Volume 4: 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 4 PRESTAGS Scenarios
by Joe Miranda

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LEGION Scenario: Caracalla's Phalanx, AD 216

Deep within Mesopotamia, Parthian Kingdom...

Parthians: Leaders "2L" x 1, "3L" x 2; Barbarian infantry x 5, Skirmishers x 10, Heavy cavalry x 10, Oriental cavalry x 20.

> Deploy = **H-4**
> Point value = **117**
> Panic level = **39**
> 41 Stacking: class C & Mf = **3**, all others = **2**
> Victory = Substantive
> Leadership: mounted units are exempted per [10.22].

Romans: "1L" x 1, "2L" x 1; "3L" x 2, Professional spears x 12, Swordsmen x 10, Barbarian infantry x 4, Skirmishers x 6, Bowmen x 4, Heavy cavalry x 5, Light cavalry x 5, Oriental cavalry x 4.

- Note: use blanks for two of the professional spears
  Deploy = **F-3**
  Point value = **130**
  Panic level = **65**
  Stacking = **4**
  Victory = Decisive or occupy hex **H** at the end of the game
  Deployment: Parthians 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 (9, 6 or 3).
  2. Terrain
- Treat woods as clear terrain.
  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. Shock Effect**
- Class A units attacked by Class C cavalry double their combat strength for defense.
- Class B units attacked by Class C cavalry defend with a combat strength of 2.
  6. **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").
- [1.4] Roman Legionary Panic: Roman SD units do not panic.
- 7. **Roman Sneak Attack (optional)** This rule can be used at the Roman player's option.
- After initial deployment but before the first turn, the Romans may roll one die. Results are as follows:

1 = debacle: Romans can not move, retreat before combat or fire defensively on turn 1.

2, 3 = no effect

4, 5 = partial surprise: Parthians can not move, retreat before combat or fire defensively on turn one.

6 = total surprise; same as partial for turn 1; further, on turn 2 Parthian units must be within leader radius to move their full movement value (negates [10.22] exemption).

Caracalla's Phalanx: Deployment Map
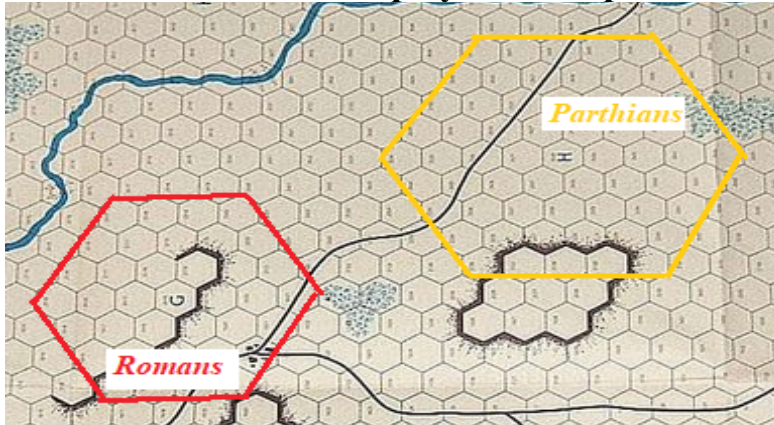
Caracalla's Phalanx: Scenario Notes

Caracalla (r. AD 198-217), son and successor to Septimius Severus, is usually considered to be one of the "Bad Boys" of the Roman emperors. However, he was also an efficient if often ruthless administrator and decent general, campaigning in Britannia, against the German tribes, and into the Parthian Kingdom. At least one contemporary account has him organizing a Macedonian style phalanx for his war with the Parthians, in part because the massed pikes would be effective against enemy cataphract attacks, in part to imitate Alexander the Great who still held considerable hold on the imagination of the classical world.

The scenario shows an action in which Caracalla leads a Roman army in an attack on a Parthian camp. The phalanx is represented by the professional spears, while the swords are detachments from several different legions. There are considerable numbers of auxiliaries, both infantry and cavalry. The barbarian infantry are troops armed with clubs and other weapons for demolishing the heavily armored enemy cataphracts. The heavy cavalry are *equites singulares* (Imperial Guard horse), heavier legionary cavalry, and the Romans own cataphracts. The oriental cavalry are various horse archers and Moorish troopers signed up for the campaign.

The sneak attack rule is there because Caracalla had a reputation for employing stratagems while on campaign. Use it at your own risk.

The Parthians are often refereed to as a cavalry army, largely because of their encounter with Marcus Licinius Crassus back in 53 BC. But when defending in their own territory, they would have mobilized considerable numbers of levies from their cities and allied tribesmen, hence the skirmishers and barbarian infantry.

Anyway, Caracalla's march east went fairly well in no small part because the Parthians were busy with their own civil war. However, the campaign came to an end when Caracalla himself was assassinated by a disgruntled soldier in 217. His successor, Macrinus, withdrew back to Roman territory and the chain of events which followed resulted in what became known as the Crisis of the Third Century.

Viking & Spartan Scenario: Out of Afghulistan c. 10,000 BC, Hyborian Age

*Use the counters and special rules for **Viking** and **Spartan**, and the **Viking** map.*

Vendhyans: Leader "2L" x 2; Militia spear x 6, Militia infantry x 18, Swordsmen x 6, Bowmen x 10, Improved bows x 4, Skirmishers x 6, Heavy cavalry x 15, Medium cavalry x 6, Horse bowmen x 6, Elephants x 3.

Deploy Force = Leader "2L" x 1 plus select 40 non-leader units at **F-3**; remainder appear as reinforcements (per special rules)
Point value = **180**
Panic level = **63**
Stacking = class C, Mf **3**, all others = **2**; leaders stack free
Victory = **Substantive** or completely eliminate the Afghuli "1" leader; elimination of that leader supersedes all other victory conditions

Afghulis: Leader "1L" x 1, "3L" x 2; Swordsmen x 5, Axemen x 10, Improved bows x 10, Byzantine cataphracts x 5, Medium cavalry x 8, Horse bowmen x 10, Elephants x 2.

Deploy initial force = **C-1**, **H-2** and/or **J-1**.
Point value = **134**
Panic level = **67**
Stacking = **2** (see special rules)
Leadership: mounted units are excepted (per [10.0])
Victory = occupy hex **F** at end of scenario

Deployment: Vendhyans deploy first, Afghulis move first.
Game length: **25** game turns (see special rules)

Special Rules
    1. **VP**.
- Leaders on both sides are worth their combat bonus in points (9, 6 or 3).
    2. **Terrain.**
- **Jhumda River**. Units can enter stream hexes only on bridges and fords. Units which panic into stream hexes are eliminated; this includes rampaging elephants. Missile units can fire across stream hexes.
    3. **Elephants**
- Both sides use the **Spartan** Elephant rule [1.0].
    4. **Afghulis**
- **Conan stacking**. Units in the same hex as the "1" leader can stack up to four high. This is so even if the leader is reduced. If the "1" leader is completely eliminated or leaves the hex, the stacking situation must be restored at the end of the ensuing Afghuli movement phase or eliminate two excess units.
- **Ferocity**. Afghulis use **Viking** rules 3.6 through 3.9.
- **Arrow swarm**. Afghuli horse bowmen can fire once each player turn (i.e., both offensively and defensively; special case for rule [6.12]). This does not apply to Byzantine cataphracts and

Vendhyan horse bowmen.

