

# Imperial Meltdown 2004

A themed Successor's Civil War tournament



## **Introduction**

The point of this "Imperial Meltdown" Campaign scenario is to create a gaming environment where we can all have fun, play some in-period games with our cool AtG era armies, and gain East-West territorial bragging rights. The players are chosen from those who worked on AtG as both a reward to give them an opportunity to play the lists they helped create. The list will be mostly from AtG for convenience, but many rules from the next volume (The Successors) will be tested, so the games serve a function as play tests as well.


This will be an event listed in the PEL as a team demonstration game of AtG previewing some of the special rules and army lists from The Successors.

## **Scenario**


The year is 320 BC, Alexander's empire has broken up. Can one faction take it back? Will the Greeks recover their independence? Will the Indians overrun the east, or the west? The idea is to play three games with different scenarios, and in the meantime test some new rules with old and new friends.

## **Players and Armies:**

### ***The Worst of the West:***

<u>Player</u>	<u>Army</u>	<u>Personality</u>
Mike Bruck	Macedonian	 Antipater (Regent of Macedon and Team Captain)
Don Manser	Seleucids	Seleucus
Jeff Jonas	Antigonid	Antigonos
Joe Derocher	Satrapal Revolt	Peithon

### ***The Bleak East:***

<u>Player</u>	<u>Army</u>	<u>Personality</u>
Don Effinger	Loyalists	 Perdikkas (Regent of the Empire and Team Captain)
Mike Reardon	Ptolemaic	Ptolemy
Steve Schifani	Greek Rebels	Leosthenes
Vince Salvato	Mauryan Indians	Chandragupta Maurya

### **Alternate Players:**

Tom Opalka, Adam Hughes, Rob Broom (wishes to participate as an observer or part time player). Note that if players are killed off then alternates could take over for them. Also players can turn over their army for a round to let others play while they take a break. Right now my guess is that Rob and Adam could definitely play at least one game for somebody if they wish to hang around... but who knows maybe some cool AoC games will draw their attention :)

Other St. Louis players or folks from Arizona

### **Game Details:**

9:00 am Set-up. The Team leaders will dice off to see who gets to assign each match from the players at hand for round one, while the rest of us set-up terrain and make sure everybody has everything they need to play.

9:30 Game #1 Dash for Cash, a take and hold scenario

11:30-11:45 Intermission: At large mercenaries auction

11:45 Lunch Break

12:45 PM Game #2 Consolidation. a meeting engagement.

3:00-3:15 Intermission

3:15 PM Game #3 Battles for Empire, a pitched battle, game ends at 5:30pm (table space from 9:00 to 6:00)

5:30 – 6:00pm Declare winners, give out prizes drink beer, and clean-up.

(the details of each game set-up and victory will be given out just before we get going to HCon)

### **Team and Individual rankings**

Games are scored via the NEWS scoring system.

Individuals with the highest scores are able to compete for “Strongest and Longest Empire” award.

### **Coaching and Kibitzing**

Allowed as long as it does not distract from the game flow. For jollies let's agree that only players on the same team may coach another player if they are physically on the next table... this way games further away won't be interrupted. Players that are finished or are sitting out a round may coach and help any player on their side move, roll dice or move troops as long as it is generally the player's decision. Remember much of the dynamic here will be team play and some of the set-up and match-up decisions might be interesting.

### **Team Victory:**

Each team counts up team points based on the following:

Each clear victory = 2 pts

Each game lost = 1 pts

Each game drawn (victory less than 500 points) = 1 pt

Each camp captured = 1 pt

Each enemy general killed = 1 pt

Each player on a side declared a King, or Archon (Greeks) = +1 pts

*Or* Each player on a side declared a dynasty or (Greek) league + +2 pts.

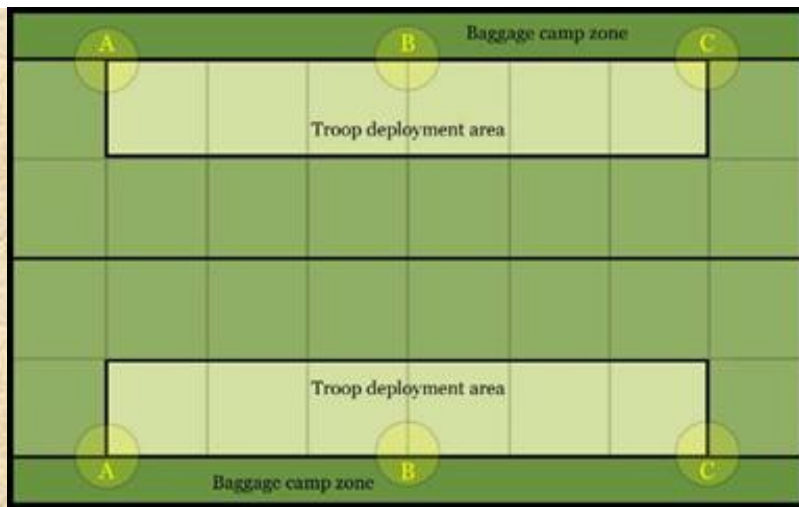
### **Starting the Campaign**

The team captains roll a D6 each. High die declares a match-up between two players. The player that determines the match-up is the aggressor, the other player then chooses which table to fight on, dice off for table sides, players begin setting up. The other team then declares a match. Once all the matches are set and tables are assigned off we go to play the first round.

### **Team Leaders**

If the team captain is killed or defeated he loses prestige and forfeits the leadership. The player may be Team Captain in an later round. The other players dice off to see who becomes the leader, players will add +1 to their D6 roll for each game won.

## **Battlefields**



Five Battlefields (tables), are needed Each will be 8' x 5' in size. Set-up is based on the above diagram. Troops are placed in the deployment zones or as dictated by the scenario. **Only the Camp Guards** may be placed in or near the camp, these are the only troops that may **deploy in** the 6" area called the "baggage camp zone" which is directly behind the deployment zone. The table width of five feet is going to give everybody a better chance to rally units, since the Baggage camp zone is playable.

