon' Queen Thallestris, 'remarkable for beauty and for bodily strength', accompanied by 300 armoured bodyguards. Her goal was to have a child with Alexander, who 'would surpass all other mortals in excellence'. There's no way of telling the truthfulness of this story but it does show that women warriors amongst the Skythians were not altogether rare.

## THE FRONTIERS SUBDUED

The series of outposts and cities founded and garrisoned by Alexander's troops, wore down the Nomads. Flying columns operated at likely invasion routes. One such column under Coenus caught up with Spitamenes and about 3,000 raiders near Bagae in Sogdiana. In a 'vigorous engagement' Coenus' forces inflicted 800 dead at a loss of 25 mounted men, and only 12 infantry. The fickle nomads fled looting each other's camps and murdered Spitamenes. The death of Spitamenes ended most of the resistance.

Some rebels were holed up on a small plateau known as the Rock of Sogdiana. Its sheer walls were impervious to attack, but Alexander began to invest the place despite the snow and the seeming impossibility of the task. The bragging enemy hurled insults, saying they would only surrender if his men could fly. Alexander offered prizes to 300 volunteers with climbing experience to climb the rock using tents stakes to haul themselves up with. That night they inched their way up, 30 fell and died, but by morning 270 men were waving linen streamers as a signal. The shocked natives surrendered. Here Alexander met the daughter of the overlord Oxyartes, Roxanne. He married her and later she bore him his only son.

Two years of rough campaigning had secured this vital frontier. Alexander now resolved to march to India and the East, leaving behind Amyntas with 3,500 horse and 10,000 infantry to garrison the region.

## GAMING THE FRONTIER HORSEMEN VS ALEXANDER

To help you recreate Alexander's battles on the Skythian frontiers, we have put together an AOA style list for now. The Skythians and other horse tribes will get a much more detailed list in a future supplement.

These Skythian tribes also fought Alexander's Bactrian Greek garrison forces, and the Mauryan Indians. A number of interesting game situations come to mind. Players could set up a linked campaign that could see-saw back and forth, similar to the hit & run campaigns on the Sogdian and Bactrian frontiers.

A most interesting scenario can be derived out of Alexander's disastrous attempt to relieve Maracanda. He sent an interpreter, Pharnuches, a Lydian, along with Caranus, Menedemus, and Andromachus with 60 Companions, 800 other cavalry, and 1,500 foot to relieve the besieged fortress. Spitamenes fled, but was reinforced by 600 Skythian horse archers and intercepted the pursuing Macedonians who had struggled with the desert conditions and were low on food and forage. The generals bickered and the Macedonian force could not decide on a course of action. As the nomads descended upon them, they formed into a square and attempted to retreat. Harassed by the horse archers, they made for the river Polytemitis, and Pharnuches tried to shelter the infantry in a wooded glen. At this point, Caranus fled with his horsemen towards the river, leaving the rest of the column to its fate. The infantry fled across the river onto a small island and were eventually shot down and massacred. Only about 40 cavalry and 300 infantry escaped.

Obviously, this would make for an excellent 'ambush' scenario. The Macedonian force selected from the Imperial Alexandrian list could be set up in the centre of the table, the Skythians should be able to come on anywhere.

As an added bonus to the Skythians, they should be allowed to leave the table and reappear within 6" of where they left, or a larger area could be gamed over. The Macedonian forces would be mostly made up of mercenaries.

To represent the lack of firm leadership, only Officers should be taken, none should be the Army General. The few armoured Bactrian, Sogdian, and Skythian nobles may use the Massed Cavalry rules from the End of Persia army list. The goal for the Macedonian forces would be to reach the shelter of the river at the opposite end of the table, where a wood could be placed to hide the infantry.

Another game could be developed from Alexander's river crossing of the Jaxartes. The initial crossing could be recreated with the bolt throwers covering the assault rafts in the river. Players can modify the raft rules from the Hydaspes scenario easily enough. If the initial crossing succeeds, then the Macedonians can attempt a Pitched Battle. To recreate Alexander's brilliant tactics, this could work best as a Meeting Engagement. This allows Alexander to set up and 'bait' the enemy with his light cavalry.

**Characters:** The army must have an Army General.

**Cavalry:** At least 50% of the points value of the army.

**Warriors:** Up to 25% of the points value of the army.

The minimum size for a regiment is five models. There is no upper limit. One model in each unit may be upgraded to Leader (+5 pts), and Musician (+5 pts), or Standard bearer (+5 pts).

# CHARACTERS
## 0-1 ARMY GENERAL

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Army Gen. | 8 | 6 | 6 | 4 | 4 | 3 | 6 | 3 | 9 | 175 |

**Equipment:** Armed with a hand weapon and bow. May have light armour +3 pts, javelins +2 pts, throwing spear or thrusting spear +4 pts, shield +2 pts. Rides a horse, which may have barding +4 pts.

**Special Rules:** Army General. *Feigned Flight* and *Parthian Shot*.

## 0-1 ARMY STANDARD

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Standard Bearer | 8 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 90 |

**Equipment:** Armed with a hand weapon and bow. May have light armour +3 pts, javelins +2 pts, throwing spear or thrusting spear +4 pts, shield +2 pts. Rides a horse, which may have barding +4 pts.

**Special Rules:** Army Standard. *Feigned Flight* and *Parthian Shot*.

# CAVALRY
## 0-1 NOBLE CAVALRY

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Noble Cav. | 8 | 4 | 4 | 3 | 3 | 1 | 4 | 1 | 8 | 27 |

**Equipment:** Armed with a hand weapon, bow and light armour. May have javelins +2 pts, throwing spear or thrusting spear +4 pts, shield +2 pts, barding +4 pts.

**Special Rules:** Light Cavalry. Feigned Flight and Parthian Shot. May fight in a *Wedge* or as *Massed Cavalry* but may not use *Feigned Flight* and *Parthian Shot* if in either of these formations.

## HORSE ARCHERS

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Horse Archer | 8 | 3 | 4 | 3 | 3 | 1 | 4 | 1 | 7 | 21 |

**Equipment:** Armed with a hand weapon and bow. May have a peltae (buckler) +1 pt.

**Special Rules:** Light Cavalry. Feigned Flight and Parthian Shot.

# WARRIORS

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Footmen | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 7 |

**Equipment:** Armed with a hand weapon and bow. May add peltae (buckler) +1 pt. May replace bow with javelins and buckler (free). May upgrade buckler to shield +1 pt.

**Special Rules:** Light Infantry.

# THE INDIAN ARMY 400–183 BC

**"**The elephants were finally exhausted by their wounds. They charged into their own men, mowing them down; their riders were flung to the ground and trampled to death. More terrified than menacing, the beasts were being driven like cattle from the battlefield. When mounted on his elephant, Porus, who had been deserted by most of his men, began to shower on the enemy swarming around him large numbers of javelins which he had set aside in advance. He wounded many Macedonians at long range but he himself was the target of weapons from every direction."

*Curtius*

The Macedonian army's march to the world's end stopped in India. Weary of constant campaigning after twelve years, and 1,000 miles from home, Alexander's army mutinied along the River Hyphasis (also known as the Beas). Alexander tried his charismatic best to cajole and goad them on, but they would not march onwards. Snakes, humidity, disease, and the increasingly savage defence of the natives finally broke their will. A recent assault at Sangala had resulted in a high number of deaths, and over 1,200 wounded, including Lysimachus, one of Alexander's personal bodyguards. The Macedonians were further agitated by news of yet another Indian army of 20,000 cavalry, 200,000 infantry, and 2,000 chariots, waiting for them just across the Ganges. The news that the enemy was preparing to unleash 3,000 war elephants against them caused unprecedented anxieties. Alexander, shrugged off this talk as just barracks rumours and pointed out that the Macedonians had already defeated one elephant army soundly, and with their new found experience would defeat the next. Alexander did not seem to realise what real dangers lay ahead to the east, for the Nanda kings were as powerful as the rumours stated. His mutinous army may have saved him from ignominious defeat in the heart of the Ganges River basin. But the question is how did Alexander get into India in the first place?

After years of campaigning on the Bactrian frontier, Alexander decided to revitalise his ambition by marching to where 'the world ended', along a great ocean past the River Ganges, as described by geographers of the time.

His invasion of India was initially launched from the north-west frontier, and soon encountered the stubborn frontier tribes of the mountains from the Hindu Kush. He then passed into the westernmost provinces of India and fought and defeated the Kingdom of Porus with the aid of Prince Ambhi of Taxila. His army fought its way east against growing resistance from Brahman-led towns and Republican Indian armies entrenched in wagon laagers. The Macedonians then turned back and Alexander cut a bloody swath of reprisal against the isolated Republican cities, sacking and pillaging his way out of India. Once Alexander had marched home, these ravaged areas fermented a resistance movement that grew strong enough to overthrow Alexander's governors. The enigmatic leader of these revolts, Chandragupta Maurya, then turned eastward himself and conquered the decaying Nanda realms. The resulting Mauryan empire was the first unified northern Indian state, founded by a formidable ancient army.
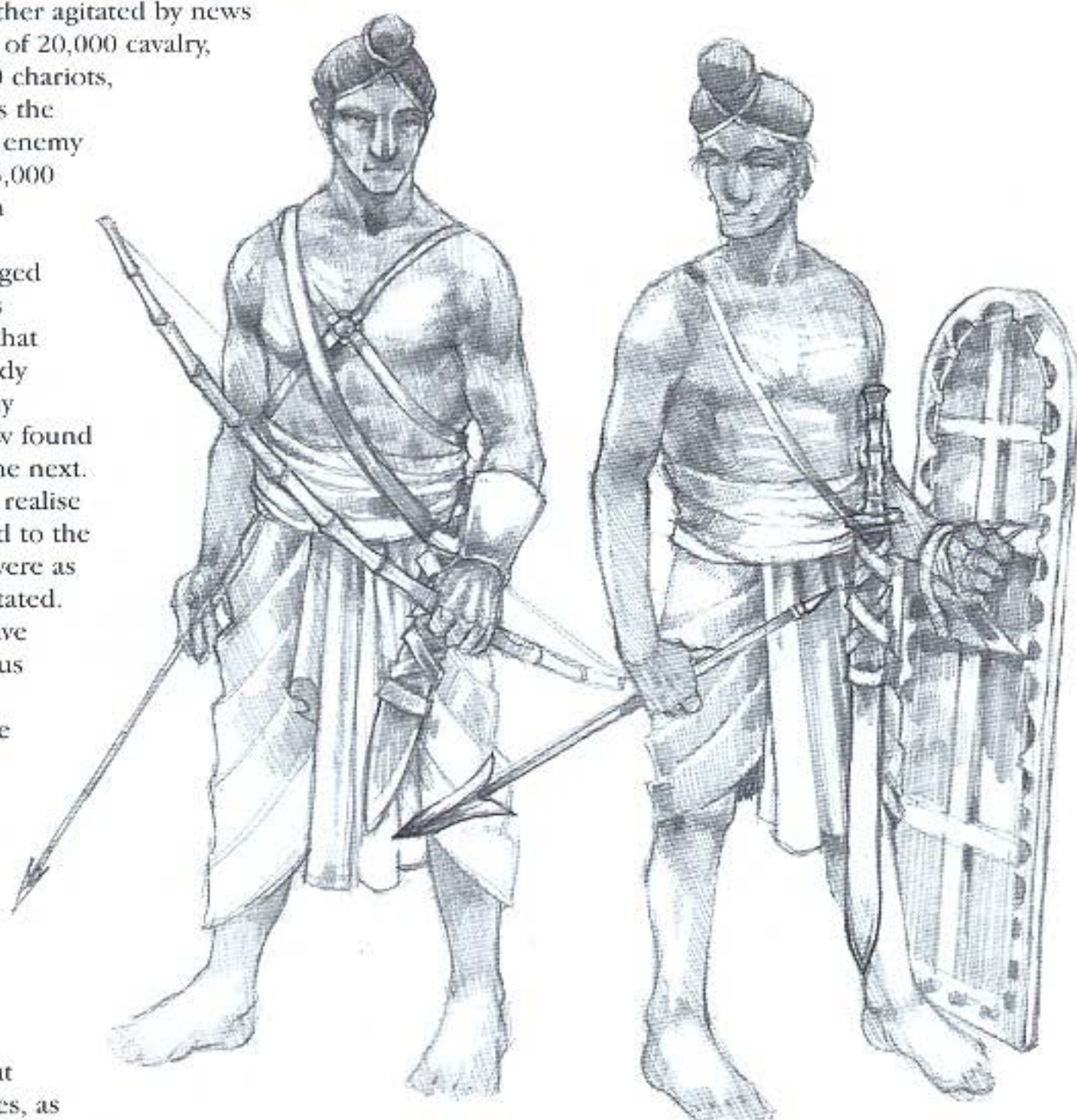
## KINGS & FRONTIERS

India was a divided land when Alexander invaded in 326. His first actions took place in the Parapamisidae region (modern Afghanistan). Then the Macedonian forces campaigned against the tribes in the Swat River valley region. The Mountain Indian tribes, Aspasians, Gureaeans, and Assacenians were defeated piecemeal. These campaigns illustrate most dramatically Alexander's ability to "march divided and fight united."

Turning east, Alexander's armies converged and fought Porus' army in a bloody battle across the River Hydaspes (also known as the Jhelum). The Kingdom of Porus rested on the western fringes of the territories dominated by the 'Nanda Kings' to the east. The kingdoms of Porus and Taxiles were nominally part of the Persian Empire and paid tribute.

The lands beyond the Hyphasis River were controlled by a number of kings associated with the Nanda clan. Their regime was centred in the province of Magadha, with Pataliputra as a nominal central capital. Pataliputra was a large city of massive buildings made of lavishly painted and gilded wood. Wooden pillars held up the roofs entwined by gilded vines and topped with silver birds. By contrast, most villagers lived in mud huts enclosed by walls linked by dusty roads, or muddy roads in the monsoon season. The current ruler of Magadha was Dhana-Nanda, a King despised for his avarice, "given to levying taxes even on skins, gums, trees, and stones". Dhana-Nanda and his nine brothers held control based on the Indian belief that any king was better than anarchy. A land with no king was regarded as "a river without water, a forest without grass".

## INDIAN ARMIES

The divided Indian peoples utilised diverse armies and fighting styles. The Mountain tribes of the Swat and Cophen river valleys were overrun by Alexander in city assaults, and mostly stuck to these defenses – the best foot troops amongst them were the Indian mercenaries who were butchered at Massaga. The armies of King Porus and the Nandas were traditional armies that harkened back to the style of war described in the epic poem, Mahabharata. This tells of heroic battles in the distant past between great warriors, fighting alongside the Hindu gods.

The Mahabharata sets up the traditional elements of the Indian army as 'fourfold'. Meaning, the four arms of the army included infantry, cavalry, chariots, and elephants. Between the time of the epics and the reign of the Nandas, armies were reformed and soldiering became a structured part of India's caste society. The 'Kingless lands' also known as the Republican Indians such as the Cathaean and Mallian lands followed the Indus river valley toward its mouth. The most striking feature of the Republican armies was their lack of elephants, and reliance on great wagons as barriers, such as were used at the battle and siege of Sangala. The Republicans tribes put up disjointed but fierce resistance from their walled cities, led on with fanaticism by their Brahman leaders.

Most of what we can gather about Indian warfare is scant and comes from contemporary outside sources and one major Indian document – Kautilya's Arthashastra, literally a success manual for kings compiled during the Mauryan era. Kautilya is identified by many as Chanakya, the man who set up Chandragupta in power, and administered his empire. This is our most contemporary account of the administration of the rising Mauryan empire and covers aspects of government and military organisation. Later during the Seleucid era, an ambassador to India named Megasthenes wrote a treatise on India that only survives today in fragments and references. Arrian's Indika written during the Roman period, relies on observations made by Alexander's contemporaries such as Nearchus, who wrote about his journeys with the Macedonian fleet on its journey out of India.

