

Alexandros

Conquest and Empire

334-323 B.C.



Rulebook



Compass Games
New Directions in Gaming

Alexandros

Conquest and Empire

334-323 B.C.

by Mike Markowitz

CONTENTS

Xenophon: March of the Ten-Thousand, 401-400 B.C.

- 1.0 Introduction
- 2.0 New Units
- 3.0 SetUp
- 4.0 Sequence of Play
- 5.0 Movement
- 6.0 The Fleet
- 7.0 Combat
- 8.0 Reinforcements and Withdrawals
- 9.0 Victory Conditions
- 10.0 Optional Rules
- 11.0 Designer's Notes

Successors: Clash of the Generals, 323-301 B.C.

- 1.0 Introduction
- 2.0 New Units
- 3.0 Disintegration
- 4.0 SetUp for the Two-Player Game
- 5.0 SetUp for the Three and Four-Player Game
- 6.0 Sequence of Play
- 7.0 Movement
- 8.0 Fleets
- 9.0 Combat
- 10.0 Stacking on the Tactical Display
- 11.0 Reinforcements, Replacements and Withdrawals
- 12.0 Control of Objectives
- 13.0 Victory Conditions
- 14.0 Optional Rules
- 15.0 Designer's Notes

Alexandros Conquest and Empire 334-323 B.C.

- 1.0 Introduction
- 2.0 Components
- 3.0 SetUp
- 4.0 Turn Sequence
- 5.0 Province Control
- 6.0 Stacking
- 7.0 Supply
- 8.0 Movement
- 9.0 Combat
- 10.0 The Tactical Display
- 11.0 Siege Combat
- 12.0 Replacements
- 13.0 Reinforcements and Withdrawals
- 14.0 Random Events
- 15.0 Macedonian Objectives
- 16.0 How to Win
- 17.0 Optional Rules
- 18.0 Designer's Notes
- 19.0 Player's Notes

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1.0 INTRODUCTION

Alexandros is a two-player simulation of the campaigns of Alexander III (“The Great”) of Macedon from 334 to 323 B.C. One player takes the role of Alexander, leading the Macedonians and a coalition of Greek city-states against the Persian Empire. The second player takes the role of the Persian King, Darius III or his successors, and also controls independent Indian states and barbarian tribes.

Game Scale. On the strategic map, one inch equals approximately 80 miles and one game turn equals three months of real time. The tactical display is abstract and represents varying distances depending on the size of the battle. In a large battle, it would represent a frontage of over 3000 yards. Each tactical round represents 15-30 minutes of real time.

2.0 COMPONENTS

The components of Alexandros and I am Spartacus are:

- 2 Maps
- 2 Rulebooks
- 2.5 Countersheets
- 1 Turn Record Track:
- 2 Six-sided Dice
- 1 Box and Lid Set

2.1 The Rules. Read the rules before beginning play. Alexandros uses some concepts and terms that may be unfamiliar to players of more conventional wargames. The rules are organized by topic to assist players in locating a rule about which they have questions.

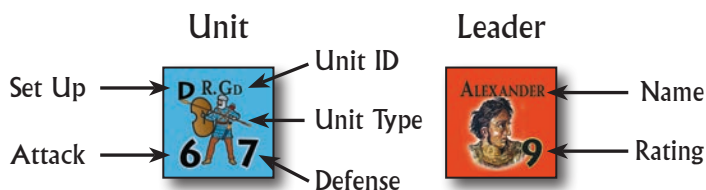
2.2 The Map. The map represents militarily significant terrain in the Persian Empire and neighboring lands. The strategic map has been divided into provinces to regulate movement, supply and combat. The oceans have been divided into sea zones, which affect the ability of players to supply their armies by sea.

2.3 The Counters. The counters represent combat units, leaders, walls (fortifications), Macedonian objectives, and various game function markers. Some of the combat units are double-sided, with the flip side indicating reduced strength. Other combat units and the wall markers have Macedonian colors on one side and Persian colors on the other. These units may be used by either side.

Two of the Macedonian units, the Hypaspist infantry and Hetairoi cavalry, have two counters each. These units have four strength steps. Only one of the counters may be in play at any one time.



2.4 Sample Counters



Each leader and combat unit counter contains the following information: nationality, unit identification, unit type, and combat strengths (attack and defense). Leader units have a single Ability (combat) rating while combat units have Attack and Defense strengths. A counter may also contain information concerning its location at the start of the game. Modern military size designations are not meaningful for units of the third century B.C. and unit size has no effect on play. Most combat units represent formations of between 1000 and 5000 men.

2.5 Nationality. The background color on each counter identifies its nationality/affiliation. Note that many counters have one color on one side and another on the reverse – this is to show changing loyalties through the game. The colors used are:

Macedonians & Greek Allies	Red	
Spartans	Black	
Greek Mercenaries	Orange	
Persians	Blue	
Indians	Green	
Barbarians	Gold	
Arabs	Sand	

2.6 Unit ID. Some units have no identification beyond unit type and nationality. Others represent specific, named units. The following names have been abbreviated:

- Heta - Hetairai
- Hypsp - Hypaspistoi

Massag – Massagetae
 Prod - Prodromoi
 R. Gd - Persian Royal Guard
 Thes - Thessalians

2.7 Unit Types. Each type of unit is identified by a unique silhouette. Unit type affects a unit's abilities in combat and pursuit.

Heavy Infantry



Light Infantry



Note that Arabs are treated as light infantry. All other infantry is regular infantry, which has no special qualities.

Heavy Cavalry

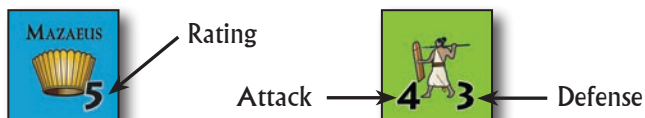


All other cavalry is treated as light cavalry.

Leader Examples



2.8 Combat Strengths. A unit's attack strength represents the unit's ability to attack enemy units. Its defense strength represents its ability to resist enemy attack. A leader's ability rating represents his ability to motivate troops to fight harder.



3.0 SET UP

3.1 Choosing Sides. Choose which side each player will play. The Macedonian player controls all Macedonian and Greek Allied units. The Persian Player controls all Persian, Indian, and Barbarian units. If a Spartan Revolt (see section 14.2) occurs, Spartan units are also controlled by the Persian player. Greek Mercenaries can be controlled by either player. Decide whether you wish to play using the Random Events (section 14.0) or any of the Optional Rules (section 17.0).

3.2 Macedonian Set Up. Place Antipater and all the Macedonian units marked "M" in Macedonia. Place Alexander, Parmenio and all the Macedonian and Greek Allied units marked "I" in Ionia. All units start the game at full strength. Place 3 wall markers (Macedonian colors) in Athens (Hellas).

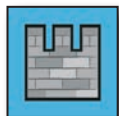
Place the Turn Record marker on Spring, 334 BC. Place your leaders and units named on the Turn Record Track in their proper spaces. All other units form the pool of potential replacements.

Set aside the second counter for the Hypaspist and Hetairai and the unnamed leader with the '0' rating. These counters will only be used after casualties are suffered in combat. Place the Macedonian Objective markers as follows:

Royal Family		with Darius
The 4 Persian Treasuries		in the cities indicated on the markers
Gordian Knot		Gordium
Oracle of Ammon		Lybia
Alexandria		in Egypt
Roxana		Sogdian Rock

3.3 Persian Set Up. Place a Persian 2-1 infantry unit in Sardis. Place Darius and all the Persian units marked "D" in either Susiana, Persis or Babylonia (all units must be in the same province.) Place Memnon and all the Persian and Greek Mercenary units marked "A" in Ionia. Place the Dahae horse archer unit in Bactria and the Massagetae horse archer unit in Sogdiana (both units with the Persian side up).

Place your leaders and units named on the Turn Record Track in their proper spaces. All other units form the pool of potential replacements.



Place the indicated number of wall markers (Persian side up) in the following cities:

- 4 - Tyre (Syria)
- 3 - Sardis (Ionia)
- 1 - Babylon (Babylonia)
- 1 - Susa (Susiana)
- 1 - Ecbatana (Media)
- 1 - Halicarnassus (Ionia)
- 1 - Gaza (between Syria and Egypt)
- 1 - Malli (Upper India)
- 1 - Sogdian Rock (Sogdiana)
- 1 - Aornos (Gandara)

Indians: Place two 2-1 infantry units in Lower India and two 2-1 infantry units in Gandara. All other Indian units are deployed with Porus in Upper India. Indian Units may not move or fight until a Macedonian unit enters Gandara, Upper India or Lower India.

Barbarians and Arabs: Barbarians and Arabs enter the game randomly. Set these units aside until they are needed.

4.0 TURN SEQUENCE

4.1 In General. A game of Alexandros consists of a variable number of turns. Each turn includes several Phases. Every action taken by a player must be taken in the appropriate Phase. Once a player finishes a Phase he may not go back to perform some forgotten action unless his opponent graciously permits it.

4.2 Sequence Outline

I. MUTUAL SUPPLY PHASE

- A. Roll for the depletion of any province supplying an army.
- B. Roll for attrition for any TURN army located in a depleted province (three or more units).

II. MACEDONIAN MOVEMENT

- A. Reinforcements. Place reinforcements in any friendly-controlled province(s).
- B. Replacements (Winter only)
 - Make leader recovery rolls every turn.
- C. Movement
 - Each leader, may move, alone or with any number of friendly units, from one province to an adjacent province.
 - Roll for forced-march attrition.

III. PERSIAN MOVEMENT

- A. Reinforcements
- B. Replacements (Spring and Winter only, except Winter 334)
- C. Land Movement

IV. COMBAT RESOLUTION

- A. Minor Combat Resolution
 - Resolve combat in each province with 1 or 2 units on at least one side.
- B. Tactical Combat Resolution - Resolve combat between forces of at least three units on each side.
 1. Evasion
 2. Tactical Display Set-Up
 3. Tactical Rounds (up to 10)
 4. Pursuit

V. SIEGE COMBAT RESOLUTION

VI. RANDOM EVENTS CHECK (only in turns indicated)

4.3 Special First Turn Sequence. For the first turn (Spring 334 BC) there are no Supply or Movement phases. Movement has already taken place. Players go immediately to Tactical Display Set-Up (the Persians had no intention of evading combat). The Battle of the Granicus is about to begin.

5.0 PROVINCE CONTROL

5.1 In General. A province is always in one of four states: Independent, Macedonian-controlled, Persian-controlled or Contested. The conditions for each status are outlined below. A province may change status any number of times in a single game.

5.2 Independent Provinces. Scythia, Chorasmia, Upper India, Lower India and Sind start the game Independent. The names of these provinces are outlined in red on the map.

These provinces are always independent unless they are contested or Macedonian-controlled. Each of these provinces is Independent each turn it is not Macedonian-controlled or contested.

5.3 Macedonian Provinces. Macedonia is always Macedonian-controlled, regardless of the presence of Persian or Persian-allied units. Hellas and Thrace are always Macedonian-controlled unless occupied solely by Persian or Persian-allied unit(s).

Design Note. Even if a Persian army moves into Macedonia, the province is still treated as Macedonian-controlled, not contested. This home-court advantage derives from the fierce loyalty of the Macedonian people to their country. Even if the Macedonian Home Army were destroyed (very unlikely in the game), the hill folk would wage guerilla war against an invader. Since Macedonia can never be enemy controlled or contested, it is always available for the placement of reinforcements and replacements (see 12.0).

5.4 Persian Provinces. All other provinces are Persian-controlled at the start of the game. Any time a Macedonian unit(s) is alone in a province, the province becomes Macedonian-controlled. The province remains Macedonian until a Persian unit(s) is alone in it - becoming contested does not change the province's loyalty. Note the Macedonian need no longer leave a unit behind to keep control.

5.5 Contested Provinces. A province is Contested if both sides have at least one combat unit in the province.

5.6 Control of Sea Zones. Sea zones can be used for conveying supply to armies (see 7.5). A sea zone may be used to convey supplies to an army as long as the player seeking to convey supplies either controls or contests at least one province bordering on the sea zone. Note that it is possible for each player to use the same sea zone on the same turn, even if tracing supply in opposite directions.

Supply may be conveyed up to but not beyond an enemy-controlled fortress on the coast of a sea-zone (see 7.5).

Design Note. Oared warships had no endurance for long voyages. They usually had to beach every night to feed and rest the crews. Fleets of such ships could not exist without a friendly shore nearby.

6.0 STACKING

6.1 In General. There is no stacking limit on the strategic map. Any number of leaders and combat units of either or both sides may be present in a province. There are stacking limits on the Tactical Display (see 10.5-10.7).

6.2 Armies and Garrisons. Three or more units in a province are considered to be an “Army.” One or two units alone in a province are considered to be a “Garrison.”

A garrison is either a field garrison or a city garrison. To be a city garrison, the unit must be stacked with at least one wall marker in a city. Any other garrison is a field garrison.

A city garrison may exist in a province exclusive of any field army there. A non-city garrison is automatically absorbed into any army in the province.

Design Note. The distinction between armies and garrisons is critical for both supply and combat. Three or more units means you can fight on the Tactical Display, but also imposes supply restrictions. Garrisons are free from supply requirements, but must fight on the Minor Combat Table.

City garrisons aid in resisting sieges, but cannot assist armies in regular combat. City garrisons are also excluded from the necessity of retreating with a defeated army.

6.3 Unity of Forces. All units and leaders of one side (except city garrisons) in a single province are considered to be a single force. For purposes of calculating supply and engaging in combat (either on the Tactical Display or the Minor Combat Table), all units (except city garrisons) must participate as a single force.

During the Movement Phase, subunits may be split off from the main force and moved to other provinces or left behind in the province if the main force moves. During the Siege Combat Phase, a single force with more than one leader may also conduct more than one siege in a single province.

Exception: Barbarian and Indian units may not stack with any other Persian-controlled units. If Barbarians and Persians or Indians are present in the same province, they are treated as completely separate forces for purposes of supply, movement and combat.

6.4 Stacking of Markers. Wall and Depleted markers do not affect the stacking of combat units. No city may accumulate more

than five Walls.

Exception: the Temple of Ammon in Lybia may not be fortified.

7.0 SUPPLY

Beginners Rule. Skip this section entirely. Ignore all references to supply and attrition elsewhere in the rules.

7.1 In General. Combat units require supply to ensure their long-term survival. Units are supplied by “living off the land” of the province in which they are located. This method of supply carries with it the chance to deplete a province of supplies. Once a province has been depleted of supplies, units stationed there are subject to losses by attrition. Provinces recover from attrition during the summer turn of each year.

Each province is classified as either Rich, Fertile, Mountain or Desert/Wilderness. The type of province indicates the ability of that province to sustain an army within its borders.

7.2 Supply Procedure. Any units stationed in an undepleted province are considered to be in supply. Count the units in each province. For each province in which there are three or more units, roll one die. If the result is 5 or 6, place a Depleted marker in the province. Add one to the die roll if there are more than 8 units in the province. Add one to the die roll if the province is a Mountain province. Add one to the die roll if it is a winter turn. These additions to the die roll are cumulative – an army of 10 units in a mountainous province during winter would add three to the depletion die roll.

Once depleted, a province can suffer no further effects.

7.3 Effects and Removal of Depletion Markers. In future game turns, any group of three or more units in a depleted province is subject to attrition. Remove all depletion markers at the start of each Summer turn.

7.4 Attrition. If more than three units are located in a depleted province, the group must roll for attrition. Count the number of units. Roll one die and cross-index the result with the appropriate type of province on the Supply Attrition Table. Reduce the force by the indicated number of steps.

A step may be lost either by reducing two-step units or by removing single-step or already-reduced units. The owning player has complete freedom in selecting the steps to be lost, but no unit may be eliminated by supply attrition as long as there is a unit in the same army that can satisfy the loss by being reduced.

7.5 Sea Transport of Supply. Supply may be “carried” by sea from one friendly-controlled province to units in another friendly-controlled or Contested province. Both provinces must border on a sea zone. The supply may be carried through any number of contiguous sea zones, provided each zone is controlled by the player (see 5.6).

Supply may not be carried beyond an enemy-controlled coastal fortress (a coastal city with at least one wall marker). Supply may be carried up to the fortress, but not beyond it.

When tracing supply by sea, roll for depletion of the supplying province as though the army being supplied was located in that

province. If more than one army is being supplied, total all the units being supplied when rolling for depletion.

Example: The Persian player controls Tyre. A Macedonian army in Syria could trace supply to Ionia because the Macedonians contest Syria, which borders on the Phoenician zone. A Macedonian army in Egypt may not trace supply by sea from Ionia because Tyre blocks the Phoenician sea zone.

7.6 Supply in Desert/Wilderness Provinces. Desert/Wilderness provinces can never supply an army – they are considered permanently depleted. Armies in those provinces must roll for attrition each supply phase.

7.7 Supply in Contested Provinces. In any contested province, total all units on both sides when rolling for depletion. Each army rolls for attrition separately if a Contested province is depleted.

7.8 Supply in Macedonia. Macedonian units in Macedonia are never subject to supply attrition.

7.9 Garrisons. Supply is required only for armies (three or more units). Garrisons (one or two units) do not require supply. Garrisons may be stationed indefinitely in any province, even one which has been depleted.

8.0 MOVEMENT

8.1 In General. Combat units must start the turn stacked with a leader in order to move, and must remain with that leader throughout the move. Each leader may move from one province to any adjacent province in one turn. The presence of friendly or enemy units has no effect on movement.

A leader can enable any number of friendly units to move. Not all units must move with the leader, but those left behind may not move unless stacked with another leader. Leaders can move alone.

8.2 Borders. Movement is made from province to province. There are two kinds of borders – normal and mountain. Normal borders have no effect on movement at any time.

All the borders of a Mountain province are treated as mountain borders. During Winter turns, Mountain borders are impassable (the passes are blocked by snow). No movement is allowed across Mountain borders during Winter turns. Treat mountain borders as normal borders during all other seasons.

Special Note. The fortress of Gaza is the border between Egypt and Syria. Units may not pass through Gaza if it is enemy-controlled. An army in either of those provinces may lay siege to Gaza; units in Arabia may not.

