

EXCLUSIVE RULES & SCENARIOS FOR SPARTAN

Tactical Warfare in the Hellenistic Age, 500-100BC

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[1.0] ELEPHANTS

GENERAL RULE:

Elephants are peculiar. They may be engaged in organized combat only once. After this combat, they run rampant. Upon running rampant, the Elephants move randomly until destroyed by Enemy or Friendly combat, or moving into certain terrain fatal to them.

PROCEDURE:

Elephants run rampant in the first Friendly Movement Phase following their involvement in any form of combat. For each Movement Phase then and thereafter, roll the die twice. The first die roll determines direction (a "one" is toward the Turn Record Chart on the mapsheet; a "two" is 60 degrees clockwise from that direction, and so forth). The second die roll determines the Elephants' Movement Allowance for that Phase.



This direction and Allowance randomization is done separately for each rampant Elephant unit.

If the rampaging Elephants move adjacent to any unit, Friendly or Enemy, they immediately attack it in a Melee Combat during the Movement Phase. The attack is resolved at once. The process continues for all rampaging Elephants until they are destroyed in combat, or they attempt to move into Swamp or Lake hexes (in which case they are eliminated).

[1.1] MECHANICS OF RAMPAGING

[1.11] Rampaging Elephants pay normal Terrain costs.

[1.12] To leave the mapsheet, Elephants must possess one unused Movement Point.

[1.13] Two die-roll processes are performed individually for each rampaging Elephant unit on the mapsheet regardless of possible stacking limitations.

[1.14] Elephants are unaffected by the Movement Control Radius of Leader units. They may take advantage of Leader Combat Bonuses in their one organized combat.

[1.15] Elephants will even attack other Elephants. If the "defender" had not yet gone rampant at this point, he would in the next Friendly Movement Phase (his self-defense constituted his one allowed "combat").

[1.16] Elephants always advance after combat if possible.

[1.2] EFFECTS OF RAMPAGING

[1.21] Each Elephant marker rampages by itself.

[1.22] Rampaging Elephants attack all units, Enemy and Friendly, to which they come adjacent.

[1.23] Rampaging Elephants are destroyed when they attempt to move into a Swamp or Lake hex, enter impassable terrain, or move off the mapsheet.

[1.24] The destruction of an Elephant unit, by any means, counts as a "combat" loss to the owning Player, even if he destroys his own Elephants to prevent further rampage losses.

[1.25] Once Elephants rampage, they are completely unaffected by Leader units.

[1.26] Elephants cannot be "rallied" from their rampant state.

[1.27] Elephants cannot be Disrupted; only a "1/2-Elim" or "Elim" result affects them.

[1.28] If using Optional Rule 13.0, Panic, all Elephant units in an army that reaches Panic Level are assumed to "rampage" unless fulfilling the usual non-panic rules (proximity to specified Leader units).

[2.0] LEADER REDUCTION

Although no **Spartan** scenario begins with a "4" level Leader unit, the unit is still used as part of the Leader Reduction system (see: 10.4).

[3.0] OPTIONAL RULES

[3.1] ALEXANDER THE GREAT

[3.11] Units involved in a Melee Combat which are stacked with the level 1 Leader, Alexander unit shift the combat odds two columns in their favor.

For instance, units in a Melee attack at 3:1 odds would consult the 5:1 odds column of the Combat Results Table. Units defending with 5:1 odds against them would defend at 3:1 odds if the Alexander unit is present in the attacked hex.

[3.12] The Alexander unit takes part in all regular Leader rules (Combat Bonus; Movement Control).

[3.2] DARIUS, KING OF KINGS

[3.21] The level 1 Leader, Darius unit, once placed at the start of the game, may never be moved until an Enemy unit comes adjacent.

[3.22] The Darius unit is worth **thirty** Victory Points.