"**B**y the bow they cower, by the bow the struggle may we sway, by the bow dread battles may we win: the bow works injury to the foe: by the bow let us win in all the quarters'.

Taittiriya Samhita

## BOWMEN & SWORDSMEN

Indian soldiers were born to a caste, as Indian society was rigidly structured into stratified groups. Soldiers were paid and owed hereditary duty to their King, and as such they were 'on-call' barracks soldiers. The infantry were the lowest rung of the army's hierarchy. Their hand weapons were large broad bladed swords, or longer two-handed swords. Some troops carried maces and axes, also wielded in two hands. Most footmen carried a stout cane bow as tall as the bowman. The arrows were long and are described as capable of inflicting serious wounds and penetrating armour. The most famous example of an Indian arrow wound occurred when Alexander's iron corselet was penetrated, seriously wounding him (albeit at very close range). The drawback to the bow was its size, which made it unwieldy to use from horseback, or from elephants. Wet weather could ruin the string tension or make it difficult to string at all.

"**T**he time of recruiting troops, such as hereditary troops, hired troops, guilds of soldiers, troops belonging to a friend or to an enemy, and wild tribes... Archers should be stationed at the distance of five bows (from one line to another): the cavalry at the distance of three bows: and chariots or elephants at the distance of five bows."

Kautilya's Arthashastra



Other Indian footmen are depicted with long ox hide shields, two-handed swords, and using javelins, it is speculated that these may have protected the front of the archers. Many types of short spears and javelins (sakti) are described as used by Indian warriors. Some called prasas were long enough to be wielded as a spear. Other types included javelins of iron with barbed tips, and the trisula, a trident pronged spear. Megasthenes, a Seleucid ambassador to Chandragupta, witnessed that the bowmen preferred shooting, and balked at closing in with their long broad bladed swords. When they did engage in hand-to-hand, the Indian warrior is described as using his sword overhead with a heavy downward stroke. Shields were made of ox hide or tigerskin, and were long and narrow mostly to protect from bowfire. Common shield devices are suns, moons, and star symbols. Larger shields of planked cane or wood could also be used.

Infantry and cavalry units may have used standards earlier, but there is little direct information available before Mauryan times. At the Battle of the Hydaspes the Indians carried a statue of Herakles before them. Even though a Greek hero, the fringes of India were part of his legendary stomping grounds. This totem was presented as a 'sacred standard'; and the whole army was threatened with death if it was captured. The Arthashastra proclaims that a leader must designate the regiments by the names of trumpets, boards, banners and flags.

Mercenaries were available outside the hereditary system, but they mostly hired out on the frontiers. Adding in foreigners and mercenaries was for radicals, and those who were willing to gamble on treachery. Local guilds could provide troops for garrisons or short campaigns, but seem not to be used for long term campaigns, and it is assumed that these were lesser quality troops drafted from local garrisons. Warriors regarded wars of conquest outside India proper with much disdain, and few Indian troops fought with western armies as mercenaries after the rise of Chandragupta.

**"T**he Superintendent of chariots shall attend to the construction of chariots. The best chariot shall measure 10 purushas in height, and 12 purushas in width. After this model, 7 more chariots with width decreasing by one purusha successively down to a chariot of 6 purushas in width shall be constructed."

Kautilya's Arthashastra

## CHARIOTS BIG & SMALL

Charioteers and elephant riders were the elite Indian troops. A standard of one chariot to five cavalry and 15 infantry is mentioned as a good ratio of troops, in fact it is possible that all units were organised in groups of five, although decimal organisation is equally likely. A larger division is recorded, that consists of 45 chariots, 225 cavalry, and 675 infantry. Usually, armies tried to have as many elephants as chariots. Chariots were divided by sizes, and the Arthashastra delineates numerous models and sizes from light four foot long crates, to large ones measuring over seven feet high and nine feet long. Duncan Head in his Armies and Enemies of the Macedonian and Punic Wars notes that most Indian war chariots are about four feet tall in art. In the early period known as 'Vedic', warriors rode in light chariots drawn by two horses – they can still be seen in artwork displayed at Sanchi. By Alexander's time, many chariots seem to have four horses, although one is described with five! The chariots were crewed by one driver and two crewmen. The crewmen could have any manner of armour or weapons, including elaborate gilded maces. The richest nobles especially prized composite bows, described as inlaid with gold designs, elephants being a common motif. Nobles could have quivers and bow cases of tiger skin or even wear a tiger skin as protection

Porus' chariots at the Hydaspes cause numerous issues as his 'heavy' chariots are described as large enough to carry two drivers, two warriors, and two shield bearers. This may have been an experiment, as these monsters are not encountered before or after. Some have extrapolated that the shield bearers are actually 'escorts' that are mistakenly assigned as crew. Others say that the shield bearers rode on the outside horses and kept them in line. This is a tough issue to resolve, especially since Porus' heavy chariots performed so poorly against Alexander. In any event, Megasthenes describes four horse war chariots, with two crewmen and one driver a short time later.

Chariots are described as ornate, and are occasionally armoured along with the crew. The back of the cab would usually carry a personal standard for noble riders. Bells were attached to add to the din, and charioteers used conches to frighten the enemy. Umbrellas could cover the cabs, and were targets of great importance, to lose your umbrella or standard was quite a disgrace!

## CAVALRY, GUARDS & AUXILIARIES

One of the weakest arms of the Indian army seems to be their cavalry. The horses were kept overfed and sometimes were dosed with wine to dull their tempers (this was done to the elephants as well). The cavalry's role was 'to extend the line', and 'pursue the enemy.' It is interesting that the most important role described is 'policing' the army. The cavalry were not given tactically decisive roles; these were reserved for the elephants and chariots. Nevertheless, the Indians recognised the importance of cavalry as scouts, as their other arms were poorly suited to rough ground, woods, and poor weather. In battle, the cavalry "move at a measured pace and in a straight course". The cavalry mostly were unarmoured and carried two short spears and shields described as smaller than the infantry's. The Indian horseman rode without saddles, and used a rather severe bit made of iron or ivory spikes.

Later, cavalry may have worn armour, but this might be restricted to special Guard units. Numerous Indian kings are reported to have women mercenaries as guards. It is unknown if these 'maiden guards' ever fought in battle, and probably were only on display as palace guards and during the massive royal hunting festivals. Chandragupta's maiden guards rode elephants and horses during these huge hunts for both tigers and elephants. Some later guards were reputedly Greeks, but Greek women are highly unlikely to have performed this role.

The Indian armies used relatively few skirmishers as independent units. Usually light troops were assigned to elephants, two to each leg. Similarly, the chariots could have two runners attached. The main duty of these escorts was to protect the beast's feet from attack by other skirmishing troops. Chariot runners performed the same function, guarding the trappings and wheels, and allowing the nobles to fight amongst themselves unimpeded. Tribes of wild foresters were sometimes used as independent skirmisher units, and could fight in woods and other areas normally avoided by the 'heavy' army. Other light troops came from the far off Mountain tribes, but as mentioned before, the typical Indian lord was more comfortable with his own traditional arms and troops.

**"T**he victory of kings (in battles) depends mainly upon elephants; for elephants being of large bodily frame, are capable not only to destroy the arrayed army of an enemy, his fortifications, and encampments, but also to undertake works that are dangerous to life."

Kautilya's Arthashastra

## ELEPHANTS OF WAR

The most feared element of the Indian army was, of course, the massive herds of war elephants they would field. These specially bred and trained war-beasts were the decisive shock troops of the Indians. They usually formed up in the van or across the front of the battleline, spaced apart at 100 foot intervals. Their roles were described as 'breaking the enemy's phalanx,' and 'inspiring terror, giving an imposing appearance to the enemy'.

Porus himself rode a huge elephant at the Hydaspes. Sixty year old elephants were lauded as being the most suited for warfare, and such a gift was highly prized.

Elephants were usually depicted with one mahout, and up to three archers or javelinmen. Special large quivers of javelins and arrows were carried. As with chariots, the numbers of 'escorts' used confused the size of the crew. The crew rode bareback, tightly hugging a special quilted pad strapped to the beast. Towers were only used much later and seemed to be a Western invention.

Combat with elephants was certainly unnerving; the images of phalangites lifted up by the elephant's trunk to be dispatched by the riders haunted the Macedonians. The Indians occasionally used armoured elephants. Many folds of ox hide protected the body, and sometimes serpent skins were used for more decorative armour.

The Indian cavalry and chariots were mostly accustomed to elephants, and used them as a screen to hide behind at the Hydaspes. It seems that coordinated tactics between the various arms was not always proficient. At Hydaspes, the cavalry and chariots at first fought unsupported, later on the elephants charged. The infantry were seemingly left behind and forgotten, only to be pushed into a massed mob and trodden through by their own beasts. The infantry were more or less subservient to the lords on their elephants and chariots and seemed to only become a factor in the pursuits of broken enemies. If the battle was pushed to the infantry line then it seems the infantry would give way before the lords riding on elephants and huge chariots rather than even strike their superiors. The stubborn defence of Alexander's phalanx against the elephant assault must have demoralised the Indian troops, unaccustomed as they were of enemies breaking the traditional rules of formal battle!

## THE RISE OF CHANDRAGUPTA

As Alexander retreated to Babylon from the East, he left behind satraps to govern his Indian land. The Indians despised being ruled by these 'shaven headed' foreigners. Within a short period, the local Macedonian governors, Nicanor and Philippos, were assassinated. An obscure rebel named Chandragupta Maurya (Sandrocottus according to Greek historians), rose to power. He is rumoured to have escaped arrest by both Alexander and the Nanda King, Dhana-Nanda. Chandragupta then reputedly hired Greeks and Mountain tribesmen and established a revolt in the territories of the devastated Republican tribes. His forces threw out the invaders from Gandhara and northwards. The Macedonian satraps, Eudamos and Peithon, vacated Arachosia and Parapamisidae, and took their troops and elephants to fight in the Successor Wars (Eudamos fought at Gabiene 316, Peithon was killed at Gaza 312).

Once settled with these gains, Chandragupta launched an invasion into the central India territory of Magadha. His lightening bolt moves captured great chunks of land but eventually the more numerous Nanda armies surrounded him and he retreated to the province of Avanti in the west. Accused of diving in and "eating the centre of the bread and leaving the crust," by his

counsellors, Chandragupta's next offensives 'nibbled' at the edges of the Nanda provinces, and closed in on them. The new strategy and a huge army resulted in a decisive and bloody victory over the Nanda general Bhaddasala. By 313, Chandragupta unified all of northern India when he occupied Pataliputra, and the 'Mauryan Empire' was firmly established. During a brief lull in the Successor Wars, Seleucus attempted to wrestle the western provinces of Parapamisidae and Gandhara back. The Seleucid forces were stalemated in a series of campaigns (304). Seleucus ceded the contested turf and a daughter to Chandragupta in exchange for elephants and peace. The new empires exchanged ambassadors, and the Mauryan king turned his attention to the east and south.

**"** After having pleased the army with rewards and honours, the commander–in–chief should address it and say: "A hundred thousand (panas) for slaying the king (the enemy): fifty thousand for slaying the commander–in–chief, and the heir–apparent; ten thousand for slaying the chief of the brave; five thousand for destroying an elephant or a chariot; a thousand for killing a horse, a hundred (panas) for slaying the chief of the infantry; twenty for bringing a head; and twice the pay in addition to whatever is seized. This information should be made known to the leaders of every group of ten (men)."

Kautilya's *Arthashastra*

## THE MAURYAN ARMY

Chandragupta's army was much the same as armies of the past, but the system of organisation was extremely well developed. Kautilya, also known as Chanakya. the Mauryan chief minister of affairs, restructured all phases of government and the army. The writings of



Kautilya give us the most complete view of the Mauryan army. It is still built on the four pillars of elephants, chariots, cavalry and infantry, but Chandragupta was more willing to use mercenaries in his forces. The army for the first time was expected to drill and be inspected on a regular basis. These high standards were possibly inspired by witnessing the drill of Alexander's veterans. Chandragupta's long campaigns hardened his troops into the most disciplined and flexible Indian armies up to that time. However, even with the new reforms, when not on campaign Indian troops were noted as rather lax and undisciplined. A huge force reputedly of up to 600,000 men maintained the Mauryan Empire's newly formed frontiers.

## THE END OF THE MAURYAN EMPIRE

Chandragupta wearied of constant campaigns and after a 24 year reign, became a Jain monk (a sect that espoused austerity). He retired from the Kingship in 298, and his son Bindusares, 'slayer of foes' took over. Under the guidance of his father's mentor Kautilya, Bindusares continued the Mauryan southern expansion into the Deccan provinces. He quelled rebellions in Taxila, and considered the Seleucid King, Antiochus I, on his western border, his neighbour. Bindusares' reign was noted mostly for consolidation, and lasted until Asoka (269-232), gained the crown after a bloody dynastic struggle.

The grandson of Chandragupta enlarged the empire by finally capturing the eastern province of Kalinga. The arduous and extremely bloody campaigns turned Asoka away from war and he converted to Buddhism. Asoka's empire was the largest yet seen in India. He now directed the empire's resources and energies away from warfare and spent his efforts attempting to create a moral state. His edicts and pillars spread throughout India, and Buddhist culture flourished. A series of sacred domes called stupas at Sanchi have some ornate gate carvings and give us one of the few glimpses of Indian armies at this time. Bows are shown fired in normal postures (unlike Arrian's comments), and are of normal length. Various arms and soldiers are shown, musicians with drums, cymbals, and conch shells are prominent. Some standards are seen also. Elephants and chariots are shown in battles as well as sieges.

As India turned inward, the Seleucids under Antiochus III (214) regained many of the eastern provinces. Pusyamitra, a Brahman general assassinated the last Mauryan King, Bhradratha (183), forming the 'Sunga' dynasty which persecuted Buddhists. The Greek rulers of Bactria saw the weaknesses in Indian central authority and rushed into the vacuum, removing most opposition. Although the Brahmans resisted, the Greeks ruled over much of north-western India and modern Pakistan under Menander (160-145). The sub-continent was once again fragmented. Eventually Saka, Parthian, and Kusanas (or Kushan) invaders rolled over the east from Afghanistan into the Indus valley. Greek influence in India faded from memory.
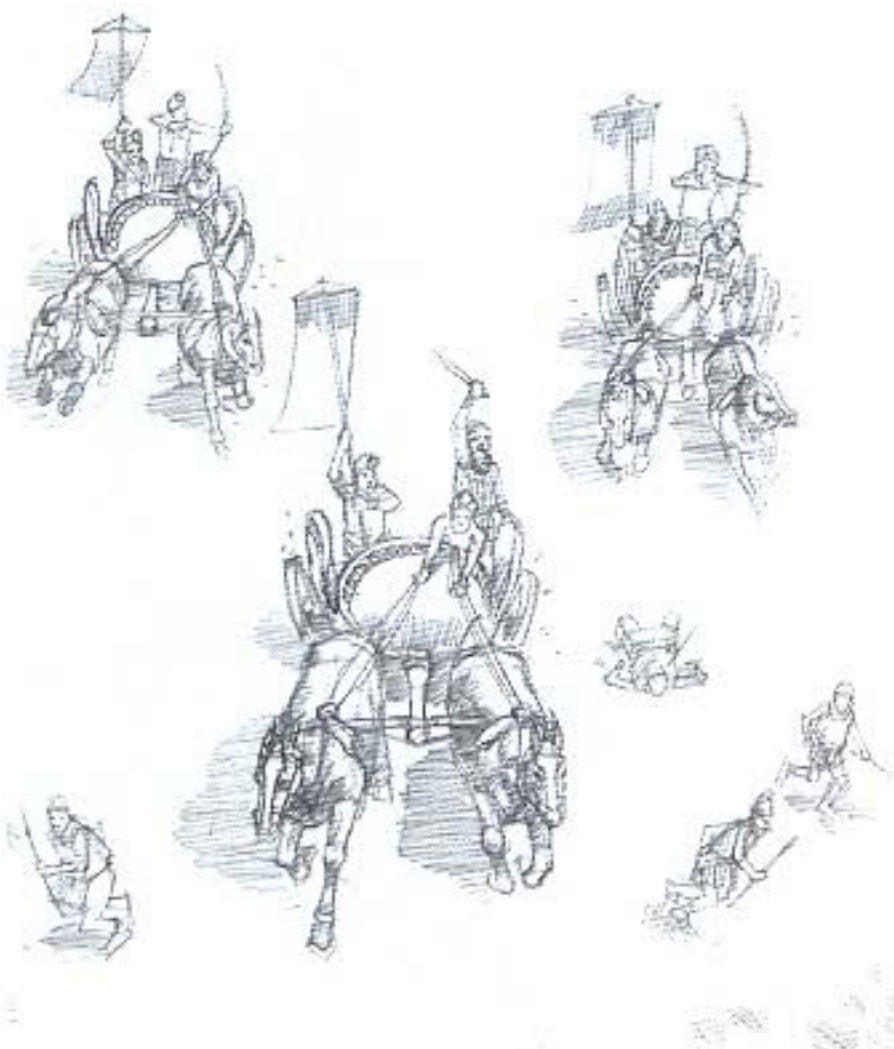
# ENEMIES OF MACEDON
## Ancient Indian Army Lists

These army lists are designed to help you create an Ancient Indian army for Warhammer Ancient Battles. The list includes the troop types necessary to build the armies that fought for and against Alexander, their allies, and the armies of the Mauryan Empire which unified almost all of India after Alexander's death, during the amazing reign of Chandragupta Maurya and his dynasty. Chandragupta's army is included for 'What-if?' scenarios versus Alexander's governors or himself, had he lived.

