

## Alexander vs. Porus

**Modeling the Battle of the Hydaspes using Warhammer Ancient Battles  
Historicon Demonstration Game July 2003**

Welcome to the material packet for this game scenario. This packet has the background, unit manifest, game set-up, and special rules needed to play this game using the Warhammer Ancient Battles ruleset and the new Alexander the Great gaming supplement.

### **Introduction:**

Alexander the Great invaded India in 326 BC at the head of a large army of Macedonians, Persian allies and retainers. The Indian King Porus met his advance at the River Hydaspes (Jhelum) near Haranpur in modern Pakistan. This would be the first major battle between a western army and Indian elephants, and was one of Alexander's toughest battles.

### **The Game Scenario:**

This game is played using the Warhammer Ancient Battles ruleset. The Macedonian and Indian units and their stats are gleaned from the Alexander the Great Warhammer

Ancient Battles supplement. The troops and units are representational in scale and are calculated to give a good game, not necessarily represent troops in balance ratios. Generally the Macedonian side under Alexander is roughly based on a 1:100 ratio, whereas the Indians of Porus are less well defined, with one infantry and cavalry model representing about 200 real life soldiers. Chariots and elephants each represent twenty or more real beasts or mounts.

### **Multiplayer**

Up to six players are recommended, three per side. One Indian player will take the role of Porus who is the army general, his Son Spitaces commanding the left wing, and the Master of Horse is in command of the Indian right wing.

The Macedonian side has Alexander in command, with Tauron in charge of the center, and Coenus leading the left wing. Players may only move or shoot units in their own commands, Alexander and Porus may detach their own forces to other players as they see fit, but the subordinates cannot take control of player's troops, unless given permission by the commander in chief. If the Army general is

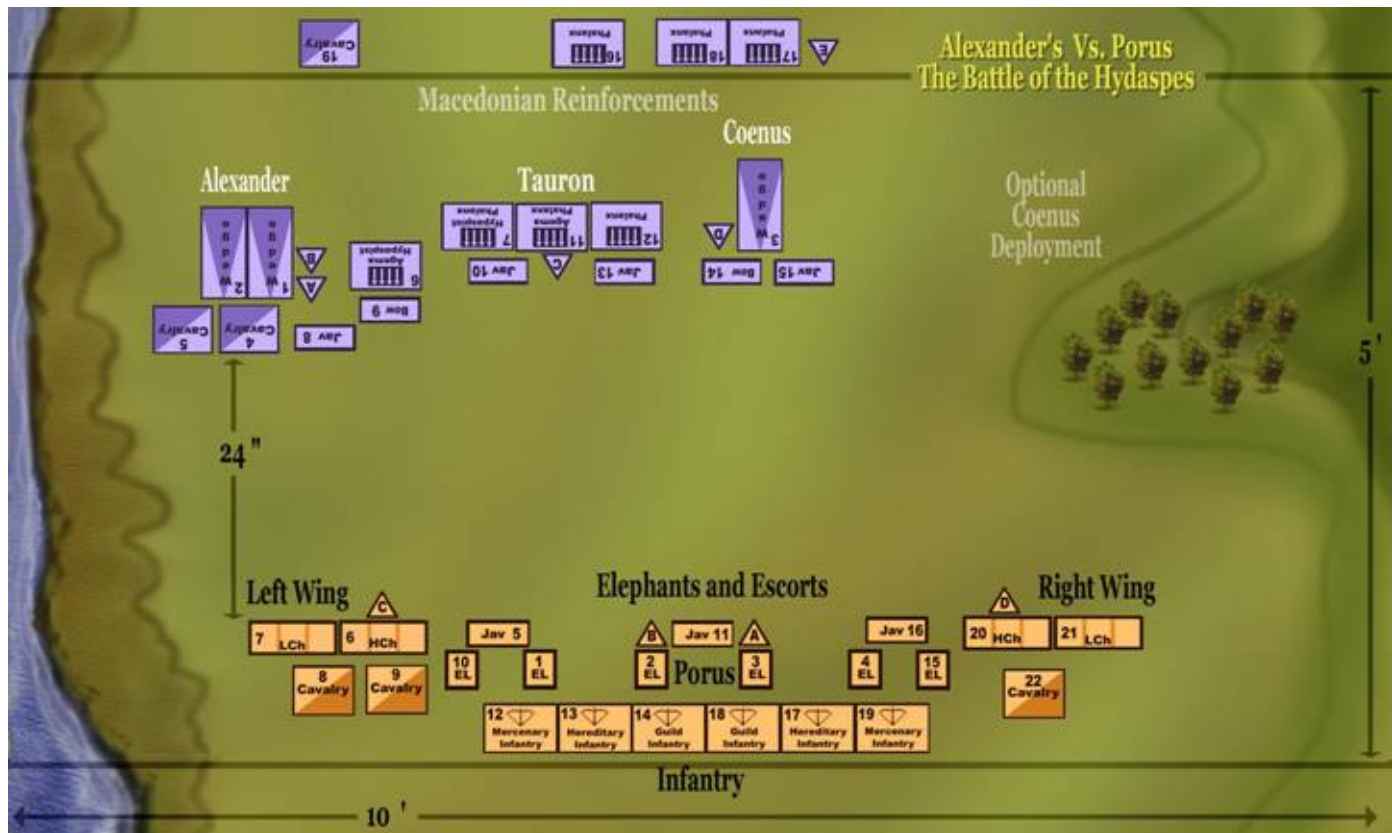
killed then command will go to the subordinate commanders.