Special Note. The border between Thrace and Ionia is considered a normal boundary.

8.3 Movement Restrictions. Persian units and leaders may not move into Indian or the barbarian provinces listed in 14.3. They may move into all other provinces on the map.

The Macedonian Home Army (Antipater and the six infantry units marked with an “M”) may not leave Europe – they can only enter Macedonia, Hellas or Thrace. If a Spartan Revolt (see 14.2) has occurred, and all Spartan units have subsequently been

eliminated or have moved out of Europe, this restriction is lifted.

Indian units may only enter Gandara, Upper India and Lower India.

8.4 Forced March. Certain Macedonian and Allied units stacked with Alexander may “force march” an extra province in a single turn. These units are: all cavalry units, all archers, the Agrianians and the Hypaspists.

A forced march begins in one province, passes completely through an adjacent province and ends in a third province. A forced march may not ignore impassable borders. The force marching units may begin the turn stacked with friendly units that are ineligible to force march as long as these are left behind in the starting province or the first province entered. The force marching force may “pick up” other units in the first province entered, even units which are not eligible to force march.

8.5 Forced March Restrictions. Alexander may not force march through a province containing an opposing Army, but may force march through a province containing an opposing garrison (see 6.2) as long as at least one Macedonian or allied combat unit is dropped off to contest control of the province.

8.6 Forced March Attrition. The units which complete the two-province forced march must make a separate attrition die roll on the Supply Attrition Table. Roll using the province type of the first province entered. For example, if Alexander force marches from Syria through Arabia to Egypt, roll for attrition on the Desert/Wilderness line of the table. The depleted/non-depleted status of the province has no effect.

Design Note. Alexander’s logistic apparatus depended on commissary agents sent ahead of the moving army to arrange for the collection of supplies (much as Napoleon would do 2,000 years later). Forced marching precluded such arrangements.

9.0 COMBAT

9.1 In General. Combat occurs whenever there are opposing forces in a province at the start of the Combat Phase. City garrisons (see 6.2) do not count. If both sides have armies of three or more units, the Tactical Combat Display must be used (see 10.0). Any other combination of opposing forces must resolve combat using the Minor Combat procedures (see 9.4).

Combat is not voluntary, but forces may attempt to evade combat.

9.2 Evasion – Minor Combat. The defender (only) may attempt to evade Minor Combat (only) if the defending unit(s) is cavalry or light infantry, or if the defending unit is stacked with a leader whose ability rating is higher than the ability rating of any leader stacked with the attacking force. On a die roll of 1, 2, or 3 the evasion is successful and the defending unit is moved to any adjacent friendly-controlled or contested province. Evasion is not allowed if all adjacent provinces are enemy-controlled. Units that evade into a contested province may not take part in further combat during the turn of evasion, but must retreat with the friendly forces in that province if they are forced to retreat in a subsequent combat.

9.3 Evasion from the Tactical Display. Either player may attempt to evade tactical combat prior to setup on the tactical display. Evasion is only possible if the evading army can retreat into a friendly-controlled or contested province. Leader ratings and types of combat unit present are irrelevant. Tactical Combat evasion is successful on a die roll of 1 or 2 for the Persian player, and 1, 2, 3 or 4 for the Macedonian player. The Persian player may choose to have Indian or Barbarian units attempt evasion, but evading Indian units may only enter Gandara, Upper or Lower India, and evading Barbarian units may only move into their province of origin.

9.4 Minor Combat Procedure. The side with the larger force, based on the number of combat units, is considered the attacker, regardless of who wants or does not want battle. If both sides have the same number of units, the side with the higher total attack strength is the attacker. If both sides have the same attack strength, the Macedonian player is the attacker.

Total the attack strengths of all attacking units and add the ability rating of the highest-rated leader present with the attacking force. Total the defense strengths of all defending units and add the ability rating of the highest-rated leader present with the defending force. Divide the attacker's strength by the defender's strength, rounding any remainders down. The result is the odds for the combat. For example, an attack strength of 31 divided by a defense strength of 8 yields 3.875, which rounds to 3 (3:1 odds).

Locate the appropriate odds column on the Minor Combat Results Table. Roll one die and cross-index the die roll with the odds column to get the combat result. Apply the result immediately (see 9.5).

Note that odds greater than 4:1 result in the immediate elimination of the defender with no loss to the attacker. In many cases, it will be obvious that an attacking force has far more than four times the combat strength of the defending force – the players may dispense with formalities.

9.5 Minor Combat Results. There are five possible combat results on the Minor Combat Results Table. Do not confuse these results with those on the Tactical Combat Results Table (see 10.12). The results are:

AE - Attacker Eliminated. All attacking units and leaders are eliminated.

AL - Attacker Loss. One step of attacking units eliminated, owner's choice. If a leader is present roll for him on the leader casualty table.

EX -Exchange. Each side loses one step, owner's choice. Roll for the highest-rated leader on each side on the Leader Casualty Table. Any surviving defender's (only) may retreat out of the province into an adjacent friendly-controlled or contested province. If no such province is available, the units may not retreat. Retreating is entirely discretionary for the defender; the attacker may not retreat.

DL-Defender Loss. Same as AL but only defending units are affected. Surviving defending units may retreat (same as in Exchange).

DE -Defender Eliminated. Same as AL but only defending units are eliminated.

10.0 THE TACTICAL DISPLAY

10.1 In General. In any combat in which each side has at least three units, the players must use the Tactical Display. The tactical display has its own turn sequence, movement, stacking and combat rules. Once combat begins on the tactical display, players must continue fighting until the battle ends (see 10.19) – armies may never voluntarily retreat off the display.

10.2 Tactical Display Sequence. Combat on the Tactical Display is fought in rounds, of which there may be a maximum of 10 in a single battle. The Tactical sequence is:

1. Evasion (see 9.3)
2. Set Up (see 10.3)
3. Combat (see below)
4. Pursuit, if applicable (see 10.20).

Each combat round is fought using the following sequence:

1. **Macedonian Rally Phase.** The Macedonian Player may attempt to rally units in his Routed Units Box (see 10.18).
2. **Macedonian Movement Phase.** The Macedonian player may move second line units into the front line and vice versa (see 10.6), advance units into adjacent empty boxes (see 10.9), and move any two units from one box to another (see 10.8).
3. **Macedonian Combat Phase.** The Macedonian Player conducts attacks from at least one box (see 10.10 to 10.15).
4. **Persian Rally Phase.**
5. **Persian Movement Phase.**
6. **Persian Combat Phase.**

10.3 Tactical Display Setup. The players set up their forces according to the restrictions set out below. The Persian player always sets up first.

Place the first unit in the Center box, stacked with the highest-rated leader present. Place the second unit in the Right box, stacked with the second Leader present. Place the third unit in the Left box, stacked with the third leader present. Place the fourth unit in the Reserve box with the fourth leader present. The fifth and sixth units must be placed in the Center box. Any remaining units and leaders may be placed in any one of those four boxes subject to the capacity of the boxes.

No units may be set up in the outflank boxes.

Exceptions. Macedonian leaders are not subject to placement restrictions based on ability rating – any leader may be placed in any box, but two leaders cannot be placed in the same box until there is at least one leader present in every box occupied by combat units.

If Spartan units are set up on the Tactical Display, at least one Spartan unit and King Agis must be placed in the Right box.

Design Note. The Persian player is required to setup first because the Persian army was much less flexible and maneuverable than the Macedonian. The Macedonians were thus able to adjust their deployment to take advantage of any weakness in the Persian deployment. Players may, if they wish, use a simultaneous and secret deployment – just improvise some kind of screen.

10.4 The Boxes. Each army has 7 boxes. The Left, Center and

Right boxes constitute the main battle line. The Reserve box represents the rear area of the army. The Left and Right Outflank boxes represent the flanks of the army. The Routed Units Box is a holding area for units which have been routed in combat.

Units in battle line and outflank boxes may move and attack into the opposing box in the enemy line, into any adjacent box in the friendly line (if it becomes occupied by enemy units), and into its own reserve box. Units in the reserve box may move and attack into any of the 5 frontline boxes.

10.5 Box Capacity. The Left, Center and Right boxes may contain up to eight units each – a maximum of four in the first line and a maximum of four in the second line (see 10.6). Generally, only units in the first line may engage in combat.

Each Outflank box may contain a maximum of 4 units – there is no first or second line in these boxes. Only Cavalry and light infantry units may be placed in the Outflank Boxes. All units in the boxes may engage in combat.

There is no limit to the number of units which may be placed in the Reserve Box. A maximum of four units from the Reserve Box may engage in combat, offensively or defensively.

No more than four units may advance into an enemy box – they may all advance in the same turn, but each enemy box can contain no more than four units of the other side (see 10.9).

Leaders do not count toward box limits.

Design Note. The relation of the boxes is an abstraction of the standard deployment of ancient armies. Heavy infantry units may not enter the outflank boxes because they are the slowest units on the field and the entire enemy army would be able to move quickly enough to turn any such outflanking attempt into an attack on the main line.

10.6 The Battle Line. The battle line boxes are divided into a first and second line. There must be at least one and no more than four units in the first line. The second line can consist of up to four additional units, but there is no requirement to have at least one unit in the second line. A player is not required to maintain four units in the front line just because he has available units in the second line. Second line units may be moved into the front line during the movement phase. This does not count as a tactical movement (see 10.8).

Only front line units may attack out of the box. Second line units may be attacked only from the flank or rear (see 10.15).

If the first line is vacated due to battle and there are units in the second line, at least one of those units must move into the front line during the next movement phase. This is true for units of both sides, not just the moving side. The first line may not be vacant if there are units in the box.

10.7 Unit Stacking. Combat units may not stack with each other on the tactical display. Each unit attacks and is attacked alone. One leader may stack with each combat unit.

Exception. Two Persian 3-3 Cavalry or two Persian 3-2 Infantry units may stack together to make a 2-step 6-6 Cavalry or 2-step 6-4 Infantry unit. A leader must be present in the box to allow such stacking.

The 2-unit stack is treated as a single 2-step unit for all purposes

of movement and combat on the Tactical Display. When required to take a step loss, remove one unit.

Design Note. This simulates the battle-field cohesion of troops in the presence of a leader.

10.8 Tactical Movement. Each player may conduct one tactical movement per round, except the first. This consists of moving one or two units from any one box to any one adjacent box (“adjacent” means connected by a double-headed arrow).

Tactical movement may not leave the Left, Center or Right box empty – at least one unit must stay behind to hold the line. This does not apply to the Reserve or Out-flank boxes.

10.9 Tactical Advance. If a box is vacant at the start of any round, units in any adjacent box may advance into it. Advancing units may not attack during the same round.

An advance does not count against the limit on tactical movement. Any number of advances may be made in a given round, but only one into each empty box. No more than four units may advance from one box to another in a single round.

Example. Three Macedonian heavy infantry units advance into a vacant Persian Center box at the start of the Macedonian Movement Phase of Round 3. Those units may not take part in the Macedonian Combat Phase of Round 3. They may be attacked during the Persian Combat phase of Round 3, by Persian units in the Persian Left, Right and Reserve boxes. The Macedonian units may attack in the Macedonian Combat Phase of Round 4.

10.10 Tactical Combat. The Active player must attack out of at least one box per combat round. He may attack out of as many boxes as he wishes, providing each attacking box meets the requirements set out below.

Units in one box may only attack units in one adjacent box. Combat consists of a series of unit-to-unit duels. On the first round only one box may attack. On the second and subsequent rounds, each box may attack or pass as long as at least one box attacks.

If there are an equal number of attacking and defending units in the chosen boxes, then each attacking unit must attack a different defending unit. If there are more attackers than defenders, each defending unit must be attacked by one attacking unit, attacking player’s choice. If there are more defenders than attackers, the attacker must fight the strongest defending units first (based on defense strength), ignoring the weaker ones.

Resolve each combat completely before proceeding to the next. Resolve all combats from one box before moving on to the next.

Exception. Cavalry units may not attack Elephants – if only cavalry units are present in a box opposed by Elephants, that box must pass, it may not attack

10.11 Combat Resolution. To resolve a single combat, compare the attack strength of the attacking unit to the defense strength of the defending unit. If either unit has a leader, add the leader’s rating to the appropriate combat strength.

Divide the attacker’s strength by the defender’s strength, rounding any remainders down. The result is the odds for the combat.

Locate the appropriate odds column on the Tactical Combat

Results table. Roll one die and cross-index the die roll with the odds column to get the combat result. Apply the combat result immediately.

10.12 Combat Results. There are five possible combat results:

AR - Attacker Rout. Place the attacking unit in the Routed Units box. If a leader is stacked with the unit, roll immediately on the Rout column of the Leader Casualty Table and apply the result. If the leader survives, place the leader with the unit in the Routed Units Box.

AL - Attacker Loss. If the unit has only one step or is a reduced two-step unit, remove it from the board and place it in the dead pile. If the unit has two (or more) steps, flip it over to its reduced side. In either case, if a leader is stacked with the unit, roll immediately on the Loss column of the Leader Casualty Table and apply the result. If the unit is destroyed but the leader survives, place the leader with any other unit in the box (but he may not participate in another combat in the same phase).

Eng - Engaged. The units are locked in combat and suffer no ill effects., Move the two units part way out of their boxes and next to each other to show they are engaged. During the next round, the engaged units must fight again, meaning the previous defender must now attack the previous attacker, and the box in which the engaged defender sits must attack; it cannot pass.

DR - Defender Rout. Same as AR, but remove the defending unit/leader.

DL-Defender Loss. Same as AL, but reduce/remove the defending unit/leader.

10.13 Missile Combat. Archers and horse archers resolve their attacks without computing odds or using the tactical combat results table. As a reminder, these units have their Attack Strength bracketed.

To attack, select a target. Roll one die. If the die roll is less than or equal to the archer unit's attack strength, treat the result as DL. Any other result has no effect. The presence of leaders has no effect on missile combat, but a leader stacked with a unit that suffers a step loss must immediately roll on the Leader Casualty Table.

If the target unit is heavy infantry or heavy cavalry, add one to the die roll.

Example. An Indian 4-2 archer unit fires at the Hetairoi cavalry unit, stacked with Alexander. The die roll of 3 is modified to 4, because the target is heavy. Since the die roll is equal to the archer's attack strength, the target suffers a one-step loss and Alexander must roll on the leader casualty table. If the die roll had been 4 (modified to 5) the attack would have no effect.

10.14 Defensive Fire. Archers and horse archers that are attacked may fire at the attacking unit before combat is resolved. If the attacker is eliminated, remove it immediately. If the attacker is reduced, the attack must still be resolved, at new odds. An archer or horse archer unit that is engaged as a result of a previous combat round, or which is attacked by another archer unit, may not use Defensive Fire.

Optional Rule. If the players wish, all light infantry units may use defensive fire once per battle. They fire with a strength of 1. Rotate or mark in some way those units which have fired.

10.15 Flank and Rear Attacks. If there are attacking units in more than one box adjacent to a single box of defending units, each attacking box may launch a separate attack into the defending box. The attack from the first attacking box is restricted by the rules set out in 10.10. Each subsequent attacking box is also under those restrictions, but may ignore any units attacked from a previous box. These subsequent attacks may also be made against units in the second line of a Left, Right or Center box.

The priority for these subsequent attacks must be: units on the front line (strongest first), then units on the second line (strongest first).

A single defending unit may be attacked more than once, but no unit may be attacked twice until all units have been attacked once; no unit may be attacked three times until all units have been attacked twice, and so on.

Optional Rule. Any time a unit is attacked from two different boxes in the same turn, shift the final odds ration one column to the right for each attack.

Design Note. In normal combat, it is virtually impossible to bring greater combat strength to bear because a single unit can occupy a box and can only be attacked once. Flank and Rear attacks allow an army to make better use of numerical superiority, but they can only be achieved after an advance has taken place by one side or the other.

10.16 Leaders. Leaders participate in combat by being stacked with a unit. Only one leader may participate in combat in any one box on any one round.

Any time the unit with a leader suffers a rout or loss result, roll one die and consult the appropriate column on the Leader Casualty Table. If the result is WIA, flip the leader to his reduced (wounded) side. Subsequent wounds have no additional effect. Note the leaders with "0" ratings have no wounded side – treat WIA results as KIA result for those leaders.

If the result is KIA, remove the leader from the game. If the dead leader was not the commander of his army in the battle (see 10.19), there is no further effect of his death.

A leader alone in a box into which enemy units advance is automatically captured.

10.17 Special Rules for Alexander. A unit stacked with Alexander may ignore all rout results, but Alexander must still be checked for Leader Casualty.

If Alexander receives a KIA result on a Leader Casualty check, roll again. On a roll of 1 he really is dead; treat any other result as WIA.

Design Note. They didn't call him Great for nothing. Alexander never ran away and provided a tremendous motivation for units in his immediate vicinity. We also had to make him relatively indestructible so the Macedonian Player would not keep him (ahistorically) out of battle. There is also a certain poetic justice that the superstitious Alexander dies only on snake-eyes.

10.18 Rallying. Any unit in the Routed Units box that begins a round stacked with a leader may attempt to Rally. A unit stacked with Porus rallies automatically. Other leaders can rally a unit on a die roll of 1, 2 or 3. Place the rallied unit and leader in the Reserve box. If it is enemy-occupied, place them in any other friendly-controlled box. Units which did not rout with a leader may not rally during a battle. Any routed unit which survives a battle rallies automatically at the end of the battle.

Darius may not attempt to rally – as Tarn observed, “Darius twice deserted brave men who were dying for him.”

10.19 Ending a Battle. There are four ways to end a battle:

1) Death or Capture of Commander. If Alexander is killed or captured the battle is over and the game ends immediately with a Persian Decisive Victory.

If Darius or Bessus is present and is killed or captured, all remaining Persian units rout, and the players proceed to the Pursuit phase.

If Alexander, Darius and/or Bessus is not present, then the highest ranking leader of each army is the commander for that battle. If he is killed or captured, the battle ends. Place all remaining units of the losing side in the Routed Units Box and proceed to the Pursuit Phase.