# ARMY COMPOSITION

**Characters:** Up to 25% of the points value of the army. The army must have a General, which can be the King or a Senapati. The army may have any number of Padika or other officers up to the points limit.

**Elephants:** Up to four elephant models are allowed, including mounts for characters. Above 2,000 pts, one additional elephant is allowed for each 1,000 pts. For example, a 10,000 pts army could have 12 elephant models.

**Cavalry and Chariots:** Up to 33% of the points value of the army. At least one cavalry unit must be taken if any chariots are in the army.

**Infantry and Skirmishers:** At least 25% of the points value of the army.

**Special Troops:** Up to 25% of the points value of the army.

The minimum size for a regiment is five models or three chariot models. There is no upper limit. One model in each unit may be upgraded to Leader (+5 pts), Standard Bearer (+5 pts), and Musician (+5 pts). Elephant models may not have leaders or musicians, but may have a specialised standard.

## SPECIAL RULES

**Used to elephants:** All troops in the Indian army are 'used to elephants'. This means that Indian infantry do not fear elephants at all, while Indian cavalry and chariots fear them rather than suffer the effects of terror. Indian cavalry and chariots may react normally when charged by elephants, but they must pass a Fear test to do so, if they fail the test they will flee (even if they are not outnumbered by the beasts). Indian cavalry and chariots may never declare charges against elephants.

**Elephant banners:** Indian elephants often carried banners (or parasols!) for heraldic or decorative purposes. The waving standard instils confidence in the crew that their elephant will be seen by their General or King as the most terrifying and destructive

to the enemy. This banner costs +10 pts, and adds +1 to the Mahouts' Leadership value as long as it is present. Any stampede checks are thus taken at Leadership 8. The banner may not be captured by the enemy, and does not affect combat results.

**Elephant and chariot escorts:** These skirmisher units initially deploy within 3" of an elephant, chariot squadron, or wagon model.

After deployment, they may move freely and do not have to follow their Parent unit at all. Escorts are treated as runners.

Escorts may move into gaps between a unit of chariots and still count as being in unit coherency as long as they are within 2" of another model in the unit. Escorts may charge an enemy that is already engaged by charging into gaps between elephants or chariots.

Chariots, elephants, and wagons may charge through gaps in escort formations, even if the gaps are not wide enough to normally allow passage, as it is assumed the runners or escorts can dodge out of the way. They can even do this if the escorts are engaged by the enemy; simply push the escorts aside until there is a wide enough gap to allow the model to fit through.

**Characters riding elephants:** Characters that ride elephants count as an additional crewman. Elephant mount costs are not included in character points, but do count against the army composition totals. If the elephant is killed, the character suffers D6 S6 crushing hits and may fight on if he survives, but only if a suitable model is available.

**Characters on chariots:** If a character rides a chariot then the cost of the chariot is added to the character's points. These points count against the total number that may be spent on characters in the army. The character replaces one of the chariot crew, although for simplicity the characteristics of the chariot and character remain unchanged. If a chariot is destroyed, the character can fight on foot if a suitable model is available.

**Longbow:** Most Indian warriors used a cane bow that was 5-6 feet in length. There is much debate as to how good this was, some believe that it was as powerful as the later English longbow, while others disagree. This list assumes the Indian longbow was effective enough to warrant listing as a longbow. The longbow is unwieldy if used from an elephant or a chariot, and loses the ability to shoot twice. The longbow may not be used from a horse. If players wish, and with their opponent's permission, mercenaries, hereditary and guild infantry may use regular bows and reduce their cost by -1 pt each, but if they do, all models in the army must use bows instead of longbows.



Front rank models in infantry units may have spears, javelins and shields, back rankers may be armed with longbows. If the unit is stationary, the first rank of archers may fire all of its models, even if behind the spearmen. Further ranks may fire as massed archers as normal.

**Broadsword:** Models with a broadsword may use it as a normal hand weapon along with any shield. Or they may use it two-handed with a +1 Strength bonus, but will strike last in the same manner as double handed weapons (the unit must declare usage as the charge is declared).

# CHARACTERS

## 0-1 ARMY GENERAL

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| King (Danda) | 4 | 5 | 6 | 3 | 4 | 3 | 5 | 2 | 9 | 160 |
| General (Senapati) | 4 | 5 | 5 | 3 | 4 | 2 | 6 | 3 | 9 | 155 |

**Equipment:** Broadsword. May have javelins +2 pts, and throwing spear +4 pts or thrusting spear +2 pts. May have shield +2 pts, light armour +4 pts or heavy armour +6 pts. May replace broadsword with double handed weapon +4 pts. Must ride in a chariot, or on an elephant, or rides a horse (free), Movement is increased to 6". May add a longbow +4 pts or bow +6 pts.

**Special Rules:** Army General

*The King or Danda was the lord of a principality, a satrap allied with Alexander, or could have been one of the nine Nanda brothers, or even Chandragupta himself. The Senapati was a loyal general or one of the King's sons leading either a battle wing or an independent expedition. Indian Kings could be tough in a fight – Porus only surrendered after succumbing to many wounds.*

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| **0-1 Army Standard Bearer** | 4 | 4 | 4 | 3 | 4 | 2 | 4 | 2 | 8 | 75 |

**Equipment:** Broadsword, and javelins. May have shield +2 pts, light armour +4 pts or heavy armour +6 pts. May ride in a chariot, or on an elephant, or may ride a horse (free), Movement is increased to 6".

**Special Rules:** Army Standard Bearer. May not ride on the same elephant as the General.

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| **Officer (Padika)** | 4 | 4 | 4 | 3 | 3 | 2 | 4 | 2 | 8 | 50 |

**Equipment:** Broadsword. May have javelins +2 pts, and throwing spear +4 pts or thrusting spear +2 pts. May replace broadsword with double handed weapon for +4 pts. May have shield +2 pts, light armour +4 pts or heavy armour +6 pts. May ride a horse (free), Movement is increased to 6". May instead ride a chariot, or on an elephant, and may add longbow +4 pts, or bow +6 pts.

## ELEPHANTS

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| War Elephant | 6 | 4 | – | 7 | 6 | 6 | 3 | 4 | 5 | 150 |
| Mahout | 4 | 3 | – | 3 | 3 | 1 | 3 | – | 7 | – |
| Warriors | 4 | 4 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | – |

**Equipment:** Driven by an unarmed mahout and one warrior crewmen armed with broadsword, javelin, and light armour. Up to two additional warriors may be added for +12 pts each. Riders without bows may have a shield +2 pts. Warriors may replace javelins with longbow +2 pts, or bow +3 pts. One warrior may add a hook or hair puller +2 pts which counts as a pike. One warrior may carry a parasol or banner which adds +1 to the Mahout's Leadership for +10 pts. Crewmen with shields, hair pullers or standards may not use bows.

**Special Rules:** Elephant. A character replaces additional crewmen. Indian armies did not use towers until a later period. If your model has towers then the crew will not gain the 5+ save.

The Indians were very knowledgeable about the merits of war elephants, how to train them, and when they were at their peak of fighting efficiency. Most elephants seemed to have two or three crewmen. Some crewmen were armed with bows, however, King Porus fought with a plentiful supply of javelins. The elephants were sometimes doped up on heavy wine before the battle to make them less inclined to panic!

## CHARIOTS

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Light chariots | 6 | 4 | 4 | 3 | 4 | 1 | 4 | 2 | 8 | 48 |
| Heavy chariots | 6 | 4 | 4 | 3 | 4 | 2 | 4 | 2 | 8 | 76 |

**Equipment:** Warrior crewmen are armed with broadswords, javelins, and either a longbow, or shield. Warrior crewmen longbows may be replaced with bows +6 pts per chariot. Heavy chariot crew may have light armour +8 pts per chariot. Warrior crewmen must be armed the same in a chariot squadron.

**Special Rules:** Chariots.

**Light chariots:** Light chariots have two horses, an unarmed driver, and two warriors armed as above. They count as light chariots for shooting and combat results. The chariot has a 5+ save or 4+ if the warriors have shields.

**Heavy chariots:** These have four or more horses, an unarmed driver, and two warriors armed as above. These count as Heavy Chariots (see page 58 of the WAB rulebook), and cause D3 Strength 4 'Impact hits', which strike when the chariot attacks. The chariot has a 5+ save, and may be increased to a 3+ save with shields and light armour. A Mauryan heavy chariot may have barding for +16 pts. This allows a maximum save of 2+, but reduces movement to 5".

## CAVALRY

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Indian Cav. | 6 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 15 |

**Equipment:** Sword, javelins, and shield. 0-1 unit may have light armour +3 pts. May replace javelins with throwing spear or thrusting spear +2 pts.

**Special Rules:** Used to elephants.

## INFANTRY

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| 0-1 Bodyguards | 4 | 4 | 4 | 3 | 3 | 1 | 4 | 1 | 8 | 15 |

**Equipment:** Broadsword and javelins. May replace javelins with throwing spears +1 pt, and may have shields +2 pts or large shields +3 pts, and may replace broadsword with double handed weapons +2 pts. May wear light armour +2 pts.

**Special Rules:** Stubborn. At least one other infantry unit is needed to allow Bodyguards.

These represent a Prince's royal retinue and the elusive Maiden guards. There is not much evidence to support that women warriors ever fought in battle. They are reported by Megasthenes who witnessed them at the Mauryan court and even stated that some were Greek, but many others felt this is highly unlikely.

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Mercenaries | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 7 |

**Equipment:** Broadsword. May have longbow +3 pts, or may have shields, throwing spears, or javelins +3 pts. May replace shield with large shield +1 pt. Broadswords may be replaced with double-handed weapons +2 pts. May have light armour +2 pts.

**Special Rules:** Combined Formations. One unit of Mercenaries may be taken for every two Hereditary and/or Guildsmen units in the army. Mercenary units may not be the largest unit of infantry in the army.

Mercenary warriors, known as bhrita, were the most experienced troops available, but these were used in limited quantities so as to not threaten the kingdom's stability.

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Hereditary | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 7 | 8 |
| Guildsmen | 4 | 2 | 2 | 3 | 3 | 1 | 2 | 1 | 5 | 6 |

**Equipment:** Broadsword, and longbow. Up to half of the models in a unit may replace longbows with shields, throwing spears, and javelins. May replace shield with large shield +1 pt.

**Special Rules:** Guildsmen are Levies. Combined Formations.

Hereditary troops, known as the Sreni-bala provided the bulk of the Indian lord's standing regiments. Guildsmen or Maula represent garrison troops, and levies organised locally for a limited campaign. Arrian notes that Porus had regiments of varying quality at the Hydaspes, some of the lesser quality troops were those detached to cover the river, while the picked corps of infantry were hurled at Alexander's invaders.

## METRON IN INDIA

*India we ask, over and over again. The young soldiers get sick of fevers. Men die of snakebites. The enemy will not surrender, but their priests whip them into a passionate resistance. Every day we die of our old wounds, or from poisoned arrows. The steaming ground rots our fine new armour, and there is no end to rivers and humidity. We are always wet, and only the stink of the forest reeks more than our crusty band.*

*But at least these people have none of the beasts. The men of Meleager's battalion still toss and turn at night stabbing at the air above them. The terrifying beasts come forth trumpeting, ensnaring us in their trunks and handing us up to their merciless riders who slit our throats. Or worse we are mashed into unrecognizable shapes that will doom us in the underworld to a darkness that befits a despoiled corpse.*

*Luckily I am not tortured by dark dreams but see the glow in a cloud with the eagle flying through it, so I wake up knowing that I will see my family in Sidon someday again. How long ago were we in Sidon along those breezy coastlines and the sweet smell of olive groves, and that young girl who would not recognize me now covered in scars?*

*We older men now see our friends pass onto death one by one. Timaeus is now dead but he stood over our wounded king and saved him from the charging mob. The king too is dead I am sure. I saw the wound, the arrow went completely through his chest and out the other side, no man would survive. We sit and brood over our predicament, kingless and lost amongst enemies, in a ghost city in which every inhabitant was put to the sword during our shame and anger at his falling here in this nothing place at the end of the world.*

*But wait, the men stir, there is a roaring around the camp. I hear people shouting that the king still lives and rides again! If I see this then I will believe my dream, we will survive this place and then get home someday!*

## SKIRMISHERS
### ELEPHANT & CHARIOT ESCORTS

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Escorts | 5 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 7 |

**Equipment:** Broadsword, javelins, and shield. May replace broadswords with double handed weapons, (includes clubs and maces) +2 pts.

**Special Rules:** Skirmishers. Elephant and Chariot escorts. One unit of escorts is allowed for each chariot unit or elephant in the army. Each elephant escort unit may have up to eight escorts (two for each foot!). Each chariot or wagon escort unit may have up to four escorts per chariot or wagon in the unit.

### FOREST or WILD TRIBESMEN (Atavikas)

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Forest Tribes | 5 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 5 | 4 |

**Equipment:** Armed with dagger, and javelins. May have bucklers +1 pt. May substitute slings for javelins (free), short bows +1 pt, or bows +2 pts.

**Special Rules:** Skirmishers. Warband Psychology. One Forest or Wild tribe unit may be taken for every elephant and/or chariot escort unit.

## SPECIAL TROOPS
### WAR MACHINES (Yantras)

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Light Ballista | – | – | – | – | 5 | 2 | – | – | – | 40 |
| Hvy Ballista | – | – | – | – | 6 | 2 | – | – | – | 50 |
| Stone Thrower | – | – | – | – | 7 | 3 | – | – | – | 75 |
| Crew | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | – |

**Equipment:** Each machine has a crew of two men armed with broadsword. One extra crewman can be taken for a Heavy Ballista or a Stone Thrower +7 pts. Up to one war machine is allowed for each bodyguard, hereditary or mercenary infantry unit in the army.

**Special Rules:** War machines may be grouped in batteries of up to three models. Stone Throwers may only be used in sieges. In sieges and special scenarios devised by players, a Light Ballista may be mounted on an elephant's back. Add in the cost of the elephant to the war machine, the war machine's crewmen replace the elephant's crew. The Ballista may be fired even if the elephant moves and does not suffer the -1 to hit for moving as the elephant platform is somewhat steady, however, the Ballista may only fire once per turn. Note this option should only be used with your opponent's permission.