## Terrain

The terrain is mostly a flat sandy plain with the Indians formed with their left flank on the muddy banks of the Hydaspes. The game is best played on a ten foot wide table with five feet of depth needed. The river is impassible. An area 6" from the river edge counts as 'muddy ground' and a movement obstacle but does not affect line of sight. The ground rises toward the Indian right wing and one low hill with light woods connects to the foothills in the distance.

## Deployment

The armies are deployed as shown on the diagram at the end of this packet. A ten foot wide by six feet deep table is best as this allows all model to be placed at the start, a five foot deep table will work also. The Indian front is deployed about 12" from their baseline. The Macedonian advanced guards of horse archers and javelins should be placed about 24" from the leading Indian forces. The Macedonian player may decide to move Coenus' forces to the Optional Coenus deployment area at the start of the game, this does not count as movement. Macedonian Reinforcement troops arrive on the first turn in the designated area on their baseline, they may march move that turn. Alexander may assign his reinforcement to Tauron as long as he gives Gorgias' Phalanx to Coenus.



## Special SCENARIO Rules

**Macedonian** troops except skirmishers are not 'Used to Elephants'. **Companion cavalry** and **mounted characters** that flee from an elephant charge, stampede or Terror may attempt to rally immediately at the end of the movement. If caught by the elephants they are destroyed even if they rallied, if caught by other troops they will turn and fight, but may not counter-charge. If an elephant would force these units to retreat off the table edge they get a chance to rally, if they fail they are removed. If they succeed, they rally on the table edge.

**Alexander** will always fight an elephant rather than be destroyed outright or flee off the table edge. Even if the unit he is with scatters, in this case he will fight on!

**Thracian and Agrianian** skirmishers may use axes against elephants. They gain +2S against elephants but lose their shield and must strike last if they choose axes.

**Porus** rides an extra grizzled veteran elephant, if Porus is defeated in hand-to-hand or fails a Stampede check, the royal elephant will back up 2D6" towards his baseline, facing the enemy. His beast will not stomp Indian troops, and they automatically part to let the elephant pass through. The elephant will halt from exhaustion three turns after it began to back up. After that, the beast and passengers may only turn in place and may not move or charge. The crew will fight normally but the elephant will no longer fight. If Porus is killed, the whole model is removed.

**Special rules** apply to both the **Indians** and the **Macedonians**, these are taken from the Alexander the Great supplement provided further down.