[3.23] When any Enemy unit moves adjacent to the Darius unit, the Persian Army is considered to reach Panic Level. In addition, the Darius unit must then move as fast as possible to the nearest edge of the map. The Darius unit, once panicked, may not be rallied and is considered eliminated when it leaves the mapsheet.

[3.24] The Darius Rule may be used in scenarios 4.7 and 4.8; the Alexander rule may be used in scenarios 4.6, 4.7, and 4.8.

[3.3] RANGE INCREMENT

Fire units on Hilltop hexes, firing upon units on Slope or Ground level hexes, may add one hex to their Range Allowance.

[3.4] UNIT CAPABILITY CHART

Effect on Melee Defense Strength:

Attacking Unit		
Defending Unit	Class C	SD
SD	x½	x1
Class A	x2	x½

The type of Attacker should be cross-indexed with the type of Defender; the Melee Defense Strength is multiplied by the indicated factor. Any combination not covered in the Unit Capability Chart is assumed to engage at normal Combat Strengths.

In the case of more than one category of Attacker, benefits are given to the Attacker. Thus, if the Attacker was using a Class C unit and any other unit (including an SD unit attacking from another hexside), and the Defender was an SD unit, the Defender would be halved.

[3.5] TERRAIN UNIT PROHIBITIONS

Certain units may be prohibited from entering certain types of hexes, except through road hexsides, as below:

Class A units may not enter woods hexes. Class Mf and Class C units may not enter Swamp Hexes.

[4.0] SCENARIOS OF GREEK ASCENDANCE

[4.1] MARATHON (490 BC)

Greeks: 22MS, 1"2". VP 45, PL 23. Deploy: within 2 hexes of line H-L inclusive, to the north-west only. Deploy second, move first. Stacking: 3.

Persians: 8MI, 4MS, 4BI, 8BW, 8SK, 1"2". VP 77, PL 31. Deploy: Q-3. Deploy first, move second. Stacking: 2.

Game Length: 12 Game-Turns.

Victory Conditions: Greeks must eliminate 17 Persian units and achieve a Substantive level Victory. Persians must prevent these conditions.

Terrain Modifications: Ignore woods hexes. No unit may enter a river or lake hex.

Special Rules: All Persian fire units are treated as melee units (i.e., have no rigid Zone of Control, may not fire defensively) during the first Game-Turn. They return to normal functions at the start of the Second Game-Turn. From then on, they may employ Defensive Fire when Enemy units move adjacent to them, or join a stack adjacent to them.

Historical Notes: The first major assault into Europe from the east was attempted by the forces of Darius I of Persia. The campaign culminated in the landing of a force of 15,000 Persian soldiers near Marathon, a mere 24 miles from Athens. The heretofore undefeated Persians were attacked by 10,000 Athenian and 1,000 Plataean militia. The Greek flanks, which had been reinforced before the battle, broke through the Persian lines and enveloped the Persian center. The routed Persians retired to their ships, leaving 6,400 casualties. The Greeks lost fewer than 200 men. The battle of Marathon is known as the first Great Decisive Battle of the world.

[4.2] PLATAEA (479 BC)

Greeks: 20MI, 20PP, 4SK, 1"2", 1"3". VP 94, PL 47. Deploy: M-4. Stacking: 3.

Persians: 8MI, 8MS, 4PP, 4BI, 6LC, 3MC, 8BW, 3OC, 1"1", 1"3". VP 92, PL 37. Deploy: C-5. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: Greeks must control hex "M" at the end of the game to win. Persians must achieve a Marginal Victory, destroying at least 15 Greek units. If both, or neither conditions, are fulfilled, the game is a draw.

Terrain Modifications: Ignore woods hexes.

Historical Notes: Mardonius, brother-in-law of the Persian Emperor Xerxes, led his army into Boeotia after withdrawing from Athens. The Greeks confronted the withdrawing Persians at Plataea, and soon gained the upper hand. Before long, Mardonius was killed and, upon hearing the news, the Persian army panicked, and were annihilated by the Greeks. This ended the Persian assaults into Greece.