Each table will be set-up based on the following maps. (See the back for full versions)

The battlefields represent in a schematic way the terrain the Successors fought over in their wars of conquest. Each table will be set up and left for the duration. Players will be assigned tables based on the match-up selection process.

Map #1 Thessaly:



Jeff

Map #2 Greece:



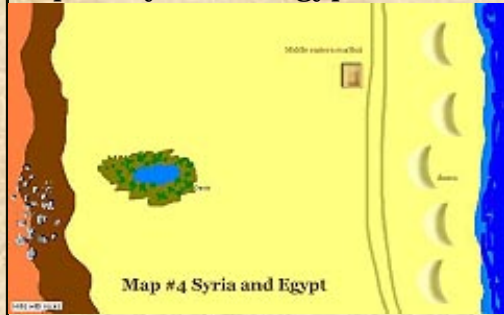
Mike

Map #3 Asia:



From the "Tomb"

Map #4 Syria and Egypt:



Don

Map #5 The Indian frontier:



Vinny (Jeff is bringing Ganesh statue)

## Special Rules

**Lists:** The Diadoch lists are all built from AtG Imperial Macedonians with these changes:

EX restrictions are not enforced. Epigoni are treated as **pantodapoi** and do not exclude pezhetairoi. Prodromoi cavalry may be used by certain armies.

**Pantodapoi:** Use the epigoni from AtG for these. Since they are led by Macedonian officers they will not count as levies. However use this rule:

A pantodapoi unit must test leadership to charge any enemy unit it does not outnumber.

**Elephants:** Elephants are crewed by one Macedonian officer, elephants have no towers in this period. The officer has two attacks, two wounds, and is S3 and T4. The cost remains 140 pts as an incentive. Towered models may be used, but remember, one crew armed with pike and javelins is all you get. Indian elephants are chosen from the AtG lists. Gandaran elephants are allied Indian elephants and have Indian crews.

All the elephant optional rules on page 10 of AtG are in place. All troops (**except Rebel Greeks**) are used to elephants, skirmishers and foot do not fear them, cavalry fear them and may not contact them in hth. Cavalry that flee from an elephant will FBIGO if they are not contacted by the elephants charge. The cavalry will stop short of the table edge rather than run off, of course they still must out distance the elephant.

**Characters may Dismount: Successors book addition.** Any character except Indians may dismount and fight on foot if a suitable model is provided. The character may not remount again during the game. Dismounting is free and occurs before charges or movement is declared. Simply replace the mounted character with a dismounted model. The general will count as swapping for a pike if joining a phalanx, the ASB will not.

**Personal Combat:** Characters that are in a challenge are immune from the 'five models or less rules' for auto-breaking from a lost combat. However, a character may always elect to flee from a combat he lost. This can result in characters detaching from units in contact.

**Allies, Mercenaries, oracles, Standards:** All units are assumed to be able to be lead by the general and are allowed ASB re-rolls. Skirmishers may not use standards or musicians for CR bonuses. Greek Rebellion hoplites do not have standards, as they use oracles. As long as the core army does not use oracles the following troops from the Greek Mercenary lists may have a standard: Mercenary hoplites, peltasts, and cavalry units. In a situation where a standard and an oracle may affect combat only the standards may, oracles may only be used for re-rolls in this case.

**Lochagos: Successors book addition.** Basically the gist is a Greek leader in AtG list units may be upgrade to a "lochagos" and costs 10 points... he then counts as a leader and standard bearer. The downside is if pursued the leader is forfeited in the same way as a unit standard. Players may wish to test this idea if they don't wish to have standards in their Greek units.

\* **Units:** An asterisks means at least one similar unit must be present to allow such a unit, and these units must be the the smallest in the army. If more than one may be selected they may not outnumber each other and both units must be smaller than one other unrestricted similar unit.

**Hedgehog: Successors book addition.** A drilled phalanx unit may form hedgehog as long as it is not engaged in hth. This is an all around defense against cavalry. Units in hedgehog count as facing to the front in all directions, and have no flank or rear. However the unit gains no combat rank bonus at all. The unit may reform or move in hedgehog, but may not march move or charge. The unit counts as in phalanx, and two ranks may be used in combat all around. Units are declared in hedgehog at the start of their movement, it is a free reform, and is in lieu of their drilled facing change or rank alignment. If a unit decides to leave hedgehog then its front is determined where the command models are currently placed. A unit may not reform out of hedgehog while engaged in hth.

## Baggage Camp

Each player must have a baggage camp. This should be a circular area 8" x 8" in size. Players may dress up their camp as they see fit to inspire their army.

### Special rules for camps:

After the armies are placed, players must deploy their baggage camp. This is done in their deployment zone, (defined as 18" from his baseline and at least 12" from any edge). The camp may straddled the deployment zone's edge, as long as at least half the camp

area is in the deployment zone, see the table diagram above, the circles with ABC, show how the camps may be set-up on the corners. The camp may not be placed on hills, woods or other terrain. The camp is light cover 8" in diameter and counts as a 'copse' for LOS. Elephants, formed troops, chariots and cavalry count the baggage camp as difficult ground for movement costs.

The baggage camp has two benefits.

- 1) Any fleeing unit within their "baggage camp zone" may re-roll any rally attempt **if they hold their camp.**
- 2) The baggage camp holds any loot the player possesses.

### Camp Capture

If the enemy captures your baggage camp (in the same way as loot; see game one) bad things may happen.