5. **Vendhyan Reinforcements**

- At the start of each Vendhyan Movement phase starting with turn 2, the player rolls one die. If the result is less than the current turn number, then Vendhyan reinforcements appear (one Leader and 40 other units). If the number rolled is equal to or greater than the turn number, roll again next turn. Once the reinforcements appear, do not roll again.

- Vendhyans move their reinforcements onto the map from the west edge south of the all-water hexes. They pay terrain costs for the entry hexes. They may enter in enemy ZOC (per [6.4] and then stop). If all west map edges are blocked by Afghuli units, then reinforcements enter as soon as hexes are available. Reinforcements are in command on turn of entry; thereafter, they require a leader (see [10.2]).

- If the Vendhyans reach their panic level before their reinforcements appear, then on the turn in which they do arrive all effects of panic are canceled. Units which panicked off the map remain eliminated. Otherwise, Vendhyans panic per the rule.

Out of Afghulistan: Scenario Notes

The Nemedian Chronicles report that a northern adventurer, Conan of Cimmeria, rose to prominence among the fierce tribes of Afghulistan, a mountainous realm south of the Turanian Empire, northeast of Iranistan and northwest of Vendhya. After some improbable skulduggery among the purported Seers of Yimsha, Conan unified the tribes and then marched with 50,000 warriors against Vendhya whose ruler, the Devi Yasmina, met the Afghulis at the banks of the River Jhumda wth 100,000. While no accounts of the battle are extant, we might assume a fierce fight resulting in a narrow Vendhyan victory, since Conan thereafter was reported in other climes.

The armies are loosely based on medieval Indian and Afghan forces. For the Vendhyans these are mainly the Rajputs, whose armies were build around a warrior caste armed as heavy cavalry. For the Afghhulis, these are the Ghaznavids, another warrior people who took over Afghanistan and then expanded into north India. The Ghaznavid army was centered on a core of heavily armed professionals backed by a wider mobilization of tribes. Both powers made extensive use of elephants, so they are in the scenario.

The scenario shows the Afghulis descending from the foothills of the Himelian Mountains and forcing a crossing of the Jhumda River. The local Vendhyan commander is fighting a delaying action with a screening force while awaiting reinforcements from the main body of the army which marches onto the map. Obviously, the Afghulis have to win up front before they are crushed by superior numbers while the Vendhyans have to avoid being defeated in detail. Incidentally, actual north is towards map south.

Players can use this scenario as a template for any number of historical battles along the Afghan-Indian frontier from AD 500 to 1500.

Out of Afghulistan: Deployment Map
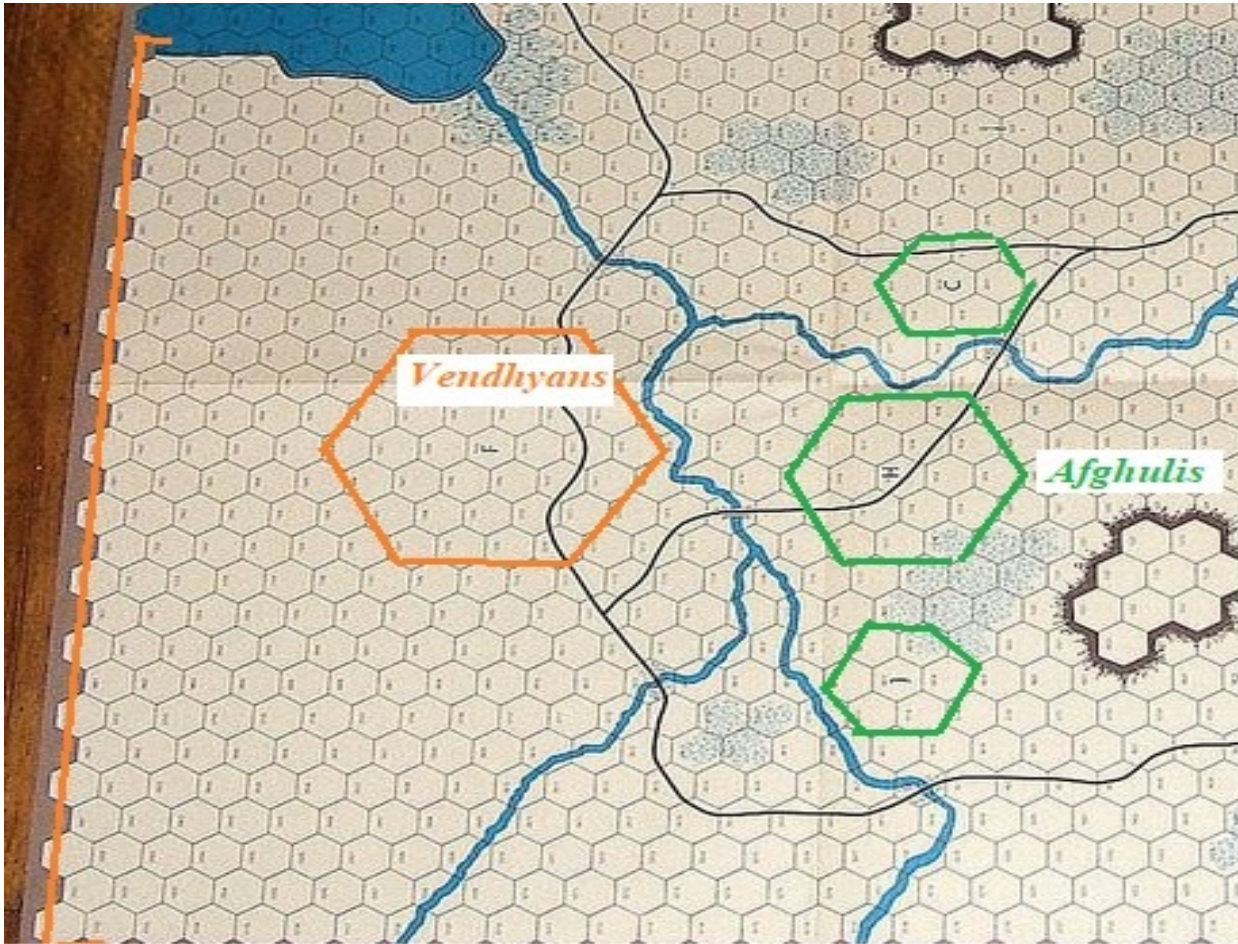
Jhumda River Conan_

Viking Scenario: Tagliacozzo the End of the Hohenstaufen, 23 August 1268

Ghibellines (Conradin of Hohenstaufen) (yellow counters): Leader "3L" x 3; Militia infantry x 6, Barbarian infantry x 2, Crossbows x 4, Heavy cavalry x 12, Medium cavalry x 4.

Deploy force = **H-3**
Point value = **93** (see special rules)
Panic level = **33**
Stacking = class C, Mf = **3**; class A, B, Ff = **2**
Victory = occupy hex **D** at end of scenario

Guelphs (Charles of Anjou) (green counters): Leader "2L" x 1, "3L" x 2; Militia infantry x 6, Axemen x 2, Crossbows x 2, Improved bows x 6, Heavy cavalry x 8, Medium cavalry x 3, Horse bowmen x 3.