2) Elimination of One Side. If all units of one side are eliminated or routed, the battle ends. Proceed to the Pursuit phase.

3) Breakthrough. If a player eliminates all enemy units from the opposing player’s Reserve box AND occupies it with at least four units and a Leader, then a Break-through has occurred. The enemy camp is overrun and the entire enemy army Routs. Place all surviving enemy units in the Routed box and proceed immediately to the Pursuit phase.

4) Nightfall. If the battle has not ended by one of the above methods after all 10 rounds are completed, it ends automatically in a draw. There is no Pursuit by either player – both Armies remain in the province.

10.20 Pursuit. When a Battle ends in any way except Nightfall and some losing units survive in the Routed Units Box and there are victorious full strength un-routed cavalry and/or light infantry units, the victorious player may conduct a pursuit.

Roll one die for each full-strength un-routed victorious cavalry and light infantry unit and consult the Pursuit Table. Eliminate the indicated number of routed enemy units. The choice of units to be eliminated is up to the owning player.

Pursuing light infantry cannot eliminate enemy cavalry units. If the only remaining routed enemy units are cavalry, then light infantry cannot roll on the Pursuit table. Units that survive a Pursuit are retreated to any adjacent province in the following order of preference: friendly, contested or enemy controlled.

11.0 SIEGE COMBAT

11.1 General. Siege Combat is a special type of combat involving walled cities or fortresses. Siege combat is conducted after regular

combat, so an army which has already fought a battle may conduct a siege. Sieges may be conducted in Contested provinces.

If an army has more than one leader (except those with a “0” rating), it may conduct one siege with each leader, but each unit in the army may participate in only one siege.

Siege combat is optional.

11.2 City Garrisons. A garrison unit may be “in the field” or it may be placed in a city. A field garrison must be attacked using the Minor Combat Results Table. It may not assist in defending the city from siege nor may it retreat into the city after combat.

A city garrison may not take part in any normal combat in the province. A city garrison may consist of one infantry unit (not step) for each wall marker on the city. Any number of leaders may be placed in the city; cavalry may not. A city with only one wall marker cannot support a garrison.

City garrisons control a province if no enemy units are present, and contest the province if enemy units are present. As with other garrisons, they never need supply. Units may switch back and forth from city to field garrisons freely during their movement phase.

11.3 Procedure. To resolve a siege, add up the number of attacking infantry and light infantry units – do not count archers or cavalry. Add 2 if the Siege Train is present. Add 1 for each leader present (as long as there is at least one infantry or light infantry unit for each leader).

Subtract 1 from that total for each wall marker and one for each garrison unit. Subtract 1 for each leader present (again, as long as there is at least one infantry or light infantry unit for each leader).

The result is the siege differential. Roll one die and cross-index the die roll with the appropriate differential column on the Siege Table. The result is the number of losses suffered by each side; the attacker’s loss is to the left of the slash, the defender’s loss to the right. Add 1 to the defender’s loss result if the Siege Train is present (the presence of the Siege train automatically inflicts one loss).

11.4 Satisfying the Siege Combat Results. The Attacker may satisfy a loss by eliminating one attacking infantry or light infantry step. For each such loss, the attacker must designate a leader (if any took part in the siege) and roll once on the leader casualty table (but roll only once for each participating leader).

The defender may satisfy a loss by eliminating either a Wall marker or one step of the garrison. If any loss is satisfied by losing a garrison step and any leader took part in the siege combat, the defender must make a leader casualty check once for each such loss (one check per leader).

11.5 Defender Sortie. If at least one garrison step is present the besieged player may choose to make a sortie (a sudden attack) against the towers, rams and catapults represented by the Siege Train unit. The sortie must be announced and resolved BEFORE the attacker rolls on the siege table. Eliminate one garrison step and roll the die. On a die roll of 1 or 2, the Siege Train is destroyed. Only one sortie is allowed per turn.

11.6 Ending a Siege. When the last wall marker on a city is eliminated, the city and any remaining defending units and leaders

are captured. The new owner is immediately awarded one wall marker (quick repairs on the ruined fortifications). Any desired additional fortification levels must be built normally (see 12.5).

The attacking player may lift a siege at any time – he is not required to continue a siege that he has started.

11.7 Special Siege Train Rules. The Siege Train can only move if accompanied by at least one infantry unit. If it is ever caught alone in an enemy-controlled province, it is captured and destroyed. It can be rebuilt in Macedonia, at the cost of four replacement steps (see 12.0).

12.0 REPLACEMENTS

12.1 In General. Replacements represent the rebuilding of units partially or completely destroyed in combat, the formation of entirely new units, and/or the diversion of such resources to building walls. Each player receives one replacement point for each province he controls at the start of the new turn. Note that the Macedonian Player receives replacements only at the start of each Winter turn, and the Persian Player receives replacements at the start of each Winter and Spring turn (except the Winter of 334 BC).

Replacements points must be used on the turn of availability – they cannot be saved from turn to turn. Contested provinces yield replacements to neither player.

12.2 Use of Replacements. The Unit Replacement Cost table on the map contains a summary of the replacement costs for the various unit types and for wall markers. Each player is free to purchase any combination of replacements, subject to the availability of units, wall markers and replacement points.

12.3 Rebuilding Reduced Units. Any two-step (or more) unit which has been reduced through combat or attrition may be rebuilt to full strength by purchasing the appropriate type of step(s). Expend the appropriate number of replacement points and flip the unit counter over to its full-strength (or next higher) side. The location of the unit is unimportant – it may even be under siege.

12.4 Rebuilding Destroyed Units. Any unit placed in the dead pile as a result of combat or attrition, or which began the game there, is available for rebuilding with replacement points. Expend the appropriate number of replacement points and pull the unit from the dead pile. Multi-step units may be rebuilt to any level of strength.

Rebuilt units may be placed in any friendly-controlled (not contested) province during the Replacement phase.

Design Note. Armies of the day did not stay in the field year-round, and never manned extended lines. It was perfectly possible for bodies of reinforcements to make their way to a friendly army.

12.5 Building New Wall Markers. New wall markers may be placed on any city in any friendly-controlled province at a cost of 2 replacement points each. The number of wall markers in the counter-mix is a design limit – do not make extra markers. If a player wishes to make a new wall and there are no more counters

left, he may freely destroy another of his wall markers (anywhere) and reuse the marker immediately.

Note that it is impossible to rebuild walls during a siege since new walls may not be placed in a contested province.

12.6 Indian and Independent Provinces. The Persian Player may not count the Indian or independent provinces in determining his replacements. Indian and barbarian forces never receive replacements.

Note that Lybia is part of the Persian Empire and does count for replacements (although Lybia is mostly desert, the Greek colony of Cyrene, just off the map, paid tribute to Persia).

12.7 Greek Mercenaries. Greek Mercenary units may be purchased as replacements by either player – first come, first served. Once bought by one player, they remain with his army until destroyed and placed in either dead pile. Mercenaries may change sides any number of times in the game.

Design Note. Because the mercenaries are two-step units, it was impossible to back-print them in opposing colors. Players will just have to keep track of their current loyalty as best they can.

12.8 Special Macedonian Recruitment. On the Winter turn following the Macedonian occupation of any Persian Capital (Susa, Persepolis or Ecbatana) the Macedonian player may start taking one-step Persian infantry and cavalry units as replacements.

On the Winter turn following the Macedonian entry into Upper or Lower India, the Macedonian player may start taking one-step Indian infantry units as replacements.

In both cases, the units taken must be in the dead pile and must be back-printed with Macedonian colors. The Macedonian player may not take more than half his replacements in this way – for every special replacement he must take at least one Macedonian, Mercenary or Greek Allied replacement. The Special Replacements are placed on the map the same way as all other replacements.

Design Note. This represents the recruitment of former Persian troops into Alexander's army. Alexander made extensive use of such troops to supplement his limited Macedonian and Greek manpower.

12.9 Leader Casualty Recovery. Roll one die for each injured (reduced) leader during each replacement phase (not just those in which replacements are received). Alexander and Porus recover on a die roll of 1-5. All other leaders recover on a die roll of 1-3.

Design Note. Alexander was wounded over 20 times and had a remarkable ability to heal. Porus was an enormous and tough warrior. Kings always got the best medical care. It's good to be the King.

12.10 The "0" Leaders. The two leaders with "0" ratings can be used to replace any leader killed or captured in battle, to include themselves. After the end of the battle, place the "0" leader with any surviving units. If there are none, place the leader with any other friendly units. The "0" leaders act in all ways as other leaders, but note they have no flip (wounded) side.

When a new leader enters the game, remove the "0" leader. There can never be more than one "0" leader in play at one time for each

side – the single counter is a design limit.

Design Note. During playtesting, we found that the Persian player could be reduced to having no leaders, while the Macedonians suffered greatly if Parmenio gets killed early in the game. The “0” leaders represent junior officers who would take over until someone of higher rank came along. For historical interest, Xenophon would have been such a leader.

12.11 Macedonian Recuperation - Optional. The reduction of the Macedonian phalanx from 8-8 to 7-7 in combat represents disruption and fatigue more than actual losses – the men’s armor and tight formation prevented heavy casualties unless the formation was disrupted. On any turn in which a 7-7 Macedonian phalanx has not participated in combat (siege, minor or tactical board), flip it back to its 8-8 side. This does not cost any replacement points.

13.0 REINFORCEMENTS & WITHDRAWALS

13.1 Reinforcements. Reinforcements are new units or leaders that enter the game at times specified by the turn record track. Reinforcements are always placed on the board at full (not reduced) strength, and are available at the start of each player’s reinforcement phase of the appropriate turn. Reinforcements may be placed in any controlled (not contested) province.

13.2 Withdrawals. Withdrawals represent the disbanding of units or the non-combat death of leaders. Withdrawals are made during the owning player’s reinforcement phase. For example, the Persian commander Memnon died in the Spring of 333, so in the game this unit is withdrawn during the Persian reinforcement phase of that turn. If the Turn Record Track calls for the Withdrawal of a Leader or unit that has already been eliminated, ignore the Withdrawal; no substitute is required.

14.0 RANDOM EVENTS

Beginners Rule. Ignore this entire section.

14.1 In General. Random Events are events which occurred during Alexander’s campaigns. They have been made random so that players cannot plan ahead.

The Turn Record Track indicates the timing of the random events. On those turns, take the actions indicated below.

14.2 Spartan Revolt. During the Random events phase of each Summer and Autumn turn beginning in 332, the Persian Player rolls one die. On a die roll of 1 or 2, the Revolt occurs. Place the Agis leader counter and the Spartan units in Hellas. Flip any Wall counters in Athens to the Persian (blue) side. These units are moved by the Persian Player, but may only enter Hellas, Macedonia, Thrace and Ionia. They do not require supply in Hellas.

If there are any Greek Mercenary units in the dead pile or replacement pool, roll one die. That number of Greek Mercenary units are placed with Agis and the Spartans.

Once all four Persian treasuries have been captured, add one to

the Persian Player’s die roll. If all four Persian treasuries have been captured, and Darius and Bessus have both been killed, it is no longer necessary to roll for Spartan revolt. Antipater and the Macedonian home army are released from the restrictions of 8.3.

Design Note. In 332, Agis II, King of Sparta led a revolt against the Macedonian domination of Greece. Antipater crushed the Spartans in 331 at the battle of Megalopolis. In the game, the chances of a revolt depend on how well Alexander is doing.

14.3 Barbarians and Arabs. On any turn marked with a “B” there is a chance of a barbarian incursion.

Roll one die to determine the location of the raid:

Raid Location:	Die Roll	Result
	1	no raid
	2	no raid
	3	Scythia
	4	Chorasmia
	5	Sind
	6	Arabia Use Arab units

Roll another die to determine the size of the raid:

Raid Size:	Die Roll	Result
	1	2 units
	2	4 units
	3	6 units
	4	8 units
	5	10 units
	6	10 units

The Persian player places the units in the indicated province, and may move and fight with them as he wishes. As long as barbarian units remain in their original province they do not require supply. Once they move into the Empire, they are subject to normal supply rules.

The Persian player is not required to move Barbarian units on the turn of placement – he can hold them in readiness indefinitely until a suitable Macedonian target comes along. Note that Barbarians can establish Persian control over a province – the Barbarians are assumed to be Persian allies receiving payoffs from the Great King.

Barbarians never require leaders to move or fight, and may not combine forces with any other forces, Persian, Indian or other Barbarians. If a Barbarian group splits up, they may never recombine. In all other ways, they function the same as any other units.

The barbarian units in the counter mix are a design limit. If the die roll calls for more units than are available, ignore the excess.

15.0 MACEDONIAN OBJECTIVES

Beginners Rule. Ignore this entire section.

15.1 In General. Alexander's prestige and charisma depended on the achievement of certain highly visible goals and public-relations events. In a sense, the campaign was a giant scavenger hunt for spiritual and physical treasures. These are represented by the Macedonian Objective markers which count for Victory points at the end of the game. Place the Objective markers on the appropriate boxes at the start of the game. As Alexander achieves each objective, remove it from the board.

15.2 The Persian Royal Family. After the Battle of Issus, Alexander captured the family of Darius, including his mother, Sisygambis, his wife, and his children. His courteous treatment of these noble prisoners was a major propaganda victory. The Royal Family counter is stacked with Darius and moves wherever he moves. If Darius routs or is killed or captured on the Tactical display, or if he is present in a city that falls to a siege, the Royal Family is captured.



15.3 The Gordian Knot. A temple in Gordium preserved an old Royal ox-cart to which a yoke was fastened by an elaborate knot. There was a prophecy that the man who could undo the knot would rule all of Asia. According to one version of the story, Alexander drew his sword and hacked through the knot. If Alexander enters Gordium (in Phrygia), scratch one knot.

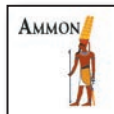


15.4 Alexandria. Alexandria does not exist until Alexander enters Egypt. On the turn following that entry, regardless of the control status of Egypt, treat Alexandria as a normal city, which may be fortified and garrisoned.



Design Note. Alexander, with characteristic modesty, founded at least sixteen different Alexandrias throughout his newly-conquered empire. The Alexandria of Egypt was the only one to win lasting fame – as an unequalled center of intellectual pursuit.

15.5 The Temple (Oracle) of Ammon. The Greeks considered the Egyptian god Ammon to be identical to their god Zeus. Alexander never revealed what the priests at this desert oasis told him, but it had something to do with his claim to divine descent.



15.6 Darius. If the Macedonian player kills or captures Darius, treat the Darius counter as an objective achieved. When Darius leaves the board, Bessus becomes Great King – place him with any Persian army or garrison, or in any Persian-controlled province.



Design Note. Historically, Bessus deposed Darius, then murdered him to prevent his falling into Alexander's hands alive. In the game, Bessus simply waits in the wings as a replacement.

15.7 Bessus. If the Macedonian player kills or captures Bessus, treat the Bessus counter as an objective achieved. The highest-ranking Persian leader still alive after Darius and Bessus are out of action is entitled to call himself Great King, but Alexander gets no additional points for tracking him down.



Design Note. Alexander had Bessus mutilated and impaled for the crime of seizing the throne that Alexander claimed.

15.8 Persian Treasury. The four treasury markers represent the Persian Royal Treasury. The treasury markers may not be moved. When the Macedonians capture the treasury when they capture the cities in which the treasuries lie.



When the Macedonians have captured two of the treasuries, the Persian player loses his Spring replacements. When the Macedonians have captured all four of the treasuries, the Persian player may no longer rebuild or replace his foot archers or Royal Guard, and may not hire any more Greek mercenaries.

Design Note. The actual bottom line was: Babylon, 20,000 talents; Susa, 59,000; Persepolis, 120,000 (!); and Ecbatana, 12,000. It is good to be the King.

15.9 Roxana. Alexander needed a wife because he needed an heir. The most beautiful woman in Asia is the prize for capturing the Sogdian Rock.



Design Note. It is really good to be the King.

16.0 HOW TO WIN

16.1 Instant Persian Victory. If Alexander is killed or captured in combat, the game ends with a Decisive Persian Victory. This does not occur when Alexander dies at the end of the game or by Random Event (see 17.3).

16.2 Instant Macedonian Victory. At the beginning of any game turn, every province on the map except Arabia, Sind, and the barbarian provinces that border the North edge is Macedonian-controlled, the game ends with a Decisive Macedonian Victory.

16.3 Victory Points. If neither side achieves an instant victory, play continues until the end of the Summer 323 BC turn. At that time, the Macedonian Player receives 1 victory point (VP) for each Objective secured by Alexander and 1 VP each Macedonian-controlled province. Compare the total score to the following schedule to determine the winning player and the margin of victory:

0 -10 VP: Decisive Persian Victory – Greek becomes a dead language, no Western Civilization survives, today we'd all be speaking Farsi.

11-15 VP: Marginal Persian Victory – No Hellenistic empires develop. Rome wins big a century or two earlier, and we're all speaking Latin.

16 -20 VP: Draw – The Persian Wars drag on for centuries, exhausting East and West. We're all speaking Turkic.

21-25 VP: Marginal Macedonian Victory – What Actually Happened.

26 or more VP: Decisive Macedonian Victory – A universal world empire is established, resulting in a Golden Age of peace and progress that lasts for millennia. Sounds like Greek to me.

17.0 OPTIONAL RULES

Beginners Rule. Ignore this entire section.

17.1 Scorched Earth. Memnon of Rhodes, the brilliant Greek mercenary who led the Persian Army at the Granicus, wanted to fall back through Asia Minor, destroying all the crops in order to starve the invading Macedonians. He was overruled by the Persian satraps, who were itching for a fight and reluctant to see their family estates devastated. To see how Memnon's strategy might have worked, you may, by mutual agreement of both players, apply this rule:

During any supply phase, the Persian player may place a depleted marker in any province he controls (not in a contested province). The depleted marker is not removed at the beginning of the following summer turn (all the peasants starved or became refugees). Mark this any way that works – use two depleted markers, toss a penny on the province, flip the marker over.

17.2 Macedonian Fury. If Alexander is injured while leading a siege attack, all subsequent attacks against that city inflict double losses on the defender.

Design Note. After Alexander took an arrow in the chest at the Malli citadel, his men massacred every living thing in the town.