### Victory

The battle rages until one side is demoralized when only 25% of the original models are still on the table. If Alexander or Porus is killed then their side cannot achieve anything but a drawn result. If Alexander is killed Porus may claim a decisive victory. If the game lasts until Turn 8 the game will end on a D6 roll of 4+, keep rolling until a 4+ is achieved at that start of each turn.

### The Legend never Dies!

*If Alexander is killed or run down in pursuit, roll on the Alexander following chart after the game to see if he survives his wounds. (Note: this does not affect victory points in any way, it is just fluff to enhance a scenario or series of games). After the battle, roll a D6:*

- 1-or less:** Alexander amazingly gets up and rides through camp, rallying the mournful Macedonian's spirits... He is a God!!! We will follow him to the ends of the earth!
- 2:** He asks for water after two days of fever, the army refuses to believe he is alive, roll again with a -2 modifier on this chart again.
- 3:** Alexander lies in a coma, his surgeons feel he could improve, word is sent to the army that he will live, roll -1 modifier on this chart again.
- 4:** The King lies in a fitful coma, his surgeons have no words of encouragement, the news is guarded from the troops, roll again!
- 5:** He breathes in gasping fits, his skin is a gray pallor, and rumors run rampant that he is dead, roll again add +1 to the die. Already Meleager and Perdikkas are scheming...
- 6+ :** Alexander wakes and grasps the hand of Polyperchon, who asks "who shall inherit your empire, sire?", Alexander rattles, "To the strongest... I expect great funeral games to come from this"... and falls back, his hand drops, he breathes no more.



## Alexander The Great's Army:

### Right Wing:

**Alexander the Great** (*Army General*) (*mtd*) (A)

**Lysimachus** (*Army Battle Standard*) (*mtd*) (B)

10x Agema Companions *incl. Ptolemy* (1)

10x Hephaestion's Companions *incl. Hephaestion* (2)

10 x Dahae horse archers (Skythian horse) (4)

10 x Skythian horse archers (Skythian horse) (5)

24x Agema Hypaspists Phalanx *silver shields* (6)

12x Agrianians (8)

12x Cretans (9)

### Reinforcements:

10x Bactrian and Sogdian Cavalry (Hippakontistai) (19)

### Center:

**Tauron** (*Taxiarchos*) (*foot*) (C)

24x Hypaspists Phalanx (7)

25x Antigenes Agema Phalanx (11)

25x Cleitus' Phalanx (12)

12x Agrianians (10)

12x Thracians (13)

### Reinforcements:

25 Gorgias' Phalanx

(16)

### Left wing:

**Coenus** (*Strategos, Sub-General*) (*mtd*) (D)

12x Macedonian archers (14)

12x Thracians (15)

10x Coenus' Companions (3)

### Reinforcements:

**Meleager** (*Taxiarchos*) (*foot*) (2)

25x Meleager's Phalanx (17)

25x Attalus' Phalanx (18)



### Porus' army:

#### Left Wing:

**Spitaces, son of Porus** (*Senapati*) (*Subordinate General*) (*Large chariot*) (C) (7)

1x Indian War Elephant (10)

8x Elephant escorts (5)

2x Large Chariots (7)

3x Light Chariots (6)

8x Unarmored Indian cavalry (8)

8x Unarmored Indian cavalry (9)

20x Mercenary Spearmen (12)

#### Center:

**Porus** (*Danda*) (*Army General*) (*Elephant*) (A) (3)

**Master of Elephants** (*Army Battle Standard*) (*Elephant*) (B) (2)

1x Indian War Elephant (1)

1x Indian War Elephant (4)

8x Elephant escorts (11)

30x Hereditary mixed Swordsmen/Javelin/Longbows (13)

30x Hereditary mixed Swordsmen/Javelin/Longbows (14)

36x Guildsmen mixed Swordsmen/Spear/Longbows (17)

36x Guildsmen mixed Swordsmen/Spear/Longbows (18)

#### Right Wing

**Master of horse (Padika) (mtd in Large chariot) (D) (21)**

1x Indian War Elephant (15)

8x Elephant escorts (16)

2x Large Chariots (21)

3x Light Chariots (20)

8x Armored Indian cavalry (22)

20x Mercenary mixed Swordsmen/Spear/Longbows (19)

**Alexandrian Imperial Army:****Alexander the Great** 211 pts.

	M	WS	BS	S	T	W	I	A	Ld	Pts
<b>Alexander the Great</b>	4	6	5	4	4	3	6	3	10	200
<b>Warhorse</b>	8	3	-	3	-	-	3	1	5	4

Equipment: Sword, heavy armour, warhorse, xyston +3 pts.

