Volume 2: PRESTAGS scenarios by Joe Miranda

CHARIOT
Tactical Warfare in the "Biblical" Age, 3000-500 BC

SPARTAN
Tactical Warfare in the Hellenistic Age, 500-100 BC

LEGION
Tactical Warfare in the Roman Age, 100 BC - 700 AD

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Volume 2 PRESTAGS Scenarios
by Joe Miranda

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Legion Scenario: Nile 47 BC, Caesar Triumphs in Egypt

Ptolemy XIII (yellow counters): Leaders "3L" x 2; Militia spear x 8, Swordsmen x 6, Barbarian infantry x 5, Skirmishers x 8, Heavy cavalry x 5, Light cavalry x 2, Oriental cavalry x 2.

Deploy = **G-3**
Point value = **89**
Panic level = **32**
Stacking = Class C, Mf = **3**; all others = **2**
Victory = Marginal or completely eliminate the Caesar "1" Leader.

Caesar (red counters): Leaders: "1L" x 1, "2L" x 1, "3L" x 1; Swordsmen x 14, Barbarian infantry x 6, Skirmishers x 4, Bowmen x 3, Heavy cavalry x 3, Light cavalry x 2, Oriental cavalry x 4.

Deploy = hex **J-3**
Point value = **101**
Panic level = **46**
Stacking: swordsmen = **4**; all others = **2**; swordsmen can not stack with other unit types (other than leaders)
Victory = Substantive or occupy hex **G** at the end of the scenario.

Deployment: Ptolemy deploys first, Caesar moves first
Game length: **15** game turns

Special Rules
1. VP
- Leaders on both sides are worth their combat bonus in points (9, 6 or 3).
    2. The Nile
- Units can enter stream hexes only on bridges and fords.
- Units which panic into stream hexes are eliminated.
- Treat woods as swamp.
    3. Unit Capabilities
- Class A units attacked by swordsmen defend with a combat strength of 2. They double their defense when attacked by Class C cavalry.
- Class B units attacked by Class C cavalry defend with a combat strength of 2.
- If a unit is attacked by more than one enemy unit type, it uses the defense strength best for the attacker.
    4. The Legions
- Caesar swordsmen uses the Roman Swordsmen Square [1.1] and Legionary (non-) Panic [1.4] rules.
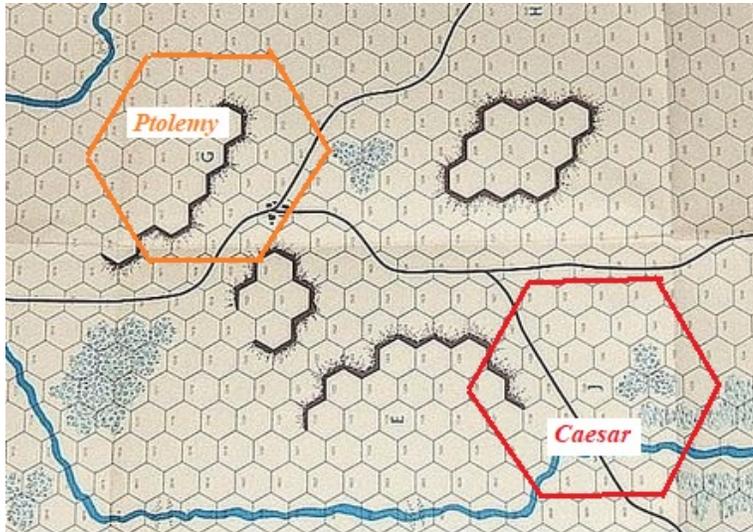   **5. Ptolemaic Camp**
- Treat hex **G** as a village.
- Ptolemy skirmisher units on hilltops have their range increased to two hexes when firing across slope hexsides.
    6. Optional: No Assassination of Achillas
- Add one "2" leader to the Ptolemy force.
- Ptolemy VP = 98; PL = 40
- Ptolemy victory is now Substantive or completely eliminate the Caesar "1" Leader.

Nile 47 BC: Deployment Map

Nile 47 BC: Historical Notes

In August 48 BC Julius Caesar defeated Pompey and the Senatorial army at the battle of Pharsalus. Pompey fled to Egypt where he was promptly assassinated on the order of Ptolemy XIII, co-ruler along with his sister Cleopatra VII. Meantime, Caesar pursued to Alexandria where he took the side of Cleopatra in the ongoing skulduggery for control of the throne of Egypt, a Macedonian kingdom since Ptolemy I set himself up as ruler in the wake of the death of Alexander the Great in 323 BC.

Caesar found himself besieged in Alexandria by the Egyptians and some fighting occurred in the city. He sent for his ally Mithridates of Pergamon who marched south from Asia Minor through Syria and then to Egypt, collecting an army along the way.

Caesar took his own small army out of Alexandria to link up with Mithridates. Ptolemy maneuvered and might have had a shot at victory, but his sister Arsinoe previously had her commanding general, Achillas, assassinated. Arsinoe herself ended up a prisoner of the Romans.

At the Nile, the combined Roman-Mithridatic force attacked Ptolemy who had entrenched in a camp. Caesar began the battle with an attack on a fortified village to the front, hoping to start a panic among the Egyptians which would then carry through to the main enemy force on the hill behind it.

Some hard fighting ensued, with Caesar gaining the upper hand. The Egyptians panicked while Ptolemy himself reportedly drowned in the Nile. With another victory under his belt, Caesar returned to Alexandria where he continued his liaison with Cleopatra and pretty much brought Egypt into the Roman orbit before returning to the Civil War.

Nile 47 BC: Order of Battle Notes

Researching this one meant going far afield. I originally was going to show the Ptolemaic army as a standard phalanx, using units from **Spartan**. But it looked like the Egyptians had gone over to a pseudo-legionary type force, common enough among the eastern Mediterranean powers at this time. This was in part due to a contingent of Romans who had been stationed in Egypt in 61 BC by Aulus Gabinius who became the core of the army. So there are swords while the militia spears represent what Egyptians could be brought along for the fight. There were also various troops who had been displaced by the constant fighting around the Mediterranean figured into the various troop types.

The mainstay of the Ptolemaic army was otherwise in its *kleruchoi* , professional soldiers who received land grants and could be mobilized in time of war. The kleruchs included some shock horsemen and Macedonian elite *companions*, hence the large contingent of heavy cavalry. I also gave them a higher stacking the infantry because the Successor cavalry tended to be their main striking force on the battlefield. The barbarian infantry on both sides represent Galatian and Thracian mercenaries as well as the heavier type of peltast common at this time.

Caesar had with him Legions VI and XXVII (in some accounts the XXVIII), understrength and presumably with detachments left behind to hold Alexandria. There may also have been some defectors from Pompey's defeated army. Caesar's heavy cavalry represents German and Gallic mercenaries as well as whatever cataphracts Mithridates brought along. The bowmen are Cretan archers. The rest of the units are assorted mercenaries and allies.

In the scenario, Ptolemy has a slight edge in cavalry and an advantage in position. On the other side Caesar can concentrate the legions, and has a big advantage in leadership. Since Mithridates had shown some skill in winning minor actions along the way, I showed him as a "2" leader. The Roman "3" leader represents superior legionary command. Caesar, of course, is the "1" leader. Eliminating Caesar means the battle–so employ him carefully!

Regarding the Achillas option, assuming that Arsinoe did not assassinate her best general the Egyptians are going to have better leadership and a higher panic level. But in return they have to seize a bigger victory.

Finally, Ptolemaic armies usually had elephants with them. I was tempted to add a pachyderm or two to the scenario from **Spartan**, but since none were mentioned in Caesar's *Civil War* I decided against it. Had elephants been at the Nile, someone likely would have noted it!

2

YEOMAN Scenario: Lewes, Simon de Montfort's Great Victory, 14 May 1264

Location: Sussex during the Second Barons' War.

Royalists: Leaders "3L" x 2; Militia infantry x 8, Crossbow x 4, Heavy cavalry x 8.

Deploy Force = **B-2**
Point value = **74**
Panic level = **25**
Stacking = **2**
Victory = occupy hex **F** at the end of the scenario

Barons (de Montfort): Leaders "2L" x 1, "3L" x 1; Militia spear x 2, Militia infantry x 3, Longbow x 2, Crossbow x 2, Heavy cavalry x 6 (Ferocity rule).