[4.3] CORINTH (394 BC)

Confederacy: 24MS, 3LC, 4SK, 1"2", 1"3". VP 65, PL 26. Deploy: P-3. Stacking: 2.

Spartans: 12MS, 6PP, 1LC, 1BW, 1SK, 1"1". VP 50, PL 30. Deploy: H-4. Stacking: 3.

Game Length: 20 Game-Turns.

Victory Conditions: The Spartans must control hexes "P" and "S" at the end of Game-Turn Twenty, but if the Confederacy achieves a Marginal Victory, the Confederacy wins regardless of geography.

Terrain Modifications: Ignore all swamp, lake, and river hexes.

Historical Notes: Resentful of Spartan arrogance after their victory in the Peloponnesian War, Corinth was one of several Greek states that allied with Persia against Sparta. The Spartans, under Agesilaus, however, proved victorious in the battle of Coronea, and advanced on Corinth, defeating that city's army and laying siege to it for three years until driven off by the Athenians.

[4.4] MANTINEA (362 BC)

Sparta: 8PP, 10PS, 16MS, 2"2". VP 78, PL 31. Deploy: Q-3. Stacking: 3.

Thebes: 10PS, 12PP, 15MS, 4LC, 4LT, 1"1", 2"3". VP 101, PL 40. Deploy: D-3. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: Spartans must control hex "D" and win a Marginal Victory. Thebans must control Hex "Q".

Terrain Modifications: Ignore all lake hexes.

Special Rules: Theban PS may stack four high.

Historical Notes: The Theban hegemony over Greece was challenged in 362 B.C. by Athens, Sparta and other dissident members of the Arcadian League. The Thebans responded by dispatching an army of some 25,000 under the skilled strategos Epaminondas. He encountered an Allied force of 25,000 near Mantinea. Making use of unexpected maneuvers and deceptions, Epaminondas massed his troops on his left flank in the oblique order, while feinting with his right and center. These unorthodox tactics surprised the

Allies and their army was smashed, although Theban losses were heavy and included Epaminondas. As a result, Thebe's power waned and Greece plunged deeper into decay.

[4.5] CHAERONEA (338 B.C.)

Macedonians: 4MS, 16PP, 4LT, 2BI, 2MC, 2HC, 2BW, 2SK, 1"1", 1"2". VP 92, PL 37. Deploy: K-5. Stacking: 4. Leadership: Mt. Ex.

Greeks: 15MS, 4PS, 6LT, 2LC, 2MC, 6SK, 1"2", 1"3". VP 76, PL 23. Deploy: Q-2. Stacking: 2.

Game Length: 12 Game-Turns.

Victory Conditions: Macedonians must exit 20 units and both Leader units (do not count for 20) within three hexes of the road leading off the east edge by Game-Turn Twelve, or win a Decisive Victory and eliminate 18 Greek units within the first seven Game-Turns. Greeks must prevent these conditions.

Terrain Modifications: Ignore all terrain except slopes, hilltops, and villages.

Historical Notes: Phillip of Macedon, a "barbarian" from the lands north of Greece, led his army against the Hellenic states, weakened by centuries of warfare. Phillip's army was unique because of its reliance on a large and maneuverable phalanx made up in large part of peltasts armed with twenty-one foot long *sarissas*, or spears. Phillip's army was also noted for its large and effective cavalry force. At Chaeronea, the cavalry was under the command of Phillip's son, Alexander: Alexander's envelopment of the left flank, coupled with the onslaught of the phalanxes in the center, enabled 32,000 Macedonians to defeat 50,000 Athenians and Thebans. Phillip was now undisputed master of all Greece.

[4.6] GRANICUS (334 B.C.)

Macedonians: 8MS, 4PS, 16PP, 4LT, 2LC, 2MC, 4HC, 2BW, 4SK, 1"1", 1"2", 1"3". VP 115, PL 46. Deploy: L-6. Stacking: 4. Leadership: Mt. Ex.