Deploy force = **D-3**, **G-1**; at least one leader and ten other units must be deployed at each
Point value = **93** (see special rules)
Panic level = **42**
Stacking = class C, Mf = **3**; class A, B, Ff = **2**
Victory = **Substantive** or completely eliminate Ghibelline "3" leader #1 (see special rules)

Deployment: Ghibellines deploy first, Ghibellines 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).
- Heavy (HC) and medium cavalry (MC) on both sides are worth their full combat factor in points (4 or 3).
   2. **Ghibellines Feudal Factor**
- Ghibellines heavy (HC) and medium cavalry (MC) must use the **Yeoman** Feudal rule (3,0).
- For a download of the rule, see https://www.spigames.net/PDFs/YeomanExRules.pdf
   3. **Shock Effect**
- Each player can, at the start of any one friendly Movement phase, declare Shock Effect. During the ensuing friendly Melee Combat phase all melee attacks involving one or more of that player's HC and/or MC receive a one column shift to the right.
- A player can declare Shock Effect once per game.
   4. **Plate Armor**
- Whenever units make a fire attack (offensive or defensive) against a hex containing any enemy heavy cavalry (HC), subtract one from the die roll (a die roll of "1" remains a "1"). This is so even if other types of units are in the hex.
   5. **Conradin**
- The Ghibelline "3" leader number 1 represents Conradin. If Conradin is completely eliminated (all steps), the Guelphs immediately win the game. This supersedes all other victory conditions.
- If Conradin is stacked with other Ghibelline cavalry units, then any Feudal rules for those units are negated. This is checked at the start of the Movement phase.

Tagliacozzo 1268: Deployment Map
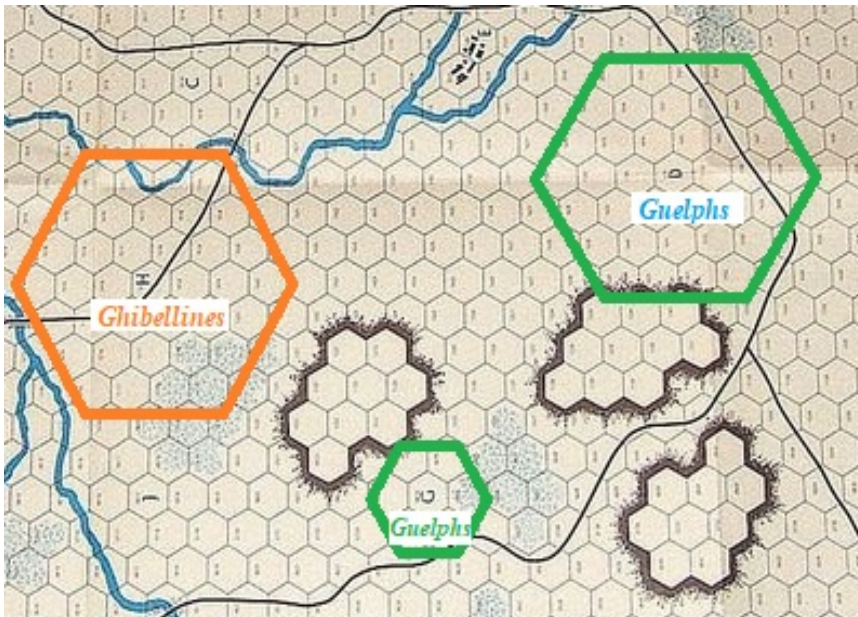
Tagliacozzo 1268: Scenario Notes

Since early 12th century two factions struggled for control of medieval Italy: the Guelphs representing the Papacy and various independent city-states and minor kingdoms, and the Ghibillines fronting the interests of the Holy Roman Empire. This conflict came to a head in 1267 when Conradin, the young heir to the Hohenstaufen dynasty, led an Imperial army into the peninsula to bring into line Charles of Anjou, King of Naples and Sicily, ally to the Pope. Their two armies met in Tuscany on 23 August 1268 near the town of Tagliacozzo to decide the issue. Both sides' forces included contingents from all

over Western Europe, and the ensuing battle would be mainly a cavalry fight.

The action opened with the Ghibillines (Conradin) making an impetuous charge against the line of Guelphs (Charles). The attack initially went well, but the Ghibillines had actually run into an ambush. Charles led one of his "battles" from a concealed location and rolled up Conradin's flank. In the ensuing route, the Ghibelline army was largely shattered. Conradin himself escaped, but was later captured and then executed by Charles.

This brought to an end the Hohenstaufen dynasty, eventually to be replaced by the Habsburgs. Tagliacozzo also pretty much ended the Holy Roman Empire as a serious military threat to Italy, though new invading armies would later march in with the rising powers of Spain and France. Incidentally, Dante mentioned Tagliacozzo in Canto 28 of his *Inferno* in a list of battles taking place in Italy.

Tagliacozzo 1268: Order of Battle Notes

I used **Viking** for the scenario instead of **Yeoman** because the former game has the necessary units while its map has the right terrain features.

Conradin's army is estimated at 4-5000 and Charles' as 3-4000, presumably cavalry with infantry not counted. For total numbers and force mix, I based each side on the battle of Benevento (1266), fought between the Manfred of Sicily and Charles of Anjou who usurped his throne for the Guelphs – and himself! Troop proportions per unit are circa 300 horse for cavalry and 600 for infantry. The higher stacking limit for cavalry is because of their generally superior fighting ability.

Charles' army includes horse bowmen and improved bows from Saracen colonies in Sicily. Their axemen represent some of his better quality infantry, some armed with short axes. Conradin's barbarian infantry are Swabians and others armed with two handed swords.

I upped the point value of HC and MC to their full combat strength mainly because feudal cavalry was considered more valuable not to mention more expensive than the infantry. The Ghibellines are affected by the Feudal Factor given their impetuosity shown in the original battle, and to the generally superior tactical skill of Charles. Also, Charles' side has a high panic level because his army held together better than that of Conradin in the face of casualties. It was observed that Charles was willing to sacrifice most of his army to win the battle!

Each army was organized in three wings or battles, so each side in the scenario gets three leaders. Charles is the "2" level Guelph leader. Conradin is the #1 Ghibelline leader. Since he was not a particularly inspiring commander, he is depicted at "3" level.

The Ghibellines win by taking and holding Guelph deployment hex "D" as this represents the latter's camp as well as Conradin's roads to his allies further south. The Guelphs win if they eliminate Conradin because with him taken out of the picture, the Ghibelline campaign would pretty much come to an end. He actually survived the historical battle (only to be captured later) but I added this victory condition given his importance to the Ghibelline cause. The elimination of Conrad does not produce the same effect since he had exchanged his armor with that of another noble who was killed in the fighting. Some accounts consider this switch to be unchivalrous, but the battle preserved Charles' throne and kingdom.

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YEOMAN Scenario: Axtorna, Battle for the North, 20 October 1565
Southwestern Sweden during the Nordic Seven Years War.