17.3 Death of Alexander. Alexander died in the Summer of 323, probably from illness complicated by heavy drinking and the debilitating effects of his multiple injuries. The historical game ends at the death of Alexander. In this hypothetical scenario, we give Alexander a chance to survive long enough to establish a dynasty.

On each turn beginning with the Summer turn of 323, roll one die during the Random events phase. On a die roll of 1 (1 or 2 if the Alexander counter is flipped over to its reduced side) Alexander dies and the game ends immediately.

17.4 Mutiny. There is a chance that the Macedonian troops will refuse to obey orders. There is also a chance that a disgruntled Macedonian general may attempt to stage a coup. On turns labeled "Mutiny Check," roll on the Mutiny Table during the Random Events phase. The chance of Mutiny depends on the current number of Objectives that have been secured – the higher the total, the more war-weary the troops will be.

Effects. The Army stacked with Alexander may not move in the following Macedonian movement phase. Withdraw the indicated number of Macedonian units immediately.

Treachery. If a Mutiny occurs and at least one other leader (except Hephastion) is stacked with Alexander, roll for Treachery. Select one of the stacked leaders at random (by drawing from a cup, for example). On a die roll of 1 or 2 that leader is withdrawn (executed for plotting to over-throw Alexander).

If no other leader is stacked with Alexander, but other Macedonian Leaders are still on the board, treachery is still possible – randomly select one of the leaders and roll one die. On a die roll of 1 or 2 that leader is withdrawn and any Macedonian combat units stacked with that leader may not move in the following movement phase.

17.5 City Surrender. Before declaring a siege attack against any Persian controlled city, the Macedonian player may elect to roll on the city Surrender Table instead. The table need not be used against any unfortified city.

City Surrender Table:	City	Die Roll
	Sardis	1-5
	Halicarnassus	1 -2
	Tyre	N
	Gaza	1
	Susa	1-3
	Ecbatana	1-4
	Persepolis	1 -3
	Pasargadae	1 -3
	Sogdian Rock	N
	Aornos	1-2
	Malli	N
	Gordium	1-4
	Athens	1-3

Roll one die for the city -if the result falls within the span of numbers indicated below, the city surrenders with its fortifications intact. Flip the wall markers over to show Macedonian control. If a garrison is present it joins the Macedonian army immediately if the counter has a Macedonian flip-side, otherwise it is placed in the dead pile. Any leader or objective in the city is captured, and placed in the Macedonian Objectives box.

Only one surrender roll is permitted per city. If it fails, the city must be taken by siege. If a siege has already begun, the roll may not be made.

An entry of "N" in the Die Roll column means that this city or fortress never surrenders.

Design Note. Many of Alexander's campaigns of conquest were in fact little more than victory marches. The combination of his reputation and their dissatisfaction with Persian rule led many peoples to submit to him before he even began his march into their territory.

18.0 DESIGNER'S NOTES

Alexandros, at least at first glance, seems to be more fun for the Macedonian player than for the Persian. Army, garrison or city, anything the Persian player deploys out there is inexorably steam-rolled by the Macedonian juggernaut. The Persian player has to constantly remember one overriding objective: Kill Alexander. Seek a battle whenever you have enough force to take a shot at Alexander. Since your best stack only has a 13 attack strength against the 17 defense strength of Alexander plus the Hetairai cavalry, you will need persistence and luck. Ignore everything else

on the battlefield, and keep hitting at Alexander. A second-line archer can sometimes get in a shot that helps whittle the Hetairai down to a more vulnerable defense strength. Build up your Eastern fortresses as much as possible to force Alexander to risk his neck besieging them.

Some players will object to the rules governing tactical attacks – I have four strong units facing a box with one weak unit, why can't I just pile on with all four? The rigidly linear tactics of classical warfare made units very cautious about their flanks and rear. At battles from Marathon to Cannae, big armies learned it was dangerous to throw everything into a weakly held sector of the enemy line. There might be a second line waiting behind that screen of light infantry, or a mass of cavalry poised just off to the left. Sound tactics were to send one unit forward, while others waited to see what happened. A lone unit is subject to multiple attacks in one round only if there are multiple attacking boxes – this is a realistic way to model linear tactics without the added overhead of big, rectangular counters and complex flanking rules.

The naval side of the game is absent partly because of counter-mix limitations, partly because it added a lot of complexity, but mostly because it was no big deal historically. Neither Alexander nor the Persians (who initially commanded a much greater fleet) ever used sea power in an aggressive way. The use of ships to transport supply is modeled abstractly in Rule 7.5, and that was far and away the greatest effect sea power had on this campaign.

The most challenging part of the design was the humble reinforcement schedule. There is a vast historical literature about Alexander and his campaigns, but there is little to go on when you have to decide which of the many Persian satraps were qualified to command an army, or just when one of Alexander's companions was first trusted with an independent detachment. If you find better information, please let me know.

In the actual campaign, Sardis in Ionia was surrendered to Alexander by its commander, Mithrines. It was one of the strongest fortresses in Asia, with a triple wall and a strong natural position. In fact, many of the other walled cities in the Persian Empire gave up without a fight. In the basic game, we assume the Persian governors are made of sterner stuff. The Table for City Surrender is an optional rule based on the historical probabilities. The walls of Babylon were one of the wonders of the ancient world, but they were basically a giant mud-pie (adobe brick, faced with glazed tile). The Persians had demolished sections of the wall, and removed the city gates, to discourage the cranky Babylonians from rebellion. Babylon probably should not be allowed a wall strength greater than 2. Pasargadae was the first capital of Persia, and the location of the tomb of Cyrus the Great. It was unfortified, but politically significant enough to include on the map – by fortifying and defending it the Persian Player may be able to deny Alexander control of his home province for another turn. It should be noted that the temple of Ammon in Libya is a holy place, and neither player may fortify it.

The Caucasus mountains, which form the northern border of Armenia, are treated as impassible. I know there is a perfectly good pass on the Caspian shore, but there is nothing on the other side (at this period of history) worth conquering. The Pamirs, beyond Sogdiana and Bactria are also treated as impassible, because I had to end the map somewhere.

19.0 PLAYER'S NOTES

As in the actual campaigns, battles will not happen very often but they will be the focal points of the game. In between battles, the armies will march around to gain control of provinces, guard those already gained, and build their strength with re-placements. But it is the battles which will determine the course of the game.

Your initial placement on the battle board is critical because of the limited movement capabilities. The only way to survive a battle without the defeat of one army is to survive 10 rounds. To do this, keep the action to a minimum by placing only a single unit in each combat box and place the rest in the Reserve. Since each unit can only attack or be attacked once per turn, you will have fewer units at risk on any given turn. On the other hand, should fortune smile on your army and one of the opposing battle boxes be empty, you will be less able to take advantage by making a strong advance (remember, you've got to leave one unit in the main battle line boxes). This can be solved by placing several units in the second line of the battle boxes.

If you want the battle to go more quickly (by causing higher casualties), cram those battle boxes to the brim. Both sides have to do this to generate the faster battle-either side can slow the action by keeping committed units to a minimum.

Leaders should generally be used, unless you only have one. He still has to start in the Center box, but you can keep him in the second line and move him to the Reserve later. Alexander is the exception – he can't rout and is hard to kill, so get him into action and keep him there. The most dangerous units, especially for the Persian, are the archers. One of the most effective tactics for the Persian is to fill a box (at least the first line) with 4 units, one of which is the archer. If the Macedonian has fewer than 4 units opposing the box, the archer is the first to attack each turn and has a fairly good chance to kill a step. On defense, the archers are weak and so will be the last unit attacked. The Macedonian is thus forced to commit 4 units (which will speed his losses) or stand there and take his lumps from the archers.

Keep a lot of cavalry and light infantry in the Reserve. These units will be available to make or guard against outflanking moves and also conduct pursuits (if you win). If the cavalry and light infantry is committed to battle too early and takes losses, it will not be able to pursue, and pursuit is the one chance to make some easy kills.

The one aspect of tactical combat which will sneak up on you is the number of step losses on the CRT. These are especially deadly to the big Macedonian units. Even a successful battle will require heavy sacrifice. This has the effect of reducing the relative power of strong units (like the Macedonian phalanxes).

Macedonian Player

Without a doubt, your army is the superior fighting force in the game. If you keep Alexander and most or all your available forces concentrated you should have nothing to fear from any army the Persian can put together. Unfortunately, keeping it concentrated means you will control only the province where the army is currently located.

You must pick up new provinces fairly quickly – this will not only give you the ability to replace your losses but will also deny those

replacements to the Persian. If you fail to seize provinces, the Persian will be able to replace his losses almost at will.

On the other hand, each province seized requires a unit be left behind to control it. This will be difficult early in the game because while your army is very powerful in terms of combat strength, it has relatively few units. You will quickly dissipate your fighting power if you try to hold too much ground. An added problem is that while your main army can generally beat the Persians, an individual garrison unit will be easy pickings, though they probably can't take out more than one or two per turn. The fortresses will help, but you will probably not be able to build many walls in the early going because of lack of replacements.

One quick way to increase the number of units is to take one of the Persian capitals, which allows you to recruit Persian units into the army. These units are cheap garrisons. To get at this resource early, march on the Persian capitals. Remember, there is no need to maintain a supply line so you are free to march your army deep into the empire.

If there is a major Persian army on the board, stay close to it. You can't afford to leave it alone to gobble up your garrisons or, worse, march on Europe – Antipater's army can handle the Spartans but not the whole Persian army. Attack only if you are sure of victory – Alexander can't leave a battlefield alive, so it's conquer or die. This is a very real possibility if you've lost or left behind too many units or have too many reduced units. Keep this last point in mind when taking replacements – it may seem like a bargain to take a half-strength 7-7 instead of flipping a 7-7 to an 8-8, but taking a step loss from 8-8 to 7-7 is not as bad as from 7-7 to 0-0 (destroyed).

Remember, winning battles only gains you temporary freedom of action and will cost you casualties you probably can't replace (at least in the early going). Fight only when necessary, but when you do, go for the throat.

Persian Player

We have to say at the outset that the Persian side is harder to play. In the early going, it will look grim. But losing battles costs you nothing except units and those are replaceable – for you. The Macedonian will have a much harder time rebuilding his forces, so wade in and cause what losses you can. If you can weaken him enough, he may end up just retreating his way around the board to avoid battle or losing Alexander if he fights. You only have to win one battle to win the game, and that more than cancels out all previous losses.

When you get extra leaders, try to keep two forces on the board, one to tie down the main Macedonian army and the other to knock off any Macedonian garrisons.

In battle, keep the main battle line boxes strong. Each unit that must be attacked means another potential Macedonian casualty. Above all, keep those archers in the fray, they are deadly.

SUCCESSORS

Clash of the Generals, 323-301 B.C.

1.0 INTRODUCTION.

1.1 In General. *Successors* is a variant for *Alexandros* based on events that followed the death of Alexander the Great at Babylon in 323 BC. This variant uses the *Alexandros* map and many of the original counters, along with 40 new counters, some new charts and tables and a new turn record track. *Successors* can be played as a two-player, three-player or four-player game.

In the two-player game, one player represents Macedonian central authority (which passed from Perdiccas, as regent, to the Antipatrid and Antigonid dynasties). The other player represents a shifting coalition of warlords (Ptolemy, Seleucus, and native leaders) seeking to carve up the empire. In the three-player game, the sides are led, initially, by Antigonos, Ptolemy and Seleucus. A fourth player controls Indian, Arab, Barbarian and Greek rebel forces (which are otherwise Independent through the game).

Except as indicated below, the basic rules of *Alexandros* apply unchanged, and the optional rules are ignored.

1.2 The Map. Cyprus (not labeled, between the Cypriote and Phoenician sea zones) is treated as a fertile province. It is neutral at the start of the game, but may be occupied by naval-transported units.

Crete (not labeled, bordering on the Ionian and Aegean Sea zones) is treated as a Mountain province. It is Independent (“pirate-controlled”) at the start of the game. If a player controls Crete he may build or rebuild the Cretan archer unit from the Dead Pile during any Replacement Phase at no cost.

The island of Rhodes (not labeled, just south of Halicarnassus) is treated as a fertile province. It is neutral at the start of the game, but any player may attempt to make an alliance with Rhodes, or to break an opponent’s alliance (see Rhodian Alliance, 3.5 below) Rhodes has its own “naval fortress” counter, that represents two walls and also defends against naval attack as if it were two fleets. Rhodes also has one regular fleet, and the player allied with Rhodes receives the {2}-2 Rhodian slinger unit.

The fortress of Gaza is the border between Syria and Egypt. Control of Gaza does not give a player control of either Syria or Egypt.

1.3 Units, Leaders and Loyalty. The national colors on the *Alexandros* unit counters are irrelevant in *Successors*. A unit is loyal to the leader it is stacked with. A leader is loyal to his current faction. A unit not stacked with a leader remains loyal to the side it belonged to last, unless it mutinies or joins another side through defeat in battle. Players should make their own roster sheets to record leaders, units, fleets and provinces under their control. Players also control all units (except barbarians) in controlled provinces or stacked with controlled leaders.

Because of the shifting nature of alliances and loyalties in the game, it is suggested that players use coins, poker chips, or blank counters from another game to indicate the loyalty of every stack and province in the game.

1.4 General note about die rolls. Whenever two or more players must each roll a die to resolve something, the high roll wins. In case of a tie, continue rolling to break the tie.

1.5 Game Length. All scenarios run from Summer 323 through Winter 311 (inclusive), unless players elect the Extended game, which lasts through Winter 301.

2.0 NEW UNITS

2.1 Scythe Chariots (from the Xenophon counters). These were *kamikaze* weapons that remained popular for centuries, despite a dismal combat performance record. They attack with a strength of 5. This number is not augmented by the presence of a leader –there is no reason to stack a leader with a chariot unless he is suicidal. A chariot has no defense strength. If it is attacked, it automatically charges the attacker prior to combat resolution (the combat counts as an attack by the erstwhile attacking unit).

In either case, attacking or defending, the chariot is destroyed. Chariots attacking heavy infantry or heavy cavalry add 1 to the Tactical Combat die roll. The chariots count as ‘light infantry’ units on the Pursuit table. Scythe chariots don’t count in minor combat – they were only used on nice flat battlefields in big pitched battles. Chariots may be built at a cost of 1 replacement point. This does not apply to 4-1 (Indian) Chariots, which were personnel carriers.

2.2 Bactrian Cavalry. The 11{2}9 heavy cavalry is an elite Central Asian unit, combining armored lancers and horse archers. It has three steps – when the reverse (7{2}7) side of the counter takes a loss, replace it with a 3-3 cavalry unit. It may be built at the cost of three heavy cavalry steps only by a player who controls Bactria or Sogdiana.

2.3 Parthian Cataphracts. The 12-10 Parthian heavy cavalry has four steps. It is represented by two counters, only one of which may be in play at any time (as with the Hetairai and Hypaspist counters in *Alexandros*). It may be built at the cost of four heavy cavalry steps only by a player who controls Parthia.

2.4 Artillery. The *Successors* used light torsion catapults on the battlefield as well as in sieges. Once placed on the Tactical Display, artillery may not move. If it suffers a Rout it is eliminated. Artillery fires like archers, but ignores the -1 die roll modification when firing at Heavy targets. Artillery units cost two replacement points.

2.5 Epigonoι. These were young Persians armed and trained in Macedonian fashion. They may be rebuilt at the cost of two heavy infantry steps by any player who controls at least one Persian capital.

2.6 Companion Cavalry. The leading Successors formed their own Companion heavy cavalry, modeled on Philip and Alexander's Hetairai. The 9-8 Companion unit consists of three steps: if the 6-5 side suffers a step loss, replace it with a 3-3 Persian cavalry unit. It costs three heavy cavalry steps to build/replace.

2.7 Cleruch Cavalry and Egyptian Phalanx. These units may only be built by the Player who controls Egypt. Cleruchi were Greek settlers who received land in exchange for military service; the units costs two light cavalry steps. The phalanx costs two infantry steps.

2.8 Native Phalanx. This unit may be built by any player at the cost of two infantry steps.

2.9 Elephants. There are two species of Elephants; Indian (6-2) and African (4-1). Both types cost one replacement point per unit. Indian elephants may only be built by a player who controls a province in or adjacent to India. African elephants may only be built by a player who controls Egypt.

2.10 Fleets. Fleet counters represent a collection of oared warships and sail-powered transports. See 8.0 for details.

2.11 New Leaders. There are a number of new leader counters in *Successors*. The leader names below were abbreviated so they could fit on the counters:

Scyth	Scythian King
Chandr	Chandragupta

3.0 DISINTEGRATION

The zero-rated temporary leader counters from *Alexandros* are not used in *Successors*. When a player's last leader is withdrawn or eliminated in battle, that side disintegrates. All its remaining units *in that battle* join the victorious player's side. Units belonging to the eliminated side that are *not* involved in that battle are placed in the mutiny holding box (they go home, and may be recruited and rebuilt at reduced cost by surviving players during the next replacement phase.)

Indian, barbarian and Greek rebel forces do not require leaders to move, and are never subject to disintegration through the loss of a leader.

4.0 SETUP FOR THE TWO-PLAYER GAME

4.1 Walls. Place two walls each on Athens and Sardis. Place one wall marker (Macedonian side up) on every other city on the map (including Alexandria). Aornos is Indian-controlled (Independent) at the start of the game.

In *Successors*, a fortification may be built in any province, whether

or not a city exists there. This represents the surge of new city-building during the period.

4.2 Unit Placement. Place the following units in the specified areas:

One Macedonian-controlled Fleet each in the Ionian, Phoenician (Sidon), Cypriote, Egyptian and Black Sea zones.

One Rebel-controlled Fleet each at Athens and Crete (Aegean Sea zone).

In Babylon: place the following units: Leaders: Perdiccas, Ptolemy, Eumenes, Lysimachus, Cassander, Polysperchon, Leonnatus. Objectives: Roxanne, Alexander's Body, one Treasury. Units (multi-step units are all at full strength): Hypaspists, 7 Macedonian 8-8 heavy infantry, Hetairai Cavalry, 1 Macedonian {3}-1 archer, 10 Persian 3-3 cavalry, 8 Persian 3-2 infantry, 4 Persian {4-1} archers, one 4-1 elephant.