Persians: 8PS, 8LT, 8LC, 6MC, 7BW, 7SK, 14OC, 1"2", 1"3". VP 124, PL 37. Deploy: Within 2 of line G-N. Stacking: 2.

Game Length: 25 Game-Turns.

Victory Conditions: Macedonians must achieve Substantive Victory and destroy a minimum of ten Persian units. Persians must prevent these conditions.

Terrain Modifications: Ignore all lake hexes.

Historical Notes: This was the first battle of Alexander the Great's campaign in Asia Minor. The Persian Emperor, Darius III, sent forward a force of 40,000 men to block the advance of Alexander's 35,000. Darius' Army, composed of Asiatics and Greek Mercenaries took positions behind the Granicus River, screened by Persian cavalry. Alexander's Macedonians dispersed the Persian cavalry and annihilated the lightly-armed Greek Mercenaries.

[4.7] ISSUS (333 B.C.)

Macedonians: 9MS, 8PS, 12PP, 4BI, 2LC, 2MC, 2HC, 2BW, 3SK, 1"1", 1"2", 1"3". VP 110, PL 44. Deploy: Within four hexes of the North mapedge, but east of hex "M". Stacking: 3. Leadership: Mt. Ex.

Persians: 10MI, 10PS, 10LT, 6LC, 4MC, 10BW, 10SK, 10OC, 1"1", 1"3". VP 146, PL 44. Deploy: Within three hexes of line B-C. Stacking: 2.

Game Length: 25 Game-Turns.

Victory Conditions: Macedonians must achieve a Substantive Victory and exit thirty units off the map edge within seven hexes of the South-east corner. Persians must prevent these conditions.

Terrain Modifications: Ignore all slope and hilltop hexes.

Special Rules: Optional Spartan Rule 3.1, Alexander the Great, must be used.

Historical Notes: After his victory at Granicus, Alexander the Great conquered all of Asia Minor. He then continued his advance down the coast of Syria where, as at Granicus, he was confronted by a numerically superior army of Asiatics and Greek Mercenaries, this time commanded by Darius III himself. Darius moved his forces into position behind the army of Alexander, along the river Pinarus. In so doing, he restricted his freedom of deployment, wedging his army between the sea and the foothills. Alexander attacked across the stream, and finally broke the Persian line in the center. His cavalry exploited the breach, and took the Greek Mercenaries in the flank. At this, Darius fled, causing the rout of the bulk of his army, with the notable exception of its Greek component. The remaining resistance was overwhelmed, and the remnants of Darius' army were pursued and slaughtered. Persian losses were in the tens of thousands, while Alexander's were under 500.

[4.8] ARBELA (331 B.C.)

Persians: 9MI, 15MS, 10PS, 3BI, 5LC, 6MC, 3HC, 6SK, 7OC, 2EL, 1"1", 1"2", 1"3". VP 130, PL 39. Deploy: Within three hexes of line J-R-P-E. Stacking: 2.

Macedonians: 4PS, 12PP, 6LT, 12BI, 2LC, 2MC, 4HC, 2BW, 6SK, 1"1", 1"2", 1"3". VP 133, PL 53. Deploy: Within four hexes of line K-H. Stacking: 4.

Game Length: 25 Game-Turns.

Victory Conditions: Macedonians must win a Decisive Victory. Persians must prevent this condition.

Terrain Modifications: Ignore all terrain and effects.

Historical Notes: After conquering Egypt, Alexander returned through Syria, then drove into Mesopotamia, crossing the Euphrates and Tigris Rivers. To save his empire, Darius III assembled a horde of 250,000 men, and prepared a battlefield in the plain north of Arbela, leveling it to increase the effectiveness of his chariots. Alexander halted his advance within sight of the massive Persian encampment, and for four days rested his army of 47,000. Finally, Alexander's army drew up in order to attack. He pressed forward with his right flank, making tedious progress, while the Persians put pressure on his center and left. Just as his left flank began to break, Alexander noticed a gap in the Persian center, which had been stripped of its cavalry for the fight against Alexander's advancing right flank. He personally led a cavalry charge through the breach in the line, and began to attack the Persian rear. Once again, Darius fled the field, though he still retained a massive numerical superiority, and once again tens of thousands of Asiatics were slaughtered in the ensuing rout.