**Light Bolt Thrower:** Range = 36", Strength = 4/-1 per rank, no save, D3 wounds per hit.

**Heavy Bolt Thrower:** Range = 48", Strength = 5/-1 per rank, no save, D4 wounds per hit.

**Stone Thrower:** Range = 48", Strength = 7, no save, D3 wounds per hit.

## ANTI-ELEPHANT CART

Note: The Rathamasaula is a man-pushed war cart fitted with spikes and hooks used as an anti-elephant weapon.

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Rathamasaula | – | – | – | 4 | 4 | 3 | – | – | – | 76 |
| Warriors | 4 | 4 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | – |

**Equipment:** The four warrior crewmen are armed with broadswords. The crewmen may have light armour +4 pts each.

**Special Rules:** Rathamasaula. This is a somewhat mythical anti-elephant device that is included more for fun than anything else. It is vaguely described as having wheels, blades, a pole with hooks and clubs, and other nasty devices on it. It could either be a wagon, chariot, or a pushcart, but it is a war machine. When it charges, it causes no impact hits against normal troops, however against elephants the cart inflicts D3 wounds with NO saves allowed, the impacts only hit the elephant. The Rathamasaula charges up to 8" normally depending on remaining crewmen, but cannot march move. The crews are armed with broadswords, but may not fight when they charge, as they are too busy pushing the cart. If charged the crew will defend from behind the Rathamasaula and are -1 to hit. It is a rather whimsical and poorly documented device, but serves as a symbolic anti-elephant contraption for Indians.

## WAR WAGONS

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| War Wagon | 5 | – | – | 5 | 4 | 3 | 1 | (2) | – | 96 |
| Warriors | 4 | 4 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | – |
| Shield bearers | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | – |

**Equipment:** Warrior crewmen are armed with broadsword, javelins, longbow or shield. The warriors may replace longbows with bows +3 pts each. Shield bearers are armed with broadswords, javelins, and shield. Any crew may have light armour +4pts.

**Special Rules:** War Wagons. These are pulled by two or more oxen, and are crewed by one unarmed driver, two shield bearers, and two warriors armed as above. War Wagons are treated as Heavy chariots, however they do not cause *fear* in infantry. Their lumbering gait will not allow double moves or inflict impact hits when they charge. The War Wagon may engage elephants as the oxen are too stubborn to be flustered by anything, they and the crew do not *fear* elephants.

The War Wagon's attacks represent the oxen, they may only attack to the front, and will only hit on 6s against any opponent in any formation over any obstacle. Crewmen attack separately from the wagon. Attackers fight against the highest defending Weapon Skill, and hits are randomised against wagon or crew on a D6, 1-4 the wagon is hit, 5-6 the crew. If all the crew are killed, the cart is removed. If the cart is destroyed, any remaining crew fight on foot. Models fighting from inside a wagon gain a 5+ save. War Wagons are not allowed in armies that include elephants, or large chariots. Each wagon is counted as a single model. War Wagon crews are not allowed standards, musicians or leaders.

*The Republican armies resorted to wagons lashed together to create static defenses to thwart enemy elephants and superior chariots. At Sangala, a three line wall of wagons stymied Alexander's assault while the defenders jumped from wagon to wagon to avoid or concentrate their attacks.*
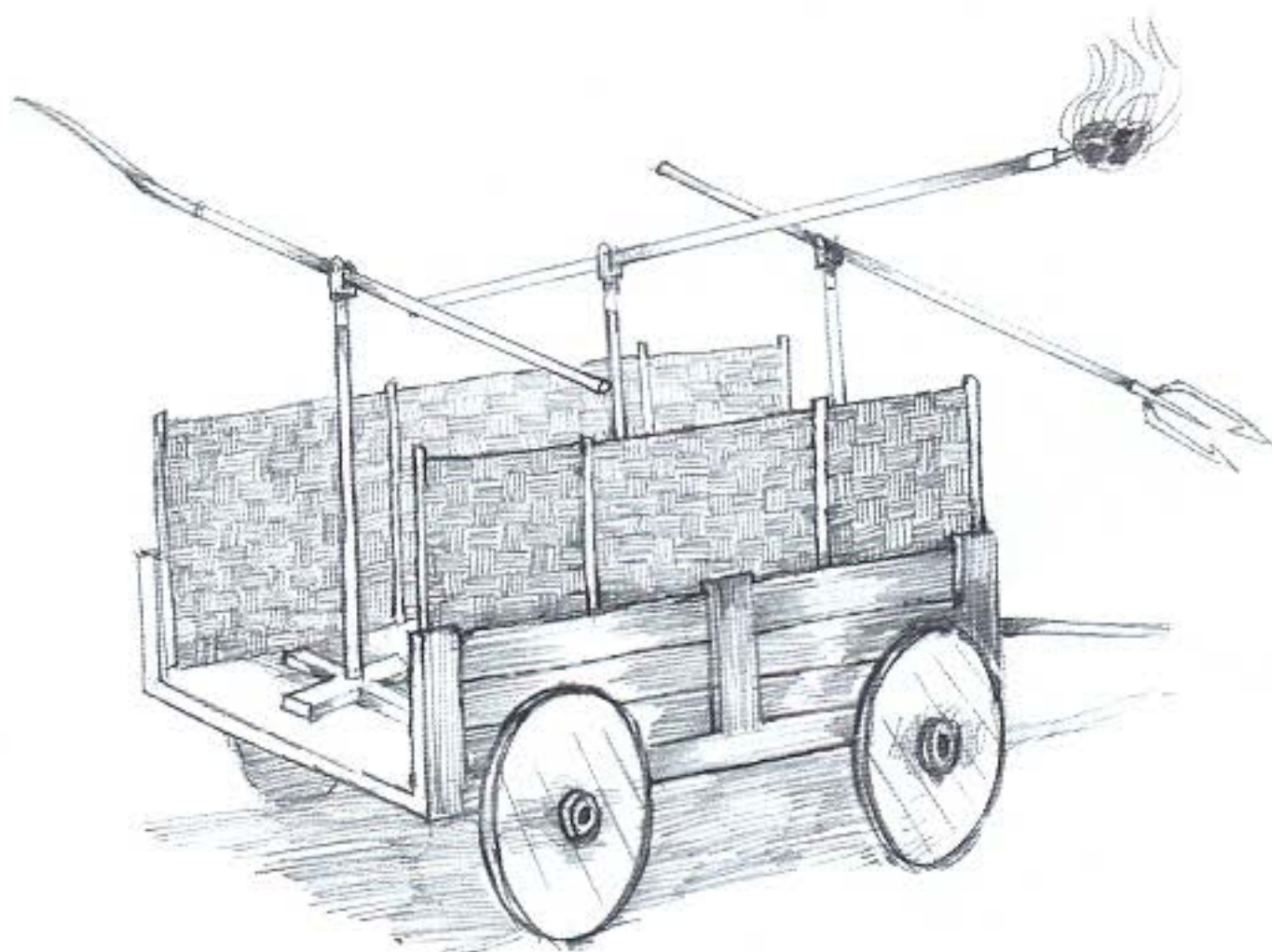
# CLASSICAL INDIAN

The Classical armies represent the states ruled by the frontier kings such as Ambhi of Taxila and Porus of the Pauravas, also this represents the standard army of the Nanda kings overthrown by Chandragupta.

**Restrictions:** War machines other than Rathamasaula are restricted to sieges. No War Wagons are allowed.

**Additions:** Heavy Chariots are replaced by the Large Chariots below:

## CHARIOTS

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Large Chariots | 5 | 4 | 4 | 3 | 4 | 3 | 3 | 2 | 8 | 86 |

**Equipment:** Warrior crewmen are armed with broadswords, javelins, longbows, and light armour.

Both warriors may replace longbows with bows +6 pts. Shield bearers are armed with swords, javelins, and shields. Warrior crewmen must be armed the same in a chariot squadron.

**Special Rules:** Large Chariots.

**Large Chariots:** These count as Heavy Chariots (see page 58 of the WAB rulebook), and cause D3 Strength 4 'Impact hits'. Large Chariots carry two unarmed drivers, two warriors, and two 'shield bearers', armed as above. The shield bearers serve to protect the riders and the horses from attack and add their shield's +1 save, added to the warriors' light armour this gives the chariot a 3+ save. Some interpretations of these extra crewmen vary. It is possible to model them as two 'outriders', riding on the outside horses. Alternatively, the shield bearers can be modelled as 'runners' on the base of the chariot.



## HISTORICAL CHARACTERS

### Porus (c. 326)

The King of the Parauva lands. His dominions extended along the fringes of the Nanda kingdoms. Alexander invaded his territories and defeated Porus' army loaded with heavy chariots and elephants at the Hydaspes River. Despite losing a son in that battle, Porus agreed to ally with Alexander. Later, Porus may have helped Chandragupta to gain his empire.

### Ambhi

King of Taxila, an Indian province that was part of the Persian Empire. Ambhi allied with Alexander against Porus.

### Mahapadma (c. 380-325)

The first Nanda king, overthrew the old aristocracy and created professional standing armies. During Alexander's time, nine Nanda brother kings were said to rule north-central India from the capitol at Pataliputra. Ugrasena-Nanda ruled Magadha and was the eldest. Chandragupta eventually conquered Dhana-Nanda and the others in a series of wars.
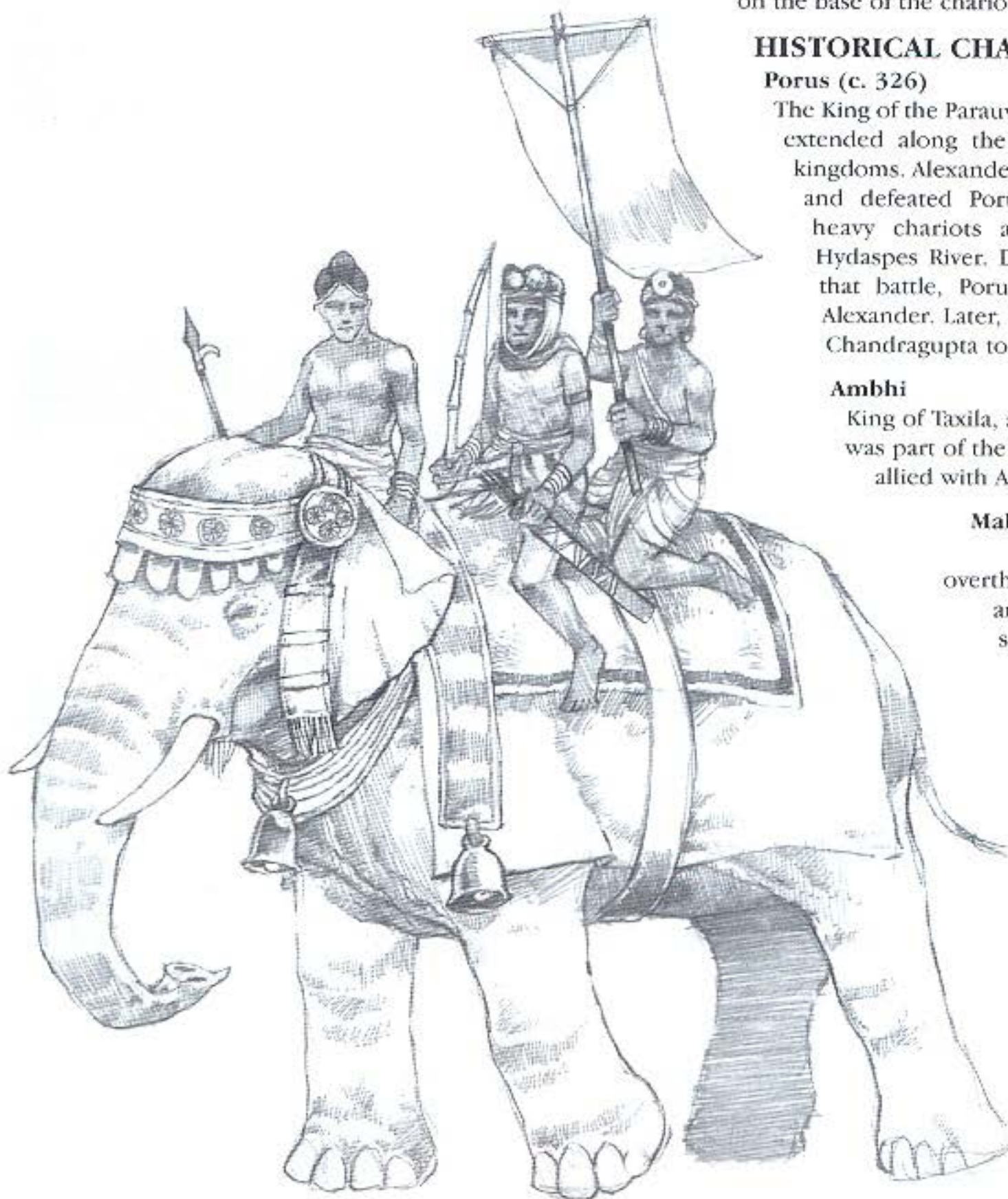
# MOUNTAIN INDIAN

The Mountain Indian armies represent the territories that were the closest to Persian influence or even Persian provinces, such as the Parapamisidae from the Hindu Kush. Other tribes such as the Aspasians, Gureans, and Assacenians, resisted Alexander along the Cophen River, and stood at Massaga and Aornos. They were eventually overwhelmed by Alexander's determined sieges and assaults.

**Restrictions:** Mountain tribes may not have Chariots, War Wagons, Hereditary, Guild infantry, Indian cavalry, or Forest Tribesmen. May have war machines in sieges only. 0-1 elephant is allowed.

**Additions:** The characters and troops below replace those on the Indian list:

## CHARACTERS
### 0-1 GENERAL

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Warlord | 5 | 6 | 6 | 3 | 4 | 3 | 6 | 3 | 7 | 145 |

**Equipment:** Broadsword. May have shield +2 pts, light armour +4 pts, javelins +2 pts. On foot may replace sword with double handed sword or mace +4 pts. May ride a horse (free, increase Movement to 8"). If mounted on a horse may have throwing spear +4 pts or thrusting spear +2 pts.

**Special Rules:** Army General. Warband Psychology.

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Chieftain | 5 | 5 | 4 | 3 | 4 | 2 | 5 | 2 | 6 | 65 |

**Equipment:** Broadsword. May have shield +2 pts, light armour +4 pts, javelins +2 pts. On foot may replace sword with double handed sword or mace +4 pts. May ride a horse (free, increase Movement to 8"). If mounted on a horse may have throwing spear +4 pts or thrusting spear +2 pts.

**Special Rules:** Warband Psychology. If riding a horse, may have Parthian Shot +5 pts. 0-1 Chieftain may be raised to status as the Army Battle standard for an additional +15 pts.

## INFANTRY
### MOUNTAIN TRIBESMEN (Kirata)

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Kirata tribesmen | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | 7 |

**Equipment:** Broadsword, buckler, and thrusting spear. Every second unit may replace spear and buckler with bow +1 pt, or longbow +3 pts.

**Special Rules:** Warband Psychology. Light Infantry. Bowmen may not outnumber spearmen in the army.

*Mountain tribes are from the Parapamisidae peoples. Afghans from the Hindu Kush are their descendants. They were not ethnically Indian peoples, but are included as part of this list because of the campaign Alexander waged against them, their geographic proximity, and the possibility that they were a major contributor to Chandragupta's armies.*

## CAVALRY

|  | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| Parapamisidae Cavalry | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 16 |

**Equipment:** Sword, and javelins. May add throwing spears +3 pts. May have shields +2 pts.

**Special Rules:** Light Cavalry. Parthian shot. Warband Psychology.

## SPECIAL TROOPS

### INDIAN MERCENARIES

0-1 Indian Mercenary unit is allowed. May have a padika to command them.