In Macedonia: Antipater, Royal Family, 4 Macedonian heavy infantry, and Prodromoi cavalry.

In Phrygia: Antigonus, Demetrius, the siege train, three 6-7 Greek mercenary heavy infantry, two 3-2 Greek mercenary light infantry, two 6-4 Persian heavy cavalry.

In Bactria: the Dahae horse archer and one 6-4 Persian Heavy cavalry unit.

In Sogdiana: the Massagetae horse archer and one 6-4 Persian heavy cavalry unit.

In Thrace: the 6-3 Thracian light infantry, 4-3 Agrianes, and 2-2 Paiones light cavalry.

In Cilicia: Craterus, 2 Macedonian heavy infantry, and two 3-3 Persian cavalry.

In each province of India (including Lower India): one 4-3 Indian infantry, one 6-2 elephant, one 4-1 chariot, and one {4}-2 Indian archer.

In Lower India: Chandragupta.

In Egypt: two 3-2 Persian infantry and two 3-3 Persian cavalry.

In Hellas: Leosthenes, the Thessalian cavalry and four Spartan (black) units. This force also controls Athens and the Athenian and Cretan fleets. (These are the Greeks who rebelled against Macedonian rule when the news of Alexander's death arrived).

Garrisons: place one Macedonian-controlled 2-1 infantry each in Ionia, Cappadocia, Armenia, Syria, Assyria, Susiana, Persis, Media, Areia, and Drangiana.

Dead pile (available for replacement): all remaining Persian 3-3 cavalry, 3-2 and 2-1 infantry, Greek Allied and mercenary units, and the special units listed in 2.0 above.

4.3 Loyalty Determination. Antipater, Cassander, Perdiccas and the units in Macedonia are automatically loyal to Macedonian central authority. Antigonus, Demetrius and the units in Phrygia are automatically loyal to the warlord faction. Indians and Greek Rebels are Independent. For every other province (except Babylonia) that contains units roll one die to determine loyalty:

Die Roll	Result
1-3	Province is loyal to central authority (Antipater)
4-6	Province is loyal to warlord faction (Antigonus)

Loyalty of the main army troops in Babylonia is determined by group, in the same way, using a separate die roll for each of the following groups:

- Group 1: Hetairai, Hypaspists, Macedonian archer
- Group 2: Macedonian heavy infantry
- Group 3: Persian archers and elephant
- Group 4: Persian 3-3 cavalry
- Group 5: Persian 3-2 infantry

4.4 First Turn Truce and Disengagement. *No combat of any kind is permitted on the first turn.* It is likely that opposing leaders and forces will be present in Babylonia. Each player rolls one die for possession of Roxanne and rolls again for Alexander's body (highest die rolls wins in each case).

The side having the greater total attack strength (not including Leader ratings) gains possession of Babylon and the treasury. The other player must retreat from Babylonia into an adjacent province. The retreat priority is: first into a friendly province, second into a vacant province and third into an enemy-controlled province (which then becomes contested).

4.5 Fleet Loyalty. After all loyalty die rolls are completed, control of Fleets is determined as follows: the Ionian fleet goes to the player who controls Halicarnassus; the Sidonian fleet to the player who controls Phoenicia; the Egyptian fleet to the player who controls Alexandria; and the Black Sea fleet to the player who controls Phrygia.

5.0 SETUP FOR THE THREE & FOUR-PLAYER GAMES

5.1 Initial Province Control. The three players represent Ptolemy, Seleucus and Antigonus. Ptolemy controls Egypt, Lybia, Cyprus and Syria. Seleucus controls Babylon, Assyria, Media, Susiana, and Persis. Antigonus and Demetrius control Ionia, Phrygia, Cilicia, and Cappadocia. Antipater, Cassander and Macedonia are "Independent." All other provinces are un-controlled (up for grabs).

5.2 Player Sequence Determination. Each player rolls a die to determine the Initial Sequence. This order of play is used for drawing leaders, setting up, and first turn movement.

5.3 Unit Placement. Each player may deploy units in his controlled provinces in any way he wishes.

Antigonus receives: Hypasp, Hetairai, 4-3 Prod, three 8-8, three 6-7 mere, two 3-2 mere, 3-1 archer, four 3-3 cav, three 3-2 in£, three 2-1 in£, four walls, 1 catapult, Siege train, Ionian Fleet.

Ptolemy receives: three 8-8, Egyptian 6-6 Phalanx, 4-3 Gk cav, 6-3 Thracian, three 3-3 cav, Cretan archer, two 4-1 archer, seven

3-2 inf, three 2-1 inf., four walls (including the Alexandria marker, which counts as a wall), one catapult, Alexander's Body, Cretan and Egyptian Fleets.

Seleucus receives: three 8-8, 6-7 R.Guard, four 6-4 cav., two 4-1 archer, 4-1 elephant, six 3-3 cavalry, four walls, one catapult.

The following leaders are placed in a cup and randomly drawn, one at a time, by the players in turn: Eumenes, Lysimachus, Craterus, Polysperchon, Leonnatus, and Perdicas.

Historical Note. The alliances and double-crosses of the Successors were extremely complex during these years. The random assignment is a simplification that distorts the actual history, but reflects the confused nature of the times. (Yes, I know Perdicas was dead by this time – the counter represents somebody else, for the sake of play balance, OK?).

5.4 Other Forces. Macedonia: Antipater, Royal Family, Roxanne, three 8-8, Thessalians, Illyrians, Agrianes, Paiones. Antipater controls the Athenian fleet. India: Follow the deployment given for India in 4.2.

5.5 Replacement Units. All other units are available for replacement. Unless otherwise noted in these rules, any player may rebuild any unit, first come, first served.

5.6 Rhodian Alliance. Rhodes is neutral on the first turn. At the beginning of his movement phase in any Winter turn, a player may attempt to form an Alliance with Rhodes, or break an opponent's Alliance, by rolling on the Rhodian Diplomacy table.

Die Roll*	Existing Rhodian Alliance	No Rhodian Alliance
1	A	B
2	A	B
3	A	NE
4	NE	NE
5	NE	NE
6	NE	NE

*Subtract 1 from the die roll if the player controls both Ionia and Cilicia.

Explanation of results: "A" means that Rhodes forms an Alliance with the player. "B" means that an existing Alliance is broken, and Rhodes reverts to neutrality. "NE" means no effect.

5.7 Fourth Player. If there is a fourth player, he controls all Indian, Barbarian, Arab, and Greek rebel forces. If there is no fourth player, those forces are Independent and are moved according to the rules set out in 7.1.

6.0 SEQUENCE OF PLAY

6.1 Supply. There is no Supply phase on the first turn. Supply Depletion die rolls are not made in Rich provinces during Summer and Autumn turns. This reflects improvements in the agricultural economy during Alexander's reign. In effect, armies in rich provinces can ignore supply attrition during the campaign season.

6.2 Initiative. An Initiative Determination phase is added immediately after the Supply phase, and prior to Movement. Each player rolls the die once and adds the die roll to the current ability rating of his best surviving leader.

Initiative Example (3 players): Antigonus is deceased, so Demetrius (6 ability) is the Antigonid leader. Seleucus is injured, with a reduced ability of 5. Ptolemy has an ability rating of 7. The results are:

Name	Ability	Die	Total
Demetrius	6	1	7
Ptolemy	7	2	9
Seleucus	5	4	9

To break the tie, Ptolemy rolls a 5, and Seleucus rolls a 3. Ptolemy gets first choice and elects to move last. Seleucus has second choice and elects to move second. Demetrius is obliged to move first.

7.0 MOVEMENT

7.1 Movement of Independent Forces. In the 2- and 3-player games, Indian, Greek rebel and barbarian (“Independent”) units move according to “automatic” rules. They are never controlled by any player, but in Tactical combat an opposing player handles die rolls and movement. Independent units do not require leaders in order to move, but they may be accompanied by a leader (Chandragupta for the Indians, the Scythian King for the barbarians.) Independent units always move last in the movement phase, after all players have moved.

Greek Rebel units will not move outside Hellas and the Aegean Sea zone.

Indian units will move into an adjacent province if it is completely empty of other units. Indian units will not move beyond the first adjacent province under any conditions. Indian units will also move if one or more provinces of India are invaded by a Player. They will move toward the invader and attempt to engage in battle.

Note that Indians and Barbarians are NOT mutually hostile. If any Barbarians enter India from Sind, they “go native” and are thereafter treated as Indians.

Barbarian units are created by a die roll during the Random Events phase of turns marked with a “B” on the Turn Record Track. A Barbarian force will enter an adjacent province if and only if it contains fewer combat units than the barbarian force. If two or more adjacent provinces satisfy this condition, it will enter the one with fewer (or no) units. If two or more provinces satisfy this condition, it will enter the richer province (roll a die to decide a tie). In the 2 and 3-player game, Barbarians are hostile toward all Players, but not toward Indians. Barbarians will attempt to withdraw from any Army that contains more combat units (not steps) than the barbarian force; otherwise they will stand and fight. The Scythian King is placed on the board with the first Barbarian (not Arab) force that is created. If he is eliminated, he returns with the next Barbarian force that is created.

7.2 Forced march. Any leader with an original Ability rating of 6 or more may force march (this capability is not lost if the leader is currently reduced).

8.0 FLEETS

8.1 Fleet Construction. Fleets may be built or rebuilt from the dead pile during the Replacement phase and cost 4 replacement points each. Note each Fleet has an identity. To build or rebuild a fleet a player must control its respective city or province, and the fleet must be placed there after building. For example, the Black Sea fleet may be built by any player who controls a province with a coastline on the Black Sea. The New Fleet may be built in any friendly-controlled coastal city.

8.2 Naval Movement. A fleet may move through any number of contiguous adjacent Sea Zones in one turn. It may move up to, but not past, an enemy-controlled coastal city. A fleet must stop and fight if it enters a Sea Zone occupied by an enemy fleet.

8.3 Naval Transport. A moving fleet may transport four units. All infantry, archer, slinger and artillery units count as single units; cavalry units count as two units for transport purposes. Any number of leaders may be transported in addition to the four units. Naval transport must begin in a controlled or contested coastal province, but it may end in any province – “amphibious invasions” are permitted.

8.4 Naval Combat. Combat between opposing fleets in the same Sea Zone is mandatory. Naval Combat is resolved on the Minor Combat results table. The side with more fleets is considered the attacker. If both sides have the same number of fleets, the phasing player (the side that just entered the Sea Zone) is the attacker.

A fleet transporting infantry, light infantry or foot archer units adds 1 to its die roll in naval combat for each such unit when it is attacking. A fleet transporting infantry, light infantry or foot archer units subtracts 1 from its die roll in naval combat for each such unit when it is defending.

The side with the higher-rated leader (or with any leader, if the opponent has no leader present) gains one column-shift to the right -for example, odds of 1:1 become 2:1.

Naval Combat Example. Ptolemy has two fleets in the Phoenician sea zone, with an infantry unit embarked on one. Antigonus moves in three fleets from the Cypriote sea zone, each carrying one light infantry, plus Demetrius as leader. Antigonus is the attacker, since he has more fleets.

The odds of 3:2 are rounded down to 1:1. Because a leader is present, the odds are shifted up one column to 2:1. Antigonus has three embarked infantry units, so add three to the die roll. Ptolemy’s one embarked unit subtracts one from the die roll, for a net modification of +2. The die roll is 4, modified to a 6, for a result of DE. Ptolemy’s two fleets are destroyed, and the embarked infantry unit is placed in the dead pile.

8.5 Fleet Loyalty. The Athenian fleet is loyal to the player who controls Athens. The Cretan and Cyprus fleets are loyal to the player who controls their respective islands. The Rhodian Fleet is loyal to Rhodes. The Ionian fleet belong to the player who controls Halicarnassus. The Sidonian fleet is loyal to the player who controls Phoenicia (not Tyre, which was destroyed as a naval power by Alexander). Note that a fleet may be neutral or Independent if this status applies to its base. Fleet loyalty switches the instant its base changes sides. The Black Sea and New fleets

may be loyal to any player. Keep track of the current loyalty of the fleets on the Roster sheets.

9.0 COMBAT

9.1 Tactical Initiative and Evasion. The phasing player has the option of initiating combat in any province where he has combat units. A stack belonging to a non-phasing player may evade combat only if the following three conditions are met:

- (1) it has a leader of equal or higher ability than the phasing player (if neither player has a leader present in the province, this condition is satisfied), and
- (2) it has an equal or greater number of cavalry units (if neither player has cavalry in the province, this condition is satisfied), and
- (3) the owning player makes a successful Tactical Evasion die roll of 1, 2 or 3.

9.2 Tactical Setup. All players may set up their units on the Tactical display using the Macedonian free setup rules from *Alexandros*. The phasing player has the option of setting up last.

9.3 Allied Battle. Forces of three or more different sides will often be present in one province. Combat is voluntary for the phasing player. The phasing player may elect to attack forces belonging to two different opponents in successive battles, or he may choose to ignore either or both opponents. He may also invite one opponent to join him in a joint attack on the other. Both opponents may attempt to evade combat, and they may discuss their options (privately if they wish) before making this decision. This might take the form of an agreement: “My force in Cilicia could evade combat, but it will join with your force in the coming battle, if you agree to pull out of Syria and let me occupy it next turn.”

Ethical Note. Agreements made under the stress of impending battle are not binding, but a record of trustworthiness is a great asset in a world of power politics.

9.4 Allied Setup, Sequence and Movement. In any “Allied Battle,” where forces of two different players fight on the same side, the player with the greater number of units sets up in the Center and Right boxes, while the player with the lesser number of units sets up in the Left and Reserve boxes (unless that player has 4 units or less, in which case he sets up in the Left box only). Each “Ally” moves and attacks (or passes) with his own units during their joint Tactical round, the player with the higher-rated leader going last. If there is no higher-rated leader, flip a coin, or roll a die to see who goes first. Units of one “Ally” may never enter a box that is occupied by units of the other “Ally”.

Historical Note. Units of different Greek city states often fought as allies and proto-col demanded that the senior or bigger ally always took the position of honor on the right, while the junior partner formed up on the left. The Successors generally followed this tradition.

10.0 STACKING ON THE TACTICAL DISPLAY

10.1 In General. Changes in tactics and doctrine during the period of the Successors increased the emphasis on deep massed formations. This is reflected by greater ability of units to stack on the Tactical Display. Leaders need not be present in the same box to enable stacking.

10.2 Cavalry. Up to 2 cavalry units with the same original attack and defense values can stack together. For example, two 6-4 heavy cavalry can form a 12-8 stack having four steps.

10.3 Infantry. Any infantry units with a current attack strength of 5 or less, including reduced multi-step units, can stack with other infantry of the same general type (light, medium or heavy). For example, two reduced 3-5 Hoplites can form a 6-10 stack.

10.4 Elephant Guards. One light infantry unit can stack with an elephant. For example, a 6-3 peltast can stack with a 4-1 elephant to make a 10-4 combined unit. The light infantry unit suffers any losses FIRST.

10.5 Artillery. Any non-cavalry unit, including foot archers, may stack with one artillery unit.

10.6 Mixed Phalanx (Optional). According to one source, Alexander experimented with a mixed formation of Persian archers sandwiched between ranks of Macedonian infantry. Allow a 4-1 archer to stack with an 8-8 infantry or 7-7 Epigonois unit. The archer fires normally, does not add to the defense strength of the stack, and takes no losses until the infantry is destroyed.

11.0 REINFORCEMENTS, REPLACEMENTS AND WITHDRAWALS

11.1 Reinforcements. The two Indian 5-4 Cavalry enter the game when any Player’s forces enter an Indian province. The cavalry units are immediately placed in the province which was entered.

In the 2-player game, Seleucus appears as a reinforcement in Spring 321, going to the player who controls the *Hetairai* cavalry. If the *Hetairai* has been eliminated he goes to the first player to gain control of Babylonia.

Historical Note. After the death of Hephaestion, Seleucus took over the politically sensitive command of the *Hetairai*. In the settlement of Triparadeisus (321), he was made satrap of Babylonia.

11.2 Replacements. A rich province is worth three replacement points. A fertile province is worth two, a Mountain province is worth one, and a Desert/Wilderness province is worth zero. Note these values are different from those used in *Alexandros*.

11.3 Replacement Limits. To receive any Winter replacements, a player must control at least four provinces. To receive Spring replacements, a player must control at least eight provinces

including at least one Rich province, and either Macedonia or a Persian capital. Controlled provinces need not be adjacent to one another.

To build more than one Macedonian 8-8 heavy infantry unit from the dead pile, in a single turn, a player must control Macedonia. This restriction does not apply to 8-8's in the Mutiny Holding Box.

11.4 Treasury Expenditure. A player who controls the Treasury may, in any Replacement phase, trade it for 10 replacement points. These points must all be expended immediately – some cannot be saved for future turns. Expending the Treasury in this way eliminates the Victory Point it would otherwise be worth at the end of the game.

11.5 Withdrawal. Antipater is withdrawn in Spring 319 (he died naturally; almost every other Macedonian leader died in battle or by assassination).

12.0 CONTROL OF OBJECTIVES

12.1 Alexander's Body. Possession of Alexander's embalmed remains provides two advantages to the owning player. It reduces the risk of mutiny (due to the reverence of the soldiers for the memory of Alexander), and it provides a variable number of victory points at the end of the game.

The Body cannot be destroyed. It may move with any stack of units, or with a leader alone. It cannot force-march (the elaborate ox-drawn ceremonial wagon was too slow). It may be transported by a fleet. If the carrying fleet is destroyed, The Body miraculously washes ashore onto any adjacent coastal province or city of the owning player's choice. If it is left alone in a province, the first player to enter that province gains possession.

12.2 Roxanne and the Royal Family. Alexander's wife, son, mother, half-brother and sister were pawns on the Successor's political chessboard. As symbols of legitimate succession to the Macedonian and Persian thrones, they were useful in maintaining the loyalty of troops and subjects. Roxanne and the Royal Family may be captured and recaptured. Each is worth victory points at the end of the game, and each allows the owning player to subtract 1 from any Mutiny Check die roll. If both markers are controlled, subtract two from a Mutiny die roll.