[4.9] IPSUS (301 BC)

Macedonians: 12PP, 4PS, 6LT, 6BI, 4HC, 4LC, 4EL, 6SK, 2"2", 1"3". VP 123, PL 37. Deploy: M-3, Stacking: 3. Leadership: Mt. Ex.

Allies: 8PP, 10PS, 6MC, 3HC, 4OC, 6SK, 2EL. VP 92, PL 37. Deploy: S-4. Stacking: 3. Leadership: Mt. Ex.

Game Length: 25 Game-Turns.

Victory Conditions: Macedonians must win a Substantive Victory. Allies must hold hexes "S" and "P" to win. Any other result is a draw.

Terrain Modifications: Ignore all lake and town hexes.

Historical Notes: After the death of Alexander, his leading generals (styled *diadochi* or successors) fell out amongst themselves, leading to over forty years of multilateral conflict. At Ipsus, in Asia Minor, the armies of Antigonus and Demetrius were attacked by that of Seleucus (leader of the Seleucids) and Lysimachus. The Seleucids proved successful largely because of their effective use of elephants both as an anti-cavalry screen and as a shock force for attacking. Aided also by large-scale desertions from their enemy's forces, the Seleucids won handily.

[5.0] SCENARIOS OF ROMAN ASCENDANCE

[5.1] HERACLEA (280 BC)

Pyrrhus: 10MS, 5PS, 12PP, 5MC, 1HC, 4BW, 1SK, 4EL, 1"1", 1"2". VP 111, PL 67. Deploy: F-3. Stacking: 4. Leadership: Mt. Ex.

Romans: 4MS, 6BI, 10SD, 6SK, 4LC, 1"2". VP 68, PL 51. Deploy: M-3. Stacking: 3.

Game Length: 12 Game-Turns.

Victory Conditions: Pyrrhus must capture the castra (village at M-3). Romans must achieve a Marginal Victory. If both are fulfilled, the Romans win.

Terrain Modifications: Ignore all lake hexes.

Historical Notes: As the Romans expanded their territory in central Italy, they came into contact with the Greek city-states in the south. The rowdy Romans couldn't seem to get along with anybody, and the Greeks were no exception. The Greeks soon felt compelled to ask for protection from the mainland, and shortly King Pyrrhus of Epirus landed with 25,000 men. This kept the Romans at bay until they could amass a superior force, which they did the next year. The 35,000 Romans, not content with a simple show of force prior to the battle, continued to advance across the river Siris, directly behind which were the Greek positions. Pyrrhus attacked and, after hard fighting, routed the Romans with his cavalry, taking 2000 captives. About 7000 Romans and 4000 Greeks were lost.

[5.2] ASCULUM (278 BC)

Pyrrhus: 10PS, 17MS, 14PP, 6BI, 6LC, 6MC, 4BW, 2SK, 2OC, 3EL, 1"1", 1"3". VP 168, PL 84. Deploy: G-3. Stacking: 3. Leadership: Mt. Ex.

Romans: 9MI, 8MS, 12BI, 20SD, 8LC, 10SK, 1"2", 1"3". VP 141, PL 106. Deploy: L-3. Stacking: 3.

Game Length: 15 Game-Turns.

Victory Conditions: Pyrrhus must achieve a Marginal Victory and control hexes "J" and "R". Romans must control hexes "K" and "H". If both conditions are fulfilled, Pyrrhus wins.

Terrain Modifications: Ignore all lake hexes.

