

# Hypothetical Battle in Asia Minor (??? B.C.)

**Date Played:** Sunday, 16 October, 2005, start time 9:59 a.m., game ends 1:55 p.m. Run time 3 hours and 56 minutes.

**Scenario:** Celts invade Asia Minor as Persian force move to protect their territory. Completely hypothetical battle because the Celts actually invaded in 278 B.C. About 50 years after the collapse of the Persian Empire.

**Game Length:** No duration set

**Victory Condition:** Take the field from opposing forces.

**Players:** Alex in command of the Celts. Michael in command of the Persian forces.

**Comments:** The game's goal was to test some of the new rule changes (i.e., halt zones) designed to limit the mobility of skirmishers when they become engaged. Also, it was the first game of a new season, so it was kept small to assist in refreshing our memory and relearning the rules.

The game went quite smooth. No significant rule changes, simply a couple areas of rule clarification surfaced, and these will be addressed with more examples in the rule book.

The Persian victory was largely the result of successful morale checks and principally the *close order* command which maintained the fighting effectiveness of the unit.

## Forces:

Total Value	Stand Value	Stands						
			<b>CELTS</b>					
24	6	4	Heavy Cavalry in Mail (4 stands) with veteran exp			men	256	
43.2	2.4	18	Footmen with veteran experience				864	
7.2	0.8	9	Archers with skilled experience				288	
7.2	0.8	9	Slingers with skilled experience				288	
<b>81.6</b>							<b>1696 TOTAL MEN</b>	
			<b>Persians</b>					
11	1	11	Slingers with skilled experience				352	
78	7.8	10	Immortals with veteran exp				960	
33.6	5.6	6	Greek Mercenary Hoplites with veteran exp				384	
<b>122.6</b>							<b>1696 TOTAL MEN</b>	
			manpower ratio:	1	106 figures each!			
			point ratio:	1.502451				

## Map & Deployment:

### Deployment:

All units must deploy within 6" of the edge of the board.

All terrain is flat with an impassible river on the north edge of the board. There are also woods on the south edge of the board.

Turn 1 (9.59): Game begins with Persians and Celts arranged across the field. Celts begin with cavalry in close order on left wing and infantry in close order on right wing with skirmishers deployed across army's front.

Persians begin with Greek hoplites in open order on left wing, Persian Immortals on right wing and Persian slingers stretched across front of line.

Persian Morale = 10  
Persian Losses = 0%

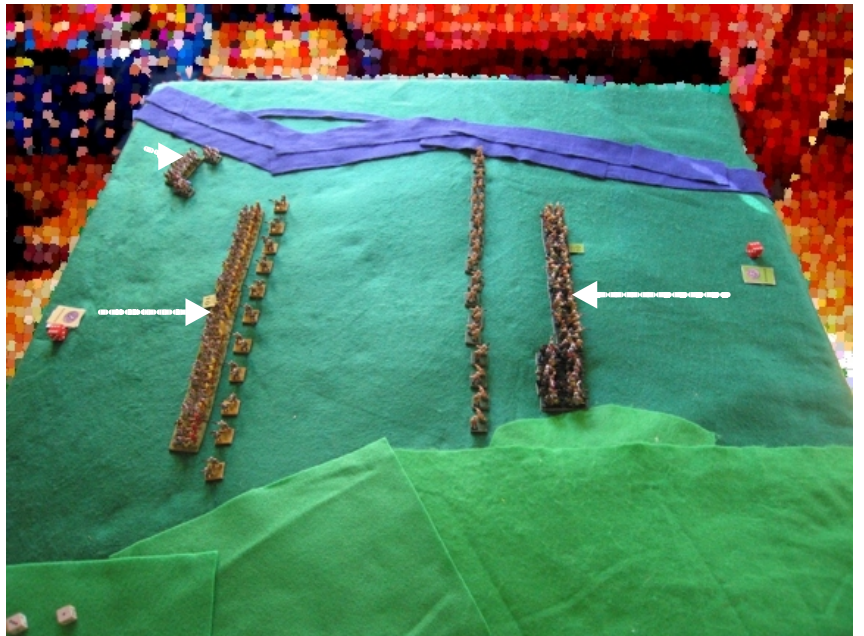
Celt Morale = 10  
Celt Losses = 0%



Turn 2 (10.28): Both army commanders give an advance command and the opposing forces advance toward one another. Missile weapons are beyond maximum range.