They may move with any stack (including Naval transport and Force March). If the carrying fleet is destroyed, they are shipwrecked on any adjacent coastal province or city of the owning player's choice.

At any time, the owning player may eliminate Roxanne or the Royal Family (to deny a winning opponent the victory points they represent.)

13.0 VICTORY CONDITIONS

A player wins a decisive victory by eliminating all leaders controlled by his opponent(s). Otherwise victory is based on control of provinces and possession of objectives at the end of the last turn (see below). A player who controls all four capitals (Babylon, Susa,

Persepolis and Ecbatana) receives a bonus of 8 points; no points are awarded for these cities if a player does not control all 4. The player with the greatest point total is the winner.

Victory Point Table

Control	Points
PROVINCES	
Macedonia	4
Rich	3
Fertile	2
Mountain	1
Desert/Wilderness	1
OBJECTIVES	
Alexander's Body	Roll one die
All 4 Capitals	8
Roxanne	3
Royal Family	2
Treasury	1
Enemy Leader POW	1 each

14.0 OPTIONAL RULES

14.1 Mutiny. Beginning in Spring 321, a Mutiny check is required immediately whenever a player loses a battle. "Losing a battle" means any one of the following:

- *suffering a Pursuit after Tactical Combat;
- *suffering a "DE" result in Minor /Naval Combat; or
- *losing control of a city as a result of Siege.

To perform a Mutiny check, roll one die for each province or sea zone where the Player has units, modify the die roll (see 12.0 above), consult the Mutiny Table and apply the result. Mercenary units are removed first. Units that mutiny are not placed in the dead pile, but in the Mutiny holding box (printed on the Turn Record Track).

Units in the mutiny holding box may be purchased at reduced cost: one point per unit (not per step), regardless of type. Leaders stacked with troops who Mutiny roll immediately on the Rout column of the Leader Casualty Table.

Mutiny Table:	Die Roll*	Normal	Alexander
0 = No mutiny	-1	0	0
# = Number of units to be placed in Mutiny Holding Box.	0	0	0
	1	0	0
	2	1	0
	3	1	1
Use the Alexander column if you hold Alexander's Body;	4	2	1
otherwise, use the Normal column.	5	3	2
	6	4	2

*Subtract 1 from the die roll for possession of Roxanne and 1 more for possession of the Royal Family.

Mutiny Example. In Cilicia, Antigonus defeats Ptolemy's army and conducts a Pursuit. Ptolemy's surviving force retreats into Syria. Ptolemy now has 2 x 7-7, 3 x 3-3, a 6-3 and 2 x 3-2 in Syria, 3 x 2-1 in Egypt and a 2-1 in Lybia. He controls Roxanne and Alexander's Body, so he can use the "Alexander" column of the Mutiny table, and subtract 1 from the die roll (for Roxanne).

The die roll for Syria is 5, modified to 4; Ptolemy must lose one unit, and chooses a 3-2. For Egypt the die roll is 1, modified to zero, for no loss. For Lybia the die roll is 3, modified to 2, for no loss.

14.2 Personal Guards. A player who controls at least four provinces may designate one heavy infantry or heavy cavalry unit as his *Agema*, or personal guard. The identity of the unit must be recorded on the player's roster. The *Agema* always remains stacked with the player's highest-rated leader. The *Agema* is loyal unto death and never has to check for Mutiny. It remains loyal even if the player no longer controls any provinces. If the unit is destroyed, the player may designate a new *Agema* at the beginning of his next movement phase, if he still controls four provinces. If the leader is eliminated, the *Agema* loses its special status.

14.3 Leader Recruitment. A leader may be captured by a POW result on the Pursuit table, or if he is caught alone in an enemy-controlled province or Sea Zone. POW's may be held off the board for one Victory Point each, or the owning player may elect to Roll on the POW Table at the beginning of his movement phase. A successfully recruited Leader may be placed in any controlled province.

POW Recruitment Table (Optional):

Die Roll*	Result
1	Executed
2	No Effect
3	No Effect
4	No Effect
5	Recruited
6+	Recruited

Executed: POW had a bad attitude, remove from the game.

No Effect: POW remains in custody; you may try again next turn

Recruited: POW joins your side; enter him on your roster and place him in a controlled province.

*Add one to the die roll if you control Roxanne.

*Add one to the die roll if you control the Royal Family.

*Add one to the die roll if you control Macedonia.

15.0 DESIGNER'S NOTES

This game covers only the first phase of the wars of the *Diadochoi* (Successors). This phase could be called "fathers and sons." The fathers (Antigonos and Antipater for example) were men of Philip's generation, who had taken Macedonia from a tribal backwoods kingdom to a great power in the Greek world. Their sons (Demetrius, Cassander, et al.) were Alexander's companions, who conquered a world empire but weren't quite sure what to do with it when Alexander died. Being Macedonian, they did what came naturally and fell to feuding, but now they were feuding over the fate of nations rather than grazing rights in highland valleys.

The shape of the two-player game is determined by the fall of the dice during the initial division of the spoils. I did this deliberately so that every game would be different. A strictly historical setup would make for a very stereotyped course of play, and would not give the players the historically "correct" command experience of trying to bring order out of chaos.

The three-player game roughly represents the situation after the settlement of Triparadeisus in 321, which divided the empire four ways. For play balance, the weakest side can be given the zero-rated leader counter.

The "sides" are admittedly artificial, especially in the two-player game. The conceptual breakthrough that made the three-player game balance out was the decision to make mighty Macedonia "Independent." This game can be a "rescue the princess" epic, as the players compete to get Roxanne and the Royal Family. In the four-player game, the fourth player has the role of a spoiler; he can win by keeping all the other players from winning. He has an interesting problem, fighting from the periphery against a divided center. Historically, this was a period of "every man for himself," but a nine-player simulation is beyond the scope of a magazine game variant. Control of four provinces makes a leader a powerful warlord. Control of at least eight provinces lets a leader declare himself a King. Increased status or prestige makes it easier to attract and keep recruits, but it also makes you a bigger target.

Leaders are irreplaceable, and you should not risk all your leaders in one battle, or even in one province.

Deciding what to build can be a real dilemma for the players, due to the variety of unit costs, types and capabilities. This reflects the great changes in military technology and doctrine during the period – obsolete weapons like chariots were still used alongside innovations like torsion artillery and armored lancers. Artillery is one of the few things a Macedonian Phalanx needs to fear. Snap up those catapults when you get the chance. Note that Rich and Fertile provinces are worth more reinforcement points than mountain provinces. Parthia is a desert, but you have to control it to build the Parthian *panzer*.

The biographies of Demetrius and Eumenes (in any complete edition of Plutarch's *Lives*, available in most libraries) are a good introduction to the flavor of this period. Research on the Successors is tough for someone (like me) who doesn't read Greek and German, but I was fortunate enough to have access to a great University library and a good wargaming hobby shop.

When Cassander murdered Roxanne and Alexander's son, the hope of a reunified empire died. Some of the leaders in this game lived on until the 280's.

XENOPHON

March of the Ten-Thousand, 401-400 B.C.

1.0 INTRODUCTION

1.1 In General. *Xenophon* is a variant for *Alexandros* based on Xenophon's *Anabasis*, the story of ten thousand Greek mercenaries who joined in a revolt against the King of Persia in 401 BC. This variant uses the *Alexandros* map, and many of the original counters, along with 20 new counters, some new charts and tables and a new turn record track. One player represents the Persian monarchy under Artaxerxes, the other the Rebels, led by Cyrus.

Except as indicated below, the basic rules of *Alexandros* apply unchanged, and the optional rules are ignored. Some rules from the Successors variant are also used.

1.2 The Map. The following areas are out of play. Neither side may enter or control these areas and they may not be counted for victory points: Egypt, Gaza, Lybia (the Egyptians were in revolt against Persia at this time), Upper India, Lower India and Gandara (too far away to influence events), Chorasmia, Scythia, Hellas, Macedonia and Thrace.

Exception: If Cyrus is killed, Greek Mercenary units may enter Europe either by naval transport or by crossing the Straits into Thrace, thereby leaving the game and scoring Victory Points.

1.3 Unit Loyalty and Control. The national colors on the *Alexandros* unit counters are redefined in *Xenophon*. The Royal Army includes Persian (beige) and Indian (saffron yellow) units controlled by Artaxerxes. The Indian units are used to represent various other nationalities of the Persian Empire. The Rebel Army includes "Spartan" hoplite (black), Greek (red) and the reverse sides of certain Persian units (light blue). The Spartan and Greek units are both part of the Greek Mercenary force (The "Ten Thousand").

A unit is loyal to the leader with which it is stacked. A unit not stacked with a leader remains loyal to the side it belonged to last, unless it mutinies or joins another side through defeat in battle.

Historical Note. Only a minority of the Ten Thousand were actually Spartan, but as battle-hardened veterans of the Peloponnesian Wars, they were equipped in the latest fashion. Many the officers and much of their doctrine was Spartan.

1.4 Game Length. The game runs from 401 BC to 399 BC. Use the *Xenophon* Turn Record Track.

2.0 NEW UNITS

2.1 Scythe Chariots. These were *kamikaze* weapons that remained popular for centuries, despite a dismal combat performance record. They attack with a strength of 5. This number is not augmented by the presence of a leader – there is no reason to stack a leader with a chariot unless he is suicidal. A chariot has no defense strength. If it is attacked, it automatically charges the attacker prior to combat resolution (the combat counts as an attack by the erstwhile attacking unit). In either case, attacking or defending, the chariot is destroyed. Chariots attacking heavy infantry or heavy cavalry add 1 to the Tactical Combat die roll. The chariots count as "light infantry" units on the Pursuit table. Scythe chariots don't count in minor combat – they were only used on nice flat battlefields in big pitched battles.

2.2 Greek Cavalry and Rhodian Slingers. The Ten Thousand originally included no cavalry of their own, but after the defeat of Cyrus, they found it necessary to form a mounted unit for recon and security. The Ten Thousand also lacked missile troops, so they organized a unit of Rhodian slingers.

On the turn after Cyrus is killed, the rebel player receives the 2-2 Prodromoi cavalry from *Alexandros* and the {2}-2 Slinger. Place these special reinforcements with any Rebel stack.

2.3 Baggage Train. Cyrus prepared a train of 400 supply wagons "in case of some extreme need overtaking the expedition." The train always moves with Cyrus. The baggage train may be expended (removed from the board) in any Supply phase to cancel the effects of supply attrition. In Tactical combat, the train is placed in the Reserve box (to represent Cyrus' camp). It may not move. It is destroyed if any enemy unit enters the Reserve box.

The train may not force march, but it may provide supply to force marching units if it starts the turn with them. Expend the train, then force march the units. They need not make a force march attrition die roll.

2.4 Xenophon was elected commander by the Ten Thousand after the treacherous murder of the other Greek leaders by Tissaphernes. If Cyrus is dead and either Greek mercenary leader (Clearchus or Menon) is eliminated, the Xenophon leader unit is immediately placed on any Greek mercenary hoplite or peltast unit of the Rebel player's choice.

2.5 The Fleet. The fleet counter represents a collection of oared warships and sail-powered transports. Only the rebels have a fleet in *Xenophon*. See 6.0 for details.

3.0 SETUP

3.1 Initial Province Control. Cyrus initially controls Ionia, Phrygia and Cappadocia. The King controls all the remaining provinces of the Persian Empire: Cilicia, Syria, Assyria, Babylonia, Armenia, Hyrcania, Media, Persis, Susiana, Carmania, Parthia, Gedrosia, Dragiana, Arachosia, Areia, Bactria and Sogdiana. It is not necessary to garrison a province to maintain control. A Player only loses control of a province if it is occupied exclusively by enemy units.

3.2 Unit Placement. Place the designated leaders, units and markers in the following provinces/ areas:

Ionian Sea Zone: Rebel Fleet (use the Ionia fleet counter in the Successors counter set)

Sardis: three walls, Cyrus, Ariaeus, Clearchus, Menon, four 7-8 hoplite, 6-3 Thracian peltast, 3-3 Illyrian, 7-6 Guard, four 3-3 cavalry, {3}-1 archer, {3}-2 archer, four 3-2 infantry, baggage train

Babylon: one Treasury, one wall, three scythe chariots, two [4]-1 Persian archers, three 3-2 Persian infantry.

Ecbatana: Artaxerxes, Royal Family, 6-7 Royal Guard, one [4]-1 Persian archer, Dahae, Massagetae, four 6-4 heavy cavalry.

Cilicia: Tissaphernes, two 3-3 Persian cavalry

Syria: Abrocomas, four 3-2 Persian infantry, four Persian 2-1 infantry, and one Persian {4}-1 archer

4.0 SEQUENCE OF PLAY

4.1 Rebel Initiative. The Rebel player has the option of moving first or second in any turn, beginning on Turn 2. On the first round of any combat on the Tactical Display the rebel player has the option of deciding whether he wishes to move first or last – this decision determines the sequence for all subsequent rounds of that battle.

4.2 Special First Turn Rules. On Turn 1, The Royal player moves first. Royal forces in Syria, Media and Babylonia may not move. In effect, all the Royal stacks except Tissaphernes are frozen in place on the first turn.

5.0 MOVEMENT

5.1 Forced March. Any leader with an original Ability rating of 6 or more may force march (this capability is not lost if the leader is currently reduced).

5.2 The Royal Family always remains with Artaxerxes (Persian Kings did not travel light – the whole court went along on a campaign).

5.3 The Treasury may not be moved out of Babylon – it belongs to the side that controls the city.

5.4 Abrocomas. The Army of Abrocomas (Royal forces in Syria) may not move out of Syria until Turn 3, (Autumn 401).

6.0 THE FLEET

6.1 Naval Movement. The fleet may move through any number of contiguous adjacent Sea Zones in one turn. It may move up to, but not past, an enemy-controlled coastal city.

6.2 Naval transport. The fleet may transport two combat units of any kind and any number of leaders. Naval transport must begin in a controlled or contested coastal province, but it may end in any province – “amphibious invasions” are permitted.

6.3 Naval Supply. A rebel army of any size in a coastal province may always draw supply from a fleet in an adjacent sea zone without having to roll for province depletion or supply attrition.

6.4 Naval Supply and Forced March Attrition. If a rebel forced march ends in a coastal province and the fleet is in a sea zone adjacent to that province, the force marching force need not roll for force march attrition.

7.0 COMBAT

7.1 Tactical Initiative and Evasion. The phasing player has the option of initiating combat in any province where he has combat units. A stack belonging to a non-phasing player may evade combat only if the following three conditions are satisfied:

- (1) it has leader of equal or higher ability than the phasing player (if neither player has a leader present in the province, this condition is satisfied),
- (2) it has an equal or greater number of cavalry units (if neither player has cavalry in the province, this condition is satisfied), and
- (3) the owning player makes a successful Tactical Evasion die roll of 1, 2 or 3.

7.2 Tactical Setup. Both players set up their units on the Tactical display using the Persian setup rules from *Alexandros*. The phasing player has the option of setting up last.

7.3 Terrain Effects on Combat. The following terrain types may make one or both outflank boxes of the Tactical Display impassable (no units may enter the box) or restricted (not all units may enter). In the event an outflank box is impassable/restricted, then both players’ outflank boxes are affected. The idea is to limit the breadth of the battlefield.

River: Rich provinces (Babylonia and Assyria) are river valleys, and armies generally moved and fought in close proximity to the rivers. When a battle takes place in a Rich province, roll one die before setup on the Tactical display. On a die roll of 1-4, the battle is fought beside a river, making either the left or right Outflank Box out of play (roll a die to decide – 1, 2 or 3 means the left flank). Place the River marker in the affected Outflank Box to indicate that it is impassible (no units may enter the box).

Mountains: If a battle is fought in a Mountain province, the battlefield may be restricted to a narrow valley. Roll one die before setup on the tactical display and apply the following results:

Die Roll	Result
1	Open country - no effect
2	Left Outflank blocked
3	Right Outflank blocked
4-6	Both Outflanks blocked

Place a Mountain marker in the affected Outflank Box(es) to indicate that it is impassible (no units may enter the box).

Hills (optional): The player with the higher-rated leader may attempt to “fight on more favorable ground” by making a Mountain into a Hill – this succeeds on a die roll of 1 to 3. Chariots and heavy cavalry may not enter hills; light infantry and light cavalry may not stack in them.

7.4 Pursuit Limitation. The “Ten Thousand” (Rebel Spartan and Greek units) are not subject to elimination by Pursuit. The tactical cohesion of these troops was so great that, even in retreat, they simply could not be ridden down or cut up by pursuing cavalry.

8.0 REINFORCEMENTS & REPLACEMENTS

8.1 In General. Both players receive reinforcements as indicated on the Turn Record Track. Rebel reinforcements are placed with Cyrus. If Cyrus is killed, the Rebel player receives no further reinforcements. Royal Reinforcements are placed with Artaxerxes. There are no replacements.

8.2 Mountain Tribes. The 6-6 Carduchi, 4-4 Chalybes and 3-3 Pisidian counters represent wild hill folk who resisted the passage of the Ten Thousand. These units are placed on the board the instant Cyrus is killed. They are Friendly to the Royal side and hostile to the Rebel side. Place them as follows:

- Carduchi – Armenia
- Chalybes – Cappadocia
- Pisidians – Cilicia

The tribes may not move from their home province. They must be engaged in Minor combat—no evasion is permitted. The Rebels may not leave a province occupied by Mountain tribes until the tribe is eliminated.

9.0 VICTORY CONDITIONS

9.1 Rebel Automatic Victory. If Artaxerxes is killed or captured, Cyrus wins automatically and instantly. The Greek Mercenaries go home with lavish rewards and eternal glory.

9.2 Rebel Moral Victory. If Cyrus is killed, Ariaeus and all surviving Persian (i.e. non-Greek) Rebel units desert to the King at the beginning of the next turn. They may not move or fight until then – they are “frozen” in place.