Danes: Leaders "2L" x 1, "3L" x 1; Professional pike x 2, Professional spear x 3, Militia spear x 1, Arquebus (late) x 5, Heavy cavalry x 3, Medium cavalry x 3 (see special rules), Light cavalry x 1 (see special rules), Heavy artillery x 3

Deploy Force = **N-2**
Point value = **82**
Panic level = **33**
Stacking = **3**
Victory = **Substantive**

Swedes: Leaders "3L" x 1; Professional pike x 3, Militia spear x 3, Swordsmen x 2, Arquebus (late) x 6, Heavy cavalry x 2, Medium cavalry x 3 (see special rules), Light cavalry x 3 (see special rules), Heavy artillery x 2, light artillery x 2

Deploy Force = within three hexes of the bridge NW of hex **E** and north of the stream
Point value = **84**
Panic level = **34**
Stacking = **2**
Victory = Occupy hex **N** on the last turn of the scenario

Deployment: Danes deploy first, Swedes move first
Game length: **25** game turns

Special Rules
1. **VP**
- Leaders on both sides are worth their combat bonus in points (6 or 3).
- Use the Victory Point Variation rule [7.0]; heavy cavalry = 6 VP, medium cavalry = 4 VP, light cavalry = 2 VP.
2. **Reiters & Horse Arquebusiers**
- Medium and light cavalry units each have a fire factor of "1" and a range of "1".
- Light cavalry can dismount as arquebus (early). Follow the same procedure as **Yeoman** [8.1]. Eliminated AE count as LC for VP. No other units can dismount.
### 3. **Stacking**
- Class A and B units can stack with each other, as well as Ff and Leaders. Special case for standard rule [5.3].
- Treat heavy and light artillery as class Ff (not Mf).
4. **Yeoman Optional Rules**
Following are recommended.
- [6.3] Artillery Movement. Double artillery printed movement.
- [8.2] Unit Capabilities. Medium and light cavalry can melee attack disrupted enemy PP, PS and MS. These defend with their printed strength.
- [8.3] Range Effects. Units with a range of "1" have no attenuation.

Axtorna 1565: Deployment Map
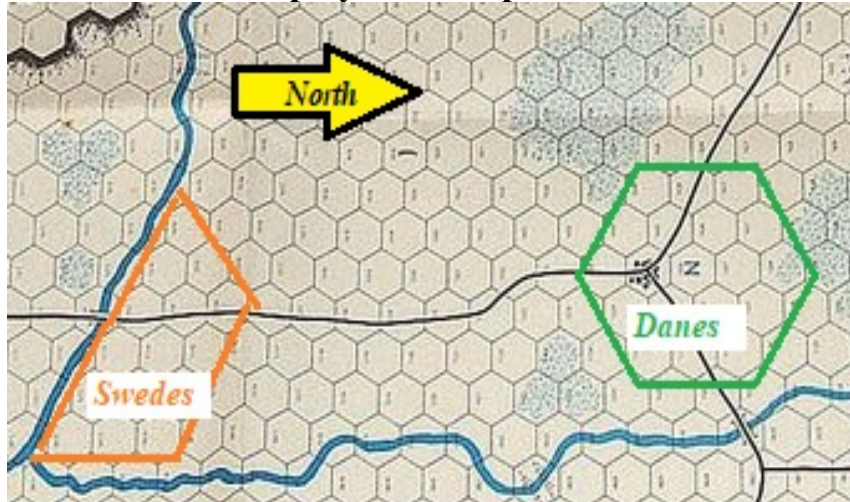
Axtorna 1565: Scenario Notes

The Northern Seven Years War (1563 -1570) saw Sweden make a final break from the Kalmar Union of Denmark and its allies. The war was largely a matter of sieges, pillage and small actions, with Axtorna being the largest single battle.

In 1565 a Swedish army commanded by Jacob Henriksson Hästesko moved against a Danish force under the mercenary Daniel Rantzau. The Danes met them near the village of Axtorna with 6000 infantry, 1600-2100 cavalry (including some mounted scouts), and 21 guns. The Swedes advanced with 8000 infantry and 3000 cavalry, plus 40 or so guns (including many light pieces).

The Swedish infantry assault managed to break into the Danish line, pushing back some mercenaries into their wagon laager (represented by the village adjacent to hex N in the scenario). But Rantzau proved to be a better leader in the field, especially when it came to handling his cavalry, and so the Danes repulsed the Swedish attack. However, both sides took sufficient casualties that the battle came to be considered as something of a draw.

The armies are pretty much pike and shot. Infantry is rated at about 550-600 men per unit. The Danish professional pikes represent elite Danish halberd men and "forlorn hopes" (a common translation for a Dutch military term for "lost troops"), advanced guards used to lead assaults. The one militia spear represents a levy unit supporting the regulars. Swedish professional pikes are some of their more fanatic troops. The swordsmen are armed with swords, buckler shields and pistols. They can stack with Class A units as they were integrated into the large pike blocks on the battlefield.

Cavalry is about 375 troopers per Swedish unit and 300 for the Danish, since the latter outfought the former in the battle. Medium and light cavalry gain a fire factor, representing pistol armed reiter types for the former and light horse with arquebuses for the latter. I

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downgraded some of the Swedish heavier horse to light cavalry given their dismal performance on the day of battle. Medium and light cavalry can attack disrupted Class A units as their tactics exploited fires to break up enemy formations and then close in for the attack.

Historically, the Swedes were on the offensive so they have to attack and take the Danish deployment hex. The Danes won what would have been a marginal victory in game terms, and this was not good enough for gaining the upper hand in the campaign. So for the scenario, they have to go for the substantive.

Both sides have the same panic level, 40% of their total point value. The Danes had some professional troops, notably Landsknecht mercenaries, but there was some grumbling about pay being in arrears. The Swedes were a proto-national army with decent enough motivation, though some of their horsemen appeared to have been insubordinate. Since the Danes had better control of their forces, they have a better situation with leaders. This also accounts for the inactivity of much of the Swedish horse – in game terms, they were out of leadership radius!

Axtorna is a relatively small battle but one which shows the various arms at play as the era covered in **Yeoman** closes out.

SPARTAN Scenario: Arius 208 BC, Battle for Bactria

Bactria 281bc_
On the River Arius in what is today northern Afghanistan...