- 1) If the enemy holds the baggage then the army's break point is increased to 50% from 25%. At the start of any player's turn check to see if an army break has occurred using the higher percentage. The enemy counts as holding the baggage anytime enemy models outnumber friendly models in the camp area, model size is determined as normal, elephants count wounds.
- 2) All units count as "edgy" until their camp is recaptured, or the enemy abandons it. Edgy troops must roll 3D6 for any leadership test.
- 3) The capturing player immediately loots any coins in the baggage, these are moved into his own camp. If his camp is occupied by the enemy then the coins are treated as loot and are placed with the friendly formed unit nearest the enemy camp (no elephants or chariots please). Looted coins may be recaptured either by taking the enemy camp or defeating the enemy unit carrying (see game #1).
- 4) Note: Any unit, except an unattached character, may capture the baggage, including, skirmishers, and elephants, so beware! **All units count as skirmishers within the camp area, in the same manner as if it was a building. A formed unit attacking the camp from the outside will retain its rank bonus, units within the camp never have rank bonuses.**
- 5) Capturing the enemy camp may gain victory points in some scenarios.

### Camp Garrison

The camp comes along with a garrison of 6 peltasts armed with javelins, shield, and hand weapons, **including a leader.** These models are free to the army. Their stats are taken from the Greek Mercenaries list. The Garrison will always be -1 to hit while fighting within the camp, **they may move to anywhere and defend the camp similar to war machine crews, but they may only stand and shoot if attacked to their front and they don't move more than a couple of inches.** The garrison may never move beyond 6" from the camp, **may not charge enemy units outside the camp,** and may not pursue defeated enemy units. **The camp garrison models cost 7 points each, so the whole garrison count as a unit of 47 pts if destroyed or routed. Camp garrison models are not added to the 'army break point', and do not count against the 2200 pts total.**

### Army list selection:

Players will be selecting 2200 point rosters from the following troops. Each army must have a Strategos or Warlord, and an Army standard bearer equipped in any legitimate manner. The 200 points above 2k may only be used on characters. Some armies will

combine troops and characters from a number of AtG lists. The Rise of Macedon and Greek army lists use oracles and may not have an ASB. Each Strategos counts as being Stubborn.

Diadochians will use the Imperial Macedonian list, with some troops drawn from the Rise of Macedon list and allied lists from AtG. The armies are presented with minimums and maximums for this campaign, if players wish they can refer to the guidance lists that were provided before. Teams may not swap units.



### ***The Worst of the West:***



Antipater, Regent of Macedon, is the faction leader and the Team Leader

#### **Macedonian Diadochoi Army**

Command: This army is initially commanded by Antipater. He is a Strategos. Two other characters may be taken and is part of the army cost. This may include a polemarch.

#### **Special rules: Homeland Security**

Antipater is the oldest and like Mike Bruck, is the most respected general of all the faction leaders for his subtle grasp of tactics and incomparable knowledge of strategy, and he is probably packing heat so lay off! (but of course Jeff is really the wisest, and the oldest...)

Army Selection: The following troops are available to the Macedonian homeland army, they are selected from the Rise of Macedon list:

Up to 500 points may be used on cavalry. (Note: the army uses oracles, but these may not be applied to elephants on their own)

- 1 Army General: Antipater
- 0-1 Xystophoroi Cavalry (These are Macedonian recruits, use Persian Companion stats)



- 1 Thessalian Cavalry
- 0-1 \*Prodromoi Light Cavalry with kontos
- 0-2 Light Cavalry
- 1 Agema Pezhetairoi Drilled and Stubborn
- 1-3 Pezhetairoi
- 0-1 Greek Mercenary or Veteran Hoplites
- 0-1 Greek Mercenary Peltasts
- 0-1 Agrianians
- 0-1 Illyrian Skirmishers
- 0-2 Mercenary bowmen or javelinmen
- 0-2 Skirmisher bowmen or javelinmen
- 0-2 Lowland Peltasts (Thracian list)
- 0-1 Highland Peltasts (Thracian list)
- 0-1 Macedonian Elephant

Replacement general: If Antipater dies he is replaced by Cassander. If Cassander is killed then Ptolemy Keraunos takes over. Neither replacement may use the special rule below.

### Special rules:

**Homeland Security:** Once per game the Macedonian player may invoke the “Lucky seven” rule. This is mainly so Mike can keep his general in the game :)



Antigonos  
Monophthalmus or  
Demetrius are the  
faction leaders

### Antigonid Diadochoi Army

**Command:** This army is initially commanded by Antigonos or Demetrius. They are both Strategoi, and the army will have an Army Battle Standard. One other character may be taken and is part of the army cost. This may include a polemarch.

### Special rules: Father and Son

This is my rock hard army list. With my dice rolling I'll need to stack the deck in my favor, if I happen to have hot dice then I'll just pee my pants with surprise!

Army Selection: The following troops are available to the Antigonid army:

- 1 Army General: Antigonos
- 1 Agema Companions

- 0-1 \*Prodromoi Light Cavalry with kontos
- 0-1 \*Tarantine Skirmisher Cavalry (Ws2, Bs4 "Parthian shot" and "Feigned flight" cavalry with large shields and javelins)
- 0-1 Horse Archers (Dahae/Skythians Light Cavalry)
- 0-1 Hippakontistai
- 0-1 Carmanian Cavalry (Persian Cavalry from the Persian List)
- 1 Agema Pezhetairoi Drilled and Stubborn
- 1 Pezhetairoi
- 1-2 Pantodapoi (Epigonoï from AtG)
- 0-1 Greek Mercenary or Veteran Hoplites
- 0-1 Greek Mercenary Peltasts
- 1 Agrianians
- 0-2 Thracian Highland or Lowlanders
- 1-2 Mercenary bowmen and javelinmen
- 1-2 Skirmisher bowmen and javelinmen (Mysians, Kappadokian, Pisidian, Phrygians)
- 1 Macedonian Elephant

Replacement general: If Antigonos dies he is replaced by Demetrius and vice versa. If Demetrius is killed then Antigonos Gonatos takes over and has no special rules.

#### **Special rules:**

**Father and Son:** The Antigonid clan is held together by crafty but elderly Antigonos Monophthalmos, and he is well served by his bold but reckless son Demetrius. Before the battle commences it must be determined who is in command of the army as sometimes Antigonos must attend to duties running the provinces. Of course if one of them has been eliminated then the other is in charge.

On a 1-4 Antigonos is the Army General: Any army commanded by Antigonos may use the "Lucky seven rule" once per game.