The Rebel player can still win a moral victory by getting the surviving Greeks back to Europe. Count the number of remaining “Spartan” and other Greek mercenary units on the board at the

instant Cyrus is eliminated and apply the following conditions:

All Greeks get home: Decisive moral victory (Artaxerxes looks like a wimp)

At least half get home: Pyrrhic moral victory (bitter glory)

Less than half get home: Moral defeat (wage rates for Greek mercs drop sharply)

9.3 Winning on Points. If neither leader is killed, victory is based on Victory Points. Each player gains points according to the following schedule. The player with the greatest point total is the winner.

Victory Point Table

Control	Points
PROVINCES	
Rich	3
Fertile	2
Mountain	1
OBJECTIVES	
All 4 Capitals	10
Royal Family	4
Treasury	10

10.0 OPTIONAL RULES

10.1 “Brotherly Hatred” Hand-to-Hand Combat. If Cyrus and Artaxerxes take part in the same Tactical combat, each rolls one die. Roll again on a tie. The loser dies. This replaces the normal Leader Casualty die roll.

10.2 Xenophon Replacement. If Xenophon had been killed, the Greeks would have elected another general, so the zero-rated leader rule from Alexandros can be allowed as an optional rule if both players agree.

10.3 Extended Game. If no decision has been reached by the end of the Winter, 400 turn and both players agree, the game may continue for another year.

11.0 DESIGNER’S NOTES

Xenophon is a further development of the system designed for Alexandros. My objective was to make an historically plausible and balanced game that could be played in a short time. Historical research was easy because there is essentially only one primary source: Xenophon’s eyewitness account (plus a few passages in Plutarch and later Greek historians). Most of the story is told in Book 1 of the Anabasis, which ends with the Battle of Cunaxa. The remaining seven books cover the retreat through Kurdistan and Armenia to the Black Sea coast, and the later adventures of the Ten Thousand in Thrace.

Leader ratings are based on historical performance. Xenophon wrote the book, so he gets top rating. There were five Greek

“generals” among the Ten Thousand, but only Clearchus and Menon commanded independent detachments.

The reinforcement schedule is intended to free the players from the need to keep track of province control and unit replacement point costs. Cyrus is under great time pressure to knock out his brother. The game should be an easy win for the King if Cyrus cannot force an early battle. The immobile Treasury encourages the King to stand and fight for Babylon, rather than falling back into

the Persian heartland. Even if the rebellion is crushed, the Rebel player can salvage a moral victory by getting the Ten Thousand out of Persia intact. The system is flexible enough, however, that events are not forced to follow this historical sequence. Both players have many alternative strategies. The Ionian/Spartan fleet gave Cyrus command of the sea, but he made little use of it.

The Tactical terrain effects rule and the Scythe Chariots can be retro-fitted to Alexandros, benefitting the historical accuracy.

SUCCESSORS

Clash of the Generals, 323-301 B.C.

A History by Mike Markowitz

THE SITUATION

Believing he was a god, Alexander the Great never expected to die at the age of 33, and therefore failed to make any provision for an orderly succession to his shaky Macedonian-Persian throne. Before breathing his last in Babylon on 13 June 323 (all dates are B.C.), he gave his signet ring to Perdicas, but when asked who should be his successor, he merely gasped, “The strongest ...”

The balance of forces was delicate. In preparation for Alexander’s planned Arabian expedition, most of his top generals were gathered in Babylon, with the army concentrated just outside the city:

	<u>Persian</u>	<u>Macedonian</u>
Cavalry	10,000	2,000
Infantry	50,000	13,000
Total	60,000	15,000

The assembled leaders included Ptolemy, Perdicas, Leonnatus, Peucestas, Eumenes, Meleager, Pithon, Nearchos, and Lysimachus. In Macedonia, Antipater, with five Macedonian phalanx battalions, some reserve Companions (Alexander’s Bodyguards) and the Thessalian cavalry, ruled as regent while bickering with Alexander’s mother, Olympias, over protocol. Antigonus The One-Eyed held Phrygia with several thousand Greek mercenaries, local cavalry and a handful of Macedonians. He had served with Alexander’s father, Philip, and lost an eye to a catapult bolt at the siege of Perinthus in 340. Craterus, a veteran general who was enormously popular with his men, was marching through Cilicia with 10,000 discharged veterans returning to Macedonia.

Beyond the Danube, the Macedonian governor of Thrace, Zopyrion, had recently been lost along with his entire army on an expedition against the Getae, a tribe of steppe nomads. Thrace rose in revolt, led by Seuthes, King of the Odrysians.

BREAK-UP IN BABYLON

Legally, the Macedonian kingship passed either to Roxana’s unborn child (she was about six months pregnant by Alexander), or to the dead god’s half-brother (and Philip’s only other surviving son), Arrhidaeus. About 34 years old, Arrhidaeus suffered from

epilepsy and was regarded as feeble-minded. Alexander’s mother, Olympias, his sister, Kleopatra, and his half-sisters, Thessalonike and Kynane were significant figures, but ineligible to rule.

The unwritten Macedonian constitution gave the power of decision to the Army, as the embodiment of the nation, but tribal customs were never designed for the management of a world empire.

The Macedonian cavalry, dominated by aristocratic families, was in favor of recognizing Perdicas as regent. The veteran infantry, led by Meleager, insisted on acclaiming poor Arrhidaeus as king, under the title Philip III. The situation quickly degenerated, and fighting broke out briefly in the palace. The cavalry, led by Perdicas, took control of the farmland around the city and blocked the supply of food to the foot soldiers inside.

To avoid a battle, Perdicas and Meleager made a deal to share power, and decided to mark the occasion with a bizarre Macedonian purification ritual. A dog was cut in half and the entire army, horse and foot, would march out between the two pieces. Suddenly Perdicas led out a cavalry squadron, seized 300 ring-leaders of Meleager’s faction, and had them trampled to death by war elephants. Meleager fled to a temple for sanctuary, but Perdicas’ men tracked him down and killed him there anyway.

In the autumn of 322, twenty-three thousand mercenaries who had been settled in Bactria and Sogdiana rebelled against Perdicas. They hoped to emulate Xenophon and fight their way home to Greece. Pithon then led a force to crush this revolt.

THE FACTIONAL LINE-UP

Two main factions, those of Perdicas and Ptolemy, formed in Babylon during the following months. The followers of Perdicas included Seleucus (commanding the elite Companions), Aristonus (one of the high-ranking Companions) and two phalanx commanders, Alcetas (brother of Perdicas) and Attalus (brother-in-law of Perdicas). The followers of Ptolemy included Pithon and Leonnatus (all three of them had been Bodyguards of Alexander).

Arrhidaeus was recognized as king, sharing the throne with Roxana’s child (born in August and named Alexander IV) as designated successor. Perdicas was given the title of Chiliarch (Prime Minister) and the provinces of the empire were parceled



out to Macedonian generals and a few loyal Persians. Antipater was confirmed as Regent in Macedonia, and the popular Craterus was given a vague and honorary title as Guardian of the Kings.

Eumenes, Alexander's secretary, was given the still unconquered province of Cappadocia, where the defiant Persian Satrap Ariathres had built up a force of 30,000 infantry and 15,000 cavalry. Perdiccas ordered Antigonus and Leonnatus to conquer the province for Eumenes. Antigonus simply ignored the order, while Leonnatus led his army into Europe instead, to support Antipater against a revolt that had broken out in Greece.

THE LAMIAN WAR

This revolt had several causes. The demobilization of Greek mercenaries from Alexander's army had created a large pool of unemployed, unhappy and heavily-armed men. There was widespread discontent over the presence of Macedonian garrisons in major Greek cities, especially Athens.

Leosthenes, an Athenian mercenary commander, led the rebellion. He occupied the pass of Thermopylae, while his city mobilized a fleet of 240 warships. The Macedonian fleet was soon battered in engagements off Abydos and Amorgos. Leosthenes then outmaneuvered Antipater and surrounded him in the Thessalian fortress of Lamia.

But Leosthenes was then killed in a cavalry skirmish, and Craterus arrived. He linked up with Antipater and smashed the rebellion at the Battle of Crannon (7 August 322).

Meanwhile, the hostility between Perdiccas and Antigonus soon grew so intense that the latter took refuge with Antipater, who was still campaigning through Greece.

Perdiccas himself soon thereafter conquered Cappadocia, and to further strengthen his authority, proposed marriage to Alexander's sister, Kleopatra. He also ordered Alexander's body, which had been embalmed in Babylon, sent back to Macedonia in a magnificent funeral carriage (almost a temple on wheels) for burial. But Ptolemy hijacked the body when it passed through

Syria and took it to Egypt, where it remained as a trophy and symbol of Ptolemy's claim to the succession.

THE FIRST SUCCESSOR WAR 320-319

It became evident to the other generals that Perdiccas was aiming to establish himself as sole ruler of the empire. To resist that, Antipater and Craterus crossed the Hellespont into Asia, and Antigonus slipped back into his old territory of Phrygia with about 3,000 followers.

Around the start of May in 320, Eumenes defeated Craterus in a hard-fought battle, thanks to his excellent Cappadocian cavalry. Plutarch describes the emotional scene as Eumenes, battered and bleeding, rode up to the place where Craterus lay mortally wounded. He dismounted to clasp his fallen foe's hand and wept over the evil fate that had brought comrades into conflict.

The pace of events accelerated as Antigonus took Cyprus. Perdiccas rashly invaded Egypt, hoping to knock out Ptolemy before turning against his other enemies. In a battle at the eastern edge of the Nile delta (near Pelusium), the two armies clashed. Ptolemy personally disabled an elephant with a sarissa during the fight. While attempting to cross the river at a sandy and unstable ford, many of Perdiccas' troops were swept away by the current and eaten by crocodiles. His generals (Seleucus, Pithon, and Antigones) were so disgusted with his poor judgement they murdered him in his tent and made peace with Ptolemy.

TRIPARADEISIS

The main armies and leaders met in July 320, at Triparadeisis in northern Syria, to hammer out new arrangements for the empire. The aged Antipater was confirmed as sole regent, while Antigonus was given command of the combined royal army, with Cassander, son of Antipater, as his cavalry commander. Antigonus' young son, Demetrius, was married to Antipater's middle-aged daughter,

MAJOR BATTLES OF THE SUCCESSORS

BATTLE	WINNER	LOSER	RESULT
Crannon (Northern Greece) 322 BC	Antipater 43,000 infantry 5,000 cavalry	Greeks 25,000 infantry 3,500 cavalry	Crushed the Greek revolt after Alexander's death
Cappadocia 321 BC	Eumenes 20,000 infantry 5,000 cavalry	Craterus (KIA) 20,000 infantry 2,000 cavalry	
Near Orcynii (?) 319 BC	Antigonus 10,000 infantry 2,000 cavalry 30 elephants	Eumenes 20,000 infantry 5,000 cavalry	Decided by treachery
Cretopolis (Pisidia, in Western Anatolia) 319 BC	Antigonus 40,000 infantry 7,000 cavalry some elephants	Alcetas 16,000 infantry 900 cavalry	
Paratacene (Western Iran) 316 BC	Antigonus 28,000 (+) infantry 8,500 cavalry 65 elephants	Eumenes 35,000 infantry 6-10,000 cavalry 114 elephants	
Gabiene (Western Iran) 315 BC	Antigonus 22,000 infantry 9,000 cavalry 65 elephants	Eumenes 36,700 infantry 6,050 cavalry 114 elephants	
Gaza (Palestine) 312 BC	Ptolemy 18,000 (+) infantry 4,000 cavalry	Demetrius 12,800 infantry 5,000 cavalry 40 elephants	Demetrius lost 5,000 KIA, 8,000 POW and his tent
Salamis (Cyprus) 306 BC	Demetrius 180 ships	Ptolemy, Menelaos Ptolemy, 180 ships Menelaos, 60 ships	Demetrius took 70 ships and 16,800 POW
Macedonia 302 BC	Demetrius 56,000 infantry 1,500 cavalry	Cassander 29,000 infantry 2,000 cavalry	Demetrius was recalled to Asia before he could force a decisive battle
Ipsus (Anatolia) 301 BC	Ptolemy, Seleucus 64,000 infantry 10-12,000 cavalry 400 (+) elephants	Antigonus (KIA) 70,000 infantry 10,000 cavalry 75 elephants	Ended the hope of reuniting the Empire under one ruler

Phila, widow of Craterus. (Their son grew up to become King of Macedonia, Antigonus II Gonatas.)

The provinces were divided anew: Babylonia went to Seleucus, Media to Pithon, and Persia to Peucestas.

Eumenes and the remaining followers of Perdiccas were sentenced to death, but since they remained in the field with an undefeated army, that was a tall order.

HUNTING EUMENES

In the spring of 319, Antigonus moved against Eumenes in Cappadocia with 10,000 foot (half of them Macedonian), 2,000 horse and 30 elephants. Eumenes led 20,000 foot and 5,000 horse. The armies met a place called Orcynii. To conceal his inferiority in numbers, Antigonus drew up his army on higher ground, with the phalanx in extended order (8 ranks deep), so it occupied twice the normal frontage. He overcame his lack of cavalry by arranging for the defection of Apollonides, one of Eumenes' cavalry commanders. (To the Successors, the art of treachery was a natural extension of strategy and tactics.)

The battle resulted in the capture of Eumenes' baggage train and the death of 8,000 of his men. Most of the survivors immediately signed up with Antigonus.

Eumenes escaped, and even managed to capture and execute the traitorous Apollonides. With a few hundred followers, he took refuge in Nora, a tiny, remote, almost inaccessible mountain fortress. Antigonus sent a message demanding Eumenes address him as a superior. "I regard no man as my superior as long as I am master of my sword," was Eumenes reply.

Leaving a detachment to keep an eye on Eumenes, Antigonus moved against Alcetas (Perdiccas' brother) in Pisidia, a rugged area on the southwest coast of Anatolia. In a feat worthy of Stonewall Jackson's Confederate "Foot Cavalry," he marched 300 miles in 7 days and surprised Alcetas' army in a mountain pass. The first warning the enemy received was the trumpeting of Antigonus' elephants.

The last organized opposition to the settlement of Triparadeisus was thus swept off the board, or so Antigonus thought.

Late in 320, or early in 319, Antipater died in Macedonia, designating Polysperchon, rather than his own son Cassander, to succeed him as Regent for the infant Alexander IV and poor Phillip III Arrhidaeus. Polysperchon, backed by Olympias, appointed Eumenes commander in Asia and authorized him to tap the royal treasury and wage war in the name of the Kings against Antigonus.

Eumenes quickly raised an army of 15,000 foot and 3,300 horse. This array included the incomparable "Silver Shields" (Argyraspides). Plutarch calls them "the oldest soldiers of Phillip and Alexander, war's athletes as it were, without a defeat or a fall up to that time, many of them now 70 years old, and not a man younger than 60." A hard life of campaigning had kept them fit, and through constant practice they had gained such skill with the sarissa they could slice through an opposing phalanx without working up a sweat.

THE SECOND SUCCESSOR WAR, 318-315

When Pithon, Satrap of Media, put his brother Eudamos in charge of Parthia, the other Macedonian Satraps, led by Peucestas in Persia, united against him. Pithon fled to Babylon with Seleucus. There they formed an alliance with Antigonus.

Antigonus marched into Babylonia and laid siege to Susa, which was strongly garrisoned. In July 316, on the Kopratas River, near Susa, Eumenes again appeared and smashed an attempted crossing by Antigonus, taking 4,000 prisoners.

Antigonus then decided to march into Media, to enjoy the milder climate and grab the treasury at Ekbatana. In a move that recalled the exploits of Xenophon's Ten Thousand, he took a shortcut through hill country occupied by the fierce Kossiaioi, a tribe that had fought Alexander in 324.

Eumenes moved on to Persepolis, and Antigonus moved south from Ekbatana against him. The armies met in the district of Paratacene, on the border between Media and Persia.

THE BATTLE OF PARATACENE

Antigonus occupied the higher ground, so had the advantage of being able to observe his enemy's deployment, but both sides closely followed Alexander's standard deployment, deliberately pitting their strong units against weaker opponents. Antigonus placed his heavy cavalry on the right, followed from right to left by his Macedonian infantry, a phalanx of mixed nationalities, a small force of Pamphylian and Lycian hoplites, a large unit of mercenaries, and the light cavalry under Pithon.

Eumenes deployed his mounted bodyguard and Companion cavalry opposite Pithon, followed by, from his right to left, the Hypaspists, the Silver Shields, a mixed phalanx, mercenaries, and the Asiatic cavalry under Eudamos, facing Antigonus. Both deployed elephants all along the front.

Pithon, ignoring Antigonus' orders, opened the battle with classic horse-archer tactics (see #1 on map). "They did not consider it safe to make a frontal attack against elephants, yet by riding out around the wing and making an attack on the flank, they kept inflicting wounds with repeated flights of arrows, suffering no harm themselves because of their mobility, but causing great damage to the beasts, which because of their weight could neither pursue nor retire" (*Diodorus*, XIX:30).

Eumenes then ordered Eudamos to dispatch his lightest cavalry from the opposite wing (2). Working in connection with light infantry, they routed Pithon and pursued him into the nearby foothills.

