

Hypothetical Battle: Persians against the Greeks

Date Played: Saturday, 17 March 2007, start time 10:09 a.m., game ends at 3:05 p.m. Run time 4 hours and 56 minutes.

Scenario: Greeks against the Persians.

Game Length: No duration set

Victory Condition: Take the field

Players: Alex in command of the Persians. Lars in command of the Greeks.

Comments: Another simple test play of the rules.

Forces are basically equal, but Persian army has more variety, yet lesser morale.

Forces:

PERSIAN	men	
Immortals	960	
Babylonian Royal Guard	960	
Africans	384	
Celts	288	
Slingers	256	
Cavalry, light	192	
Cavalry, heavy	288	
Elephants	6	
Chariot	2	
	3336	TOTAL MEN
GREEKS		
Hoplites	1984	
Spartans	576	
Peltasts	800	
	3360	TOTAL MEN
manpower ratio:	0.99	Persian Advantage

Map & Deployment:

Deployment:

Both players deploy within 12" of map edge. Players have option to redeploy until they find a "good" deployment.

All terrain is flat except for the stream, the hill, and the orchard atop the hill.

Turn 1 (10:08): Long line of Greek Hoplites 8 men deep face Persian Immortals with Africans and elephants behind. Greek skirmishers guard the left flank; Persian cavalry protect Persian right flank.

Greek Morale = 10
Greek Losses = 0%

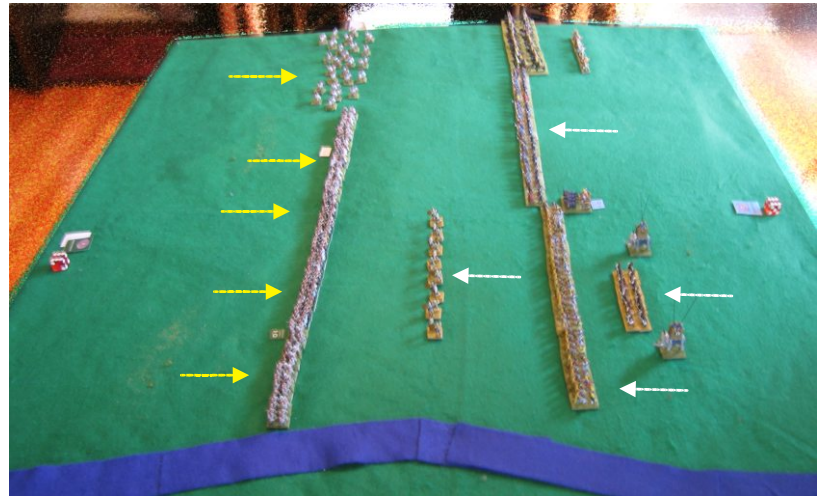
Persian Morale = 10
Persian Losses = 0%



Turn 2 (10:28): Both forces advance. Persian slingers advance ahead of line.

Greek Morale = 10
Greek Losses = 0%

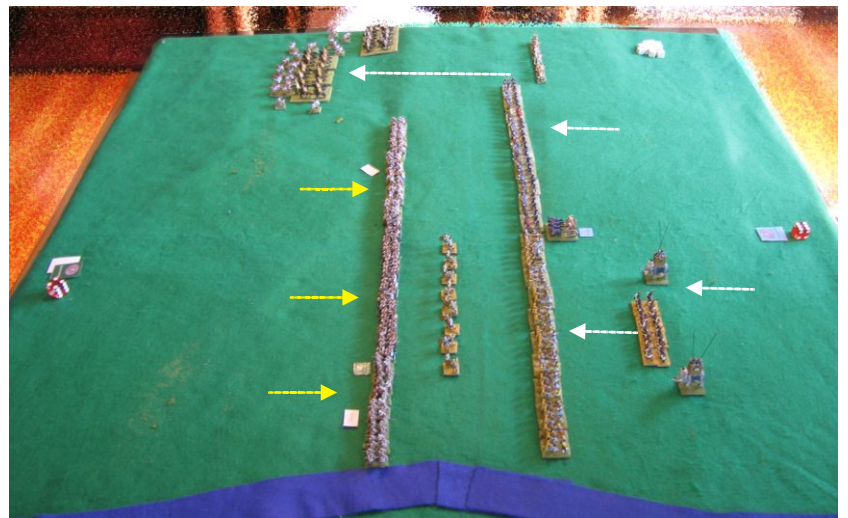
Persian Morale = 10
Persian Losses = 0%



Turn 3 (11:36): Persian cavalry charge into the Greek skirmishers and manage to do some damage. Greek morale drops because of losses on the flank.