Special Rules: Army General. Stubborn.

**Coenus** 176 pts.

	M	WS	BS	S	T	W	I	A	Ld	Pts
<b>Strategos</b>	4	6	5	4	4	3	5	3	9	165
<b>Warhorse</b>	8	3	-	3	-	-	3	1	5	4

Equipment: Sword, heavy armour, warhorse, xyston +3 pts.

Special Rules: Subordinate General.

**Army Standard Bearer** 77 pts.

	M	WS	BS	S	T	W	I	A	Ld	Pts
<b>Army Standard</b>	4	5	5	3	4	2	5	2	8	65
<b>Warhorse</b>	8	3	-	3	-	-	3	1	5	4

Equipment: Sword, heavy armour, warhorse + 4 pts.

Special Rules: Army Standard Bearer.

**Officers:** *Tauron 63pts, Meleager 60pts.*

	M	WS	BS	S	T	W	I	A	Ld	Pts
<b>Taxiarch/Hipparch</b>	4	4	4	3	4	2	5	2	8	55

Equipment: Sword. Tauron has javelins and a large shield and light armour.

Meleager has light armour and shield, and counts as pike armed if he joins a phalanx.

**CAVALRY****Companion cavalry:**

10x Agema Companions *Ptolemy* (L,M,S) 335 pts.  
 10x Hephaestion's Companion *Hephaestion* (L,M,S) 295 pts.  
 10x Coenus' Companions (L,M,S) 295 pts.

	M	WS	BS	S	T	W	I	A	Ld	Pts
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<b>Companion cavalry</b>	<b>8</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>4</b>	<b>1</b>	<b>9</b>	<b>25</b>
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Equipment: Armed with sword and xyston, heavy armour.

Special Rules: Wedge formation. The Agema are stubborn.

**Allied cavalry:**

10x Dahae horse archers (L,M) 182 pts.  
 10x Skythian horse archers (L,M) 182 pts.  
 10x Sogdian and Bactrian Hippakontistai) (L,M) 190 pts.

	M	WS	BS	S	T	W	I	A	Ld	Pts
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<b>Hippakontistai</b>	<b>8</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>4</b>	<b>1</b>	<b>7</b>	<b>17</b>
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<b>Dahae/Skythians</b>	<b>8</b>	<b>2</b>	<b>4</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>7</b>	<b>18</b>
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Equipment: Hippakontistai are armed with swords, throwing spears and javelins.

Dahae/Skythians are armed with daggers, javelins and bows.

Special Rules: Skirmishers. Parthian shot.

**PHALANGITES**

24x Agema Hypaspists (*drilled, stubborn*) *silver shields* ( L,M,S) 471 pts.  
 24x Hypaspists (*drilled*) ( L,M,S) 423 pts.  
 30x Antigenes' Agema Pezhetairoi (*drilled, stubborn*) ( L,M,S) 390 pts.  
 3x 25 Pezhetairoi 795 pts.

	M	WS	BS	S	T	W	I	A	Ld	Pts
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<b>Hypaspists</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>8</b>	<b>16</b>
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Equipment: Sword, pike, light armour and shield.

Special Rules: Drilled. Macedonian phalanx. Agema Hypaspists' are stubborn.

	M	WS	BS	S	T	W	I	A	Ld	Pts
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<b>Pezhetairoi</b>	<b>4</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>7</b>	<b>10</b>
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Equipment: Sword, pike, light armour and shield.

Special Rules: Macedonian phalanx. Drilled. Agema pezhetarioi are drilled and stubborn.