Deploy Force = **F-2**
Point value = **66**
Panic level = **27**
Stacking = Class C = **3**; all others = **2**
Victory = Substantive

Deployment: Royalists deploy first, Barons move first
Game length: 10 game turns

Special Rules
1. **Victory Points**
   • Leaders are worth their combat bonus in points (9, 6 or 3).
   • Use the **Yeoman** Victory Point Variation rule [7.0].
      2. **Terrain**
   • Treat hex **B** as a village.
      3. **Special Rules**
   • De Montfort HC use the **Yeoman** Ferocity rule [2.0]. Ferocity effects apply to HC when fighting by themselves or with other units.
   • Use Range Effects [8.3]. Do not use Unit Capabilities [8.2].
      4. **Optional additional victory conditions (and more complications!)**
   • If Royalists eliminate the Barons "2" leader, they gain a Decisive victory. If Barons eliminate both Royalist "3" leaders, they gain a Decisive victory. This supersedes other victory conditions. If both sides fulfill this condition, battle ends in a draw. For this to count, a leader must be completely eliminated (reduced to the "4" level and then take another loss).

Lewes 1264: Deployment Map

Lewes 1264: Historical Notes

The Second Barons' War got its start as a revolt among the English nobility against King Henry III over issues of royal usurpation of rights. Simon de Montfort, 6th Earl of Leicester, led the Baronial forces while Price Edward supported his father the king. Both sides spent the opening of the 1264 campaign mobilizing allies and besieging castles. The two armies finally met in May at Lewes. Henry deployed in front of the village which also held a castle and priory. De Montfort was on a hilltop overlooking the Royalist force.

The battle commenced on the morning of the 14th with Edward making a charge which drove part of de Montfort's army from the field. Edward pursued, leaving the Royalist army divided. Henry then attacked uphill, running into some resistance. Finally, de Montfort led a counterattack which shattered the Royalists and forced them back upon Lewes. Edward returned from his pursuit but too late. Both the prince and his father ended up being captured by de Montfort's men. In the aftermath of the battle the king would negotiate a settlement which favored the barons.

And with that, De Montfort became the de facto ruler of England … until fifteen months later when Edward soundly thrashed his army at the battle of Evesham.

Lewes 1264: Order of Battle Notes

De Montfort and the Barons had 5000 or so men, the Royalists are usually stated as 10,000 but probably fewer owing to detachments for garrisons along the way. I figured that men-at-arms were around 15-20% of each side's total force, heavy cavalry in the scenario, with their force ratio doubled given the higher degree of combat effectiveness of knights over commoners at this time. The HC also represent various medium type horse such as sergeants, but since they were used in a shock role they are included among the heavies. Later in the 13th century true medium cavalry would come into play, variously known as *hobelars*, capable of skirmishing and dismounted combat, but these were not a major factor on the battlefields of this time.

De Montfort gets some militia spearmen (3-3) since the Baronial force appeared to be more effective than his Royalist foes, though the city of London militia infantry (2-3) were pretty much broken by Edward's initial charge. There is mention of Welsh longbowmen among de Montfort's allies, so they're in the scenario. Don't use the Unit Capability rule because at this time the solid pike formations which could repel cavalry were not really in use among the English. Incidentally, since Class C units can not stack with Class A and Ff (per the rules) there is no need for an extra rule covering three and two stacking units in the same hex.

At Lewes, De Montfort had the advantage of being uphill and making a decisive countercharge which turned the battle. All this got factored into the Ferocity rule which makes up for the Royalist edge in numbers. There's also the leadership factor, and de Montfort has another edge there.

The Royalists have to seize and hold the Barons' deployment hex as it represents the latter's supply train. And besides, this gives the Royalists a reason to attack! The Barons are out to wreck the Royalist army so they're going for a substantive victory by eliminating units.

Finally, there are the optional victory conditions. The idea here is that if the Barons kill or capture Henry and Edward (the two Royalist "3" leaders), or the Royalists do the same for de Montfort (the Barons "2" leader) the campaign is over … at least until the next year!

Kush: Almuric's Last Stand, c. 10,000 BC, Hyborian Age

CHARIOT + YEOMAN Scenario. Use the **Chariot** map and charts. Use **Yeomen** units for Almuric Mercenaries, **Chariot** units for Stygians and Kushites.

Almuric Mercenaries: Leaders: L2 x 1, L3 x 1; Professional spear x 6, Swordsmen x 3, Crossbow x 6, Longbow x 2, Heavy cavalry x 10 (ferocity), Light cavalry x 3.
Deploy Force = **E-3**
Point value = **119**
Panic level = **54**
Stacking = **3**

Almuric Victory = Exit at least one Leader plus 18 other units off the south map edge. Panicked units do not count.

Allies (see special rules)

Stygians: Leaders: L3 x 2; Militia spear x 6, Axemen x 4, Bowmen x 5, Improved Bowmen x 5, Medium cavalry x 6, Horsebows x 4, Chariots x 5.
Deploy = **C-4**
Point value = **81**
Panic level = **33**
Stacking = **2**
Leadership: Chariot units and their passengers are exempted from command requirements per [11.1].

Kushites: Leaders: L3 x 2; Militia infantry x 5, Bowmen x 10, Skirmishers x 5, Medium cavalry x 10.
Deploy = **F-3**
Point value = **76**
Panic level = **27**
Stacking = **2**

Allies Victory = completely eliminate all Mercenary leaders, or prevent Mercenary victory conditions.

Deployment: Mercenaries deploy first, Allies move first.
Game length: 20 game turns.

Special Rules
1. **Victory Points**
   • Leaders on both sides are worth their combat bonus in points (6 or 3).
   • Use the **Yeoman** Victory Point Variation rule [7.0] for Almuric cavalry (but not for Allies): HC = 6 VP, LC = 2 VP.
      2. **Ferocity**
   • Mercenary heavy cavalry use the **Yeoman** Ferocity rule [2.0]. This is when fighting by themselves or in conjunction with other friendly units.
      3. **Chariots**
   • Stygians use **Chariot** special rule [1.0].
   • Only improved bows and leaders can be chariot riders.
      4. **Unit Conversion**
   • Stygian improved bows can convert to swordsmen per [4.0] if dismounted. Use the IB VP value if

eliminated.
- Mercenary light cavalry can dismount as crossbows [8.1]. Use the LC VP value if eliminated.
  5. **Allies**
- Allies player controls both Stygian and Kushite forces.
- Stygian and Kushite units can not stack with each other. Their leaders can not provide command to the other force's units, nor can they participate together in the same fire or melee attack. Otherwise, all units can move, defend normally, etc, in the same phases.
- Stygians and Kushites maintain separate Panic Levels. If one army Panics, the other is not affected by it though would be if it reached its own Panic Level.

Kush Deployment Map
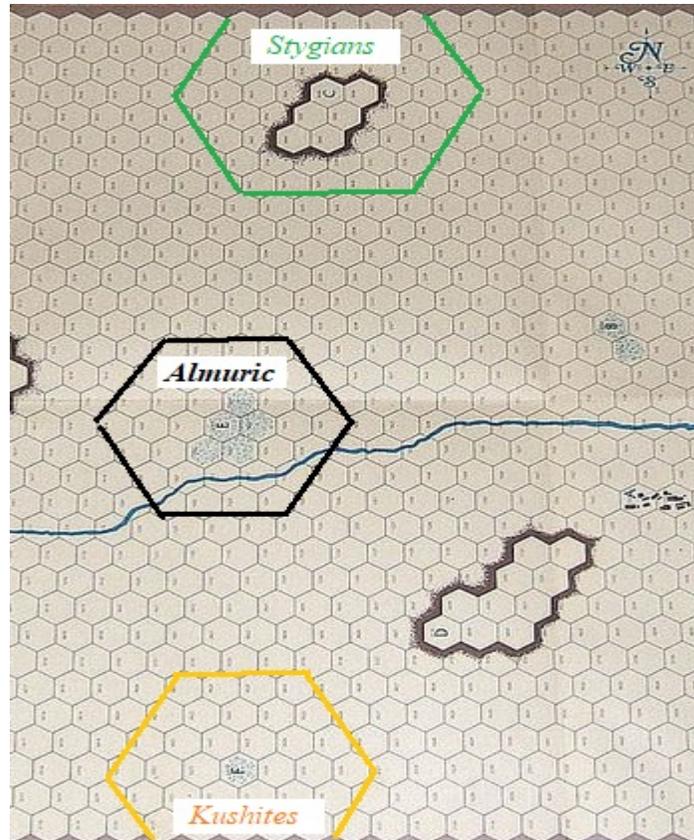

Kush Scenario Notes

Know, oh prince, that in an Age Undreamed Of, that Prince Almuric rebelled against the King of Koth. Defeated, he and his army of mercenaries cut their way south through the lands of Shem, into the dark realm of Stygia, and to the border of the southern kingdom of Kush. There, on the edge of the desert, Almuric's army was caught between the Stygian host and a Kushite horde. After a battle whose ferocity is still sung about among the campfires of the Nemedian Chroniclers, Almuric and his mercenaries were slaughtered to a man. Yet...a legend tells that two survived the ruin of Almuric's army: a young woman of Brythunian ancestry and a mercenary soldier of Cimmerian origin, known as Conan. The duo disappeared into the desert where rumor has it they stumbled upon the shadowed city of Xuthal...