Historical Notes: In this battle, the Romans, who were trying to raise the siege of Asculum, were countered by the forces of King Pyrrhus, who had marched north after their victory at Heraclea the previous year. This time, both sides were of roughly equal strength, and once again, the Epirot cavalry of King Pyrrhus carried the field in heavy fighting. The Romans were forced to withdraw, but were not routed; their losses amounted to 6000 men, while the Greeks lost 3500. Operating as they were overseas from their source of replacements, a far more decisive victory was important to the Greek chances of eventual success, leading Pyrrhus to mourn, "Another such victory and we are lost."

[5.3] BENEVENTUM (275 BC)

Pyrrhus: 15MS, 5PS, 10PP, 6BI, 2LC, 4MC, 3BW, 1SK, 1"1", 1"3". VP 112, PL 45. Deploy: S-3. Stacking: 3.

Romans: 8MS, 15BI, 20SD, 4LC, 8SK, 1"1", 1"3". VP 131, PL 98. Deploy: C-4. Stacking: 3.

Game Length: 20 Game-Turns.

Victory Conditions: Romans must control hex "C". Pyrrhus must control hex "C" and gain a Substantive Victory.

Terrain Modifications: All lake hexes are treated as woods hexes. Ignore all woods hexes within C-D-E-F.

Historical Notes: Following his victory at Asculum, Pyrrhus took his army to Sicily to oppose the Carthaginians. After an indifferent campaign lasting four years, Pyrrhus returned to the Italian mainland to aid the Greek states in the south in their attempts to check the Romans. He gathered a large force of enthusiastic Greeks, and marched toward Rome. He was met at Beneventum, 130 miles southeast of Rome, by Roman forces under Dentatus. A night attack launched against the Roman camp was repulsed and on the following day the Romans attacked Pyrrhus' main force. The first Roman legion to assault the Greeks disintegrated in the face of stiff resistance from the Greek Phalanx, aided by war elephants. The second Roman attack, however, resulted in a stampede of the elephants, which disorganized the Greek ranks, and a third effort forced the Greeks to retire. Following this battle, the disillusioned Pyrrhus returned to Greece, and, within five years, Roman dominion over southern Italy was complete.

[5.4] CANNAE (216 BC)

Carthaginians: 12MS, 6LT, 6BI, 2LC, 4MC, 6SK, 4OC, 1"1", 1"2". VP 92, PL 46. Deploy: Within five hexes of line G-M, south of the east-west line on "N" and not including that line. Stacking: 3. Leadership: Mt. Ex.

Romans: 8MS, 9BI, 20SD, 4LC, 4SK, 1"2", 1"3". VP 101, PL 61. Deploy: N-5, north of (but not including) the east-west line on hex "N". Stacking: 3.

Game Length: 20 Game-Turns.

Victory Conditions: Romans must control hex "Q". Carthaginians must achieve a Marginal Victory. If both conditions are fulfilled, the game is a draw.

Terrain Modifications: Ignore all lake hexes.

Historical Notes: In order to defeat Hannibal's Carthaginian army in southern Italy, Rome amassed an army of 85,000 men, twice as large as Hannibal's, and sent it over the Appenines to the east coast of Italy. The large Roman army attacked the center of Hannibal's force, which was deployed on a plain inland from the Adriatic and the village of Cannae. The Carthaginians gave ground very slowly, and according to a plan which would pack Roman troops ever tighter into a salient in their lines as pressure from Roman troops in the rear increased. Just as Hannibal's center was about to break under Roman pressure, his cavalry attacked the Roman flank and rear, and neatly completed the encirclement of Roman forces already surrounded on three sides. The eight Roman legions were annihilated, with 50,000 killed and 4500 captured. Carthaginian losses amounted to 5700. Hannibal went on to take all of southern Italy from the Romans, and was welcomed there as an ally.

[5.5] ZAMA (202 BC)

Carthaginians: 12MS, 4PS, 2LC, 4MC, 4SK, 4OC, 6EL, 1"1", 1"2". VP 88, PL 26. Deploy: Q-3. Stacking: 2. Leadership: Mt. Ex.