On a 5-6 Demetrius is the Army General: Demetrius is impetuous and must always pursue a beaten foe.



Ptolemy I "Soter" is the faction leader

## Ptolemaic Diadochoi Army

Command: This army is initially commanded by Ptolemy. He is a Strategos, and the army will have an Army Battle Standard. One other character may be taken and is part of the army cost. This may include a polemarch.

### Special rules: Anti-Elephant tactics:

Mike Reardon should be able to use crafty Ptolemy's army to his advantage. Plus this gives plenty of room for good bickering between Tony and Mike on the road, and even better allows two Mikes on one team and two Don's on the other :)

Army Selection: The following troops are available to the Ptolemaic army:

- 1 Army General: Ptolemy is WS6, but he always hits on 3+, unless modified by a phalanx etc.
- 1 Agema Companions
- 1-2 Light Cavalry
- 0-1 \*Prodromoi Light Cavalry with javelins
- 0-1 Arab camels (armed with bows and longswords use WAB EIR)
- 1 Hypaspists (any option)
- 1-2 Pezhetairoi
- 1-2 Greek Mercenary and Veteran Hoplites
- 1-2 Greek Mercenary Peltasts
- 1 Cretan Archers
- 0-1 Agrianians
- 0-2 Thracian Highland or Lowlanders
- 0-1 Skirmisher bowmen or slingers (Arab)
- 1-2 Skirmisher Javelinmen (Egyptian)

Replacement general: If Ptolemy dies he is replaced by Ptolemy II. If Ptolemy II is killed then Ptolemy III takes over. All Ptolemaic armies may use the Anti-elephant tactics, but the other Ptolemy's are normal Strategos with no special abilities.

### Special rules:

**Anti-Elephant tactics:** The Ptolemaic army used moveable caltrops (spiked disks that tore up the elephant's feet) at the battle of Gaza in 312 BC to surprise Demetrius' elephants. Any two units of light or skirmishing infantry may be secretly pre-designated as having caltrops (exception: bowmen may not use caltrops) The caltrops may be dropped on any turn the unit does not double move. The unit counts as moving and may shoot.

The caltrops are mobile and are assumed to be picked up any time the skirmishing unit wishes, or they can be left in place in one

spot for the rest of the game. They are not transferable to another unit, and once the placing unit leaves them by moving or panicking more than 2" away they may not return and move them again. Use suitable markers to denote the area covered by the caltrops, such as Popsicle sticks with spikes at intervals. Caltrops are placed within 6" of the front models in the front of the unit (see diagram). The devices could have been boards linked with chains with spikes on them, which explains some of Demetrius' elephant's surprise when they stumbled into them in the sand. Each unit may place up to 6" of Caltrops, any elephant that moves within 3" of the caltrops is affected.

At the start of the turn, if an elephant is affected by the caltrops, it is possibly affected. Also if the elephant moves into a caltrop zone it must immediately roll on the chart below. Roll a D6, add +1 if the elephant is engaged in hand to hand, or charging.

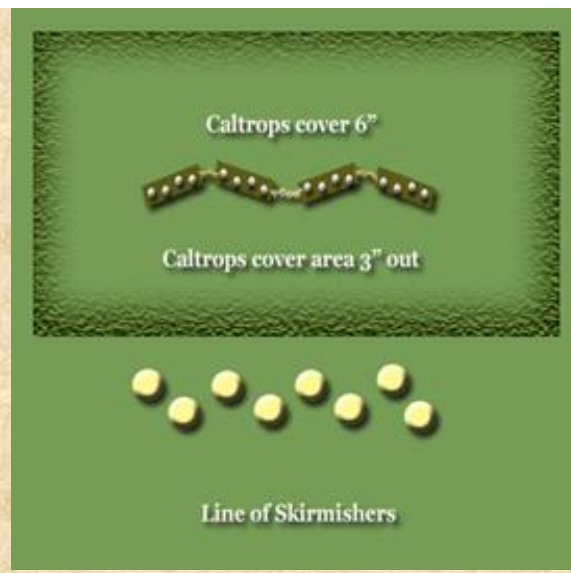
1 - 2 The elephant is unaffected, carry on

3 - 4 The elephant is stopped by the caltrops and may not move or charge further, but may fight as normal.

5 The mahout goads on his beast to try to push through, the elephant suffers 1 wound, if it passes a test on its mahout's leadership it may carry on, otherwise it is stopped as above.

6 + The elephant is bogged down and panicky, it suffers D3 un-saveable wounds to the beast, and immediately takes a 'stampede check'. If an elephant stampedes in this way, it will randomize its direction before it rolls its movement dice, 1-2 it goes forward, 3-6 it goes backwards. Align the template and move the elephant the randomized direction.

Note: Even stampeding elephants will roll for caltrops, and elephants will continue to be affected each time they are touching or within the caltrop zone. If the elephant passes on a 1 or 2 it is unaffected for the rest of its turn, even if it enters another unit's caltrop zone. Likewise on a turn an elephant stampedes from caltrops, it will ignore the rest. Caltrops do not affect any other troops. Crews on elephant affected by caltrops may function normally.



Peithon is the faction leader.

### Satrapal Rebellion

Command: The army is commanded by Peithon a Macedonian Strategos, he will have a Macedonian or Persian Army Battle Standard. The officers are fully compatible and in command of their territorial army from the Eastern marches. Any unit that normally could use the general's leadership and the ASB re-roll, may do so.

One other character may be taken and is part of the army cost. This may include a polemarch.

### Special rules: Ambush

Joe seems like a good candidate since he is bringing Persians, hopefully his army will stand up to the phalanxes, or at least run around them!

Army Selection: Use the AtG End of Persia list. May have up to one unit of *Greek Hoplites* and one unit of *Peltasts* as mercenaries. May have 0-1 Indian elephant. The General and all officers are selected from Macedonian characters.

Replacement general: If Peithon is killed or captured, he is replaced by a Eudamos, If he is killed he is replaced by Peukestes. Any leader may use ambush.