The scenario shows Almuric and his army forcing a crossing near an oasis on the edge of the desert. Almuric's goal is to escape further south, which means cutting through the Kushites to the front while fending off a rear attack by the Stygians.

I gave Almuric's force a relatively high panic level plus ferocity since they are described as a fairly desperate bunch. Overall, the mercenaries have the edge in shock power and ability concentrate, given that they are a heavily armed Hyborian force. The proportion of troops is loosely based on those described in *Black Colossus* and *Hour of the Dragon*, built around a core of armored cavalry and heavy infantry with plenty of infantry firepower. I tossed in a couple of longbowmen representing Bossonian mercenaries, and light cavalry for Shemitish auxiliaries (you can substitute oriental cavalry for the latter from other PRESTAGS games).

Stygians are a quasi-Egyptian force. Their improved bowmen are the nobles who ride chariots and convert to swords, as described in *Black Colossus* for the Khoraja battle, posted previously here. Kushites are loosely based on their ancient forbears (of the middle Nile) and the medieval African kingdoms of the Sahel.

The scenario places Almuric between the Sygian and Kushite forces, either of which he can beat handily. The trick for the Allies is to coordinate such that they can not be defeated piecemeal. Remember, all that Almuric has to do to win is march just over half his desperados off the southern map edge and into the unknown deep desert. And therein lies the saga...
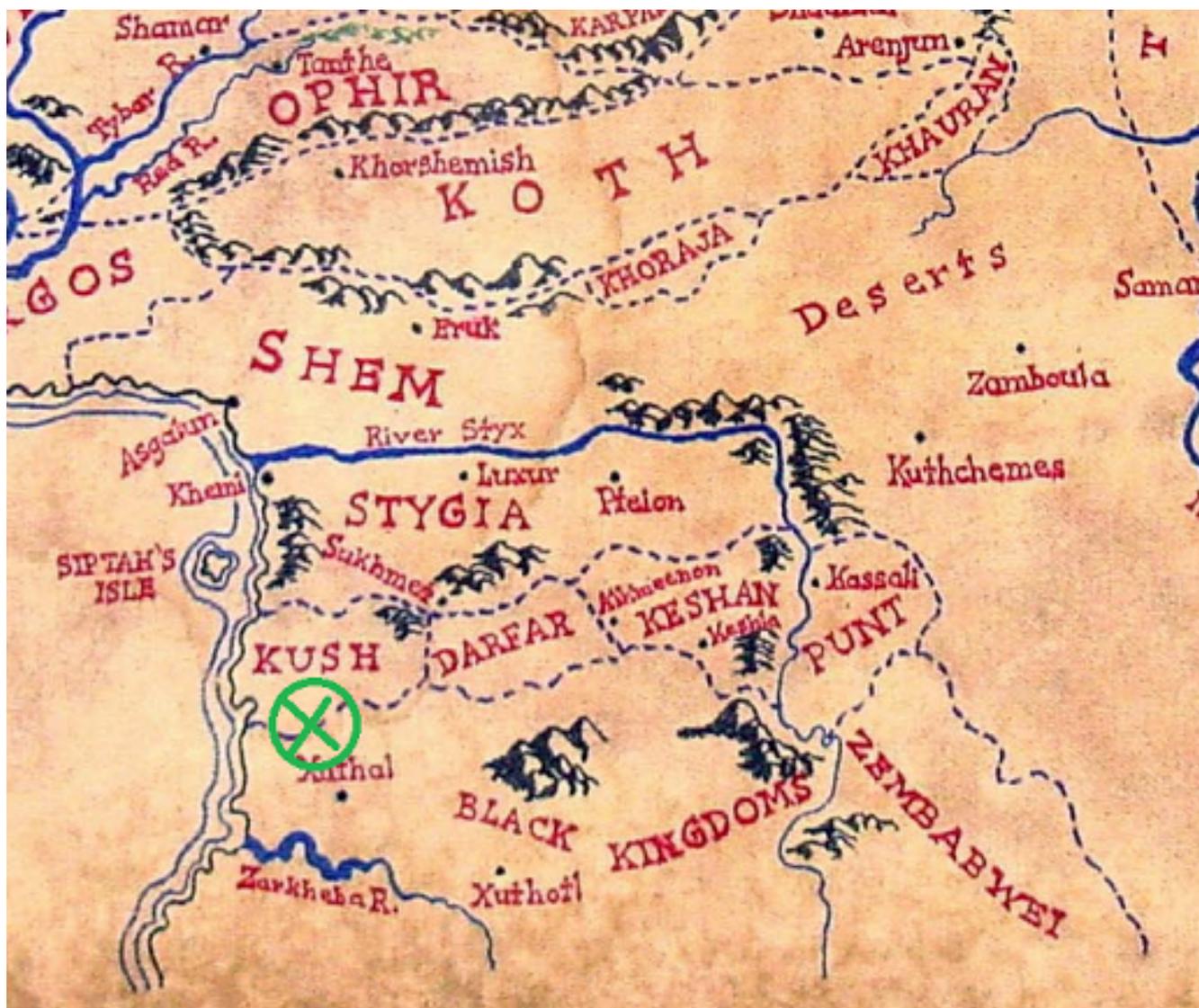
SPARTAN Scenario: Bagradas I, Xanthippus versus Regulus 255 BC
First Punic War, Bagradas River near modern Tunis.

Romans: Leaders "2L" x 1, "3L" x 1; Militia spear x 6, Swordsman x 16, Barbarian infantry x 2, Skirmishers x 6, Light cavalry x 2.

Deploy = **L-3**
Point value = **79**
Panic level = **44**
Stacking = **3**
Victory = occupy hex **H** or **M** at the end of the scenario.

Carthaginians: Leaders "1L" x 1, "3L" x 2; Professional spear x 6, Militia spear x 6, Barbarian infantry x 6, Skirmishers x 6, Medium cavalry x 3, Light cavalry x 2, Oriental cavalry x 4, Elephants x 4.

Deploy = **Q-4**
Point value = **123**
Panic level = **56**
Stacking = **3**
Victory = Substantive

Deployment: Romans deploy first, Carthaginians move first
Game length: **20** game turns

Special Rules
1. VP
- Leaders on both sides are worth their combat bonus in points (9, 6 or 3).
  ### 2. Terrain
- Treat woods as clear terrain.
  ### 3. Carthaginian Elephants
- Modify rule [1.0]: after each combat in which an elephant takes place, roll one die. On a result of 1-3 the elephant runs rampant; on a 4-6 the elephant does not run rampant. Roll for each elephant per combat until it runs rampant.
  ### 4. Roman Pilum
- Once per game, the Roman player can declare *Pilum Volley*. A volley can be declared in either a friendly or enemy Melee combat phase. This has the effect of shifting all melee combats in which Roman swordsmen participate one column (to the right if attacking, or left if defending, no lower than the minimum or maximum odds).
- Roman swordsmen which are not involved in combat that phase can not use this rule later in the game.

Special rule for both *Bagradas* scenarios:

Spartan Exclusive Rule [3.4] Unit Capability Chart:
- Additionally, barbarian infantry which are attacked by Class C units (melee cavalry) have their defense strength halved (retain fractions). Attacking barbarian infantry does not halve the defense strength of Class A units.

Comment: this reduces some of the power of barbarian infantry which are actually one of the strongest melee unit types in PRESTAGS (after elephants and professional pikes). The idea here is that melee cavalry would be able to ride down barbarian infantry (representing assorted non-Roman swordsmen and Thracian style peltasts) as they lacked spears for defense. Roman swordsmen can halve enemy Class A (spear/pike troops) owing to tactical flexibility below the scale of the units; barbarian infantry do not get this effect owing to differences in their tactical formations.