Persian Morale = 10  
Persian Losses = 0%

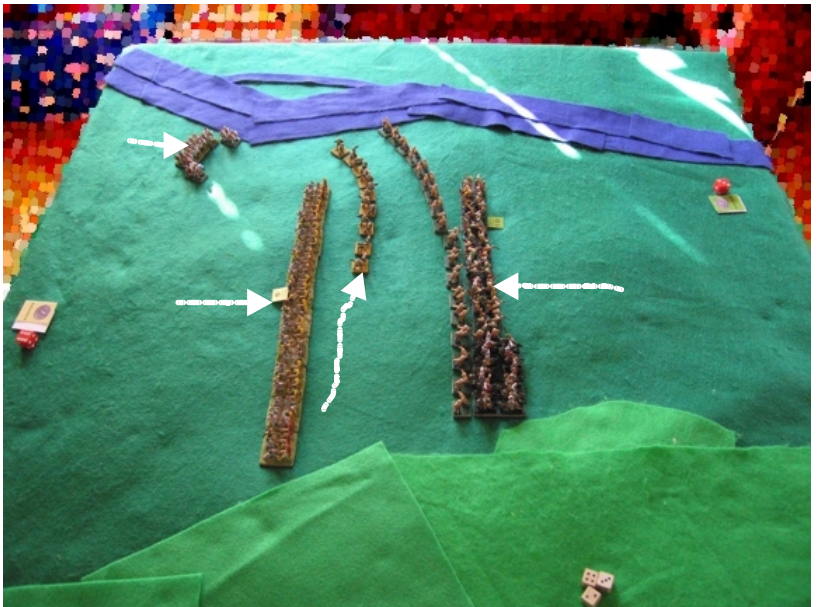
Celt Morale = 10  
Celt Losses = 0%



Turn 3 (10.51): Persian skirmishers move to protect the left flank and suffer hits from Celtic archers. Both armies continue to advance.

Persian Morale = 9  
Persian Losses = 4%

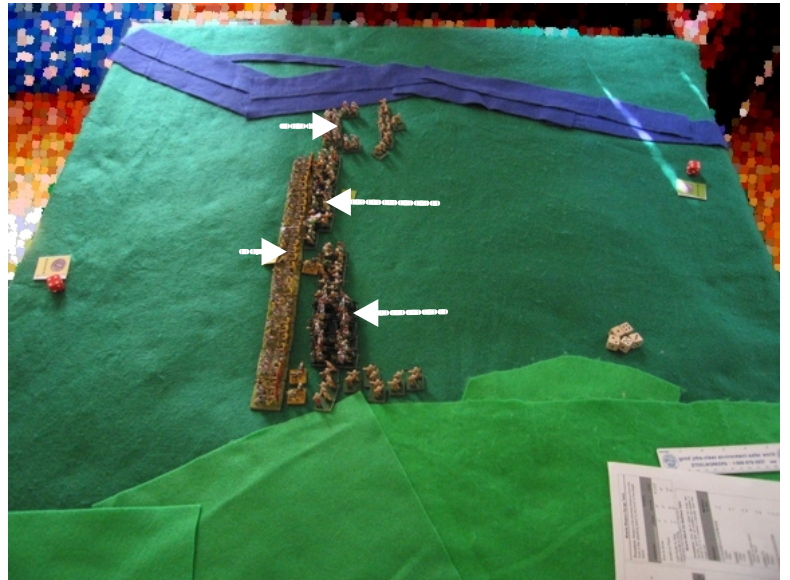
Celt Morale = 10  
Celt Losses = 0%



Turn 4 (11.52): Rather than suffer the rain of arrows from the Persian Immortals, the Celts charge decimating the Persian slingers and moving quickly into shield impact. The Greeks also charge pushing back the Celt archers

Persian Morale = 8  
Persian Losses = 6%

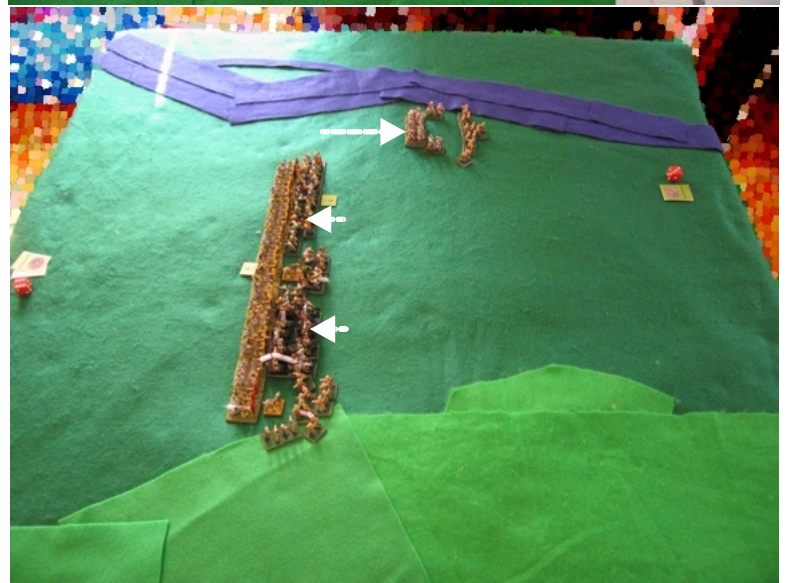
Celt Morale = 7  
Celt Losses = 6%



Turn 5(12.38): The entire line is locked in shield impact. The Greeks continue to push the Celt archers back.

Persian Morale = 7  
Persian Losses = 19%

Celt Morale = 8  
Celt Losses = 10%



Turn 6 (1:13): Celts push forward in two points along the Persian line, but the Persian command changes from Advance to Close order enabling the line to close its order. One stand of skirmishers on the Celt right flank is able to move to attack the rear of the now immobile but close ordered Greeks.