Greco-Bactrians: Leaders "2L" x 1, "3L" x 1; Professional pike x 4, Professional spear x 2, Light troops x 3, Barbarian infantry x 3, Bowmen x 5, Skirmishers x 3, Heavy cavalry x 6, Medium cavalry x 4, Light cavalry x 2, Oriental cavalry x 8, Elephants x 2

Deploy = **S-3**
Point value = **122**
Panic level = **49**
Stacking = **3**
Victory = Occupy hex **B** at the end of the scenario

Seleucids: Leaders "1L" x 1, "3L" x 2; Professional pike x 6, Professional spear x 4, Light troops x 6, Barbarian infantry x 4, Bowmen x 5, Skirmishers x 4, Ballista x 1, Heavy cavalry x 4, Medium cavalry x 5, Light cavalry x 2, Oriental cavalry x 4, Elephants x 2

Deploy = **A-3**
Point value = **140**
Panic level = **63**
Stacking = Class C, Mf = **4**, Class A, B, D, Ff = **3**
Victory = Occupy hex **E** at the end of the scenario

Deployment: Bactrians deploy first, Seleucids 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 & cataphract cavalry: both sides' HC are worth 4 VP each.
2. **Heavy cavalry**
   - Use blank counters for excess Greco-Bactrian heavy cavalry, or scrounge units from other series games.
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).
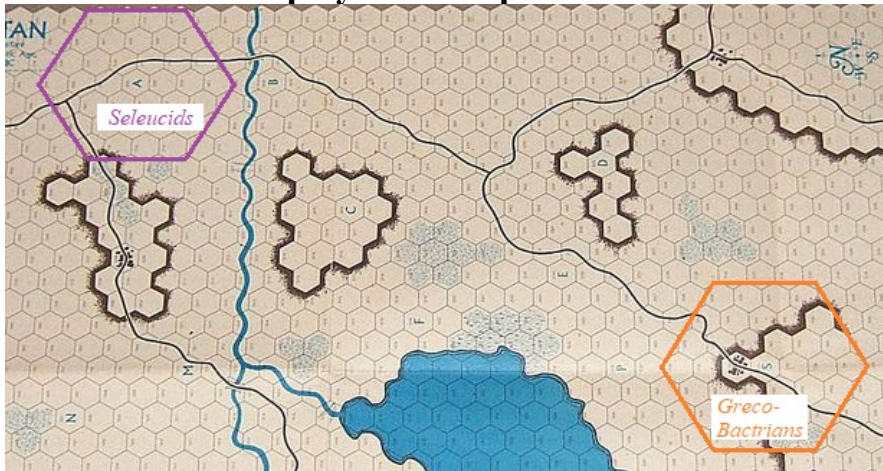5. **Arius River**
   - Units pay three movement points to enter stream hexes. They pay normal costs for fords and bridges.
6. **Seleucid Advanced Guard**
   - On turn 1 Seleucids can move only leaders and cavalry (Class C, E and Mf) units.

Arius 208 BC: Deployment Map

Arius 208BC_

Arius 208 BC: Scenario Notes

Following the death of Alexander the Great in 323 BC, the Macedonian Empire broke up as contending generals carved out their own kingdoms in the former Persian Empire. By the middle of the century following, two of the major Successor states included that of the Seleucids which stretched from Asia Minor to towards India, and Bactria centered on what is today Afghanistan. Bactria was ruled by Hellenic Greeks who had come in with Alexander and turned the kingdom into a considerable power, controlling vital trade routes.

In 223 BC Antiochus III, also known as the Great, came to the Seleucid throne and commenced a series of campaigns designed to rebuild the kingdom which had fallen apart in the decades prior. He proved to

be generally successful and among other things invaded Bactria. In 208 BC Antiochus and his army marched to the Arius River where they were met by the Bactrian king Euthydemus I. The Bactrians guarded the river with a strong force of cavalry but then would withdraw at night to their camp several miles away. Accordingly, Antiochus took his elite horsemen and light troops across the river to create a bridgehead.

The following daybreak, Euthydemus rode forward with his cavalry, presumably followed by the Bactrian infantry. A series of charges and countercharges ensued with the Seleucids gaining the upper hand. Antiochus himself fought up front alongside his troops, having a horse killed under him. Finally, the Bactrians broke off.

Antiochus followed up by besieging the Bactrian capital city of Bactria, modern Balkh. The siege lasted for three years until Antiochus negotiated a face saving treaty then marched off to the east to renew his alliances with the kings of India. Later, the Bactrians would go on to expand into Central Asia and points east.

Arius 208 BC: Order of Battle Notes

Information on the numbers available for each side are sketchy. Polybius relates that the Bactrians had 10,000 cavalry opposed by 2000 Seleucid elite cavalry and 10,000 peltasts. I extrapolated from there, using general proportions of troops types for each army based on Hellenistic standards. Peltasts in the scenario (LT, BI) include a variety of medium armed troops, the heavier type which was coming into the field (called *thureophoroi*) as well as sword armed mercenaries from Thrace eastwards, plus any phalangites who used cut down equipment. The Seleucid heavy cavalry represent Companions and whatever cataphracts were mustered. The Seleucids get a ballista since they did use missile engines in the field and Alexander had set the precedent for using their fires to cover river crossings.

Seleucid cavalry has a higher stacking value than their opposite numbers because they tended to be used as a strike force. The Bactrian horsemen appear to have employed looser formations. The restriction on Seleucid first turn movement represents their infantry marching up from the rear.

Bactrian heavy cavalry are cataphracts and their own Companions. Similar comments per the Seleucids about their infantry, given the various tribal contingents.

The orders of battle show the tendency towards moving away from heavy phalanx formations towards lighter and more agile forces. Both sides have considerable numbers of missile armed light cavalry (OC) representing the increasing use of horse archers, including both tribal allies and regular troopers armed with bows as well as their usual weapons. Both sides get a couple of elephants as extensive use was made of them in the East.

As for victory conditions, the Seleucids are opening the way to Bactra and have to drive deep. The Bactrians need to secure the river crossing (hex "B") to cut the Seleucid line of communications. The Seleucids receive a higher panic break point percentile than the Bactrians as they outlasted the latter in the actual battle.

Overall, the River Arius is a battle in distant climes, one which provides for a clash of unique forces.

LEGION Scenario: Sertorius versus Pompey the Not So Great c. 76 BC

Pompey (red counters): **Leader "2L" x 1, "3L" x 2; Swordsmen x 30, Skirmishers x 6, Light cavalry x 9**.

Deploy = hex **E-3**.
Point value = **99**
Panic level = **40**
Stacking: = **4**
Victory = **Substantive, or completely eliminate the Sertorious "1" leader**

Sertorius (yellow counters): **Leader "1L" x 1, "2L" x 1, "3L" x 1; Swordsmen x 20, Barbarian Infantry x 6, Skirmishers x 9, Light cavalry x 6, Oriental cavalry x 4**.

Deploy = hex **G-4**
Point value = **117**
Panic level = **41**
Stacking: = **3**

Victory = **Marginal**

Deployment: **Pompey deploys first, Sertorius moves first**.
Game length: **30 game turns**.

Special Rules
1. **VP**. Leaders on both sides are worth their leader combat bonus in points (9, 6 or 3).
2. **Shock Effect**. Class B units attacked by Class C cavalry defend with a combat strength of 2. Class A units attacked by Swordsmen defend with a combat strength of 2.