Bagradas I 255 BC Scenario Map
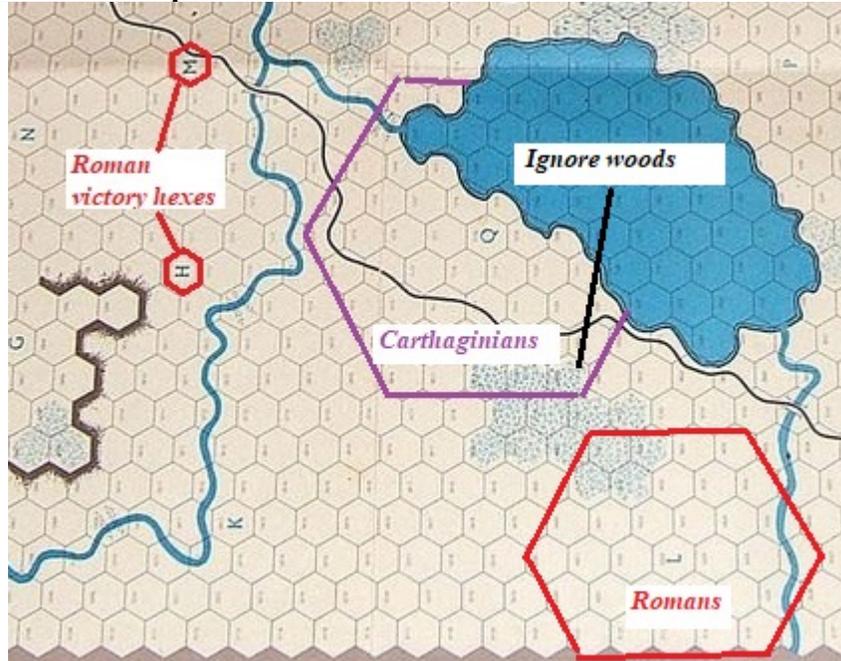
Bagradas 255 BC: Scenario Notes

During the first Punic War (264 to 241 BC) the consul Marcus Atilius Regulus landed with a Roman army in North Africa. After winning a battle in the vicinity of modern Tunis, Regulus marched towards the city of Carthage and, at the River Bagradas, ran into a Carthaginian army commanded by Xanthippus, a Spartan mercenary.

Xanthippus formed up with elephants to the front and the Carthaginian hoplite phalanx behind them. The cavalry were divided between the flanks. The Romans deployed with the legionary maniples in depth and skirmishers to the front. The cavalry were in two small wings.

The battle began with the Carthaginian elephants charging and causing some havoc among the Roman infantry. Meanwhile, Xanthippus sent his cavalry forward where they defeated their Roman counterparts and then attacked the infantry flanks. The fighting ended with most of the Roman army being destroyed. 2000 men fought their way to the fleet on the coast. Needless to say, the Bagradas battle ended the Roman campaign in North Africa and the war would drag on for fourteen more years more until Rome final triumphed.

Overall, Xanthippus proved more skilled in maneuver, exploiting his edge in cavalry while Regulus was short in this arm. Bagradas appears to be one of the few battles were elephants proved useful against the Romans. As for Regulus, he was captured by the Carthagniains, coming to one of several different fates depending on the historian.

Sources give the Romans 15,000 infantry and 500 cavalry. This was possibly four legions, each composed of swordsmen (Hastati, Princeps), militia spear (Triarii, the third rankers), and skirmishers (Velites). I tossed in a couple extra skirmishers and barbarian infantry to represent the assorted mercenaries Regulus would likely to have brought along. As is obvious, the Romans are weak in cavalry, a major factor in their ensuing defeat.

The Carthaginians are built around a corps of professional and citizen hoplites, with the usual mercenaries and light troops. Longswords represent Gauls, Spaniards and whatever heavy peltasts that Xanthippus might have enlisted. They also have a considerable cavalry contingent with mediums (Carthaginian citizen, Libya-Phoenician), oriental (Numidian light horse), and miscellaneous others (lights). Total strength was 12,000 infantry, 4000 horse and 100 elephants.

As for the special rules: Carthaginian elephants have a 50-50 chance of not going rampant since they proved effective in this battle. I gave the Romans a one shot die roll modifier for pilum to balance the elephants. This is a melee modifier since the *pila* were close range weapons.

In the end, Xanthippus proved a better general than Regulus, so I show him as a Number 1 Leader. The Carthaginians also get an extra leader unit because of their superior maneuver control. The Romans have a relatively higher panic level, so both sides have a qualitative edge.

SPARTAN Scenario: Bagradas II, the Mercenary War 240 BC

After the first Punic War, Bagradas River on the approaches to Utica.

Rebels: Leaders "2L" x 1, "3L" x 1; Militia infantry x 8, Militia spear x 4, Light troops x 4, Barbarian infantry x 8, Skirmishers x 8, Light cavalry x 2, Oriental cavalry x 2.

Deploy = **A-3** and **M-2**; must deploy one leader and at least 15 other units in each zone
Point value = **87**
Panic level = **29**
Stacking = **2**
Victory = Marginal.

Carthaginians: Leaders "1L" x 1, "3L" x 2; Professional spear x 4, Militia spear x 6, Barbarian infantry x 4, Skirmishers x 4, Medium cavalry x 3, Light cavalry x 1, Oriental cavalry x 2, Elephants x 3.

Deploy = **Q-3**
Point value = **82**
Panic level = **37**
Stacking = **3**
Victory = occupy the road hex exiting the map north of hex **A** at the end of the scenario.

Deployment: Rebels deploy first, Carthaginians move first
Game length: **25** game turns

Special Rules
1. VP
- Leaders on both sides are worth their combat bonus in points (9, 6 or 3).
  2. Terrain
- Treat woods as clear terrain.
  3. Carthaginian Elephants
- Modify rule [1.0]: after each combat in which an elephant takes place, roll one die. On a result of 1-3 the elephant runs rampant; on a 4-6 the elephant does not run rampant. Roll for each elephant per combat until it runs rampant.Special rule for both *Bagradas* scenarios:
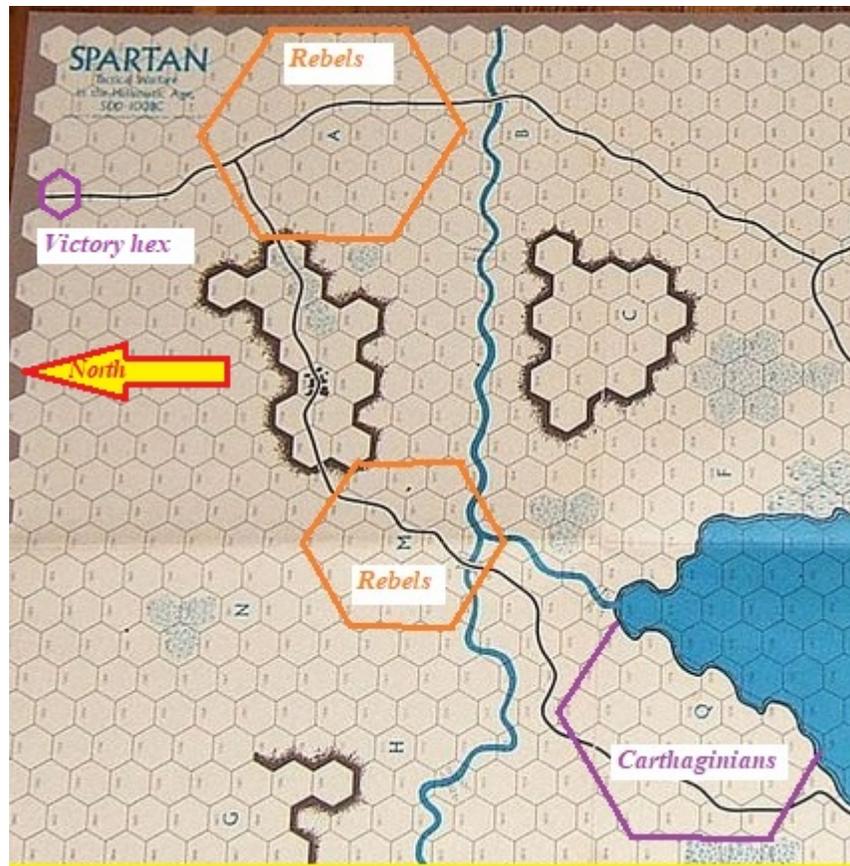
  Special rule for both *Bagradas* scenarios:
- **Spartan Exclusive Rule [3.4] Unit Capability Chart**:
- Additionally, barbarian infantry which are attacked by Class C units (melee cavalry) have their defense strength halved (retain fractions). Attacking barbarian infantry does not halve the defense strength of Class A units.