# REPUBLICAN INDIAN

The Republican armies represent the territories that were not incorporated into kingdoms and were at constant odds with the Nanda regimes. None of these states used elephants, however they still had nobles riding in chariots. At least one state, the Cathaei, used a laager of wagons to fend off Alexander, and fought behind them at Sangala. The Malli are treated as Republicans also.

**Restrictions:** May not have the Danda (King), Bodyguards, Elephants, or war machines except War Wagons.

**Additions:** A Senapati must lead the Republican Tribe and is the Army General. Characters may ride War Wagons or fight dismounted. Republican States may have the following troops in addition to the above list:

## CHARACTERS

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| **0-3 Brahman** | | | | | | | | | | |
| **Priests** | 4 | 4 | 4 | 3 | 4 | 2 | 4 | 1 | 8 | 62 |

**Equipment:** Double-handed sword, mace, or club.

**Special Rules:** Hatred. The Priest must be attached to an infantry unit at the start of the game and may not leave. The unit is whipped into a hatred of the invader by the chanting of the Priest. If the Brahman is killed, then D6 members of his following immediately commit suicide and are removed from the unit. The unit continues to hate the enemy but at the start of each turn D6 followers will commit suicide or desert, even if the unit is no longer in hand-to-hand combat. A Brahman or unit led by one will not pursue a broken enemy. Casualties suffered due to suicides cause no Panic tests, and do not count towards combat results, but if the unit evaporates because of this mass suicide it, of course, counts for Victory points as normal. Brahman priests hate all foreigners and may not accompany an army that includes Persian or Greek allies.

*Brahman priests incited the people to rebel against Alexander, especially during the resistance of the Republican states. Normally, they were not welcome in the army, as they would not attack enemies that would prostrate themselves! Chandragupta used the Brahman's hatred of the Greeks to help him push the 'shaven-headed' foreigners out of India. Eventually, a Brahman general ended Mauryan rule after their kings converted to Buddhism.*

## SPECIAL TROOPS

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---|---|---|---|---|---|---|---|---|---|---|
| **Wagons** | – | – | – | – | 4 | 3 | – | – | – | 35 |

**Special Rules:** Wagons

Wagons are fielded in groups of five models minimum, each wagon is treated as a single model. Each wagon model is based 60mm long by 40mm wide. They may be deployed up to 12" from the player's baseline. All wagon models must be set up end-to-end in a single straight line parallel to the baseline. The wagons may not be moved and are 'immune' to psychology and cannot be broken in hand-to-hand combat. The wagon line is basically a temporary terrain feature that blocks line of sight, may be attacked by missiles and in hand-to-hand, and traversed by some units if it is not defended.

**Terrain effects:** The line of wagons counts in all ways as a wall 40mm wide. Each wagon model may be occupied by any combination of up to four infantry skirmishers, or characters. Wagons count as impassible terrain for cavalry, chariots, and elephants. Infantry units may move over wagons at half speed. Skirmishers and individual characters on foot may move normally. Undefended enemy wagons can be shot at, or charged, or moved over as if static terrain.

**Missile combat:** Units behind wagons count as in soft cover, but may not use massed archery. Wagons count as large targets if shot at. If defenders are in the wagons, then hits are randomised on a D6, 1-4 the wagon is hit, 5-6 the defenders. Defenders in wagons gain a 5+ save exactly like chariots.

**Hand-to-hand combat:** Units behind unoccupied wagons or skirmishers inside them count as defending an obstacle and attackers will need to roll 6s to hit. As soon as the attacker wins a round of hand-to-hand combat, the wagon's effects are negated. Neither side gains any rank bonuses while fighting over wagons. Phalanx benefits are lost but Warband Leadership effects are unaffected. Elephant attacks and chariot impact hits must be directed at wagons first. Once the wagon is destroyed, the elephant may attack the defenders. Crews may always attack the defenders. If a unit is behind a wagon wall that is occupied by skirmishers, then the enemy will fight the occupied wagons first, the other defenders behind may not intervene in any way. Empty and undefended wagons are destroyed at the end of the Combat phase if any enemy unit of five models or more remains in contact with them.

# MAURYAN EMPIRE

This variant is designed to help you create an Indian Mauryan Empire army for Warhammer Ancient Battles. This is the first 'historical' army known in India. Chandragupta's organisation and energy drove the Greeks from his frontiers and created a large empire unifying northern India for the first time. The lifting of restrictions on mercenaries denotes a more serious emphasis on the regular infantry in Mauryan armies. Generals were encouraged to marshal their troops, drill and inspect them daily, thus many of the hereditary troops are assumed to now be on a par with mercenaries.

**Restrictions:** 0-1 infantry may be Guildsmen.

**Additions:** Characters may ride War Wagons. Hereditary infantry are raised to WS 3 and Initiative 3, they now cost 10 pts. Any character on horseback may have barding +4 pts. 0-1 Heavy chariot unit may have horse barding +16 pts per model (reduces Movement to 5") Bodyguards may ride horses +8 pts, increasing their Movement to 6", and may have barding +4 pts, they may not have large shields if mounted. Mounted Bodyguards count as 'Cavalry' for selection purposes. Elephants may have barding +16 pts, this reduces their Movement to 5".

## SPECIAL TROOPS
### ALLIES
Indian list allies may test Leadership from the Army General, and gain the benefits of the Army Standard.

Units may be drawn from the Republican, and the Mountain Indian lists. Every second cavalry unit in the army may be Parapamisidae. A Brahman Priest may be taken as an ally, but he must remain attached to a Republican Indian infantry unit.

### FOREIGN MERCENARIES (Yavanas or Yonakas)
Units may be drawn from the End of Persia and the Greek Mercenaries lists, representing eastern border troops, Skythian (Saka) and Bactrian mercenaries, and rebellious Greeks. Indian characters may not join these units, and foreign mercenaries may not benefit from the General's leadership or the Army Battle Standard (unless lead by a Polemarch).

**From the End of Persia list:** 0-1 Satrap, Skirmishers, Dahae/Skythian horse archers, Nobles cavalry, and any amount of Skirmish cavalry.

**From the Greek Mercenaries list:** 0-1 Polemarch, Mercenary Hoplites, Mercenary Peltasts.

## HISTORICAL CHARACTERS
### Chandragupta Maurya (322-298)
Ambitious conqueror of obscure origin, he created the Mauryan Empire.

### Kautilya
Chandragupta's secretary who left detailed descriptions of the order and organisation of the Indian army and workings of the Empire.

### Bindusares (298-272)
Chandragupta's son, extended the empire to the east and south.

### Asoka (268-232)
Bindusares' son. After a long and bloody campaign to capture the province of Kalinga, Asoka turned to Buddhism. The Mauryan Empire collapsed 50 years after his death.

### Brhadratha (c.183)
Last Mauryan King, killed by his commander Pusyamitra Sunga.

## METRON AND CHANDRAGUPTA

*We are watching these prisoners. They are bound but I can see the defiance in their eyes. We are the invaders and they want us to leave. We laugh at this as our only wish is to get on the move and leave this pesthole forever. Rumour has it that the army is to move south and then to Babylon! This is halfway to Sidon, which is halfway to home. We are a bloated army now full of concubines and camp followers, we move like a shanty town on wheels. The men carry wives and some have caravans loaded with loot. I am a Guardsman now and am rich beyond the greatest measure of my dreams, but still the Cretans guard my kit, and their monthly extortion costs go up.*

*One of the prisoners is quite elegant of feature, and has an air about him, and I know he understands our tongue but will not speak. The interpreter tells me "He says he is Chandragupta the assassin, and I have the blade with the blood of your governor on it!" He so slight, he is no assassin, I scoff. Perdikkas then comes over and tells us to take these men out to the river and kill them, as we are moving out. I tell the other guards to move on, I can handle this lot. Beyond the bushes, and out of sight, I draw my kopis, and cut the fine young man's cords. I tell him to take these men and be gone, I have reached my fill of killing. I turn and face towards Babylon and peace.*

# COLLECTING & PAINTING THE INDIANS

The Indians are a very 'pretty' army. They are nice to look at, and in the right hands tough to game against! The combination of dark skinned warriors with white kilts with red, tan, blue or green sword scabbards and ornaments makes a striking display. Add in the large four horse chariots with white chariots with diamond cut out designs, crewed by nobles with colourful robes, and you already have an impressive looking force.

The mostly unarmoured rank and file troops are rather simple to paint and can be finished using assembly line techniques. One quick way to churn out masses of Indian figures quickly would be to use 'black priming', as the dark skin tones can be enhanced with white drybrushing as well as the white clothing. The major challenge is the large number of archers needed, and their decorative standards. Standards had simple but colourful patterns, suns, crescents and other easy to paint designs were common. Primary colours seem to have been used: blue, red and yellow are depicted often. The linen kilts are described as being whiter than most linen, or that may have been just in contrast with the dark skin of most warriors. Richer Indians wore ivory and gold earrings, and gold necklaces and armbands.

The pillar of the Indian army was its elephants. Chances are you will want three or four of them to hound and disrupt the enemy army. It seems that only players that have elephants in their list really like them, others find them frustrating! But elephants are well balanced in Warhammer Ancient Battles. It is a rare occurrence to have an elephant survive a game without stampeding, so they are quite a double-edged weapon. Of course, an Indian army with four or more of the beasts is quite a formidable challenge, but this is akin to putting all one's eggs in a very shaky basket.

Painting the elephants and chariots are the two of the most challenging modelling aspects of collecting Indians. One place to show off your painting skills is on the elephant's quilted blanket. Sometimes, the elephants were decorated themselves with flower patterns and had their ears painted red, this is another place to show off. Pattern designs can be found in the artwork of the Sanchi Gates. Lotus patterns make great 'anchoring' corner designs, and the large area of the blanket allows easy access to the brush, whether a simple or intricate a pattern is chosen. Chariots are not all that difficult to paint, but they are the most difficult items to build, since many kits are full of lots of small bits, and miniatures companies rarely include assembly guides or diagrams. One thing that is important to remember while assembling both chariot and elephant crews is to test fit them first before you paint. Nothing is more frustrating than to clean, prime and paint your chariot crewmen, only to find out they do not fit! A little test fitting up front will save much gnashing of teeth when those carefully painted figures scrape their paint off as you jam them together in a cab.

Character's chariots and elephant models are the most ornate of all and can include parasols and standards to set them apart from the regular squadrons. Officers wore more dyed robes and tunics. I have a fondness for orange for some reason, but bright red and green were common. These nobles could also have patterned clothing with flowers or checks. Duncan Head points out that guard units may have worn red as noted in the Mahabharata. The nobles often dyed their beards white or other colours, such as purple, or even grass green. A General's chariot could also be adorned with a tiger skin, and carpeted baseboards. Nobles wore slippers made of white skin, the soles of their sandals were different colours and were thick enough to make the wearer seem taller.

The combination of the white kilted Indian massed archers and the colourful elephants and ornate nobles make the Indian army in miniature one of the most impressive on any tabletop. Well-painted Indian armies not only take the field in Warhammer Ancient Battles, they steal the show!
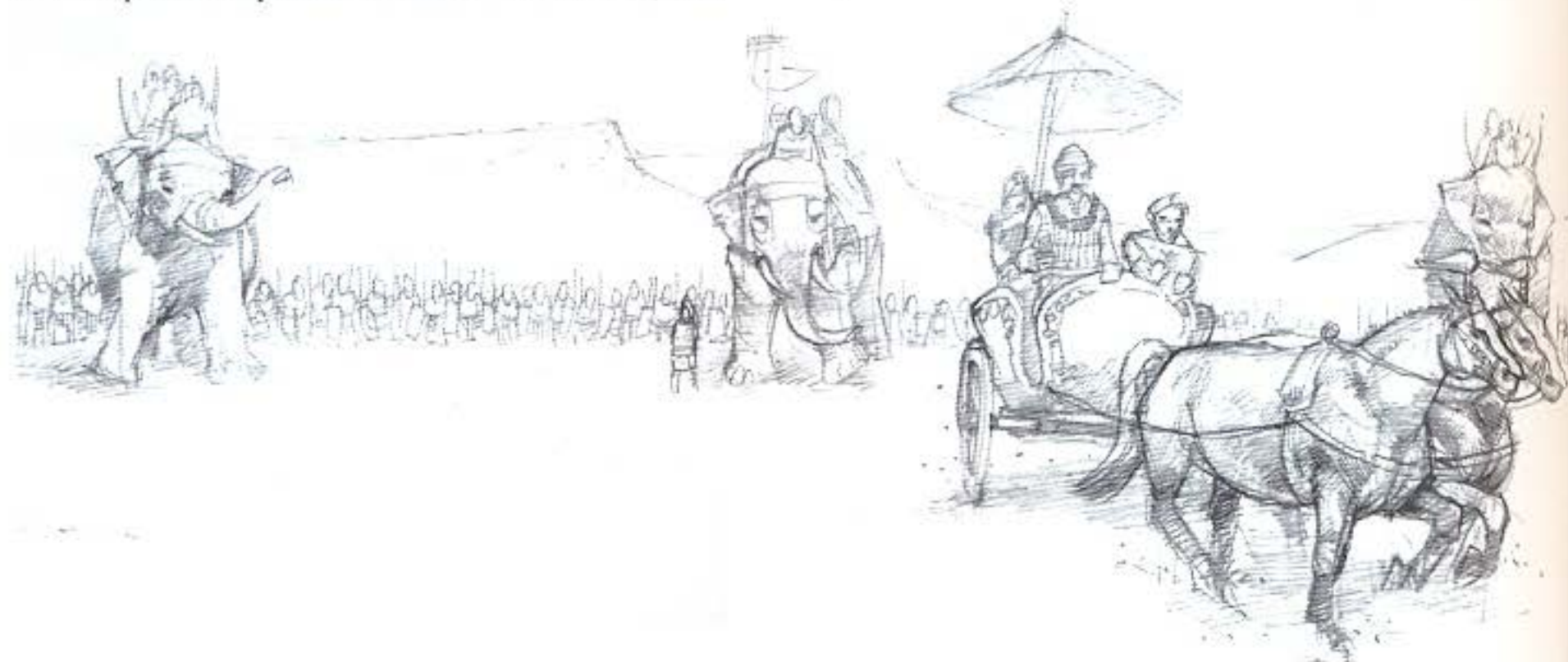
# TACTICS

Some of the tactics of the Indian army will be dictated by the 'flavour' chosen. There is a subtle diversity between the Mauryans/Classical Indians and the Republicans/Mountain tribes. This is mainly because the Mauryan/Classical lists that the most powerful shock troops were the elephants. The Republicans and Mountain tribes were much more defensive in nature as they tend to stick to fighting behind wagon laagers and fortifications.

The Mauryans have the best allotment of infantry and this can dictate their tactics as well. The Classical Indians have the power of extra large heavy chariots supported by numerous elephants. One commonly used game plan is to shoot the enemy into the ground as they approach. Once whittled down, the chariots and elephants can be unleashed to mop up enemy troops weakened by fire and suffering reduced rank bonuses. One trick is to place the elephants as a screen in front of the bowline. The elephants will block some of your troop's line of sight, but this delays the approach of the enemy, allowing more turns for shooting. Be careful to leave some gaps behind the elephants though, just in case they stampede backwards. Elephants are powerful and can drive back enemy heavy units, but you must be careful with them since enemy musicians, standards and oracles can be their bane. Skirmishers can keep an elephant tied up for many turns so make sure you can support your tuskers with light troops that can intervene.

Of course, just sitting back and shooting can lead to dull and repetitive games, so it is also best to learn how to use your Indians aggressively as well. Not every player will oblige you by marching gleefully into the firestorm. One way to upset an opponent is to organise an offensive wing that plows over one flank, while your missile troops delay the other. The sit back and shoot game is the safest plan, but will not always gain a decisive result. Learning how to punch and shoot with your Indians will gain solid victories.