Sertorius 76 BC: Deployment Map
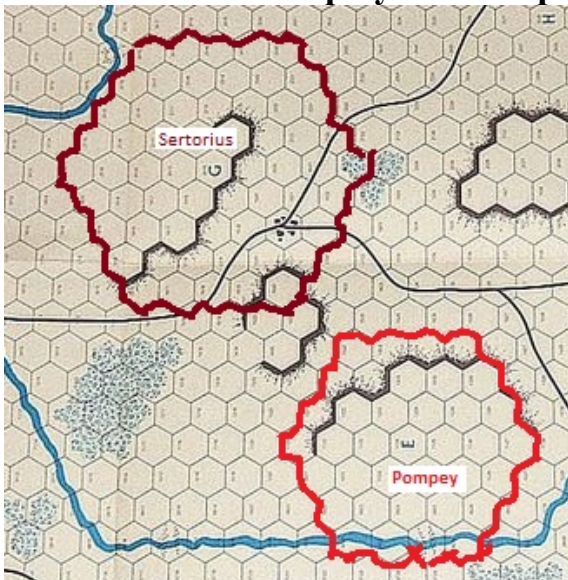
Sertorius 76 BC: Historical Notes

Quintus Sertorius was a most impressive Roman, though mostly forgotten these days. He was one of the leading members of the Populares, the Roman Republic's populist party. He was also a very good general. With civil conflict making things increasingly unsafe for himself in Rome, he withdrew to Spain where he organized an army recruited from Roman colonists, Spanish tribesmen and North African mercenaries.

He also proved to be an effective politician, establishing a Republic in Spain and generally being a thorn in the side of the Optimates, Rome's aristocratic party. Among other things, he negotiated with Spartacus whose rebel army was wreaking havoc back in Italy. Needless to say, the Senate could not allow this state of affairs to continue, so an army was dispatched to Spain under the command of Pompey the (self-proclaimed) Great (Gnaeus Pompeius Magnus).

But Sertorius proved to be the better general, defeating Pompey on several occasions. One reason for Sertorius' victory was that he made good use of his light troops to outmaneuver heavier foes on the battlefield. Alas for the Populares, his career was cut short when he was assassinated in 72 BC allowing Pompey to claim a victory for the war.

Sertorius 76 BC: Order of Battle Notes

Pompey's force represents a typical army of the late Republic. Plutarch states that Pompey had 6000 cavalry and 2000 archers and slingers, though whether or not these were all in the field at any particular battle or, for that matter, were supplemented by other forces, can not be determined.

Sertorius' army has a core of Roman colonists and Spaniards trained as legionaries, plus various tribal warbands, light infantry and cavalry, including some North Africans. The latter types proved very effective outside the battlefield in conducting guerrilla warfare.

The Sertorians get better leaders, representing their generally superior tactical skill. The loss of the Sertorian "1" Leader is a Pompeian victory since it's the elimination of the big man himself.

Overall, the Pompeians can concentrate more shock power (high stacking) but the Sertorians have the edge in mobility. Sertorius need only a Marginal victory since as long as the campaign is protracted, he is winning. Pompey has to get a Substantive to bring things to a conclusion.

LEGION Scenario: Herat AD 484

Persians (yellow counters): **Leader "2L" x 1, "3L" x 2; Militia spear x 15, Barbarian infantry x 5, Skirmishers x 10; Heavy cavalry x 12** (see special rules), **Byzantine cataphracts x 5, Oriental cavalry x 10** .

Deploy Force = hex **2134-3**
Point value = **146**
Panic level = **37**
Stacking = **2**
Victory = **Substantive**, plus control the village at end of scenario

White Huns (red counters): **Leader "2L" x 2; Byzantine cataphracts x 10, Oriental cavalry x 20** (see special rules).

Deploy = hex **C-4**

Point value = **82**
Panic level = **37**
Stacking =**3**
Leadership: mounted units are excepted
Victory = **Substantive**

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

Special Rules
1. **VP**. Leaders on both sides are worth their leader combat bonus in points (9, 6 or 3).
2. **Persian elephants**: Persians may substitute 2 x elephants from the **Spartan** counter mix for 2 x heavy cavalry. If so, Persians add 8 to VP and 2 to PL (but have to deal with rampaging!).
3. **Hun oriental cavalry**: White Huns use light cavalry to represent ten of their oriental cavalry (owing to lack of OC in the **Legion** counter manifest). They have full oriental cavalry abilities.
4. Hun ferocity (correction). White Hun Byzantine cataphracts and oriental cavalry can fire and melee in the same *friendly player turn* if both attacks are against the same hex (per Legion rule [1.55]. Persian cavalry can not.
5. **Terrain effects.** Treat woods as swamps. Ignore all roads. Treat bridges as fords. Ff class units can fire from streams (they represent wadis).

Herat AD 484: Deployment Map
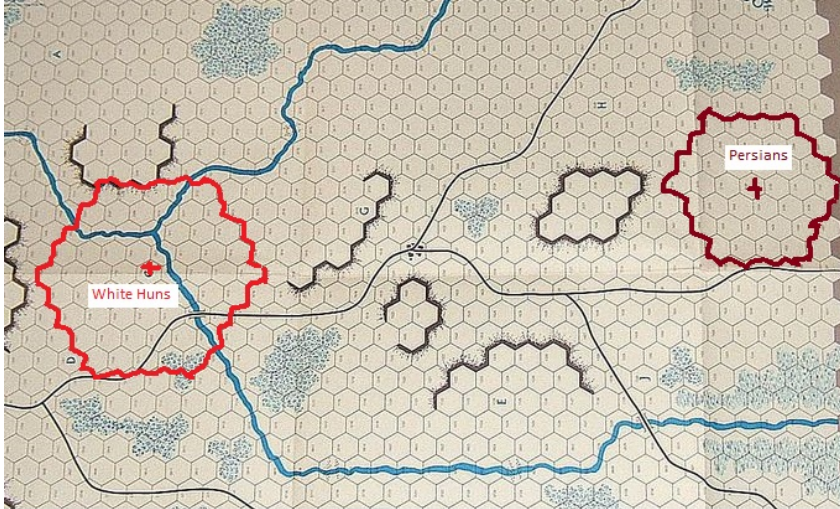
Herat AD 484: Historical Notes:

The Sassanid Persian King Peroz invaded the kingdom of the Hephthalites or White Huns to the east of Persia. Needless to say, Peroz was not the first, nor would he be the last, to march an army into what is today Afghanistan and have the campaign conclude on a less than positive note. Marching through the desert his army was lured into an ambush by Khush-Newaz, commanding the White Huns, and largely destroyed. Peroz himself was killed. This debacle led to the near collapse of the Sassanid government.

Incidentally, there is some debate as to the origins of the White Huns, with some sources showing them as an offshoot of the Huns of the Eurasian steppes, and others as a an Indo-European people.

Herat AD 484: Order of Battle Notes:

Neither side in this scenario are Romans but this is a rather interesting situation, since it shows how the Sassanid Persians fared against a tactical system that was more mobile than their own. The Persians are reported to have had 50-100,000 men in this campaign, though as usual I tend towards the lower numbers. This is in part based on the assumption that the upper extreme also represents support personnel and camp followers, and disregards attrition from the campaign. It also makes it easier to construct a scenario from the counter mix! Anyway, the core of the Sassanid army was built around its cavalry, with infantry levies and mercenaries from around the empire providing a base of maneuever. They do get a couple of elephants, if you can scrounge them from **Phalanx**.

White Huns have a higher stacking factor, representing surprise and Persian disorganization from crossing the desert. The White Hun ability to fire and melee in the same turn represents their generally tactical edge in this campaign. It also makes them much more effective than their numbers would otherwise indicate, since they can use this combination to first disrupt an enemy stack with archery, and then finish it off with close combat.