  Comment: this reduces some of the power of barbarian infantry which are actually one of the strongest melee unit types in PRESTAGS (after elephants and professional pikes). The idea here is that melee cavalry would be able to ride down barbarian infantry (representing assorted non-Roman swordsmen and Thracian style peltasts) as they lacked spears for defense. Roman swordsmen can halve enemy Class A (spear/pike troops) owing to tactical flexibility below the scale of the units; barbarian infantry do not get this effect owing to differences in their tactical formations.

Bagradas II, 240 BC Historical Notes

The First Punic War ended in 241 BC with a negotiated peace that mightily favored Rome, to include Carthage's loss of its colonies on Sicily. With the end of the war, the Carthaginians now had to pay off the many mercenaries who had filled the ranks of their army. Between mismanagement of the settlement and grumbling among the locals, the mercenaries rebelled and Carthage found itself faced with a new war.

Fortunately for themselves, the Carthaginians had available a cadre of battle hardened generals from the war with Rome. One of these generals was Hamilcar Barca, a veteran of the campaign in Sicily who took command of an army reported by Polybius to include 10,000 men and 70 elephants. Accordingly, he marched from the city of Carthage to relieve the city of Utica which was being besieged by a rebel army.

Opposing Hamilcar was the mercenary leader Spendius with an estimated 25,000 men, to include numerous Libyan rebels who had made common cause with the mutineers. But Spendius had divided his forces between the siege lines at Utica and a contingent covering a bridge over the river Bagradas (near the site of the 255 BC battle where the Spartan mercenary Xanthippus had defeated a Roman army commanded by the consul Regulus, per the prior scenario!).

While faced with superior enemy numbers, Hamilcar had two advantages. One was that he had drilled his Carthaginians to a high state of discipline. A second advantage was that Hamilcar proved to be much better at maneuver. Crossing the Bagradas by a ruse, he moved into a position for a march on Utica. Spendius responded by concentrating his forces and heading for the Carthaginians. Hamilcar marched his army parallel to the mercenaries, then enticed them in to attack by feigning a withdrawal. As Spendius' army closed in, its units lost cohesion. Hamilcar counterattacked with elephants and cavalry in the lead, and routed Spendius' forces.

The war would drag on several more years until the Carthaginians finally defeated the rebels. Later, Hamilcar would go on to conquer much of the Iberian peninsula, setting the stage for the Second Punic War.

Bagradas II, 240 BC Scenario Notes

The Mercenary-Rebel army consists of a wide range of troops: Sicilian hoplites (militia spears), peltasts (light troops), Celtiberian swordsmen (barbarian infantry), assorted psiloi (skirmishers) and numerous Libyan and Numidian rebels (militia infantry, cavalry and more skirmishers). Given the disorder into which Spendius' army fell during the battle, I gave the Mercenaries relatively low stacking and panic levels.

Hamilcar had built his army around a citizen phalanx (professional and militia spears) supplemented by some mercenaries (barbarian infantry, skirmishers). He had an efficient cavalry arm (medium, light, oriental) and 70 elephants, the latter proving very good at wreaking mayhem in the enemy ranks (so going rampant is via die roll). Superior Carthaginian leadership and cohesion is shown with higher stacking and panic levels, as well as better leader units.

The scenario starts with Hamilcar maneuvering to get over the Bagradas River, and Spendius moving to unite his forces. The players take it from there...

Spartan & Chariot Scenario: Hydaspes: Alexander in India 326 BC

*This scenario requires units from **Spartan** and **Chariot** (but see special rules). Use the **Spartan** map, TEC and exclusive rules.*

Indians (yellow counters): Leaders "2L" x 1, "3L" x 1; Militia infantry x 10, Barbarian infantry x 5, Bowmen x 15, Skirmishers x 5, Medium cavalry x 5, Light cavalry x 5, Chariots x 5, Elephants x 5.

Deploy = hex **A-4** (and north of the stream)
Point value = **134**
Panic level = **47**
Stacking = **2**
Victory = prevent the Macedonian victory condition, or completely eliminate the Macedonian "1" Leader (second condition is an automatic victory and supersedes all other conditions).

Macedonians (purple counters): Leaders "1L" x 1 (Alexander), "2L" x 1, "3L" x 1; Professional pike x 10, Light troops x 6, Barbarian infantry x 4, Bowmen x 6, Skirmishers x 4, Heavy cavalry x 4, Medium cavalry x 4, Light cavalry x 2, Oriental cavalry x 6, Ballista x 2.

Deploy = **B-3** and **F-1** (and south of the stream)
Point value = **148**
Panic level = **60**
Stacking = **4**
Victory = occupy hex **A** and/or **N** at the end of the scenario

Deployment: Indians deploy first, Macedonians move first
Game length: **25** game turns

Special Rules

1. VP
- Leaders on both sides are worth their combat bonus in points (9, 6 or 3).
- Companions: Macedonian HC are worth 4 VP each.
  2. Alexander
- Use **Spartan** exclusive rule [3.1] Alexander the Great for the Macedonian "1" leader.
  3. Indian Elephants
- Use blank counters to represent extra elephants.
  4. Hydaspes Flood
- Units can not enter stream hexes other than on bridge and ford hexes. Units which panic into a stream hex (without a bridge or ford) are eliminated.
  5. Unit Capabilities
- Use **Spartan** exclusive rule [3.4], modified; only the following apply:
- Macedonian Class A units attacked by Class C cavalry double their defense strength.
- For both sides, Class B units attacked by Class C cavalry halve their defense strength.
 **6. Peltasts**
- Macedonian light troops (LT) can enter woods, paying normal terrain costs (special case for rule [3.5]).
  7. Indian Chariots. For players without a copy of **Chariot**:
- Indians deduct 5 x BW and 5 x CH from their initial order of battle. Replace them with 5 x OC. The OC represent war chariots.

- Indian OC can fire in the offensive phase, then move and melee in the same turn (special case for [6.5]). They otherwise act as Class Mf units.
- Indian OC are worth 4 VP each.
- Chariots (either counter set) can not enter woods or swamp hexes (and streams per above).

Hydaspes 326 BC: Deployment Map
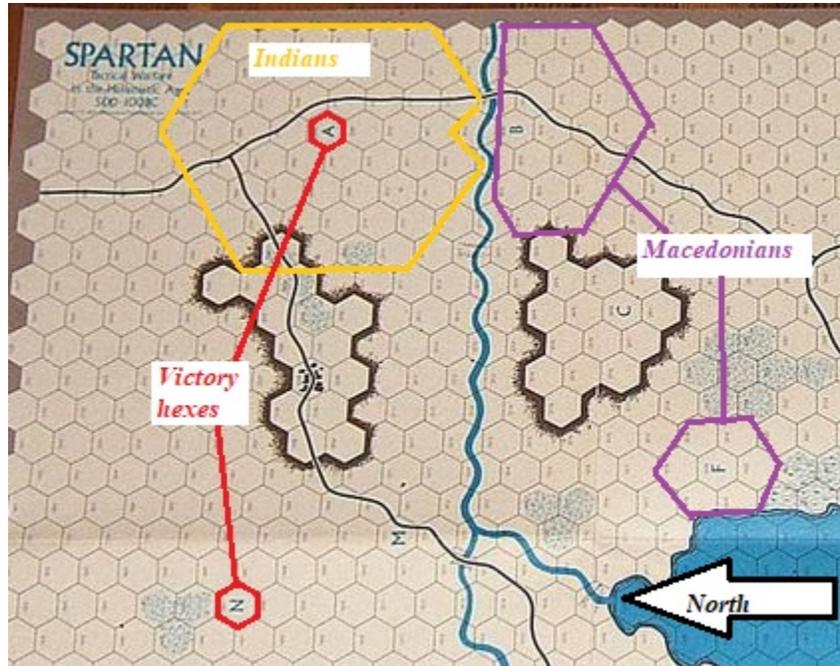
Hydaspes 326 BC Historical Notes

After conquering the Persian Empire and subduing parts of Central Asia and Afghanistan, Alexander of Macedon led his army to India. At the Hydaspes River he was opposed by King Porus of the Pauvaran Kingdom.

The Hydaspes battle began with some maneuvering as Alexander sought a crossing point for his advance guard. Meantime, his general Craterus who commanded the main body was positioned to exploit the situation. After some marching and counter-marching, Alexander found a fording point and moved across the river, engaging an Indian detachment led by Porus' son. After a sharp fight, Alexander gained the upper hand.