**LIGHT INFANTRY**

2x 10 Agrianians (L,M) 160 pts.  
 12x Macedonian archers (L,M) 82 pts.

	M	WS	BS	S	T	W	I	A	Ld	Pts
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<b>Agrianians</b>	<b>5</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>8</b>	<b>7</b>
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<b>Archers</b>	<b>5</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>7</b>	<b>6</b>
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Equipment: Agrianians are armed with sword, javelin, and pelta (buckler). The Agrianians may use axes against elephants. (see the special rules for elephants) Archers have swords and bows.

Special Rules: Skirmishers

12x Cretans (L,M) 130 pts

	M	WS	BS	S	T	W	I	A	Ld	Pts
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<b>0-1 Cretans</b>	5	3	4	3	3	1	3	1	7	10
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Equipment: Cretans are armed with swords, shields and bows.

Special Rules: Skirmishers.

2x 12 Mountain Thracians (L,M,S) 236 pts

	M	WS	BS	S	T	W	I	A	Ld	Pts
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<b>Mountain tribes</b>	5	3	3	3	3	1	3	1	6	9
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Equipment: Sword, javelins, Rhomphaia and shield. The Thracians may use axes against elephants. (see the special rules for elephants)

**Macedonian Grand Total:** 153 phalanx, 68 light Inf., 60 horseTotal units: 19 (5 independent officers) Total models: 281 **4753 Total Points**

Classical Indian Army:

**Porus** 168 pts.

	M	WS	BS	S	T	W	I	A	Ld	Pts
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<b>King (Danda)</b>	4	5	6	3	4	3	5	2	9	160
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Equipment: Broadsword, javelins, heavy armour. Rides on an elephant.

Special Rules: Army General

**Spitaces (son of Porus)** 165 pts.

	M	WS	BS	S	T	W	I	A	Ld	Pts
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<b>Senapati</b>	4	5	5	3	4	2	6	3	9	155
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Equipment: Broadsword, javelins and throwing spear. Heavy armour. Rides in a Large chariot. May use a longbow or bow.



Special Rules: Subordinate General

**Master of Elephants** 83 pts.

	M	WS	BS	S	T	W	I	A	Ld	Pts	
<b>Army Standard Bearer</b>	4	4	4	4	3	4	2	4	2	8	75

Equipment: Broadsword, javelins, heavy armour. Rides on an elephant.

Special Rules: Army Standard Bearer.

**Officers:** *two officers at: 60pts.*

<b>Officer (Padika)</b>	4	4	4	3	3	2	4	2	8	50
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Equipment: Broadsword, javelins and heavy armour or "as modeled".

**ELEPHANTS**

6x Indian War Elephants 1080 pts. (roughly 180 pts each)

	M	WS	BS	S	T	W	I	A	Ld	Pts
<b>War Elephant</b>	6	4	-	7	6	6	3	4	5	180
<b>Mahout</b>	4	3	-	3	3	1	3	-	7	-
<b>Warriors</b>	4	4	4	3	3	1	3	1	8	-

Equipment: Driven by an unarmed mahout and one warrior crewmen armed with broadsword, javelin, and light armour. One warrior may carry a parasol or banner which adds +1 to the Mahout's Leadership for +10 pts. Each elephant should have one crewman with a longbow and the rest with javelins, mahouts may not shoot.

Special Rules: Elephant A character replaces additional crewmen. Indian armies did not use towers until a later period. If your model has towers then the crew will not gain a 5+ save.

**CAVALRY**

8x Armored Indian cavalry (L,M,S) 195 pts.

3x units of 8x Unarmored Indian cavalry (L,M,S) 495 pts.

	M	WS	BS	S	T	W	I	A	Ld	Pts			
<b>Indian Cavalry</b>				6	3	3	3	3	1	3	1	7	15

Equipment: Sword, javelins, and shield. Armoured cavalry have javelins, shields and light armour.

Special Rules: Used to elephants.

**CHARIOTS**

2x 3 Large Chariots (L,M,S) 354 pts.