Both sides have plenty of room to maneuver, with he Huns having the advantage of their cavalry not requiring leaders to make full moves. The Persians have to control the village as it represents a water source. And as can be seen, the Hunnic panic level is relatively higher than the Persian, so you end up with an asymmetrical situation as we would say today.

LEGION Scenario: Curio's Last Stand 49 BC

Romans (red counters): **Leader 2L x 1; Swordsmen x 15, Skirmishers x 4, Light cavalry x 2**.

Deploy = hex **K-2**
Point value = **53**
Panic level = **24**
Stacking = **4**
Victory = **Decisive**, or control hex H at the end of the scenario

Numidians (yellow counters):
Force A: **Leader 3L x 1; Skirmishers x 6, Light cavalry x 3, Oriental cavalry x 3**.
Force B: **Leader 3L x 1; Barbarian Infantry x 4, Skirmishers x 6, Light cavalry x 3, Oriental cavalry x 3**.

Deploy = Force A: hex **H-2**, Force B: **F-2**
Point value = **60**
Panic level = **22**
Stacking = **2**
Leadership: **Mounted units excepted**

Victory = Substantive

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

Special Rules
1. VP. Leaders on both sides are worth their combat bonus in points (6 or 3).
2. Shock Effect. Class B units attacked by Class C cavalry defend with a combat strength of 2.
3. Terrain. Treat woods as clear terrain.
4. Retreat before Combat. Must use rule [17.0].

Curio's Last Stand 49 BC: Deployment Map
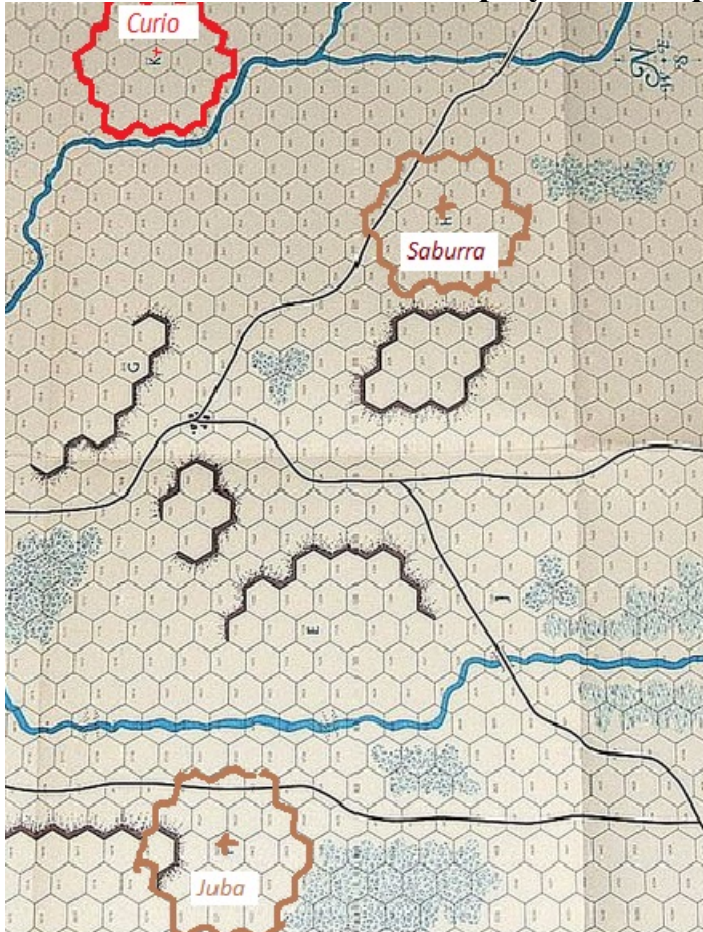
Curio's Last Stand 49 BC: Historical notes

During the Civil War, Caius Curio, one of Julius Caesar's lieutenants, was campaigning against a Senatorial army in what is today Tunisia. Outside of Utica, he chased a force of Numidians who were allied to the Senatorials in North Africa. Initially, the Romans pushed back Saburra, the commander of King Juba's army. Saburra fought a delaying action, reinforced by more troops from Juba, the king. In a pattern which would be all too common, the Numidians fell back when the legions charged, and then counterattacked, exploiting their own superiority in missiles and mobility. The Romans were skirmished to death. Curio himself refused to flee and died fighting with the remnants of his army.

Curio's Last Stand 49 BC: Order of Battle notes

Julius Caesar (or his ghost writer) gives a rather thorough account of this action in the Civil War. Romans have fifteen cohorts and several hundred horse, plus some auxiliary infantry. During the period of the Gallic and Civil Wars, Roman armies tended to be predominately

heavy infantry, though I'd speculate that some legionaries might have fought as light troops in an emergency, since they were equipped with heavy javelins (pila).

Numidians included javelin armed cavalry with a reputation for skirmishing. Here, they are represented as oriental cavalry to show their relative advantage in missile fire. They also have light infantry armed with a combination of bows and javelins, plus some imitation legionaries (of limited worth, shown as barbarian infantry). Force A is under Saburra, B with Juba. Hex H represents one of the Numidian camps.

The Romans have an initial advantage insofar as the Numidians start with their army divided. Curio has to move fast to win, or failing that, go for a draw by surviving with his army.

LEGION Scenario: Boudiccan Rebellion AD 61 (revised)

Romans (red counters): **Leaders 2L x 1, 3L x 1; Swordsmen x 12, Skirmishers x 4, Bowmen x 2, Light cavalry x 3, Heavy cavalry x 2**.

Deploy = hex **J-2**
Point value = **58**
Panic level = **29**
Stacking = **4**
Victory = **Decisive**, or prevent the Briton condition.

Britons (yellow counters): **Leader 1L x 1; Militia spear x 10, Barbarian infantry x 30, Skirmishers x 3, Light cavalry x 3, Oriental cavalry x 4 (see special rules)**.

Deploy = **D-3**
Point value = **139**
Panic level = **35**
Stacking = **2**

Victory = exit 15 or more units off the south map edge within three hexes of the road at 1737 (exclusive).

Deployment: Romans deploy first, *Britons* move first.
Special rule: On turn 1, all Briton units can move up to their full movement allowance, regardless if in Leader Radius or not [10.2]).
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. Shock Effect. Class A units attacked by Swordsmen defend with a combat strength of 2. Class B units attacked by Class C cavalry defend with a combat strength of 2.
3. Terrain. Units can not deploy in or enter slope hexes.
4. Auxiliary Infantry. Roman skirmisher units have a defense of "2" (ignore the bracketed melee factor). Briton skirmishers can not stack with other units types (other than Leaders).
5. British Chariots. Briton oriental cavalry are considered chariots. They can: stack only one unit per hex; fire and move in the same player turn (per **Legion** rule [1.55/56]); otherwise act as Class Mf units.

6. Roman Cavalry. If other PRESTAGS games are available, substitute LC x 2, MC x 3 for LC x 3, HC x 2.

Boudicca AD 61: Order of Battle Notes

Roman force represents Legion XIV *Gemina* plus some detachments from XX *Valeria Victrix*, along with auxiliaries. Roman cavalry is a mix of heavy and light types; actually, most Roman cavalry of this period would have been categorized as medium in PRESTAGS terms, but **Legion** is the only game in the series which lacks MC! If you have access to other games in the series, then use the Roman alternative cavalry order of battle (Special Rule 6).