Greek Morale = 8
Greek Losses = 7%

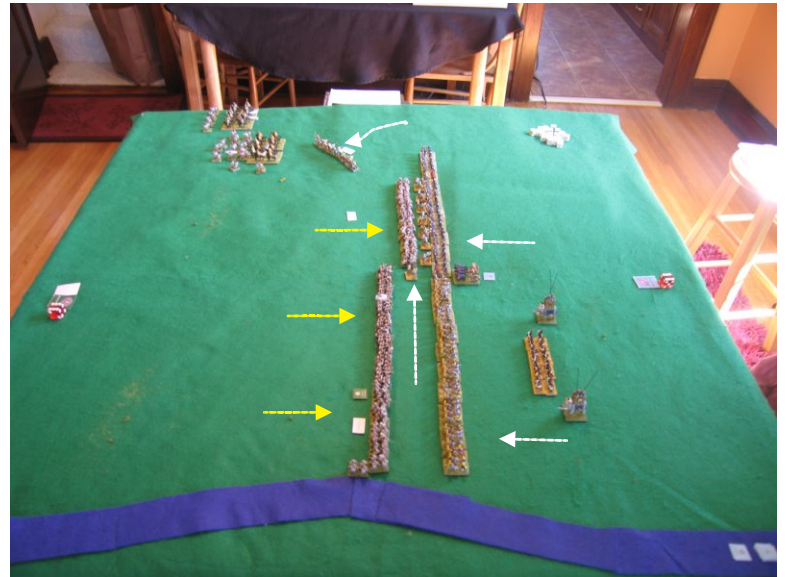
Persian Morale = 10
Persian Losses = 0%



Turn 4 (12:26): Cavalry confront skirmishers on one flank. Masses of heavy infantry approach. Losses suffered by Persian cavalry bring down Persian morale. Persian peltasts move as to not be crushed between heavy infantry.

Greek Morale = 9
Greek Losses = 10%

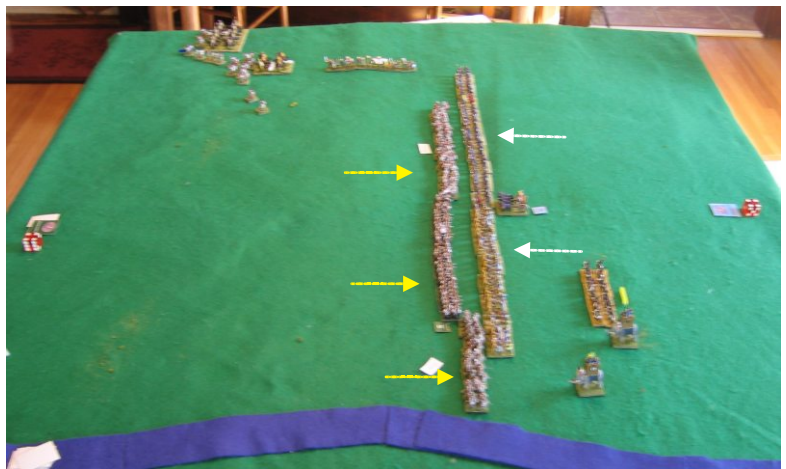
Persian Morale = 8
Persian Losses = 2%



Turn 5 (13:23): Skirmishers are unable to escape and are overrun by Greek hoplites. On Persian right, the Greek skirmishers and Persian cavalry slowly pick away at each other, but the Celts have wheeled into position to advance on the unprotected Greek left. Hoplites, now engaged with Immortals, quickly diminish Persian numbers. Note, Persian player (Alex) has some lucky morale checks while Greek morale drops to 5.

Greek Morale = 5
Greek Losses = 11%

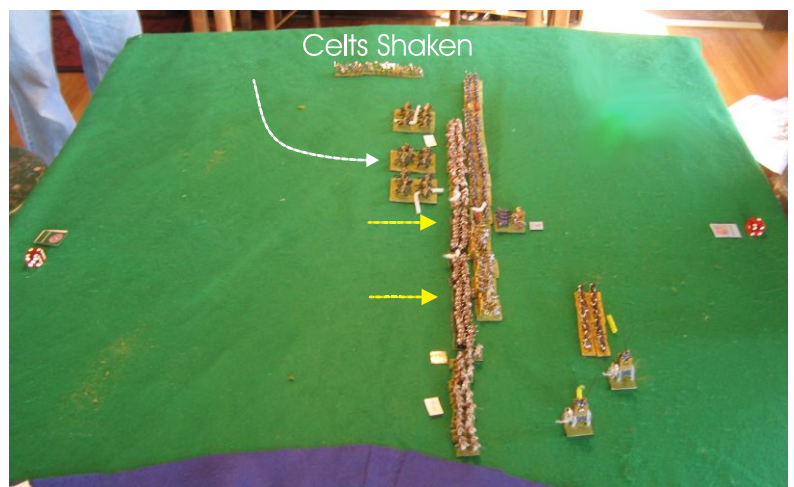
Persian Morale = 8
Persian Losses = 16%



Turn 6 (14:56): Remaining Persian cavalry move to attack the Greek rear. Celts unable to advance because they are shaken. Greeks push forward inflicting heavy losses upon the Persian infantry.

Greek Morale = 5
Greek Losses = 13%

Persian Morale = 5
Persian Losses = 26%



Turn 7 (15:00): Repeated attacks on rear on failed morale checks reduce both player's morale.

Greek Morale = 2
Greek Losses = 15%

Persian Morale = 4
Persian Losses = 30%



Turn 8 (15:05): Greek forces take foot and retreat due to morale failure. Persian Celts, Africans, and Elephant troops all route due to lower experience. Persian Immortals and cavalry remain on board to hold the field for a Persian victory.

Greek Morale = 1
Greek Losses = 33%

Persian Morale = 4
Persian Losses = 35%