2x 3 Light Chariots (L,M,S) 582 pts.

	M	WS	BS	S	T	W	I	A	Ld	Pts
<b>Light chariots</b>	6	4	4	3	4	1	4	2	8	54

Equipment: Warrior crewmen are armed with broadswords, javelins, and longbows.

Special Rules: Light Chariots.

Light chariots: Light chariots have two horses, an unarmed driver, and two warriors armed as above. They count as light chariots for shooting and combat results. The chariot has a 5+ save.

	M	WS	BS	S	T	W	I	A	Ld	Pts
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**Large Chariots** 5 4 4 3 4 3 3 2 8 92

Equipment: Warrior crewmen are armed with broadswords, javelins, longbows and light armour. Shield bearers are armed with swords, javelins, and shields.

Special Rules: Large Chariots.

Large Chariots: These count as Heavy Chariots (see page 58 of the WAB rulebook), and cause D3 Strength 4, 'Impact hits'. Large Chariots carry two unarmed drivers, two warriors, and two 'shield bearers', armed as above. The shield bearers serve to protect the riders and the horses from attack and add their shield's +1 save, added to the warriors' light armour this gives the chariot a 3+ save.

## **INFANTRY**

2x 20 Mercenary Swordsmen/Spear/Longbows (L,M,S) 430 pts.  
 2x 30 Hereditary Swordsmen/Javelin/Longbows (L,M,S) 510 pts.  
 2x 36 Guildsmen Swordsmen/Spear/Longbows (L,M,S) 462 pts.

	M	WS	BS	S	T	W	I	A	Ld	Pts
<b>Mercenaries</b>	4	3	3	3	3	1	3	1	7	10
<b>Hereditary</b>	4	2	3	3	3	1	2	1	7	8
<b>Guildsmen</b>	4	2	2	3	3	1	2	1	5	6

Equipment: Broadsword, and longbow. Units are "as modeled" with some units mixed throwing spears, javelins and longbows.

Special Rules: Guildsmen are Levies. Combined Formations.

## **SKIRMISHERS**

3x 8 Elephant escorts (L,M) 196 pts.

	M	WS	BS	S	T	W	I	A	Ld	Pts
<b>Escorts</b>	5	2	3	3	3	1	3	1	6	7

Equipment: Broadsword, javelins, and shield.

Special Rules: Skirmishers. Elephant and Chariot escorts.

**Army of Porus: 172 foot, 24 light inf., 24 horse, 12 Ch, 6 El**

Total units: 17 (2 independent foot officers) + 6 elephants

Total models: 238

4840 Total Points

### **Indian Army Special Rules**

**Used to elephants:** All troops in the Indian army are 'used to elephants'. This means that Indian infantry do not fear elephants at all, while Indian cavalry and chariots fear them rather than suffer the effects of terror. Indian cavalry and chariots may react normally when charged by elephants, but they must pass a Fear test to do so, if they fail the test they will flee (even if they are not outnumbered by the beasts). Indian cavalry and chariots may never declare charges against elephants.

**Elephant banners:** Indian elephants often carried banners (or parasols!) for heraldic or decorative purposes. The waving standard instills confidence in the crew that their elephant will be seen by their General or King as the most terrifying and destructive to the enemy. This banner costs +10 pts, and adds +1 to the Mahouts' Leadership value as long as it is present. Any stampede checks are thus taken at Leadership 8. The banner may not be captured by the enemy, and does not affect combat results.

**Elephant and chariot escorts:** These skirmisher units initially deploy within 3" of an elephant, chariot squadron, or wagon

model. After deployment, they may move freely and do not have to follow their Parent unit at all. Escorts are treated as runners. Escorts may move into gaps between a unit of chariots and still count as being in unit coherency as long as they are within 2" of another model in the unit. Escorts may charge an enemy that is already engaged by charging into gaps between elephants or chariots. Chariots, elephants, and wagons may charge through gaps in escort formations, even if the gaps are not wide enough to normally allow passage, as it is assumed the runners or escorts can dodge out of the way. They can even do this if the escorts are engaged by the enemy; simply push the escorts aside until there is a wide enough gap to allow the model to fit through.