### Special rules:

**Ambush:** The rebels may hide one unit in ambush, the unit must be out of the enemy deployment zone, and within 24" of the player's baseline.. the unit may 'hide" even if enemy units have a line of sight to it. The unit is revealed on the first Persian player's turn, or if an enemy unit comes within 6" of it during movement...this halts that unit's move, and the hidden unit is revealed.

Clearly mark on a note pad where the hidden unit is. The hidden unit must be infantry or cavalry, or chariots. No war machines, or elephants may hide.



## *The Bleak East:*



Perdikkas Regent of the Empire, is the faction leader and the Team Leader.

### **Perdikkas Diadochoi Army**

Command: The army is commanded by Perdikkas a Macedonian Strategos, he will have a Macedonian or Persian Army Battle Standard. and the army will have an Army Battle Standard. One other character may be taken and is part of the army cost. This may include a polemarch.

### **Special Rules: Regency, or Cult of Alexander**

Don gets to be the false regent.... can he beat anybody even with the best troops??

Army Selection: The following troops are available to the Perdikkas Royalist army:

- 1 Army General: Perdikkas
- 1 Agema Companions
- 0-1 Light Cavalry (Asiatic)
- 0-1 Heavy Cavalry (Persian Noble Levies)
- 0-1 Light Cavalry
- 0-1 \*Prodromoi Light Cavalry with kontos or javelins
- 1 Argyraspids (Silver Shields) Hypaspists (Heavy) Drilled and Stubborn.
- 1-2 Pezhetairoi Agema Drilled and Stubborn
- 0-2 Pezhetairoi Drilled

1-2	Pantodapoi (Epigonoï from AtG)
0-1	Greek Mercenary or Veteran Hoplites
0-1	Greek Mercenary Peltasts
0-1	* Cretan Archers
1-2	Thracian Skirmishers
0-2	Persian Light Archers
0-2	Persian Takabara
0-1	Skirmisher Bowmen
1-2	Skirmisher Javelinmen
0-2	Persian levies with bows (up to 36 for each pantodapoi unit)
1-2	Macedonian Elephant

Replacement general: If Perdikkas loses, or is killed in battle, he is assassinated and his faction is dissolved. He is replaced by Eumenes. If Eumenes is defeated, he is killed by his own troops and Lysimachus takes over. Lysimachus has no special rules in this scenario.

#### **Special rules:**

**Regency:** Perdikkas holds the royal signet ring and is thus the de-facto royal successor. After Perdikkas had rebellious troops head's crushed by elephants, and Arirathes of Kappadokia and his whole family impaled, it takes some salt to take up arms against Perdikkas. Enemy characters and troops (excepting elephants or scythed chariots), must pass a leadership test to charge Perdikkas or a unit he is attached to.

**Cult of Alexander:** Eumenes created a cult of Alexander that kept his troops loyal. This upgrades the argyraspids as follows: Special rule: **Awe.** Enemy units must pass a leadership test to charge this unit to the front, if charged by the Silver shields an enemy unit must pass a leadership test or they will hit on 6's (note this is not modified by phalanxes -1 to hit, and although it seems very similar, this is not a fear test!). The argryaspids count as lost for victory points as long the camp is held by an enemy unit. While their camp is in enemy hands, the argyraspids may not charge unless the enemy is between them and the camp, or in the camp.



Seleucus I is the  
faction leader

### Seleucid Diadochoi Army

Command: The army is commanded by Seleucus a Macedonian Strategos, he will have a Macedonian or Persian Army Battle Standard., and the army will have an Army Battle Standard. One other character may be taken and is part of the army cost. This may include a polemarch.

### Special Rules: The Sly Fox

Don Manser will probably want to go phalanx heavy with this army, but maybe he can stretch his wings and fly with a wild combination of elephants and scythed chariots.

Army Selection: The following troops are available to the Seleucid army:

- 1 Army General: Seleucus
- 1 Agema Companions
- 0-1 Hippakontistoi
- 0-1 \*Prodromoi Light Cavalry with kontos or javelins
- 1 Hypaspists (Heavy)
- 0-1 Pezhetairoi
- 0-1 Greek Mercenary or Veteran Hoplites
- 0-2 Pantodapoi (Epigonoι from AtG)
- 0-2 Persian Takabara
- 0-2 Persian Mardian Bowmen
- 1-2 Skirmisher Javelinmen
- 1-3 Gandaran Elephants (from the Indian list)
- 0-1 Indian Elephant Escorts
- 1-2 Scythed Chariots (Persian list)
- 0-1 Cretan Archers
- 0-1 Persian Cavalry (Persian list)
- 0-1 Colonist Cavalry (Persian list)
- 0-1 Satrapal Cavalry (Persian list)
- 0-1 Noble Cavalry (may have Nobles or Persian cavalry)
- 0-1 Persian levies with composite bows ( up to 24 per phalanx)

Replacement general: If Seleucus dies he is replaced by Antiochus. If Antiochus is killed then Seleucus II takes over. Neither replacement has any special rules.



**Special rules:**

**The Sly Fox:** Seleucus is one of Alexander's most crafty and resilient Generals. He may decide who moves first or second after the armies are deployed. Or, after deployment is complete, Seleucus may approach one enemy unit (that contains no characters) and personally speaks to them about the perils of battle and how what a terrible thing it is to fight in such a civil war brother against brother, yada, yada, yada. This unit is then disaffected, and may not charge, move or shoot until it passes a leadership test on its unmodified leadership. The unit will fight normally in hand to hand. If it flees then the disaffection is broken and if rallied the unit may react normally. Once the unit passes its leadership check it is no longer disaffected.

Note: if the enemy army won loot in the last game the unit may take its disaffection check using the General's leadership no matter where it is on the table, and even if the unit is skirmishing. Elephants and their crew are immune to Seleucus' spiel.



Leosthenes is the faction leader

**Greek Rebellion Army**

**Command:** The army is commanded by Leosthenes. Two other characters may be taken and are part of the army cost. This may include a xenagos, and a Thracian Cheiftain if Thracians are taken as allies.