The most powerful units are your chariots that can harass the enemy with their high Ballistic Skill firepower. A 'softened up' enemy unit can then be run down by heavy chariots. They are brittle themselves though as enemy skirmishers will eagerly target them as much as your elephants, and it is much easier to knock out a chariot than an elephant.

Cavalry are useful to advance swiftly and disrupt and delay the enemy from closing or deploying, but not much else should be expected from them. Mixing a cavalry attack with elephants is a powerful combination as the musician and standard can swing the tide and keep the elephant from stampeding.

The best usage of elephants in any Warhammer Ancient Battles army is against the enemy's cavalry, if you can achieve this your elephants will immediately pay off. Slamming your elephants into phalanxes to the front is a big risk, since the chance of winning is only slightly above average. Even if the elephant wins, the phalanx can easily Fall back in Good Order if it fails the Break test.

Guards are attractive units but be wary, over emphasising these expensive troops reduces the bow fire potential of your force. The player should try to strike a balance between mobile 'shock' troops and defensive troops maintaining the firing line.

One of the major decisions facing the Indian player is whether or not to put the General on an elephant. The advantages are great, as the General becomes immune to psychology, but you risk the potential of a stampeding elephant carrying your King in any direction helplessly away from where needed.

The other problem with riding an elephant is that you must usually commit the King or General to offensive use if riding a beast, and this can carry his important Leadership value away from the rank and file troops. Elephants are not very fast either so you definitely slow the reaction ability of your General down to a crawl.

The Indian General must plan how to be patient and force the enemy to advance into his firepower zones, while being harried by elephants, skirmishers and cavalry. If a strike force can be created from a chariot unit, an elephant and a mercenary infantry unit or Guards they can usually blow through any enemy unit weakened by bow fire losses. This counterpunch can be the decisive stroke of the game as the enemy force may well have to stop and redress his units to face a break through. This keeps the cycle of delaying tactics going. If you think like the Ancient Indian generals and group a balanced force of all four elements together (elephants, chariots, cavalry, infantry) you should be able to fight even Alexander's veterans to a standstill.

# THE CAMPAIGN & BATTLE OF HYDASPES

"Some, however, pursued the elephants too energetically, provoking them to turn on them by the wounds they inflicted. Trampled underfoot, they served as warning for the others to be more cautious in their pursuit. A particularly terrifying sight was when elephants would snatch up men in armour in their trunks and pass them over their heads to the drivers... so the fortunes of battle kept shifting... Then the Macedonians began to use axes – they had equipped themselves with such implements in advance – to hack off the elephants' feet."

Curtius

## ALEXANDER INVADES INDIA

After Alexander secured his Bactrian and Sogdian frontiers, the army marched east into the Indian provinces. In 327, he formed his Imperial army into two columns and cut a swathe of conquest all the way to the Indus River. This was a grand adventure, a journey to find the 'World's End'. With a rousing speech, the army set out, burning their carts and baggage to create a fresh start and symbolise their intent to capture new riches. Alexander's personal goals were to follow in the footsteps of Herakles, the legendary Argead (Macedonian Royal Family) clan's founder. As Alexander moved further to the east, he also came under the intoxication of following the mythical path of Dionysus – and, of course, he began to encourage the cult of worshipping himself.

Crossing the Hindu Kush, the army fought its way south. Alexander gained an alliance with the kingdom of Taxiles, and rested his veterans, while he learned about and hunted elephants. News came that King Porus, ruler of the nearby Parauva lands between the rivers Hydaspes and Acesines, was not about to submit to the invader and was mustering an army to resist. Alexander gathered his now huge army (which could have numbered up to 75,000 men, including 15,000 Macedonians) and marched these veteran columns to the Hydaspes River before the monsoon rains would bring a halt to campaigning. Porus bravely faced this host with an army reported to be roughly 38,000 men, including up to 300 light and heavy chariots, 4,000 cavalry and up to 200 elephants. Porus also waited for an ally, Abisares, ruler of Kashmir, to reinforce him.

The Indian King deployed his elephants and pickets to cover all the crossing points of the Hydaspes (which was a major obstacle) and Alexander was stymied. His veteran army was accomplished in river assaults but he knew that his cavalry would be terrified by the elephants and could not be ferried across without risking a disaster. Alexander's force included up to 20 elephants, however his troops and more importantly, his horses were not accustomed to working with them, and there was not enough time for training.

## A PRELIMINARY SKIRMISH

"In mid-stream lay a thick cluster of islands. Indians and Macedonians both swam over to these, holding their weapons above their heads, and light skirmishes were in progress on them, with both kings using these small scale encounters to assess the outcome of the major one. Now in the Macedonian army, Hegesimachus and Nicanor had a reputation for recklessness and daring; they were young noblemen, encouraged by the continuing success of their countrymen to disregard any danger. Led by these two and armed only with lances, the most intrepid of the young Macedonians swam to an island which was occupied by a large body of the enemy and, with nothing more than their enterprise for armour, cut down many of the Indians. To retire with glory was possible – if recklessness when it meets with success could ever know moderation! But while they awaited the approaching enemy with disdainful arrogance, they were encircled by men who had swum over unobserved and fell beneath a shower of missiles hurled at long range. Those escaping the enemy were either swept away by the force of the current or sucked down into the whirlpools. The engagement did much to bolster the confidence of Porus, who watched the whole thing from the bank."

Curtius

## ALEXANDER PLANS THE CROSSING

As the summer rains set in, Alexander called for grain and stores to be stockpiled as if he was going to wait for the river to subside, and then force a crossing after the monsoon abated. In the meantime, Alexander (who had his fleet disassembled and transported overland) had his navy scout up and down the river for other suitable crossing points. He initiated feints at these newly found crossings night after night, until Porus wearied of marching and counter marching to each threatened sector. Porus was pinned at the main crossing by Craterus, leading Alexander's few elephants and a large part of the army. One night, under cover of storms, Alexander ferried 6,000 infantry and 5,000 cavalry unopposed upstream of Porus' position.

## PORUS REACTS

When Porus was informed that the Macedonians had crossed the river, he dispatched his son with 120 chariots and up to 2,000 cavalry to intercept them. Obviously, he was totally deceived by Alexander's feints and felt this was enough force to deal with yet another Macedonian reconnaissance. The younger Porus was killed and Alexander's Companions and horse archers easily brushed aside his troops. The chariots were simply herded onto muddy ground and captured.



Battle of the Hydaspes 326 B.C.
Alexander vs Porus
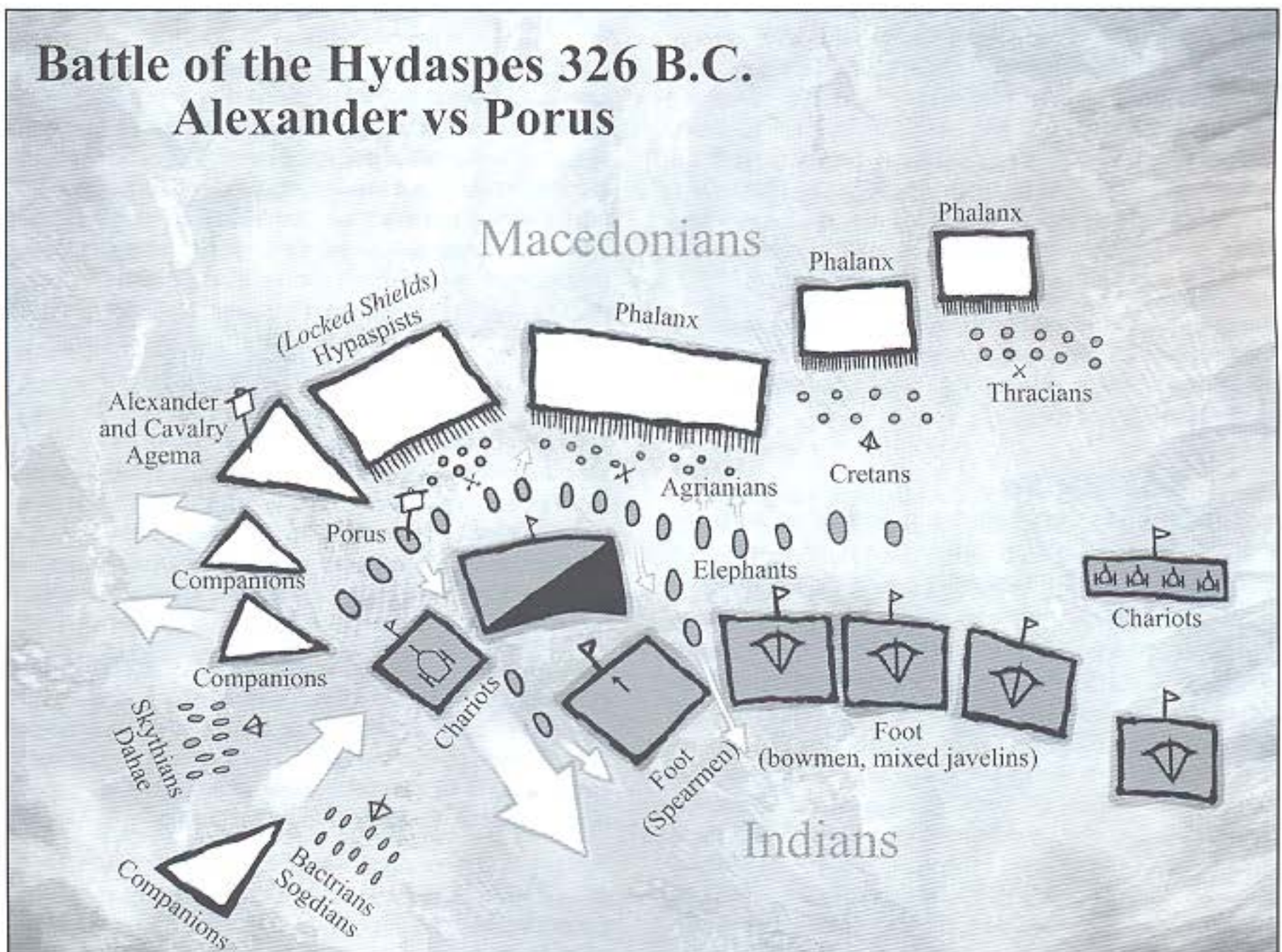
The Indian survivors rushed back to Porus' main battleline, where they rallied. Porus left some elephants and troops to cover the main crossing and hold up Craterus. This gave him time to form a battleline on sandy ground away from the Hydaspes' riverbank facing Alexander's onslaught. His infantry was arrayed in a ten deep line with cavalry on each flank. In front of the cavalry on each wing were 100 or more chariots, and in front of the infantry, he placed his 120-200 elephants at 50 foot intervals. Obviously, his tactics were to protect his infantry from the

Macedonian sarissas with these living bastions. Alexander marched onto the plain, and waited briefly for the infantry to come up. Even though he was outnumbered, he decided to force the battle and launched a hasty cavalry assault on the Indian left wing…

"From the position he took up on the bank of this river, he was able to see Porus, with all his forces, including his squadron of elephants, on the further side.

Arrian

# THE INDIAN CAMPAIGN AGAINST PORUS
## A Warhammer Ancient Battles Mini-Campaign

The following scenarios can be played as separate games or linked together into a series of actions – culminating finally in the famous 'elephant battle' between Porus and Alexander, or in defeat and humiliation for Alexander's army. Players may choose to play them in any order but should reserve the River Assault or the battle of the Hydaspes as the last action in a series of games. Players might play the Recon Skirmish scenario a number of times to gain familiarity with their armies, and watch their armies progress with keen interest like Porus and Alexander did in reality. The Bridgehead scenario represents the kind of action witnessed when Porus' son attempted to intercept Alexander's crossing with cavalry and chariots. The River Assault is a desperate gamble for the Macedonians and only the best generals (or luckiest) will succeed. An Order of Battle is presented for the campaign to give the player an idea of the troops possibly available to Alexander and Porus, one can play these scenarios using the actual units listed on the OOB, or players can generate their own lists

A victory for either side gains them confidence in future battles; they can use the campaign benefits from pages 93-95 of the main rulebook to gain advantages in the next scenario's action.

### RECON SKIRMISH

A skirmish breaks out between forces on an island in the middle of the Hydaspes River, or a small force has run into another scouting party on the opposite bank.

Players should restrict themselves to maximum of 1,000 points. The highest ranking officer is a taxiarch (officer), or padika. This game is a skirmish action and all troops may fight as skirmishers. Up to one Hypaspist unit is allowed but no Companion cavalry. Phalangites may substitute javelins for pikes and count as light infantry. No Indian chariots, Maiden or other guards, elephants, or war machines are allowed in these skirmishes. Otherwise, normal troop ratios are allowed. Players roll a D6, the high roller gains the initiative and is ambushing the reconnaissance force.

The defender must set-up his forces first. He may set up 12" in from his baseline on his half of a 6' x 4' table, from edge to edge. The ambushing attacker places his troops within his baseline and moves first. Play proceeds for six turns, or until the enemy force is broken.

Terrain can be quite rugged and rough for this scenario. Rivers can cut the terrain to represent eddies, and inlets. Lots of trees may be placed, although hills should be rare. The table can even be made into a small island such as Hegesimachus and Nicanor were killed fighting over.

Victory in the Recon Skirmish gives one surviving unit one campaign skill. Up to three Recon battles may be fought before leading to the Bridgehead or River Assault. If the Macedonian player wins two of three skirmishes (or the Indian player decides to not fight any more skirmishes) he may declare the next battle will be a Bridgehead game, or River Assault game. If the Indian wins two of three (or the Macedonians refuse to fight a further skirmish) then the Macedonians are unable to find suitable crossings and must engage in the risky River Assault or call off the campaign.

### BRIDGEHEAD

Alexander has succeeded in finding a place hidden from enemy scouts that allows him to get his assault force across the river but an Indian force of cavalry, chariots, and light infantry is attempting to either drive them back into the river or gain time for the main army to arrive and defeat the bridgehead.

Both players may take a maximum of 2,000 points. Only light infantry, skirmishers, cavalry, and chariots are allowed to either player. One character is allowed per army. This scenario is played as a Meeting Engagement (see page 79 of the WAB rules). Play proceeds for six turns, or until the enemy force is broken.

Terrain is determined normally, but the Macedonian player should have his back to the river. Terrain generated as hills should count as mud bogs that will trap chariots.

Victory in the Bridgehead gives one surviving unit one campaign skill. If the Macedonians are defeated then the next game must be River Assault or give up the campaign. If the Indians are defeated or a draw results then play out the full battle of the Hydaspes scenario.

## RIVER ASSAULT

Alexander's ruses and stratagems have failed and he must force the river near its heaviest defended point and defeat Porus' army before the rains make further crossing attempts impossible. Porus, still wary of all the feints, has pulled his forces away from the main crossing. Soon the morning mist begins to rise and he can see from his elephant's back, silent dark shapes moving toward the riverbank... rafts full of pikemen, and cavalrymen with their armour wrapped with cloth for silence...

Points are unlimited. Any troops available may be used; the Macedonian player may also have up to one Elephant. (The Macedonians are not 'Used to Elephants' but Indian allied troops are).

This hypothetical scenario is played as a Pitched Battle with the following special deployment rules. Terrain is determined normally, except that the first 6" in from the Macedonian table edge is the riverbank of the Hydaspes and may only be traversed by rafts, and elephants. Hills should be at a minimum and none should be within 30" of the river. The Indian player deploys one third of his army points up to 12" from his table edge. The remainder of the Indian army arrives with an alert Porus. On Turn 1, roll a D6, a 1-2 results in Porus' arrival. At the start of Turn 2, a roll of 1-4 releases Porus' forces, otherwise, Porus vacillates, and they delay till Turn 3. Porus's forces arrive anywhere on their table edge and move and charge normally the turn they arrive. All troops must enter the table on that turn.