**Characters riding elephants:** Characters that ride elephants count as an additional crewman. Elephant mount costs are not included in character points, but do count against the army composition totals. If the elephant is killed, the character suffers D6 S6 crushing hits and may fight on if he survives, but only if a suitable model is available.

### **Characters on Chariots**

If a character rides a chariot then the cost of the chariot is added to the character's points. These points count against the total number of points that may be spent on characters in the army. The character replaces one of the chariot crew, although for simplicity the characteristics of the chariot and character remain unchanged. If a chariot is destroyed, the character can fight on foot if a suitable model is available.

**Longbow:** Most Indian warriors used a cane bow that was 5-6 feet in length. There is much debate as to how good this was, some believe that it was as powerful as the later English longbow, while others disagree. This list assumes the Indian longbow was effective enough to warrant listing as a longbow. The longbow is unwieldy if used from an elephant or a chariot, and loses the ability to shoot twice. The longbow may not be used from a horse. If players wish, and with their opponent's permission, mercenaries, hereditary and guild infantry may use regular bows and reduce their cost by -1 pt each, but if they do, all models in the army must use bows instead of longbows.

Front rank models in infantry units may have spears, javelins and shields, back rankers may be armed with longbows. If the unit is stationary, the first rank of archers may fire all of its models, even if behind the spearmen. Further ranks may fire as massed archers as normal.

**Broadsword:** Models with a broadsword may use it as a normal hand weapon along with any shield. Or they may use it two-handed with a +1 Strength bonus, but will strike last in the same manner as double handed weapons (the unit must declare usage as the charge is declared).

## **ELEPHANTS**

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

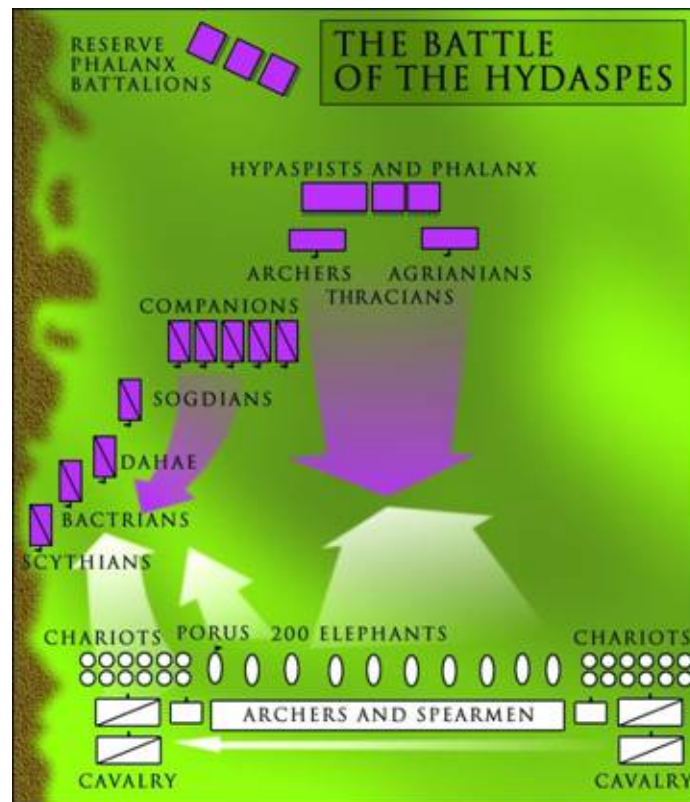
**Skirmishers vs Elephants:** Elephants have a difficult time dealing with nimble skirmishers that can dart in and out and avoid the elephant's lumbering attacks. To reflect this, elephants (but not their crew) may only hit skirmishers on a roll of a 6 in hand-to-hand combat.

Some skirmishers are noted as armed with axes against elephants, these counts having +2S against elephants only, but may not use shields.