**Special Rules: Charismatic Leader**

Greek Rebellion troops are not used to elephants.

Steve Schifani will fight for freedom and attempt to throw off the oppression of Macedonian tyrants!

**Army Selection:** The army follows the AtG Greek mercenaries selections and uses the characters and army percentages at: [http://ancientbattles.com/AtG\\_GreekMercs.htm](http://ancientbattles.com/AtG_GreekMercs.htm)

The army may have 0-1 Thessalian cavalry unit from the AtG Rise of Macedon list, and up to 25% *Thracian allies* as noted on the webpage above.

The army may use Naval support if it wishes (see the website above or AtG on page 52). Only skirmishing foot troops are "used to elephants."

Cavalry and formed infantry will suffer the normal effects of elephants.

Replacement general: Antiphilus will take over if Leosthenes dies. Antiphilus has no special skills. If Antiphilus is killed then Phocion will reluctantly take over.

**Special rules:**

**Charismatic Leader:** Leosthenes is allowed to re-roll his oracle dice at the start of the game, but must abide by the second result. An army run by Leosthenes may use the "lucky seven" rule once per game (including the oracles roll).





Chandragupta is the faction leader

### Mauryan Indian Army

Command: The army must be commanded by Chandragupta. The General may ride on a horse, elephant, or chariot whose points are taken from the army points. The army will have an Army Battle Standard. One other character may be taken and is part of the army cost. This may include a polemarch.

### Special Rules: Free Escape, Conversion

Vince gets to slaughter us all with his beautiful Indian army... but remember this army has the expensive Indian infantry!! I suggest waiting to play this army by round two, after he eats, he will slow down (is that possible).. with heavy stomach/heavy eyelids he may forget to shoot bows from a couple of units.....

Army Selection: The army follows the Mauryan list selection and may have up to one unit of *Greek Hoplites* and one unit of *peltasts* as mercenaries.

May include forest Indians, and may have Maiden Guards.

Replacement general: Bindusares will take over if Chandragupta dies or converts to Jainism. Bindusares has no special skills. If Bindusares is killed then Asoka will take over, he may use free escape. Indian characters may not opt to dismount unless using free escape (below).

### Special rules:

**Free escape:** Once during the game if Chandragupta is fleeing or stampeding he may leave the model he is with and his moved 1" beyond any pursuit or the stampede roll. He counts as mounted on horseback (a suitable model must be available) and immediately rallies facing any direction. The unit he is with could be destroyed as a result, but he will safely rally this one time and slip away. Note, the Indian player may combine this with "last stand" if he wishes!

**Conversion:** After each game Chandragupta he must see if he has tired of campaigning and wishes to convert to Jainism and throw his sword in the river. Chandragupta will convert on a d6 roll of 4+, but will add +1 to the die roll if he used a "free escape". After the second game this roll is reduced to 3+.

## Scenario Details:

### 9:00 am Set-up

### 9:30 Game #1 Dash for Cash (or as soon as everybody is ready to go)

*The armies of the Successors needed funds to pay their mercenary armies. Capturing key tax centers was important since the tax collection structure of the Achaemenids was*

*kept in place and the yearly collection points filled with treasure every season. This scenario represents an opportunistic attempt to seize a key treasury center or interdict the taxes in caravans, or a border raid to seize treasure by outside "barbarians."*

### **Players set up as a pitched battle.**

All units that wish to skirmish must be placed first as one selection.

Loot (which represents a tax caravan) is up for grabs in the center of the table. A formed unit or any cavalry that touches or moves through the caravan will grab the loot and hold it as long as the unit is within 12" of the table center. In this instance a formed unit is defined as a non-skirmishing cavalry or infantry unit only. Units capture the loot immediately. The side with the loot marker at the end of the game gains extra victory points, and extra benefits in the next round.

If a unit with the loot panics or breaks it will drop the loot wherever it starts the panic. If a unit with the loot moves more than 12" away from the table center it will drop the loot. The loot is then up for grabs again in that spot (place the marker where the front center of the unit was). Each marker has a different value, the player may reveal the value to his opponent or keep it hidden.

Pursuing units will gain the loot the same way as standards are captured. If a unit is totally eliminated by missiles the loot is dropped and will be captured by the enemy unit.

If the loot is unclaimed by a unit at the end of the game it goes to either side on a D6.

The side that has the closest qualifying unit adds +2 to his die roll. If the enemy army is broken by casualties then the other side automatically receives the loot in the pursuit!

Note that it is possible that a player could win the loot but still lose the fight!!

### **Victory:**

Count up victory using the NEWS system. The loot counts for +100 points. Capturing the enemy camp in this scenario gains no victory points, although it can be still beneficial as the morale effects are still in effect! Count up points as normal, table quadrants are ignored in this scenario.

### **11:30-11:45 Intermission:** At large mercenaries auction:

Each player gains 2 coins after the game for the "At large" mercenaries auction, players that won loot gain 2+ D3 coins each. These coins are pooled and played for mercenaries during the intermission.

The mercenary units will be described at the event.

Teams may bid on each unit as they randomly come up for auction. The team leader will place the bids on behalf of his team. The winning team bid's first if they wish with a bid of one to five coins, or they may pass. A bid may be raised by only one to five coins each bid. If the second team does not wish to bid then the auction is over for this item. Once one bidding team passes the other team wins the item (unless both sides passed in which case the unit is withdrawn from use). If both teams have the same amount of coins left for item three, then that unit is not able to be used this round.

No player may have more than one at large mercenary unit added to his army, the lowest scoring army in the last round on each side must be given the first mercenary unit won. Coins not spent are lost, players return their loot markers to their camp for the next game.

**Mercenary unit models are not added to the 'army break point', and do not count against the 2200 pts total. However if destroyed**

count as victory points as normal.