Porus then sent his main body into action and a back and forth battle ensued, pitting Macedonian cavalry and light troops against Indian elephants, chariots and horsemen. Craterus now marched up and joined the fray. Finally, the Indians broke and Alexander controlled the field with Porus as a prisoner.

Overall, Hydaspes is considered to be one of Alexander's hardest fought battles. Afterwards, Alexander proved to be a generous victor, making Porus his easternmost satrap. But this would be as far as the Macedonians would go as Alexander would soon march back westwards.

Hydaspes 326 BC Order of Battle Notes

Various numbers have been quoted for the Hydaspes, depending on what is being counted. Alexander's advance guard likely had 5000 cavalry and 6000 infantry, with perhaps another 15,000 to 35,000 following in the main body. Indian numbers range from 30,000 to 50,000.

The Macedonian army had changed since the Persian War. There was a tendency for the phalangites to become more lightly armed, hence the relatively high proportion of light troops (LT) to professional pikes (PP). Persian, Indian and Scythian allies provide additional bowmen (BW) and horse archers (OC). There's a couple of balistae as Alexander used missile engines to cover river crossings.

The main offensive power of the Indians was in their chariot and elephant corps. The infantry was relatively lightly armed, a combination of archers (BW), two-handed swordsmen (BI) and javelinmen (SK). Cavalry was also relatively light compared to the Macedonian troopers (MC, LC).

Overall, Hydaspes is an asymmetrical situation as the Indians can generate a considerable amount of missile power while the Macedonians have an edge in melee. The Macedonians also have the advantage of better leadership, given Alexander and his veteran generals. But the Indians are no slouches, so I gave them a panic level close to the Macedonians. It all makes for a tense fight at the edge of the Greek world.

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SPARTAN Scenario: Gaza 312 BC, Battle between the Successors

On the frontier between Egypt and the East...

Demetrios (Antigonids): Leaders "2L" x 1, "3L" x 1; Professional pike x 6, Professional spear x 6, Light troops x 4, Barbarian infantry x 2, Bowmen x 3, Skirmishers x 3, Heavy cavalry x 3, Medium cavalry x 4, Light cavalry x 2, Oriental cavalry x 2, Elephants x 2

Deploy = within four hexes of the village on the north half of the map
Point value = **105**
Panic level = **37**
Stacking = **3**
Victory = Occupy hex **G** at the end of the scenario

Ptolemy: Leaders "1L" x 1, "2L" x 1; Professional pike x 8, Militia spear x 8, Light troops x 3, Barbarian infantry x 4, Bowmen x 2, Skirmishers x 5, Heavy cavalry x 2, Medium cavalry x 4, Light cavalry x 4

Deploy = **G-4**
Point value = **114**
Panic level = **40**
Stacking = **3**
Victory = Occupy the village on the north half of the map at the end of the scenario

Deployment: Demetrios deploy first, Demetrios moves first
Game length: **20** game turns

Special Rules
1. VP
- Leaders on both sides are worth their combat bonus in points (9, 6 or 3).
- Companion cavalry: Demetrios and Ptolemy HC are worth 4 VP each.
  2. Terrain modifications
- Ignore slopes and hilltops (treat as other terrain in hex)
  3. Peltasts
- Both side's light troop (LT) can enter woods, paying normal terrain costs (special case for **Spartan** rule [3.5]).
  4. Unit Capability Chart, Exclusive Rules [3.4]:
- Additionally, barbarian infantry which are attacked by Class C units (melee cavalry) have their defense strength halved (retain fractions).

Gaza 312 BC: Deployment Map
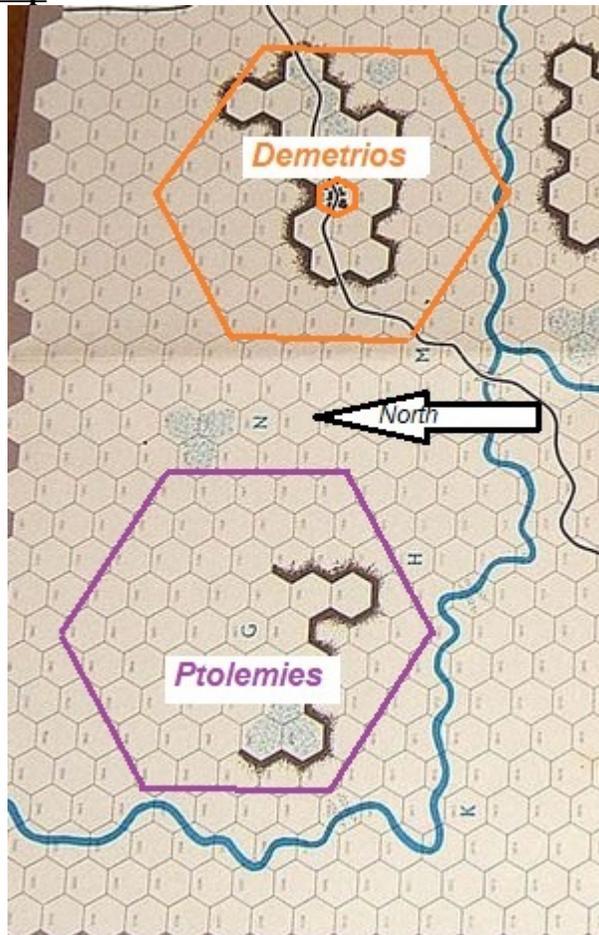
Gaza 312 BC: Scenario Notes

Following the death of Alexander the Great in 323 BC, the Macedonian empire broke up as his generals contended for power in one of the biggest free for alls of the classical world. Antigonos ended up in control of much of Asia Minor and satrapies east. Ptolemy established himself in Egypt. Other generals staked out claims to Macedon and elsewhere.

In 314 Ptolemy was allied with Seleucus who was then in exile. They ended up at war with the Antigonids and much maneuvering ensued. In 312 Ptolemy marched north from Egypt into Syria where he was met by Antigonos' son Demetrios at Gaza (Antigonos himself was elsewhere campaigning).

Demetrios' advisers recommended he fight a defensive battle, since Ptolemy had the edge in numbers. But he insisted on attacking, making a flanking move with his cavalry. This was initially successful, but Ptolemy and Seleucus quickly reacted, routing Demetrios' horsemen. Demetrios then launched his elephants forward, but they were countered by light troops armed with various spiked weapons. And with that, Demetrios' army fell apart and fled north despite his best attempts to rally them.

The fighting would continue with Ptolemy secure in Egypt and Seleucus establishing himself as ruler in Babylon. Antigonos, through a combination of battle and diplomacy, would dominate Asia Minor and Greece...but the Successor wars would continue for decades to come.

Gaza 312 BC: Order of Battle Notes

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I had a couple of reasons for doing a scenario on Gaza, chief of which is that there is a pretty good order of battle for it! It's from Diodorus Siculus, a Greek historian of the 1st century BC.

This is what he relates for Ptolemy:
...eighteen thousand foot and four thousand horse. … some were Macedonians and some were mercenaries, but a great number were Egyptians, of whom some carried the missiles and the other baggage but some were armed and serviceable for battle.

For the scenario, I used a ratio of 400 troopers per unit for cavalry and 600 soldiers per unit for infantry. The proportion of unit types are based on the general composition of an early Successor army.
Ptolemy = leader "1"
Seleucus = leader "2"
Cavalry = 2 HC, 4 MC, 4 LC; Companion style shock cavalry plus assorted regulars and mercenaries
Phalanx = 8 PP, 8 MS, 3 LT; Macedonian veterans and Egyptian levies, mercenaries divided among these types
Assorted psiloi (light troops) = 4 BI, BW x 2, 5 SK; barbarian infantry represent Thracians (heavy peltasts); SK include the anti-elephant corps

This is what he relates for Demetrios:
On the left wing...those [cavalry] ... amounted to five hundred horsemen armed with the lance and one hundred Tarentines. … Companions, eight hundred in number, and after them no less than fifteen hundred horsemen of all kinds. In front of the whole wing he stationed thirty of his elephants, and he filled the intervals between them with units of light-armed men, of whom a thousand were javelin-throwers and archers and five hundred were Persian slingers. … he drew up the infantry phalanx composed of eleven thousand men, of whom two thousand were Macedonians, one thousand were Lycians and Pamphylians, and eight thousand were mercenaries. On the right wing ... the rest of his cavalry, fifteen hundred men commanded by Andronicus. The thirteen other elephants he stationed in front of the phalanx of the infantry with the normal complement of light troops ...