The Macedonian player may only place skirmishers within his deployment zone – no other troops are allowed including characters – these are the advance guards who have crossed over on rafts of animal skins. A maximum of 20% of the army's points may be in this advance guard. The Macedonian player may place his artillery off the table, these may be fired from the centre of his baseline, but add 12" to the distance fired. Thus a bolt thrower fires at a target 16" from his baseline, the range is counted as 28". The artillery must have a unobstructed line of sight to the target, occupied barges and troops will block their fire.

The Macedonians are allowed two rafts or cavalry barges per 1,000 points in their army. Each raft has a carrying capacity of 24 infantry models. Mounted characters and Cavalry models counts as three models for transport. War machines count as five models. An elephant takes up a whole raft if ferried. Rafts should be large enough to carry 24 infantry or 8 cavalry. Thus a raft of 120mm by 120mm should suffice.

A raft may carry a unit from the Macedonian table edge to the riverbank. During the Movement phase, the Macedonian player declares where a raft is attempting to land, and places it next to his baseline edge, then he rolls on the Drift chart (below) to see the condition of the troops when they land. The raft is moved directly across the river, unless it drifts. The troops are then free to move. All troops on rafts are treated as skirmishers until disembarked. Rafts and models being ferried are treated as large targets. A unit that flees while on a raft is destroyed! As soon as a raft is empty, it automatically returns and picks up a new unit for the next turn If a character is on a raft with units – and they must check for panic – then the units may use the Character's Ld value. If the Macedonians have an elephant, it may cross the river without a raft, but it takes its whole move to do so. Rafts and barges may be re-used, even if destroyed or captured.

| D6 | Result |
|---|---|
| 1-2 | The unit disembarks and may move, charge or shoot normally this turn, no march moves are allowed. The raft returns immediately. |
| 3-5 | The unit is disordered by the landing, and may not move or shoot. Roll a D6, the raft drifts that many inches downriver before the troops disembark. The raft returns immediately, unless the troops are blocked from disembarking by friendly or enemy troops. |
| 6 | The raft is caught by the river's current. Roll 2D6, the raft drifts that many inches to the right, downriver. The troops remain embarked. A raft that drifts off the table edge is considered lost! |

This scenario can be played for eight turns or until one side breaks from casualties. Players may wish to extend the game length by rolling a dice to see if the game continues, 1-3 – the game ends, 4-6 – the game continues. You can add +1 per turn to make sure its does end!

Victory in the River Assault rewards one surviving unit one campaign skill. If the Macedonians are defeated then Porus has won the campaign. A humbled Alexander must retreat from India. If Porus is defeated then Alexander has triumphed over greater odds than he faced in reality, maybe his army will march to the ends of the earth for him after all! If the battle is drawn, then reset the campaign and start over!

# "TREAT ME AS A KING"
## The Battle of the Hydaspes 326 BC

The preliminary skirmishes are over, this is the main event. Alexander will impose his will on Porus and force him to join his empire, or he will be crushed underneath the feet of Porus' stomping elephants.

## PLAYING THE BATTLE

This is recommended as an advanced game where 3,000-6,000 points will give a reasonable representation of the forces per side. The scenario is played as a Pitched Battle with restrictions on troop arrivals.

The Macedonians take units selected from The Imperial Macedonian Army list. Alexander is the Army General. It is recommended that the Macedonians use the following OOB listing as a guide. Note: The option to take axes for skirmish infantry is strongly urged!

The Indians take units selected from the Classical Indian Army list. They must take Porus who is a Danda (king) and is the Army General. The following OOB gives a guideline that can be followed to recreate Porus' army.

# ALEXANDER'S ASSAULT FORCE

Alexander the Great (Army General)
Hephaestion (Hipparchos)
Companion cavalry:
Ptolemy (Hipparchos)
9 x Agema Companions
9 x Hephaestion's Companion Hipparchy
10 x Perdiccas' Companion Hipparchy
Coenus (Hipparchos)
9 x Coenus' Companion Hipparchy
10 x Demetrius' Companion Hipparchy

## ALLIED CAVALRY

2 x 10 Dahae horse archers (Dahae/Skythians LAP)

## HEAVY INFANTRY

Seleucus (Strategos, Sub-General)
Nicanor (Taxiarchos)
3 x 20 Hypaspists
30 x Antigenes Agema Pezhetairoi Taxi
30 x Cleitus' Pezhetairoi Taxi

## LIGHT TROOPS

Tauron (Officer)
2 x 10 Agrianians (may have been armed with axes)
2 x 10 Cretans
2 x 10 Macedonian
2 x 10 Thracians

## REINFORCEMENTS

Son of Taxiles (Padika) (Indian list)
2 x 10 Bactrian Cavalry (Hippakontistai)
20 x Sogdian Cavalry (Hippakontistai)
16 x Dahae Cavalry
Meleager (Taxiarchos)
30 x Meleager's Pezhetairoi
30 x Attalus' Pezhetairoi Taxi
30 x Gorgias' Pezhetairoi Taxi

**Total Models:** 421 foot and horse

## CRATERUS' HOLDING FORCE

Craterus (Strategos, Sub-General)

## COMPANIONS

10 x Craterus' Companion Hipparchy

## ALLIED CAVALRY

10 x Arachosian Cavalry (Persian Skirmish Cavalry)
10 x Parapamisidae Cavalry (Mountain Indian)
10 x Taxiles Indian cavalry (Indian)

## HEAVY INFANTRY

Polyperchon (Taxiarchos)
30 x Alcetas' Pezhetairoi Taxi
30 x Polyperchon's Pezhetairoi Taxi
2 x 24 Taxiles footmen
(Indian provincial bow/javelins)

## LIGHT INFANTRY

Indian Officer (Padika) (Indian list)
2 x 10 Taxiles Indian skirmishers
(Indian Forest Tribes)
2 x 10 Greek Mercenary Peltasts
10 x Asiatic light troops (Skirmishers LAP)
2 x Indian elephants (Indian list)

## MERCENARY INFANTRY

2 x 24 Greek Mercenary Hoplites

**Grand Total:** 672 foot
and horse, 2 elephants

# PORUS' ARMY AT THE HYDASPES

Porus (Danda) (Army General) rides war elephant
Spitaces (Army Battle Standard)
1 x Son of Porus (Senapati, Sub-General)
5 x Officers (Padika)

(One Son of Porus (Senapati, Sub-General) removed as killed in preliminary skirmish)

## CAVALRY (4,000-6,000)

1 x 10 Armoured Indian cavalry
3 x 10 Unarmoured Indian cavalry

(2 x 10 Unarmoured Indian cavalry removed as destroyed in preliminary skirmish)

## INFANTRY (30,000)

1 x 40 Mercenary Spearmen
1 x 40 Mercenary Spearmen
4 x 40 Hereditary mixed Spearmen/Longbows
2 x 40 Guildsmen mixed Spearmen/Longbows
8 x 8 Elephant escorts

## CHARIOTS (200)

Each chariot squadron includes 3 models:
3 x Light Chariot squadrons
3 x Large Chariot squadrons
(2 x Chariot squadrons, and 2 x Large Chariot squadrons removed as destroyed in preliminary skirmish)

## ELEPHANTS (120-200)

12 x Elephants

**Army of Porus:** (438 foot and horse, 24 chariots, 13 elephants)

## FORCES SENT TO DELAY CRATERUS

1 x Son of Porus (Senapati, Sub-General)
2 x Officers (Padika)

## CAVALRY

2 x 10 Unarmoured Indian cavalry

## INFANTRY

3 x 40 Hereditary mixed Swordsmen/Longbows
2 x 10 Elephant runners

## CHARIOTS

1 x 4 Light Chariot squadrons
1 x 4 Heavy Chariot squadrons

## ELEPHANTS

2 x Indian War Elephants

**Grand Total:** 601 foot and horse, 32 chariots, 15 elephants

## MULTIPLAYER GAMES

Don't Panic! This Order of battle is detailed to show how a very large game **could** be organised. Players could easily play the scenario by reducing the figures involved by a ratio of a half or a third of this list. This order of battle is factored at roughly a 1:50 level and has all the elements for a large multi-player 'club' game. One player can take the role of Porus or Alexander; other players represented by leader models can then take on the roles of the Sub-generals and other leaders. Players can come up with elaborate command systems where players are not allowed to confer with the commander in chief unless within 12", or you might even force the commander to pass messages via runners. Large multi-player games can be very visually rewarding experiences, and players tend to remember these 'Big' games for years!

## TERRAIN

The terrain is mostly flat with the Indians formed with their left flank on the muddy banks of the Hydaspes. An area 6" from the river edge should be marked as 'muddy ground' and counts as an obstacle only to chariots. The ground rises to the Indian right wing and a number of low hills may be placed, maybe one small light wood can be added for some colour, close to the table edges.

## DEPLOYMENT

The Indian force deploys cavalry leaders, skirmishers and chariots first in his deployment zone. The rest of the Indian forces arrive on Turn 2 on their baseline. After this, the Macedonian player may place all his 'Assault force' anywhere in his deployment zone. The Macedonian Reinforcement troops arrive on Turn 2 on their baseline. The forces of Craterus, and the Indian forces delaying him, do not intervene in the game, but are listed for completeness. However, players are free to use them in a River assault scenario to recreate 'What-if?' Craterus had tried to intervene earlier in the battle. This could be a side game in which one player controls Craterus' forces vs. the Indian delaying player on a separate table... while Alexander and his forces engage Porus.

## SPECIAL RULES

Macedonian troops are not 'Used to Elephants'. The Macedonian player may have one 'allied' Indian elephant with Indian crew and armament. Macedonian Companion cavalry and mounted characters forced to flee from elephants may attempt to rally immediately at the end of their fleeing movement if they are not contacted by the elephants themselves. They may attempt this rally even if their flight would normally take them off the table edge, and if other enemy troops would still contact them. Use all the optional Elephant rules from the Special Rules section.

Porus rides an extra grizzled veteran elephant, if Porus is defeated in hand-to-hand or fails a Stampede check, the royal elephant will back up 2D6" towards his baseline, facing the enemy. It will not stomp Indian troops, and they automatically part to let the elephant pass through. The elephant will halt from exhaustion three turns after it began to back up. After that the beast and passengers may only turn in place and may not move or charge. The crew will fight normally but the elephant will no longer fight. If Porus is killed, the whole model is removed.

## VICTORY

The battle rages until one side is demoralised or either Alexander or Porus is killed. Player may wish that after Turn 8 the game end on a D6 roll of 4+.

## OPTIONAL RULE: WEATHER

The weather turned nasty the night of the Macedonian assault, and it continued to rain early during the day. If both players wish, the following chart can be used to spice things up. Roll a D6 at the start of any turn, if a 4-6 occurs, roll again on the chart below. Once the weather turns bad you must roll every turn until a 1 stops the rain.

| D6 | Result |
|----|--------|
| 1 | **Sunshine.** Don't roll on this table again for the rest of the game. |
| 2 | **Seems to be clearing.** Roll again! |
| 3 | **Muddy.** Chariots may only move half speed, no units may march move. |
| 4 | **Light rain.** All missile fire suffers a -1 to hit. |
| 5 | **Blustery.** No long range fire is allowed. |
| 6 | **Torrential downpour.** Missile weapons may not be used. All movement is halved, chariots may not move at all. Attacks will only hit on 6s in hand-to-hand combat. Units may not pursue fleeing enemies. |

# THE HISTORICAL BATTLE

" **A**lexander paused as his infantry slogged up through the marshy and still soggy ground. He surveyed the enemy battleline and decided to focus his attacks on the Indian left wing. At one point moving out far ahead of the infantry which consisted of the Hypaspists, two phalanx battalions, the Cretans, Thracians, and Agrianians. Some of the light infantry were equipped with axes to deal with Porus' elephants."

" **A**lexander saw his chance; precisely at the moment when the enemy cavalry were changing direction, he attacked. The Indians did not even wait to receive his charge, but fell back in confusion upon the elephants, their impregnable stronghold – or so they hoped."

Arrian

## Phase 1: Alexander lures out the chariots and cavalry

The Dahae and Scythian horse archers worked over the Indian chariots on the left flank. The chariots apparently drove out from their main body to come to grips with these elusive foes. Soon the Bactrian and Sogdian javelineers were making mincemeat out of this chariot attack, and the Indian cavalry intervened trying to rescue the chariots. Alexander then stripped off two Hipparchies of Companions under Coenus to threaten the Indian right flank. Porus saw this manoeuvre, and ordered his right wing cavalry move to reinforce his left wing's advance. In addition, Porus' line began to edge to the left.

The reinforced Indian horsemen began to gain the upper hand against Alexander's light horse. He then charged in with two Hipparchies and the Agema squadron of Companions. Somehow, Coenus broke off his flank attack and intervened in time to catch the Indian cavalry in their rear as Alexander hit them in front. Soon the Indian cavalry 'in great disorder' fled back behind their elephants. Alexander's horsemen would not face the beasts and apparently were either halted in place or they were routed back themselves.

" **I**t was an odd bit of work – quite unlike any previous battle; the monster elephants plunged this way and that among the lines of infantry, dealing destruction in the solid mass of the Macedonian phalanx..."

Arrian

## Phase 2: The elephants intervene

About this time, the Hypaspists, phalanx and light infantry (sometime before this, three other phalanx battalions had joined the line) had moved up and were charged by elephants. A terrific struggle ensued as the pikemen were flung about, or variously mangled by the elephants. A number of these elephant charges, led by Porus himself, stopped the phalanx in its tracks. Eventually, the light infantry gained the upper hand, as the elephants were stripped of their mahouts, or hamstrung by axes. The Indian infantry are not mentioned as intervening in this fight, apparently being content to attempt to fire missiles when the lines parted enough to clear targets.

" **A**lexander surrounded the lot of them – elephants, horsemen, and all – and then signaled his infantry to lock shields and move up in a solid mass."

Arrian

## Phase 3: The elephants are driven off.

The wounded and riderless beasts, 'trumpeting in defiance', were then driven back onto their own lines by the phalanx which had recovered its composure, 'locked shields' and advanced slowly in a solid wall of pikes. These stampeding elephants crumpled their infantry line, which was followed by the inevitable crunch of the closed order phalanx itself. The Macedonian cavalry had rebounded and herded the mass of men and elephants into a pocket. The Indian army broke and fled. Craterus crossed the river and pursued. Some 80 elephants were captured, and many Indians were killed in the pursuit. The Macedonians had suffered heavy casualties themselves – over 900 killed, which even if it is an underestimate is the largest total admitted in any of Alexander's victories.

" **A**lexander was the first to speak. "What," he said "do you wish me to do with you?" "Treat me as a King ought." Porus is said to have replied.

Arrian

Alexander eventually captured Porus, who had been wounded in the fight. His elephant has suffered many wounds but still protected him as he was surrounded by javelineers. Alexander sent the son of Ambhi to entreat him to surrender. Alexander admired Porus' 'Kingly' demeanour and he allowed Porus to continue to govern his own lands as his vassal. Alexander pushed his troops further into India, but rumours of vast enemies with huge elephant armies eventually caused his army to mutiny.

The vaunted Indian longbow was not a decisive factor in the battle; it is possible that the rains and muddy ground made archery slippery work. Some have suggested that the longbow could not have been effectively strung on muddy turf. Still others point out that the bowstrings may have lost tension in the wet conditions. The chariots were most hampered by the wet and muddy conditions. Most of Porus' army was rendered ineffective by the Macedonians superior tactics and flexibility, but the elephants are what made this battle such a bloody and traumatic experience for the Macedonians. A nightmare that haunted the army until the troops finally mutinied and turned back for home.

# FURTHER INFORMATION

## BASIC WARGAMES SOURCES

These books are readily available at hobby shops or bookstores:

Charles Grant, *The Ancient War Game* (St. Martin's Press 1974). This is what started it all for me in 1974.

Duncan Head, *Armies of the Macedonian and Punic Wars, 359 BC to 146 BC* (Wargames Research Group 1982). The perfect resource for the Hellenistic era wargamer. The black & white illustrations are very useful, and the text is a compendium of most of the knowledge on this subject, plus it includes an excellent bibliography.