### **11:45 Lunch Break (when the mercenaries are allocated)**

### **12:30 pm Game #2 Consolidation**

The Successor states assumed the trappings of Royalty and began their dynasties. This scenario represents the constant wars of consolidation as turf and territories were fought over time and again while the fledgling empires try to create legitimacy by founding cities and the ultimate goal of founding a capitol city to allow the growth of their own culture and empirical symbolism. The unruly border folks also wish to settle down and establish their own 'turf'.

The high scoring team (best to mull this over at lunch) decides this round's match ups, in the event of a tie, D6 for this choice. The match ups do not need to be historical; however, no player may play the same opponent as the last game. The losing side decides which tables to assign each fight. If an opposing team member fought on that same table last game, he may veto the choice and that game must be reassigned. Each team only gets one veto!

#### **Players set up as a accidental engagement.**

*The armies have been marching in close proximity for days. This day finds the conditions poor as rain, fog, or sandstorms have obscured visibility. The armies blunder into one another. . . .*

Players will alternate deployment one unit at a time. All units that wish to skirmish must be placed before formed troops, elephants, or chariots are placed. Skirmishers may not gain the free 4" forward move in this scenario. The side with the most units deploys their first unit to within 8" of the table center line. The second player then deploys a unit to within 8" of the center line, but may not place a unit within 18" of another enemy unit. However, in this case the unit may deploy behind a skirmisher screen or behind other friendly units even if within 18" of the enemy, but only if the front is totally covered by screening units.

#### **Loot**

A player that captured loot in the last game gains the following benefit:

1) As long as the loot is in the camp. Once per game one unit may rally automatically anywhere on the table. Flip the coin over to show that the effect has been used.

#### **Victory:**

Count up points as normal.

Capturing the enemy camp and holding yours will gain +200 extra VP's. A twice winning General will declare himself "King" of his spear won lands.

**3:00-3:15 Intermission:** At large mercenaries auction: The at large mercenaries are returned, and players rebid on them.

### **3:15 pm Game #3 Battles for Empire**

*The Successor states are starting to form. The final battle of the scenario is a blatant land grab. The last round's winning team allocates all the match-ups sat once, and the losing team allocates the tables.*

#### **Players set up as a pitched battle**

All units that wish to skirmish must be placed first as one selection. Players then alternate placing units as normal. Any “King” may decide who moves first in the game after set-up. If both players are Kings, or a King faces Seleucus, then dice off as normal. If Seleucus is a king he trumps any other king if he wishes to move first.

### **Loot**

A player that captured loot in the last game gains the following benefit:

1) As long as the loot is in the camp. Once per game one unit may rally automatically anywhere on the table. Flip the coin over to show that the effect has been used.

### **Victory:**

Count up points as normal.

Capturing the enemy camp and holding yours will gain +300 extra VP's. A General that has won two of his three games will declare himself King. A winning General will declare a “Dynasty” if he has won all three of his games.

**game ends at 5:30 pm (table space from 9 to 6:00)**

**5:30 – 6:00 pm**

### **Team Victory: Team Victory:**

**Each team counts up team points based on the following:**

**Each clear victory = 2 pts**

**Each game lost = 1 pts**

**Each game drawn (victory less than 500 points) = 1 pt**

**Each camp captured = 1 pt**

**Each enemy general killed = 1 pt**

**Each player on a side declared a King, or Archon (Greeks) = +1 pts**

**Or Each player on a side declared a dynasty or (Greek) league + +2 pts.**

**The side that holds the 5 point Alexander Coin = +1 pt**

**Declare winners, give out prizes and clean-up**

**See the scores at:**

<b>Overall Winner:</b> <b>Archon of Greece: Steve Schifani</b>	<b>Second place:</b> <b>Strategos: Mike Reardon (Ptolemy)</b>	<b>Third Place:</b> <b>Polemarch: Don Manser (Seleucus)</b>
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# Map #2 Thessaly