In scenario terms:
Demetrios = leader "2" (includes Antigonid advisers)
Andronicus = leader "3"
Companions = 3 HC; also includes whatever Persian heavy cavalry were available
Other cavalry = 4 MC, 2 LC, 2 OC; various horse from around the East
Phalanx = 6 PP, 6 PS, 4 LT; Macedonians and other veterans, mercenaries of the hoplite and peltast types
Lycians and Pamphylians = 2 BI; light troops armed with swords and javelins and with a reputation for ferocity in battle
Psiloi = 3 BW, 3 SK: includes a higher proportion of bowmen owing to Persian archers
Elephants = 2 EL; the standard big Hellenistic elephant unit was 32 pachyderms, so rounding up fractions has them as two units
Victory conditions for both sides are geographical. Ptolemy needs to open the way for a further advance into Antigonid territory. For his part, Demetrios decided to begin the battle with an attack, so he has to take the Ptolemies' deployment hex which presumably represents their baggage train. Its loss would have scotched Ptolemy's campaign.
Given that Demetrios' army fell apart with the defeat of his cavalry and elephants while his phalanx was apparently unengaged, I set his panic level at the low medium level of 35%. I gave the Ptolemaic force the same percentage to keep it balanced. Demetrios is up against a couple of the better generals of the Successor era, and they have a larger phalanx. But he has a slight edge in mobility and if he can commit the elephants at the right point in the action he can pull out a victory.

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LEGION Scenario: Avarayr, 2 June AD 451, Armenia versus the Persians

On the Persian-Armenian frontier...

Sassanian Persians: "3L" x 3; Militia spear x 20, Skirmishers x 10, Heavy cavalry x 10, Byzantine cataphracts x 5, Oriental cavalry x 20.

Deploy = **H-4**
Point value = **154**
Panic level = **54**
Stacking = **2**
Victory = Substantive plus occupy hex **K** at the end of the scenario

Armenians: Leaders "2L" x 2; Professional spear x 6, Barbarian infantry x 4, Skirmishers x 10, Byzantine cataphracts x 15, Oriental cavalry x 10.

Deploy = **K-3**
Point value = **131**
Panic level = **66**
Stacking = **3**
Victory = Marginal

Leadership: mounted units are exempted per rule [11.1]

Deployment: Sassanians deploy first, Sassanians move first
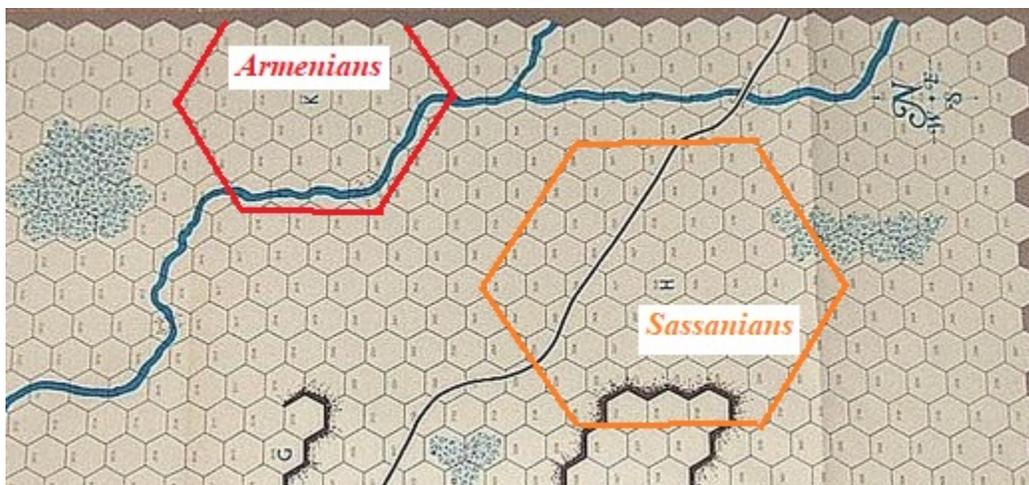Game length: **30** game turns

Special Rules
1. VP
- Leaders on both sides are worth their combat bonus in points (6 or 3).
  2. Archery
- Skirmisher units have a range of three hexes.

Avarayr AD 451: Deployment Map

Avarayr AD 451 Scenario Notes

For centuries Armenia had been a buffer kingdom between the Roman and Persian Empires, drifting into becoming a dependency of the latter in the 5th century AD. Sassanid encroachments against Armenian Christians led to war. The Persian emperor Yazdegerd II dispatched a large army to subdue the upstart Armenians. In turn, the Armenians mobilized under the leadership of Vardan Mamikonean.

The two armies met at Avarayr northeast of Lake Van. The Persians had a reputed 200,000 men, elite cavalry, noble cataphracts, nomad horsemen, the usual mass of infantry plus an elephant corps. They also had Armenian defectors in their array. The Armenians fielded 60,000, to include their own nobles with many veterans and national militia.

In the ensuing battle, Mamikonean was killed while leading his troops but the Persians took so many casualties that Yazdegerd decided to call off the invasion. Avarayr led to the Persians recognizing the rights of Armenian Christians, and Mamikonean became a national hero thereafter.

For the scenario, I assumed some reasonable numbers. This is in part due to the logistics of large armies, in part to counter mix limitations. The Armenians have a veteran cavalry force backed up by infantry. The Persians are built around a core of professional cavalry with numerous tribal levies. The elephants are more or less factored into the strength of their heavy cavalry and Byzantine cataphracts. Also, Armenian cavalry do not require leaders to move their full distance (rule 11.1) as they proved more flexible in the battle.

Since the Persians are on the offensive, they have to capture the Armenian deployment hex. The Armenians have a high panic level so a battle of attrition will give them an edge if they stay alert.

LEGION Scenario: Dacia, AD 101

North of the Danube, in the reign of Trajan...

Romans: "2L" x 2; Swordsmen x 16, Barbarian infantry x 2, Skirmishers x 6, Bowmen x 2, Heavy cavalry x 3, Light cavalry x 3.

Deploy = **F-3**
Point value = **83**
Panic level = **42**
Stacking = **4**
Victory = occupy hex **G** at the end of the scenario

Dacians: Leaders "2L" x 1, "3L" x 1; Barbarian infantry x 24, Skirmishers x 4, Heavy cavalry x 6, Light cavalry x 2.

Deploy = **G-4**
Point value = **107**
Panic level = **38**
Stacking = **2** (see special rules)
Victory = Substantive

Deployment: Romans deploy first, Romans move first
Game length: **20** game turns

Special Rules
1. VP
- Leaders on both sides are worth their combat bonus in points (6 or 3).
  2. Terrain.
- Treat hex **G** as a village.
- Ignore all roads; treat bridges as fords.
  3. Roman Auxiliary Infantry
- Roman skirmisher units have a defense of "2" (ignore the bracketed melee factor).
  4. Roman Heavy Cavalry Dismount
- Roman HC units can dismount as Swordsmen, per Optional Rule [1.5].
  5. Dacian Falxmen
- Dacian BI units number "1" to "6" can stack up to three units per hex. These stacks can not include other units (except Leaders).
 6. **Shock Effect**.
- Class B units attacked by Class C cavalry defend with a combat strength of 2.
  7. **Recommended Optionals**
- [1.1] Roman Swordsman Square: additionally, SD units in square (a) can attack but at 50% strength; and (b) when undergoing enemy offensive or defensive fire combat, subtract "1" from the die roll (a "1" remains a "1").
- [1.2] Legion Integrity: Legion I includes one "2L" and SD #1-8, Legion II includes the second "2L" and SD #11-18.
- [1.4] Roman Legionary Panic: Roman SD units do not panic.