Romans: 4MS, 20SD, 4LC, 8MC, 6SK, 4OC, 1"1", 1"2". VP 96, PL 48. Deploy: C-3. Stacking: 3. Leadership: Mt. Ex.

Game Length: 15 Game-Turns.

Victory Conditions: **Romans** must achieve a Marginal Victory; or exit forty units off the east map edge. **Carthaginians** must prevent these conditions.

Terrain Modifications: Ignore all terrain and effects.

Historical Notes: After the Roman victory south of Utica, near Carthage, Carthaginian armies in Italy under Hannibal in the south and Mago, his brother, in the north, were recalled. While negotiations went on with the Romans, Hannibal began to build a new army and, when the Romans realized the negotiations would not progress, they began to march on the south, in order to force battle with Hannibal. The opposing forces met at Zama; shortly Hannibal attacked with 80 Elephants, which were fended off by the Romans. Next, the Roman cavalry attacked, and eventually drove off the Carthaginian cavalry, pursuing it to the south. Meanwhile, the infantry closed ranks, with the Romans attacking each of three successive lines established by Hannibal. As the exhausted Roman infantry regrouped to make their final attack against the fresh third line of Carthaginians, the Roman cavalry returned from its pursuit and struck the enemy rear. The final line of resistance was crushed; Hannibal lost 20,000 men, while the Romans lost 1500. The war was ended, and Rome was ceded Spain and Mediterranean Islands.

[5.6] CYNOSCEPHELAE (197 BC)

Macedonians: 18PP, 6MC, 6SK, 1"2", 1"3". VP 86, PL 26. Deploy: M-5. Stacking: 3.

Romans: 4MS, 6BI, 10SD, 4LC, 6SK, 2"2". VP 70, PL 35. Deploy: D-4. Stacking: 3.

Game Length: 20 Game-Turns.

Victory Conditions: The **Romans** must hold hexes "C" and "D" at the end of the game to win. The **Macedonians** must win a Substantive Victory. Any other result is a draw.

Historical Notes: Phillip V of Macedon and his Seleucid Allies attempted to reinstate Macedonian power in Greece. This brought about Roman intervention against the Macedonians. The two armies encountered each other unexpectedly in foggy weather near Cynoscephelae. The Romans were initially repulsed, and Phillip pursued them onto hilly ground. Unfortunately, the maneuverability and flexibility of the phalanx had declined dramatically since the days of Alexander, and as the Macedonians advanced they were hit in the flank by the nimbler Roman legions. Although superior to the Romans in straight-forward melee, the phalanxes were helpless against a flank attack and soon the Macedonian army was routed from the field, losing 13,000 casualties. The Romans had proved the superiority of the legion over the phalanx.

[5.7] MAGNESIA (190 BC)

Antiochus: 16MS, 10PS, 8PP, 6BI, 5LC, 5MC, 4BW, 2SK, 4OC, 4EL, 1"2", 1"3". VP 153, PL 46. Deploy: Within two hexes of line C-F. Stacking: 2.

Romans: 8MS, 4PS, 12SD, 4LC, 4SK, 2OC, 1"1", 1"2". VP 70, PL 28. Deploy: D-3. Stacking: 4.

Game Length: 15 Game-Turns.

Victory Conditions: **Antiochus** must achieve a Substantive Victory; or capture the village in hex number 3130. The **Romans** must prevent the conditions of victory for Antiochus; or achieve a Decisive Victory.

Terrain Modifications: Ignore all woods hexes.

Historical Notes: Antiochus, after defeat in Greece, retired to Asia Minor. Within a year his fleet had been defeated, clearing the way for a landing by 40,000 Roman invaders. Antiochus responded with a force of 80,000. He struck the Roman left flank and reached the camp site, while the cavalry on the Roman right succeeded in making progress. At this crucial moment, predictably, the Syrian elephants stampeded through their own ranks. In their disorganized state, the Syrians were broken by the Roman legions, who routed and annihilated them. Antiochus, as a result, lost all of Asia Minor.