**Elephant Proximity:** Indian armies tended to have gaps of fifty to a hundred feet between each elephant to keep the keep their elephants from agitating each other. Armies that did not disperse their elephants could pay when one caused many others to panic! Elephants will react to other friendly elephants that stampede or are killed within 12". The elephant checks Leadership based on the mahout as normal, but if the Leadership test is failed, then it becomes violently enraged and stampedes randomly. Use a Scatter

dice to determine the random direction.

**Un-Crewed Elephants:** Without crewmen to defend their mount and distract the enemy, war elephants are extremely vulnerable. If an elephant has no crew or only the mahout remains, then all enemy attacks in hand to hand will hit automatically. Roll to wound and save as normal



## Hydaspes Background:

Alexander the Great invaded India in 326 BCE at the head of a large army of Macedonians, Persian allies and retainers. The army encountered fierce resistance in the north as it moved towards the Indus from Bactria (modern day Afghanistan, and Kazakhstan). Ostensibly Alexander's goal was to bring the eastern provinces of Persian India back into submission, but mostly this was just an excuse for further conquests and pushing the frontiers of his already legendary career. When his lands were invaded, Prince Ambhi of Taxila submitted and became Alexander's ally, but the neighboring rulers did not. King Porus of the Paurava lands resisted. Alexander marched his armies south and Porus arrayed his forces along the river Hydaspes (Jhelum) near the modern town of Haranpur. Porus covered the river crossing point with elephants as he awaited reinforcements from Abisares, the rajah of Kashmir.

Alexander's brief experience with elephants revealed to him that a typically bold lightning style assault across the river would fail, as his horses were not accustomed to the elephants. After a number of feints Alexander was able to secure a crossing upstream from Porus' main force and gained a bridgehead. Porus sent one of sons with a force of cavalry and chariots to contest this force. The night before had

been one of heavy storms lightning and heavy rainfall, the ground was still soggy when Porus' son came upon Alexander's forces. Alexander quickly attacked and routed these advance guards as their chariots became stuck in the mud and were riddled by the horse archer arrows of Alexander's Skythian allies.



Porus' son was killed and the remnants retreated towards Porus who was advancing with most of his army to face Alexander. Alexander's general Craterus held the crossing points in force, and Porus needed to leave some troops behind to cover the river crossing. As Porus' force organized itself on a sandy plain with his left flank on the river Hydaspes, Alexander's cavalry rushed out to meet them. At first Alexander intent was to charge the enemy left wing immediately, but seeing the Indian elephants (described as being between 120-300 in number by various sources) in front of Porus' lines made him think twice.

Alexander, a little less rash than earlier in his career, waited for the phalanxes and hypaspists to arrive, then launched an attack on the enemy left wing with his horse archers. He sent Coenus and his Companion cavalry to encircle the enemy lines. While this was happening the Indian cavalry charged the horse archers, eventually coming into contact with Alexander's Companion cavalry. Coenus intervened charging the Indians in the rear and the Indian horsemen bolted back to their elephant screen. The Macedonian cavalry could not get near the elephants and the Indian cavalry rallied. Porus saw this pause as an opportunity to charge with his elephants. These forced back the Companions and came into contact with the phalanx and their covering light troops.



*Vince Salvato's excellent Old Glory Indian elephant.*

Alexander directed the archers to shoot the mahouts, and his light troops engaged the beasts with their axes. Some angered elephants crashed into the phalanx causing mayhem, others threw the men they could catch onto the phalanx' spears. Eventually the tired and wounded beasts were herded off by the phalanxes who locked shields and marched forward... many elephants stampeded back into the confused and huddled masses of Indian infantry. Porus was wounded and retreated on his elephant as well. Surrounded and thrown into disorder, the Indian army collapsed. Porus fought on till the bitter end, and only surrendered to Alexander once he was assured he would be treated as befits a King.

This long and bloody battle was one of the last Alexander would fight, and was the first major clash between western armies and war elephants. The victory was costly and eventually the thought of further elephant battles wore down Alexander's battle hardened troops. Shortly thereafter they mutinied and forced him to turn back, ending the expansion of his empire.