- **Dacia AD 101 Deployment Map**
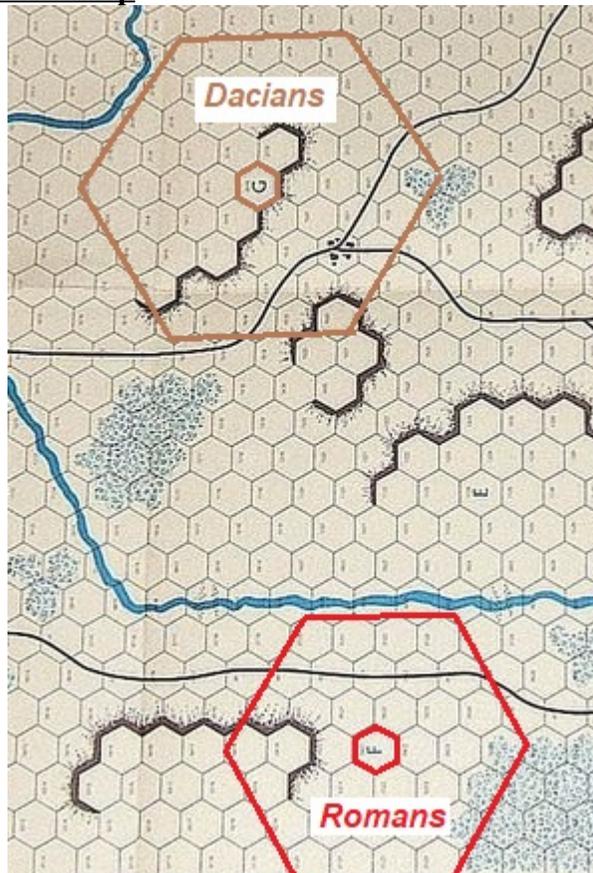
Dacia AD 101: Scenario Notes

Trajan's First Dacian War (101–102) saw Rome march north to conquer the tribal kingdom across the Danube. What ensued was hard fighting between the legions and Dacian warriors, with some close calls for the Romans. This scenario shows a typical action. Two Roman legions plus auxiliaries are crossing a small river and then moving to take a Dacian hill fort, while the Dacians are assembling for an ambush.

The Dacians are a difficult foe as they field effectively a combined arms force. This includes a mass of warriors backed up by missile troops. The heavy cavalry represents Sarmatian allies who hefted lances and wore armor. The light cavalry are Dacian nobles who could afford a horse. The falxmen (for the special rule) are armed with a sickle type cutting weapon and were known for their ferocity in the attack. Their higher stacking reflects enhanced combat effectiveness.

Each Roman unit represents a cohort or equivalent. Standard practice at this time was to leave a couple of cohorts to hold the base camp, giving 16 swordsmen instead of 20. As usual, I upgraded the defense factor of Roman skirmishers because by this time their light troops were capable of standing in line for melee. The heavy cavalry includes various types, ranging from the occasional cataphract unit to moderately armored horsemen who were making their impact felt. You can compare this Roman OB with those for scenarios set in the late Republic to see how the army developed. The barbarian infantry represents mercenaries as well as some of the heavier auxiliary types.

I added a couple of extra cases to the Roman Swordsmen Square rule based on evidence from historical accounts and monuments. Units in square formation did carry through attacks against enemy positions. And the die roll modifier when targeted by enemy fire is a carry over from the rule in **Centurion**.

One much debated troop type of this era is the *lanciarii* (spearmen), from *lancea*, referring to spears which could be used for thrusting or throwing. Lanciarii have been postulated as being everything from light infantrymen organic to the legion (as opposed to independent auxiliary formations) to elite bodyguards used for special missions. In the scenario they are included among the Roman skirmishers and barbarian infantry (the factors add up, sort of, though they might be rated as [4]-5 with a missile combat of 1/1). As SPI would have put it, "It all comes out in the wash!"

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CHARIOT Scenario: Jingxing Pass, the Han Consolidate China, 205 BC

Northeast China, near the end of the Warring States Era.

Zhao: Leaders "3L" x 2, Militia spear x 10, Militia infantry x 15, Axemen x 5, Improved Bows x 10, Bowmen x 10, Skirmishers x 5, Medium cavalry x 5, Horse Bowmen x 10, Chariots x 10

Deploy: **D-5**
Point value = **166**
Panic level = **50**
Stacking = **2**
Victory = **Substantive**
Note: use blank counters for two of the Zhao horse bowmen

Han: Leaders "1L" x 1, "3L" x 3; Militia spear x 8, Swordsmen x 4, Improved Bows x 10, Bowmen x 5, Skirmishers x 3, Medium cavalry x 9, Horse Bowmen x 6, Chariots x 5

Deploy: **I-3**
Point value = **131**
Panic level = **59**
Stacking = **3**
Victory = **Substantive** or occupy hex **D** at the end of the scenario.

Deployment: Zhao deploy first, Han move first.

Game length: **25** game turns

Special Rules

1. **Victory Point Variation**
   - "1L" and "3L" Leaders are worth their combat bonus in points (9 or 3).
     2. **Terrain**
   - It costs 3 movement points to enter stream hexes.
     3. **Fire Effects**
   - The following units can fire once each player turn (i.e., both offensively and defensively in the same game turn; special case for rule [6.12]):
     ...Han improved bows
     ...both sides' horse bowmen
   - Improved bows represent crossbows; if crossbow units are available from other games, use them.
     4. **Chariot Shock Effect**
   - Chariots can also transport militia spears. They can make shock attacks in the Melee Combat phase. See rule [1.0].
   - Unit Capabilities, rule [3.2]. Militia spears carried by chariots have the same effect as medium cavalry (MC) for purposes of this rule.

Jingxing Pass 205 BC: Deployment Map
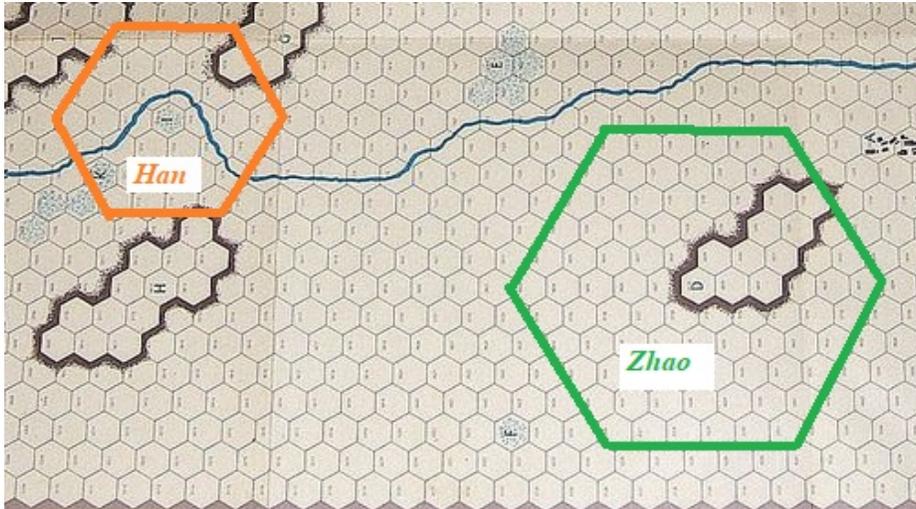
Jingxing Pass 205 BC: Historical Notes

The era of the Warring States ran from the 5th century BC to the end of the 3rd BC in which various kingdoms fought to establish their hegemony over China. One of the many battles in this era was fought in the north between a Han army commanded by Han Xin against a much larger Zhao force under Zhao Xie and Chen Yu.

Then battle began with Han Xin marching his army out of the Jingxing Pass where he was met by the Zhao across the Tao River. Chen Yu decided to rely on superior Zhao numbers. But Han Xin had a plan. He dispatched a small force to swing around and seize the Zhao camp while his main force established a bridgehead across the river. The Zhao attacked the bridgehead, but the Han troops, with their retreat route blocked, fought hard. And when the Zhao troops saw the Han raising their banners over their camp, they panicked. Han Xin ordered a pursuit and duly routed the Zhao.

The Han would go on to establish a new imperial dynasty, one which would define Chinese civilization for the ensuing millennia. As for Han Xin, the battle vindicated many of the precepts of the well known military scholar, Sun Tzu.

Jingxing Pass 205 BC: Scenario Notes

Both side's armies have a core of melee and missile infantry operating largely in combined arms formations, with cavalry as the maneuver element. The militia spears represent both troops armed with various types of halberd type weapons. Improved bows represent crossbows, you can switch them out from other games in the PRESTAGS series. Zhao axemen represent troops with various close in weapons. Han swordsmen are their elite shock corps. Han skirmishers account for various convict troops used as screens and to make suicide attacks. Chariots were still in use at this time , though would be eventually superseded owing to their vulnerability to missile fire.

Both sides' armies are very missile intensive. As usual, I allow horse bowmen to fire both offensively and defensively in the same turn, otherwise they are just too weak. In this case they represent various steppe nomads and elite mounted crossbows who actually were quite efficient. Also, Han improved bows (aka crossbows) get to take advantage of the same rule owing to their superior tactics.

The Zhau have the numbers, the Han have the edge in morale (panic level), organization (higher stacking) and especially leader units. The leadership factor accounts for Han Xin's superior maneuvers without having to add special rules, as does the relatively panic levels on each side. Jingxing Pass is your chance to build a new empire in the East.

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