As for the Britons, they deployed a force which included chariots, light cavalry and bodies of slingers. I substituted militia spears for some of the original scenario's barbarian infantry to give a sense of total tribal mobilization. I also upped the total number of Briton units to keep the same ratio of forces to the Romans per the original scenario. I used the game's oriental cavalry to represent the chariots, which were actually light vehicles used mainly for their riders to launch javelins. Briton slingers can not stack with other units representing overall lack of coordination. This is unlike the Roman skirmishers and archers which were integrated with the legions. Also, the Roman skirmishers get the full defense factor of"2" as by this time they usually wore light armor and could fight in formed bodies as well as launching missile attacks of various types.

The Roman "2" leader represents Gaius Suetonius Paulinus and the "3" the XIV Legion commander. The Briton "1" is Boudicca herself. This means the Britons can move as a one big horde while the Romans have a little more flexibility to maneuver.

It's useful to compare the Roman order of battle for this scenario with that of *Curio's Last Stand*, a century before. By the early Empire a small Roman army is a better balanced force with a higher proportion of auxiliary infantry and cavalry. The scenario shows the clash of the two different systems.

Boudicca AD 61: Deployment Map
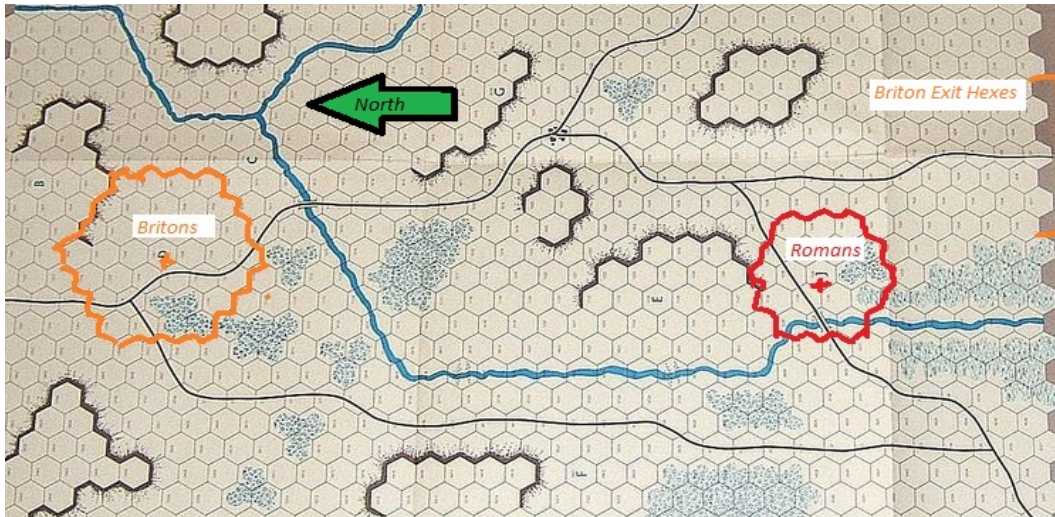
More Boudicca scenario notes...

This is one of the few scenarios where each Roman unit represents a single cohort or equivalent. Legion XIV is assumed to be contributing 7-9 cohorts (with the rest holding its base) and XX the rest.

One thing about the original scenario in **Legion**: Roman deployed at K-2 and Britons at G-4. This put the Britons west of the Romans (map north is the opposite side of the game charts). Since the Britons win by exiting from the west map edge, or occupying hex F (on the west side of the map), this means that they can escape the Romans with ease. Add to this the special terrain rule which states that both slope and river (stream?) hexes can not be entered. This makes it next to impossible for the Romans to pursue, since presumably the only way for them to get across the streams is via a couple of easily blocked ford and bridge hexes.

I changed the deployment so the Britons will have to go through some defiles to get to the exit hexes, where the Romans can throw up a blocking force (as was the historical case). Alternatively, the Britons can try to march around the Roman flanks. but they are up against the sundial.

LEGION Scenario: North of Hadrian's Wall: AD 208

Romans (red counters): **Leaders 1L x 1, 2L x 1, 3L x 2; Swordsmen x 23, Barbarian Infantry x 3, Skirmishers x 10, Bowmen x 3, Light cavalry x 5, Heavy cavalry x 3, Oriental cavalry x 3** (see special rules).

Deploy = hex **hex 1735-2**
Point value = **132**
Panic level = **66**
Stacking = **4**
Victory = **Substantive**, plus control the village at hex 1819 at the end of the game.

Caledonians (yellow counters): **Leader 2L x 1, 3L x 2; Barbarian infantry x 35, Skirmishers x 5, Light cavalry x 10**.

Deploy = **E-2 and G-2**
Point value = **142**
Panic level = **50**
Stacking = **2**

Victory = **Marginal**.

Deployment: **Romans deploy first, Romans 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. Shock Effect. Class B units attacked by Class C cavalry defend with a combat strength of 2.
3. Terrain. Ignore all roads; treat bridges as fords.
4. Auxiliary Infantry. Roman skirmisher units have a defense of "2" (ignore the bracketed melee factor). Caledonian skirmishers can not stack with other units types (other than Leaders).
5. Roman Cavalry. If other PRESTAGS games are available, replace OC x 3 with MC x 3.
6. Caledonian Ambush. At the start of any one Caledonian player turn, the Caledonian player can declare "Ambush". All their units in that turn can move their full allowance regardless of leadership radius [10.2].

North of Hadrian's Wall AD 208: Historical notes

In AD 208 Lucius Septimius Severus, one of Rome's great soldier-emperors, traveled to Rome's province of Britannia, strengthening Hadrian's Wall and reoccupying the Antonine Wall north of it. In the same year he invaded Caledonia (modern Scotland), apparently planning to complete the conquest begun by Gnaeus Julius a century and a half prior. But his plans were cut short when he fell ill in 210 and died in the year following at Eboracum, today's York.

The scenario shows a hypothetical action. Severus is marching north to both capture a village which can be used as a forward base, and engage and defeat the main Caledonian force. The Caledonians are attempting to lure him into an ambush. The Romans have a powerful army, but have to complete two different missions. In a standup fight the Romans will have the edge, but over the scenario may have to split their forces to both secure the village and chase the foe. If the Caledonians play it right, they can draw the Romans forward, then sweep around to secure the village.

North of Hadrian's Wall AD 208: Order of Battle notes

The Romans have an army built around vexilations from several different legions. At this time, the army in Britannia had a relatively large number of auxiliaries, represented in the scenario by skirmishers, archers and barbarian infantry (the latter both tribal mercenaries and some of the more heavier armed auxiliary cohorts). Roman cavalry is various heavy types which were coming into use, while the oriental cavalry actually represent medium types not otherwise provided by Legion.

Caledonians are a tribal alliance under a great war chief. They did make some use of missile troops, hence the skirmishers. Their light cavalry represents both horse and chariots...since the Romans had long since developed anti-chariot tactics, there are no special rules for the latter.

The scenario begins with the Romans deploying from march order into battle formation while the Caledonians wait to engage or lure them in deeper...

North of Hadrian's Wall AD 208: Deployment Map