The Achaemenid Persian Army (Montvert Publications 1992).

The Osprey 'Men at Arms' line of books are great painting references. The following Ospreys are recommended: *Alexander the Great*, Nick Secunda and John Warry (Osprey Military 1998), *The Ancient Greeks*, Nick Secunda (Osprey Elite 1986), *The Persian Army 560-330BC*, Nick Secunda (Osprey Elite 1992), *The Scythians 700-300BC*, E. V. Chernenko (Osprey 1983), and the excellent: *The Thracians 700BC-AD46*, Christopher Webber (Osprey 2001).

Phil Barker and Richard Bodley Scott, D.B.M. Army Lists, For use with the De Bellis Multitudinis Wargames Rules, *Book 1: 3000 BC to 500 BC*; and *Book 2: 500 BC to 476 AD* (Wargames Research Group, 1993). These lists are thoroughly researched and create the framework to build many Warhammer Ancient armies.

## ADDITIONAL SOURCES

These books are great introductions to the period and some have that 'coffee table' appeal:

Peter Connolly, *Greece and Rome at War* (London: Greenhill, 1998). Along with his children's books; *The Greek armies*, *The Roman Army*, and *Hannibal and the Enemies of Rome* are full of great illustrations. Connolly prefers to reconstruct things from art and archeological evidence.

John Warry, *Warfare in the Classical World* (Salamander books Ltd 1980). This book combines great graphics and illustrations with a comprehensive text.

John Keegan, *The Mask of Command* (Viking Press 1987). Dr. Keegan presents a most balanced account of Alexander's military career.

Victor Davis Hanson, *The Wars of the Ancient Greeks* (Cassell & Co 2000). Beware – Dr. Hanson is not kind to Alexander! His new work *Carnage and Culture*, is recommended but is not glorifying of Alexander in the least. His *Western Way of War* is an amazing reading experience if you are a student of Hoplite warfare.

John Drogo Montagu, *Battles of the Greek & Roman World* (Greenhill Books 2000). This is a fantastic resource for wargamers. Almost every battle of this period is covered with some maps and OOB info. A necessary reference source for quickly designing your own historical scenarios.

Paolo Moreno, *Apelles: The Alexander Mosaic* (Skira 2002). This details the famous Alexander battle mozaic at Pompeii in glorious close-ups and compares it to the lost works of Alexander's famous court painter, Apelles.

Peter Green, *Alexander of Macedon 356-323 BC A Historical Biography* (University of California Press 1991). The original picture book that came out in 1978 is a great source for photos of the areas conquered by Alexander. This expanded text volume is thoroughly readable and is my favourite Alexander book.

J.F.C Fuller, *The Generalship of Alexander the Great* (Minerva press 1960). A great start to understanding Alexander's battlefield genius.

Christopher Webber's *Thracians* article from the August 2000 Wargames Illustrated – very inspirational, along with his website.

Articles in Slingshot – The Journal of the Society of Ancients, including those written by Duncan Head, Luke Ueda Sarson, David Karunanithy, and Adrian Goldsworthy being most helpful.

## SOURCE MATERIALS

These works are much more academic and more detailed. Usually, they do not have very many pretty pictures either! You can tell they are more serious as many authors have initials rather than first names.

J. K. Anderson, *Military Theory and Practice in the age of Xenophon* (Berkeley 1970). My first 'serious' read on the subject, a book that shaped many of my views.

A. B. Bosworth, *Conquest and Empire* (Cambridge University Press). A thoroughly sober history, excellent detail.

Donald W. Engels, *Alexander the Great and the Logistics of the Macedonian Army* (University of California Press 1978). A most fascinating angle on Alexander's conquests, it examines how Alexander moved and fed his armies. Detailed troops breakdown make this a must for wargamers.

N. G. L. Hammond, *The Genius of Alexander the Great* (University of North Carolina Press 1997). Dr. Hammond is the 'anti-Hanson' giving a much more heroic view of Alexander, good discussion of battles and units.

Radha Kumud Mookerji, *Chandragupta Maurya and His Times* (Motilal Banarsidass Publishers 1999). Compares the Greek and Indian surviving texts of this period.

Sarva Daman Singh, *Ancient Indian Warfare* (Motilal Banarsidass Publishers 1997). Mostly covers 'Vedic' or earlier material than our period, and is a bit hard to read. But is full of juicy details on weapons and armour.

A.M. Snodgrass, *Arms and Armour of the Greeks* (Johns Hopkins University Press 1967). An introductory description of the development of armour in Greece, highly recommended and accessible for anyone beginning an interest in this era.

## QUOTED SOURCES & HISTORIES

These represent the ancient historians' words, including those quoted in this volume. A number of these works are quite decent reads in their own right. Arrian, and Xenophon and Plutarch, and Kautilya are very entertaining!

Demosthenes. *Demosthenes with an English translation* by J. H. Vince, Harvard University Press 1930.

Demades. *Minor Attic Orators in two volumes, 2, with an English translation* by J. O. Burtt, Harvard University Press 1962.

Diodorus Siculus. *Diodorus of Sicily in Twelve Volumes with an English Translation* by C. H. Oldfather. Vol. 4-8. Cambridge, Mass.: Harvard University Press 1989.

Kautilya. *Kautilya's Arthasastra* DR. R. Shamasastry (Mysore Printing and Publishing House, 1961

Pausanias. *Pausanias' Description of Greece with an English Translation* by W.H.S. Jones, Litt.D., and H.A. Ormerod, M.A., in four volumes. Cambridge, MA, Harvard University Press; London, William Heinemann Ltd. 1918.

Plutarch. *The Age of Alexander*, translated by Ian Scott-Kilvert, Penguin edition, 1980

Arrian. *The Campaigns of Alexander*, translated by Aubrey De Selincourt, Penguin edition, 1971

Herodotus. *The Histories*, translated by Aubrey De Selincourt, Penguin edition, 1974

Quintus Curtius Rufus. *The History of Alexander*, translated by John Yardley, Penguin edition, 1988

Xenophon. *The Persian Expedition*, translated by Rex Warner, Penguin edition, 1965

Harder to find are the works of Asclepiodotus, and Aeneas Tacticus, these most often will be found only in University libraries. Look for the Loeb editions.

## INTERNET SOURCES

The Internet has been quite a boon to my research, especially the Perseus Project at (http://www.perseus.tufts.edu/). This site has a great selection of classical works in Latin and Greek, plus English translations. Another excellent site with links to further information is the Alexander Project by John J. Popovic at (http://www.1stmuse.com/frames/).

## MINIATURES MANUFACTURERS

Old Glory USA , Box 20, Calumet, PA 15621, USA www.oldgloryminiatures.com

Old Glory UK, Institute House, New Kyo, Stanley, Co. Durham, DH9 7TJ, UK) www.oldgloryuk.com

Vendel Miniatures, 5 Fen Road, Pakenham, Suffolk, England IP31 2LT homepage.ntlworld.com/heinz.p/

1st Corps Ltd Lower Howorth Fold House Howorth Road Burnley BB11 2RE www.1stcorps.net

Foundry, 24-34 St Marks Street, Nottingham NG3 1DE, UK www.wargamesfoundry.com/

Newline Designs, 6 Ardley Close, Ruislip, Middlesex, HA4 7PL, www.newlinedesigns.co.uk/

Essex Miniatures, Unit 1, Shannon Centre Shannon Square Thames Estuary Estate Canvey Island Essex, SS8 0PE www.essexminiatures.co.uk

Gripping Beast, 32 Union Court, Richmond, Surrey TW9 1AW, UK

Perry Miniatures, PO Box 6512, Nottingham NG7 1UJ, UK

Ever Victorious Miniatures, 19 Newstead Avenue, Mapperley, Nottingham NG3 6GB

## PUBLISHERS

Warhammer Historical, PO Box 5226, Nottingham NG7 2WT. www.warhammer-historical.com www.games-workshop.com/historical/
Get all the latest news and rules from Warhammer Historical Wargames.

Osprey Publishing Ltd, Elms Court, Chapel Way Botley, Oxford OX2 9LP, UK

Wargames Research Group (WRG), The Keep, Le Marchant Barracks, London Rd. Devizes, Wilts SN10 2ER, UK

## SOCIETIES

Warhammer Players Society, The Membership Secretary, PO Box 6420, Littleover, Derby DE1 9HA, UK http://www.players-society.com/ The Warhammer Players Society website, including an online Warhammer Historical Forum.

Society of Ancients, The Membership Secretary, Mabar, Blackheath Lane, Wonersh, Guildford, GU5 0PN. http://www.soa.org.uk/ Loads of useful resources as well as a directory of figure manufacturers. The SoA also publish a bi-monthly magazine – Slingshot.

Lance and Longbow Society, The Secretary, 11 Westmeade Close Rosedale, Cheshunt Herts EN7 6JP www.lanceandlongbow.com The Society produces a useful magazine – The Hobilar, and a range of booklets.

## MAGAZINES

These cover wargaming in general, rather than being specifically about Alexander the Great.

Wargames Illustrated, PO Box 6712, Newark, Notts NG24 1GY, UK

Miniature Wargames, Pireme Publishing Ltd, Suite 10, Wessex House, St Leonard's Road, Bournemouth BH8 8QS, UK

Wargames Journal. http://www.wargamesjournal.com – an online magazine & resource.

# THANKS TO...

## CONVERSIONS
## & MODELLING INFORMATION

The Army of Persia was converted from a limited range of Foundry Persian miniatures by Neil Bitton and is unique.

The whole army and their Macedonian opponents look awesome on the table top, our thanks to Neil.

Elephant converted from Vendel Miniatures by Soapy and Darren of Gripping Beast.

Darius and his chariot modified by Rob Broom from a range of Old Glory Miniatures.

## COMING SOON...

More supplements coming soon from Warhammer Historical for Warhammer Ancient Battles.

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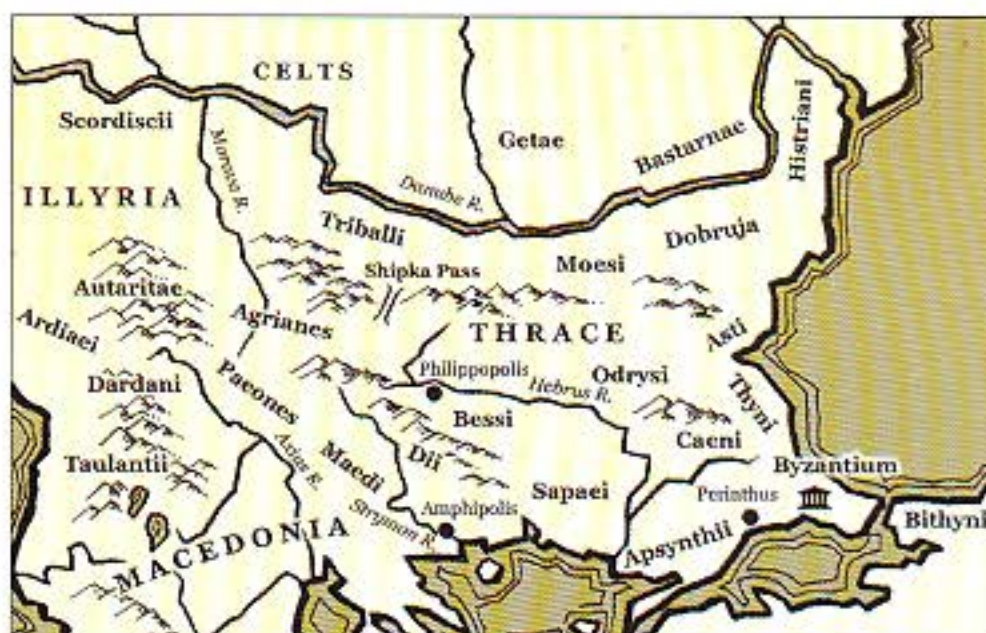UK: 10% of order value,

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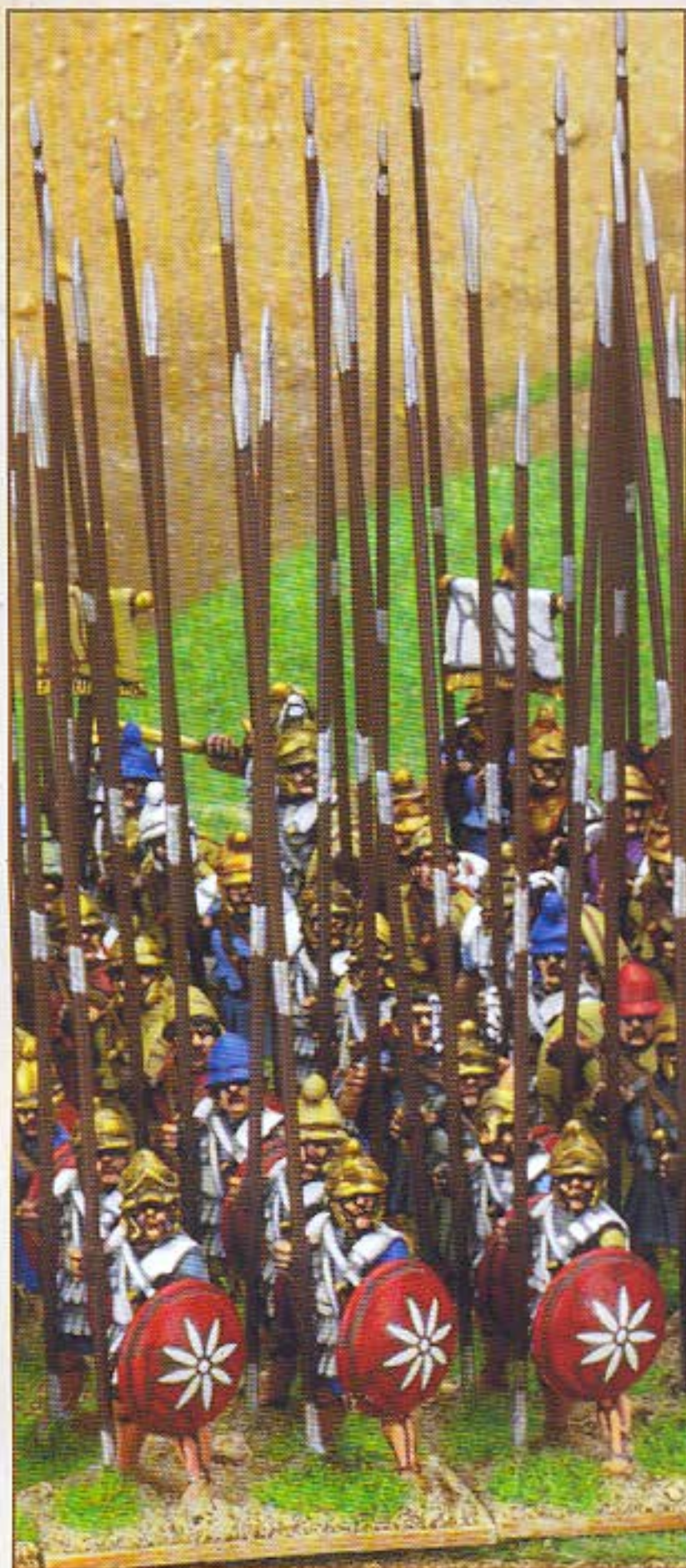Rest of the World: 30% of order value.

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The End of Persia – Army lists allowing you to recreate the Persian army of Darius III and his Satrapal generals.

The Indian army – Army lists allowing you to recreate the Indian army of Porus as well as other Indian army variations.

Greek Mercenaries and Barbarian army lists from the period are also included, and these can fight either for, or against, Alexander.

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Also included are a series of detailed Orders of Battle allowing you to follow in Philip's and Alexander's footsteps and recreate some of their famous encounters and campaigns:

The Battle of Chaeronea 338 BC

The Battle of Granicus. 334 BC

The Battle of Gaugamela 331 BC

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