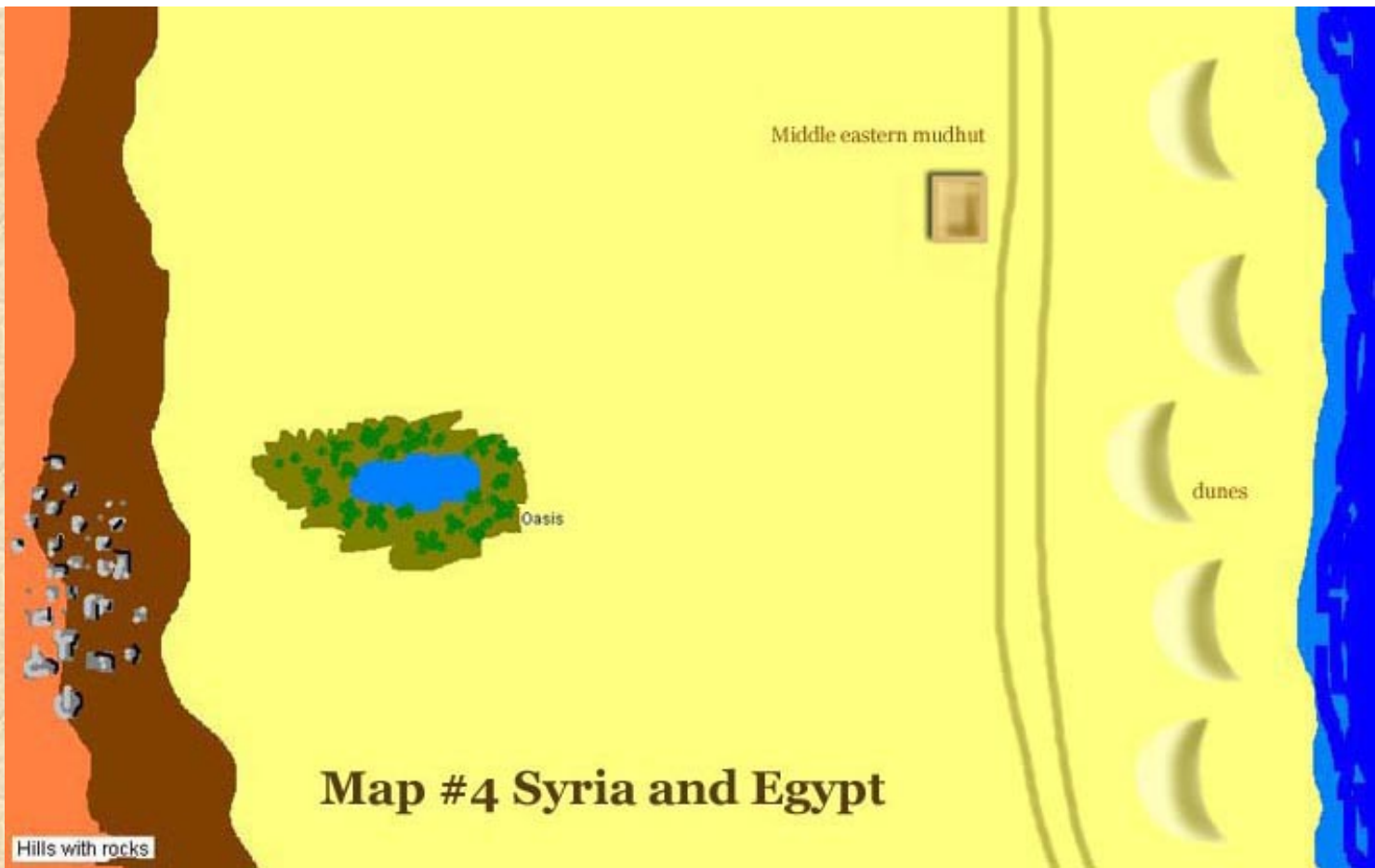






# Map #3 Asia



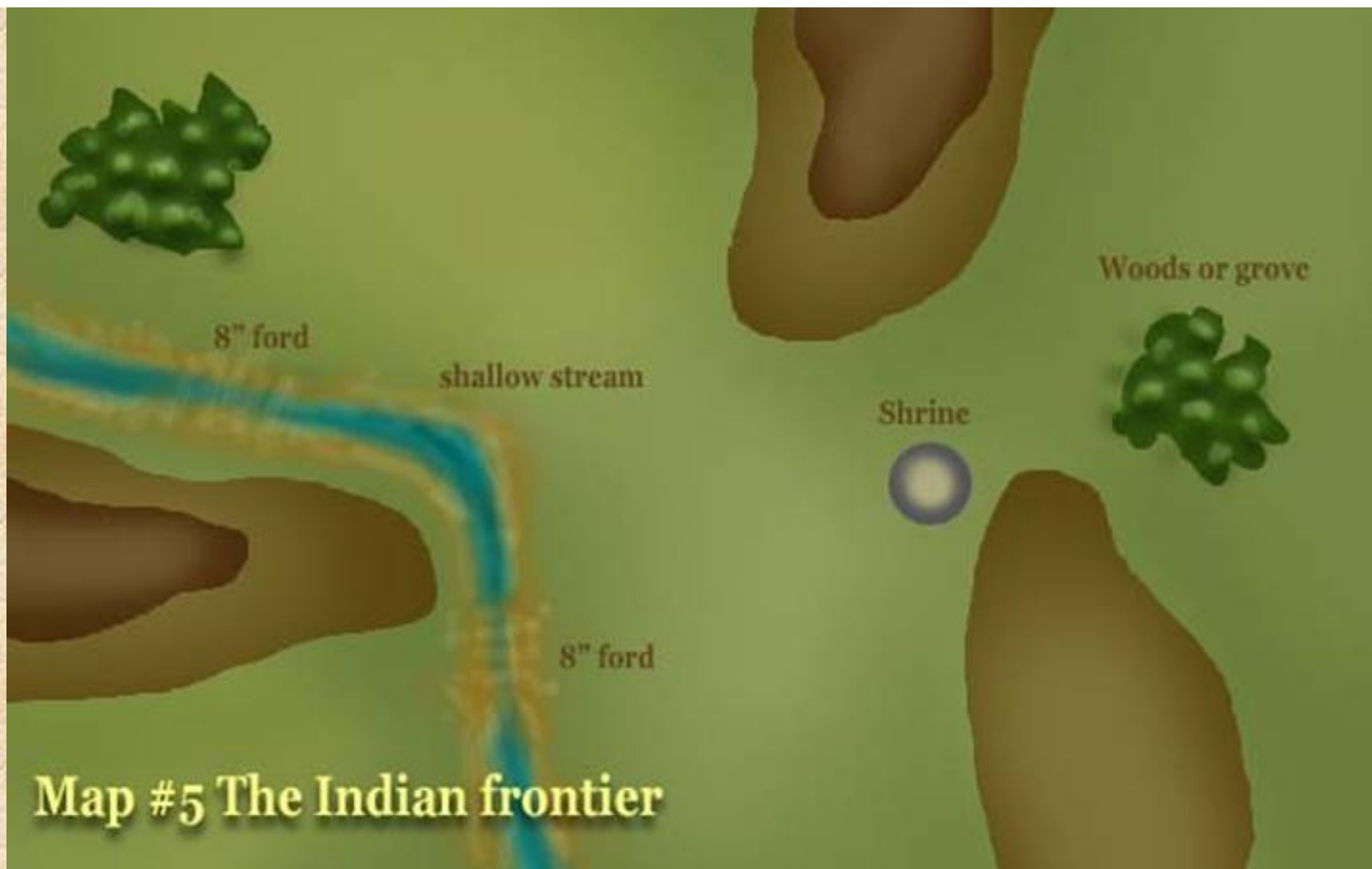


## Map #4 Syria and Egypt

Hills with rocks

Middle eastern mudhut

dunes



**Treachery Table:**

After each game a General must roll on the Treachery table:

Subtract -1 if the camp also fell to the enemy. Add +2 if victorious.

1-3= The general is usurped, assassinated, voted out of office, or some other unpleasantly affects his house. Use a Replacement General.

4-6= The General maintains the devotion of his troops. Carry on as normal.