Persian Morale = 6  
Persian Losses = 23%

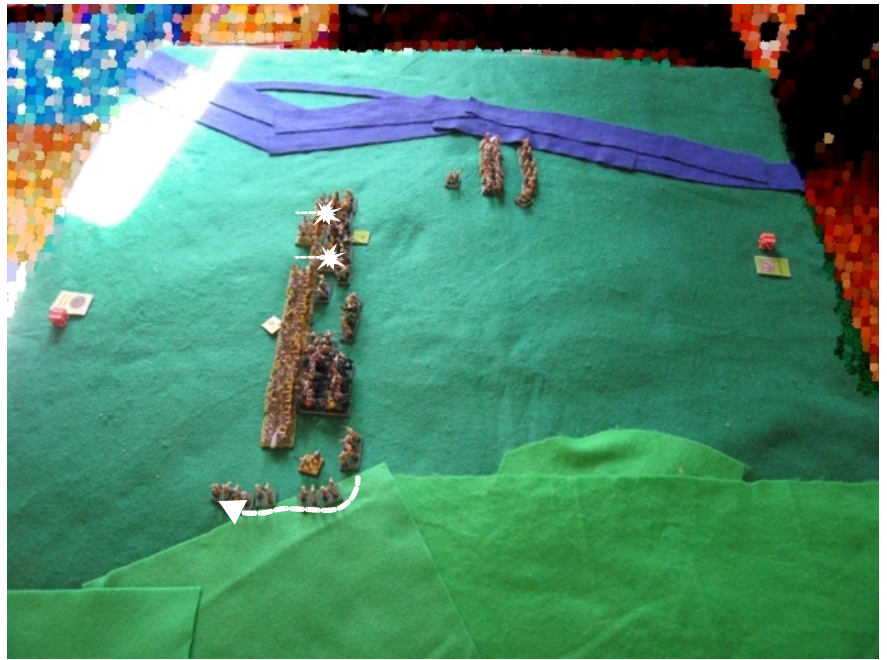
Celt Morale = 6  
Celt Losses = 13%



Turn 7 (1:39): Persian forces in close order hold the advantage and push the Celt line back in two locations. The constant indirect arrow fire also experiences some luck. However, Celt slingers are moving through the woods on the Persian right and will soon be making rear attacks.

Persian Morale = 5  
Persian Losses = 28%

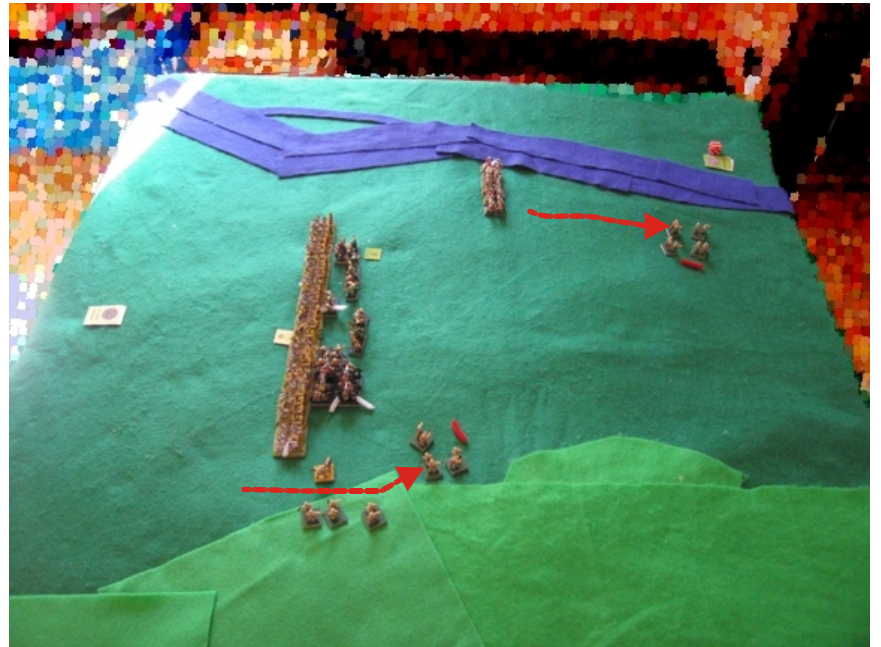
Celt Morale = 4  
Celt Losses = 20%



Turn 8 (1:50): Celt losses cause morale failure and the skirmishers route.

Persian Morale = 6  
Persian Losses = 32%

Celt Morale = 2  
Celt Losses = 30%



Turn 9 (1:55): With a morale level at 2, the veteran Celts turn tail and run leaving the field to a Persian victory. The battle was brutal and very close, but the Persian close order, persistent missile attacks, and successful morale check brought victory.

Persian Morale = 6  
Persian Losses = 32%

Celt Morale = 2  
Celt Losses = 39%

#### FINAL SCORE

Celts = 53 Persians = 41

The battle would technically be a Celt victory because the Persians lost too many troops.