[5.8] PYDNA (168 BC)

Macedonians: 10MS, 16PP, 10LT, 6BI, 3MC, 4SK, 4OC, 1"2", 1"3". VP 134, PL 34. Deploy: R-4. Stacking: 4.

Romans: 8MS, 20SD, 8LC, 8SK, 1"1", 1"3". VP 90, PL 36. Deploy: F-3. Stacking: 4.

Game Length: 15 Game-Turns.

Victory Conditions: **Macedonians** must control hex "C". **Romans** must achieve a Substantive Victory and control hex "C".

Terrain Modifications: Ignore all lake hexes.

Historical Notes: Early in the third war against Macedonia, Rome had suffered military setbacks. But the Greeks had failed to exploit these fully, and once again Roman legions threatened Macedonia. The invaders were attacked by the Greeks, who made good progress in their attacks. But rough terrain broke up the Macedonian Phalanx, and the Romans launched a counter attack that fragmented the Greek formations. This was the end of the Macedonian Empire founded by Alexander the Great.

[6.0] COMPARITIVE SCENARIO

Macedonians: 5PS, 5PP, 5LT, 8EX, 4HC, 2BL, 4OC, 1"1", 1"2", 1"3". VP 94, PL 38. Deploy: H-5. Stacking: 4. Leadership: Mt. Ex.

Romans: 8MS, 12BI, 20SD, 8LC, 10SK, 1"2", 1"3". VP 132, PL 79. Deploy: P-4. Stacking: 3.

Game Length: 25 Game-Turns.

Victory Conditions: **Macedonians** must achieve a Substantive Victory and control hex "S". **Romans** must achieve a Substantive Victory and control hex "G".

Terrain Modifications: Ignore all terrain except slope and hilltop hexes.

Historical Notes: This hypothetical scenario represents the Macedonian phalanx, as it was at its peak under Alexander, against the early Roman legion. Although, when the Legion did meet phalanx, in actuality, the Romans proved victorious. This was largely because the Macedonian tactical system had declined. A battle between a phalanx and a legion at its peak is one of the great tactical "what ifs" of history.

[7.0] DESIGNER'S NOTES

Admittedly, a great deal of care has been lavished on **Spartan**, perhaps more so than any other PRESTAGS game, because the designer has special feeling for the period. Although there are relatively few special rules, the scenarios are numerous and detailed. The military systems depicted were the best until the late Renaissance. Alexander's army, or Pyrrhus, or almost any Roman under a competent leader would have been a victor against armies in later periods and without equal. So **Spartan** is depicting the clash of the best armies of the Ancient World.

The Greeks (as usual) were the founders of true warfare. Just by learning how to march in step, they were able to beat any other military system during their heyday. The increasing potency of training and weapons led to that leadership shifting among the Greek states throughout the fifth and fourth centuries, culminating in the Macedonian supremacy throughout the whole Eastern Mediterranean. However, they declined as a society rapidly thereafter. In fact, the one first-class Greek army (Pyrrhus') the Romans ever met was not purely beaten on the battlefield, but by internal domestic crisis.

The Romans again achieved an even greater ascendancy by the strength of their internal institutions, as well as an excellent military system. It could well be said they would have disintegrated like the Greeks, except they had eliminated the possible rivals by the time of their decay.

The only anomaly in **Spartan** are Elephants. To an army not accustomed to them (especially the cavalry), they were probably as terrifying as a rifle would have been. They had one unfortunate habit: once they started rolling, they were hard to stop. In at least one battle, Ipsus, a case could be made that the elephants won, since their rampaging scattered both armies. Even the stolid Romans panicked the first two times they faced elephants. However, their uses were exceeded by their abuses, and they shortly, deservedly, became largely ceremonial. Hannibal was the last of the elephantophiles, to his ultimate detriment.