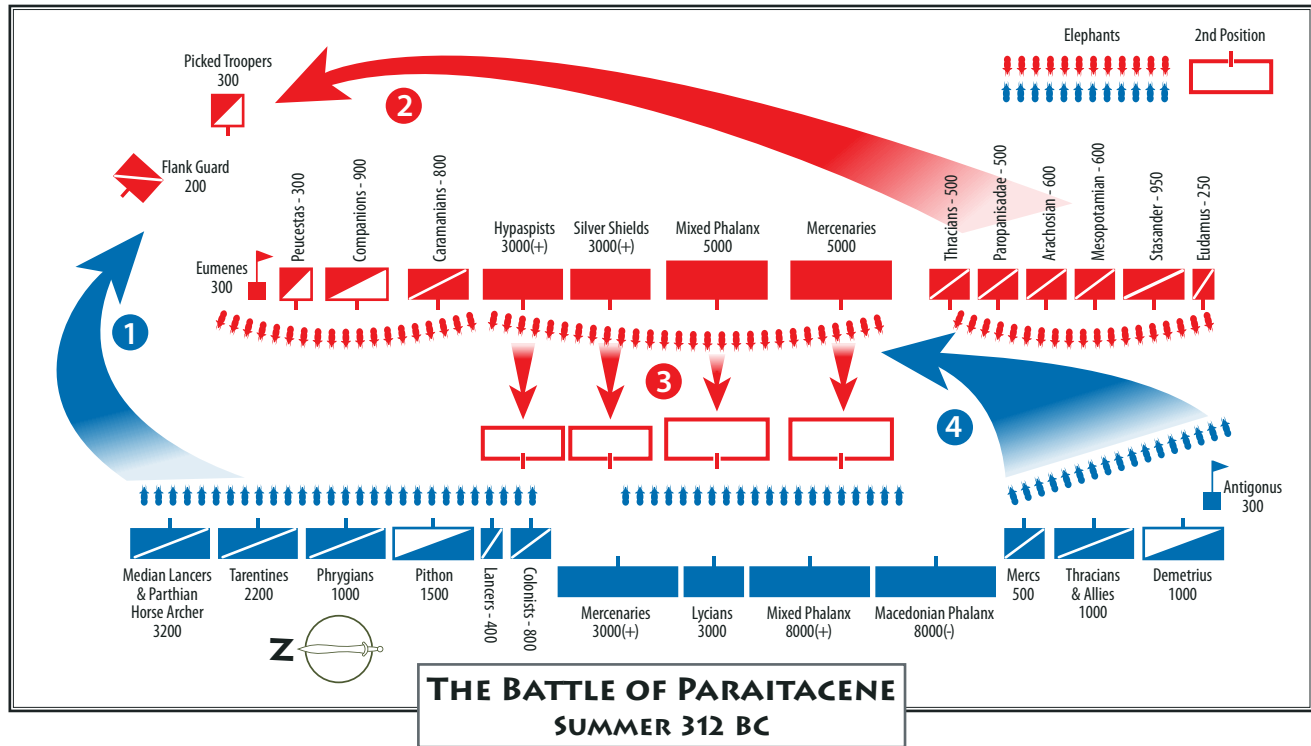
The infantry lines clashed, and Eumenes' Silver Shields routed the mercenaries facing them (3). But the advance of that victorious infantry opened a gap between Eumenes' center and left – a common occurrence on the third century B.C. battlefields. Antigonus had been waiting patiently for such an opportunity, and immediately charged through the gap (4), wheeling left and

right to roll up the open flanks of the opposing mercenaries and the remaining cavalry of Eudamos.

That would have ended a normal battle, but both sides were professionals, under generals Phillip and Alexander had trained. Incredibly, “although it was already lamp lighting time, both rallied their fleeing troops and began to put their entire forces in battle order once more.” Under a full moon, the armies formed up about 400 feet apart and waited. By midnight, both sides were so

exhausted they staggered off to rest. “Antigonus forced his army to make camp by the bodies; and since he gained control of their burial, he claimed the victory, declaring that to possess the fallen is to be victorious.”

Antigonus had lost 3,700 infantry and 54 cavalry killed, with over 4,000 wounded – about 20 percent of his army. Eumenes lost 540 infantry and “very few” cavalry killed, and about 900 wounded, for total casualties of less than 4 percent.



THE BATTLE OF GABIENE

The armies went into winter quarters, separated by “25 days’ march” across fertile country. By taking a shortcut through the desert, however, Antigonus planned to surprise Eumenes after a nine-day forced march. The surprise failed when some of Antigonus troops lit fires that were spotted by locals, who warned Eumenes. Eumenes then used a standard Successor ruse to buy time, while his far-flung detachments concentrated for battle. That is, he deployed his few troops on hand in a forward position and ordered each one to keep a campfire going all night, to create the impression of a large army.

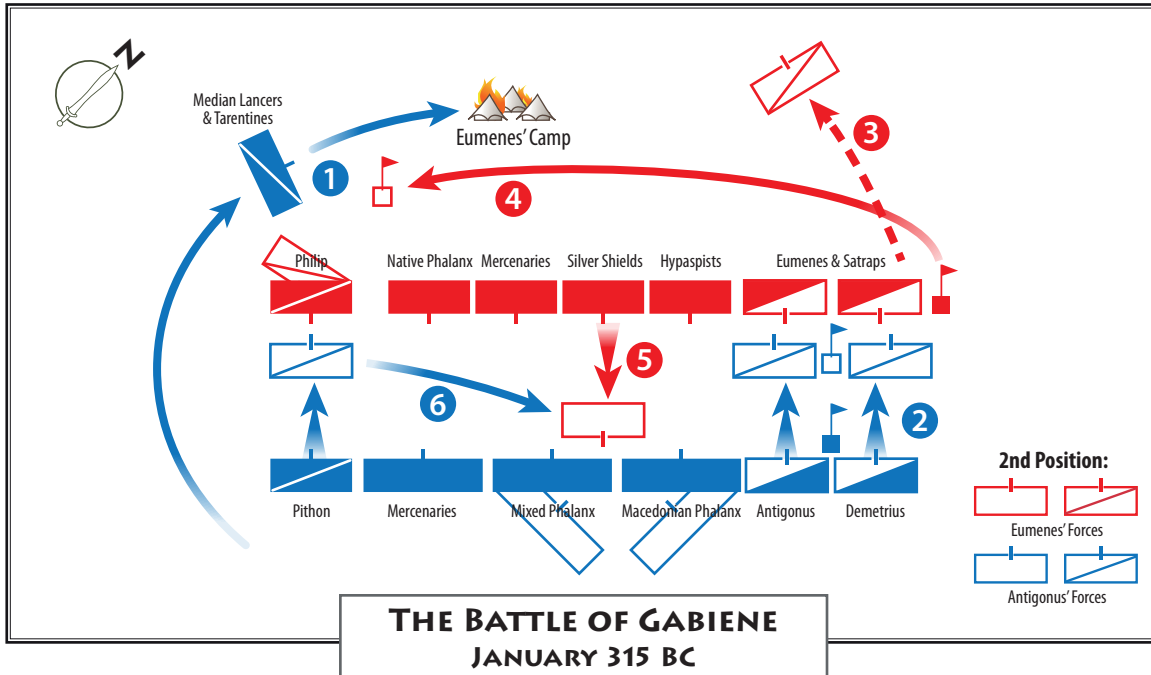
After the rest of Eumenes forces arrived, the now equally-matched armies met on a wide, dusty salt pan. This time, heavy cavalry faced off against heavy cavalry, light cavalry against light, Macedonians against Macedonians, and mercenaries against mercenaries. The opening clash of elephants and skirmishers threw up a huge cloud of fine dust.

Antigonus sent his left flank Median and Tarentine light cavalry, screened by the dust cloud, to seize Eumenes’ camp and baggage train, a thousand yards behind the line (1). Then he led his heavy cavalry against Eumenes and Peucestas on his right (2). Peucestas fled with cavalry of several satraps (3) – which may have been a deliberate and pre-arranged betrayal, because there had been much rivalry and suspicion between Eumenes and his lieutenant.

Eumenes took his personal guard toward Antigonus, hoping to knock out the enemy general, but he was badly outnumbered, and when his highly visible lead elephant was killed, a ripple of demoralization spread along the line. Eumenes broke off and rode to his opposite flank (4), to collect the light cavalry waiting there, and then chased after Peucestas to rally that fleeing force.

In the infantry scrimmage, the Silver Shields once more were victorious (5), but as they advanced they were hit in the flank and rear by Pithon’s cavalry (6). Forming a square, the veterans marched back to join Eumenes and Peucestas. Having lost their camp, the Silver Shields were not happy – Antigonus had their women, their servants and all the wealth they had accumulated in years of campaigning.

They cut a deal with Antigonus – the return of their loot in exchange for betraying their general. Eumenes was seized and turned over to Antigonus for execution, along with Eudamos and some other commanders. Peucestas and most of his troops joined the opposing army. Antigonus, no Boy Scout himself, was so disgusted with the treacherous behavior of the Silver Shields he packed them off to the Arachosian frontier, with secret orders to local commanders there to kill them off with every kind of hazardous duty.



THE BATTLE OF GAZA

The Third Successor War (314-311) pitted Antigonus against an alliance of Ptolemy, Cassander and Lysimachus. Seleucus, driven out of Babylon by Antigonus, had taken refuge with Ptolemy, and now led his cavalry.

Late in 312, Ptolemy and Seleucus crossed the Sinai Desert to invade Palestine with 18,000 foot and 4,000 horse. Demetrius, age 25, deployed to meet them at Gaza. He had about 11,000 heavy infantry, 3,000 light infantry, 4,400 cavalry and 43 elephants. His senior commanders included Pithon and Nearchus (who had commanded Alexander's fleet in the Indian Ocean).

Each side refused (pulled back) one flank, screened by light cavalry, and massed opposing heavy cavalry strike groups. Because he lacked elephants of his own, Ptolemy had formed a special anti-elephant unit of light infantry, equipped with some kind of portable barrier – probably strips of iron spikes or caltrops linked together by chains.

The cavalry battle went in Demetrius' favor until his elephants charged. The spikes injured their feet and stopped them in their tracks. Most were captured and Demetrius' army then panicked and routed, losing 500 dead and 8,000 prisoners. Pithon was also killed, but Demetrius escaped, losing his tent, servants and baggage (which Ptolemy graciously returned).

After the battle, Seleucus took off across the desert with a tiny army – 1,000 foot and 300 horse – to recapture Babylon. He succeeded, and went on to build a kingdom that lasted almost 250 years.

THE BATTLE OF CYPRIAN SALAMIS

The island of Cyprus, strategically important for its copper and ship-timber, changed hands repeatedly during the wars of the Successors. Its political map consisted of small kingdoms and city-states. Salamis was one of the most important. (Confusingly, it has the same name as the island near Athens where the Persians suffered their great naval defeat in 480.)

In 310, Ptolemy sent his brother, Menelaos, to conquer Cyprus. Then, in the spring of 306, Antigonus sent Demetrius with 15,000 infantry, 400 cavalry, and over 160 warships to take the island back. Menelaos had 12,000 infantry, 800 cavalry and about 60 ships. But Demetrius made an unopposed landing, defeated Menelaos in the field (1,000 KIA, 3,000 POW), and bottled up the remainder of his forces inside the walls of Salamis, while his own fleet blockaded the harbor.

Ptolemy quickly organized a relief expedition of 10,000 men, 140 warships, and over 200 transports. Then, in a classic example of economy of force, Demetrius left only ten of his ships to hold the harbor mouth against Menelaos' 60, while he sailed to meet Ptolemy's 140 ships with the rest of his fleet – about 170 ships.

The battle was fought along the shoreline. Demetrius massed his best ships on his outer (left) flank, while Ptolemy concentrated his force on the inshore side, hoping to break through to link up with Menelaos.

Demetrius' gamble paid off – his stronger wing rolled up Ptolemy's seaward flank and drove it against the shore, which was strongly held by Demetrius' army. Back at Salamis, by the time Menelaos broke out of the harbor, the main battle was almost over, and Menelaos could do nothing but return to Salamis, where he soon surrendered.

Salamis destroyed Ptolemy's sea power. Forty of his warships were

captured intact, and another 80 were disabled and abandoned. Demetrius also captured 100 transports, carrying 8,000 men. Only 20 of Demetrius' ships were even damaged in the fight, and all of those proved repairable. The victory seemed so decisive Antigonos immediately claimed the title of King for himself and his son, a move none of the other Successors had previously dared to make.

In October 306, Antigonos launched a combined land and naval assault on Egypt with the largest army ever assembled by a Successor – 80,000 foot, 8,000 horse, 83 elephants, 150 warships and 100 transports. But it was too late in the season; storms scattered the fleet, and Antigonos, then unable to force a crossing of the Nile without naval support, prudently turned back to Palestine.

Twelve years later, in 294, Ptolemy regained Cyprus. His descendants (all named Ptolemy) held it for over two centuries thereafter.

THE CAMPAIGN OF IPSUS, 302-301 B.C.

Antigonos held a strong central position in Anatolia, but was surrounded by four enemy kings – Lysimachus in Thrace, Cassander in Macedonia, Ptolemy in Egypt, and Seleucus in Mesopotamia and Persia. Cassander was pinned down in Thessaly, facing the army of Demetrius, son of Antigonos. But Lysimachus soon crossed the Hellespont with a large force of Thracian and Macedonian troops. Two of Antigonos' generals promptly deserted to Lysimachus. At the time, Antigonos was in northern Syria celebrating the foundation of his new capital, Antigoneia.

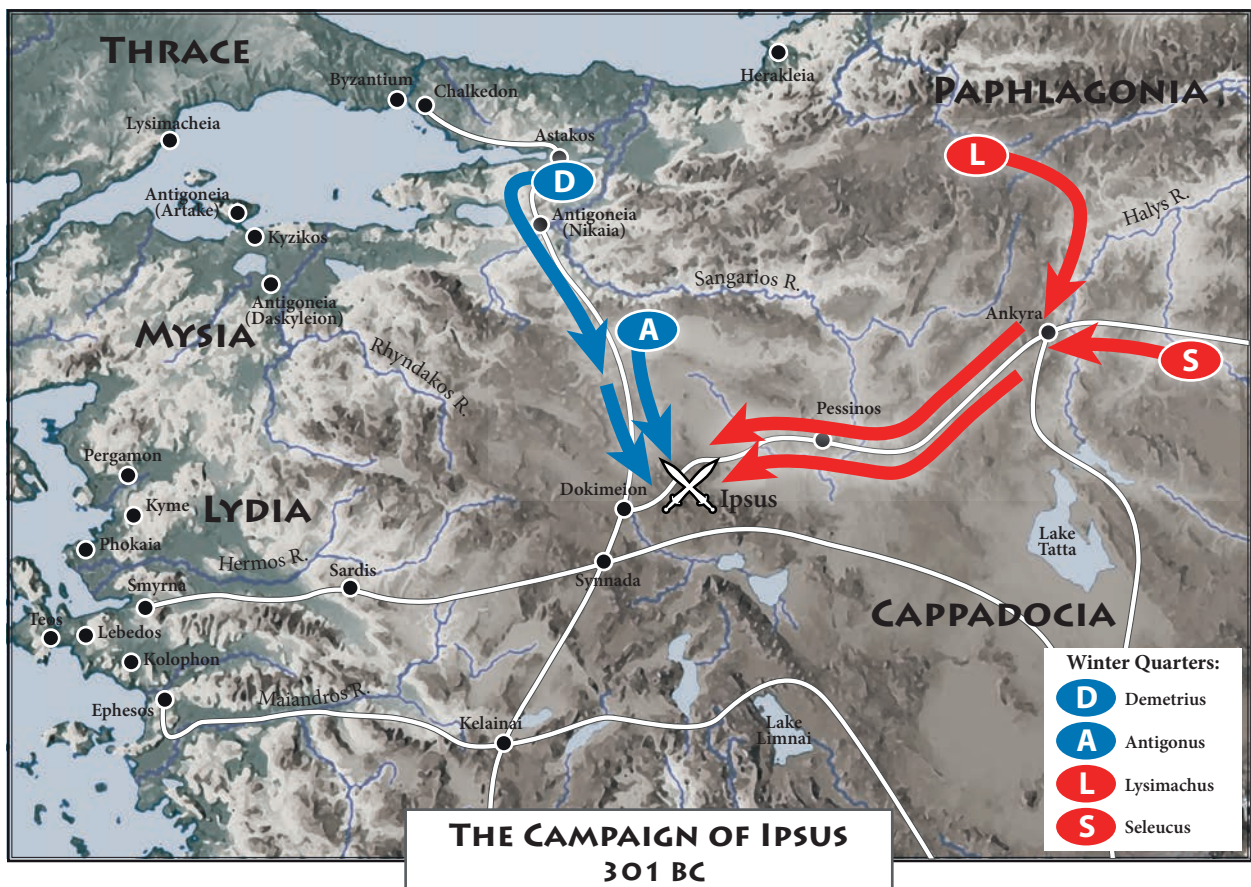
He moved quickly into Cilicia, paying his army for three months in advance to ensure their loyalty.

As Antigonos approached, Lysimachus built a fortified camp, which Antigonos then surrounded. Lysimachus broke out at night, force-marched 50 miles, and built a new camp. While Antigonos settled down to besiege this new bastion, Ptolemy invaded Palestine and Seleucus moved into Armenia. Lysimachus then broke out again, this time during a torrential rainstorm that made pursuit impossible.

Hoping to distract Seleucus, Antigonos dispatched a raiding force to take Babylon, but Seleucus abandoned his capital and calmly advanced into Cappadocia, further tightening the noose around Antigonos' kingdom.

The ever-cautious Ptolemy turned back when Antigonos spread rumors he had won a great victory over Lysimachus. Demetrius broke off the deadlock with Cassander in Thessaly and returned to Asia. Cassander just as quickly tried to reinforce his ally, Lysimachus, but his force was decimated by a storm in the Black Sea.

As the maneuvering continued in 301, an incident occurred which says a lot about the nature of all the wars of this period. When Demetrius managed to capture part of Lysimachus' baggage train, he came into possession of a large amount of booty belonging to the Autariatai, a mercenary Thracian tribe who were much more attached to their baggage than to their leader. Two thousand of them promptly deserted to Antigonos' cause, who just as quickly paid them handsomely for doing so. Lysimachus, in turn, fearing his remaining 5,000 Autariatai would also soon go AWOL, simply had them surrounded by other troops and massacred.



At any rate, Lysimachus and Seleucus linked up near Ankara. Demetrius then joined his father at Doryleum (where the great Crusader battle would be fought 1,300 years later). Both sides went into winter quarters, but Antigonos, hoping to surprise the combined army of Seleucus and Lysimachus, made a sudden late-season advance.

The armies clashed on a plain near the town of Ipsus. Details of the fight are sketchy – only a few fragments of Diodorus' chapter on this period have survived. Antigonos had 70,000 infantry, 10,000 cavalry and 75 veteran elephants (possibly survivors of the batch brought back by Craterus from India more than 20 years before). Lysimachus and Seleucus had 44,000 heavy and 20,000 light infantry, 10-12,000 cavalry, and over 400 elephants.

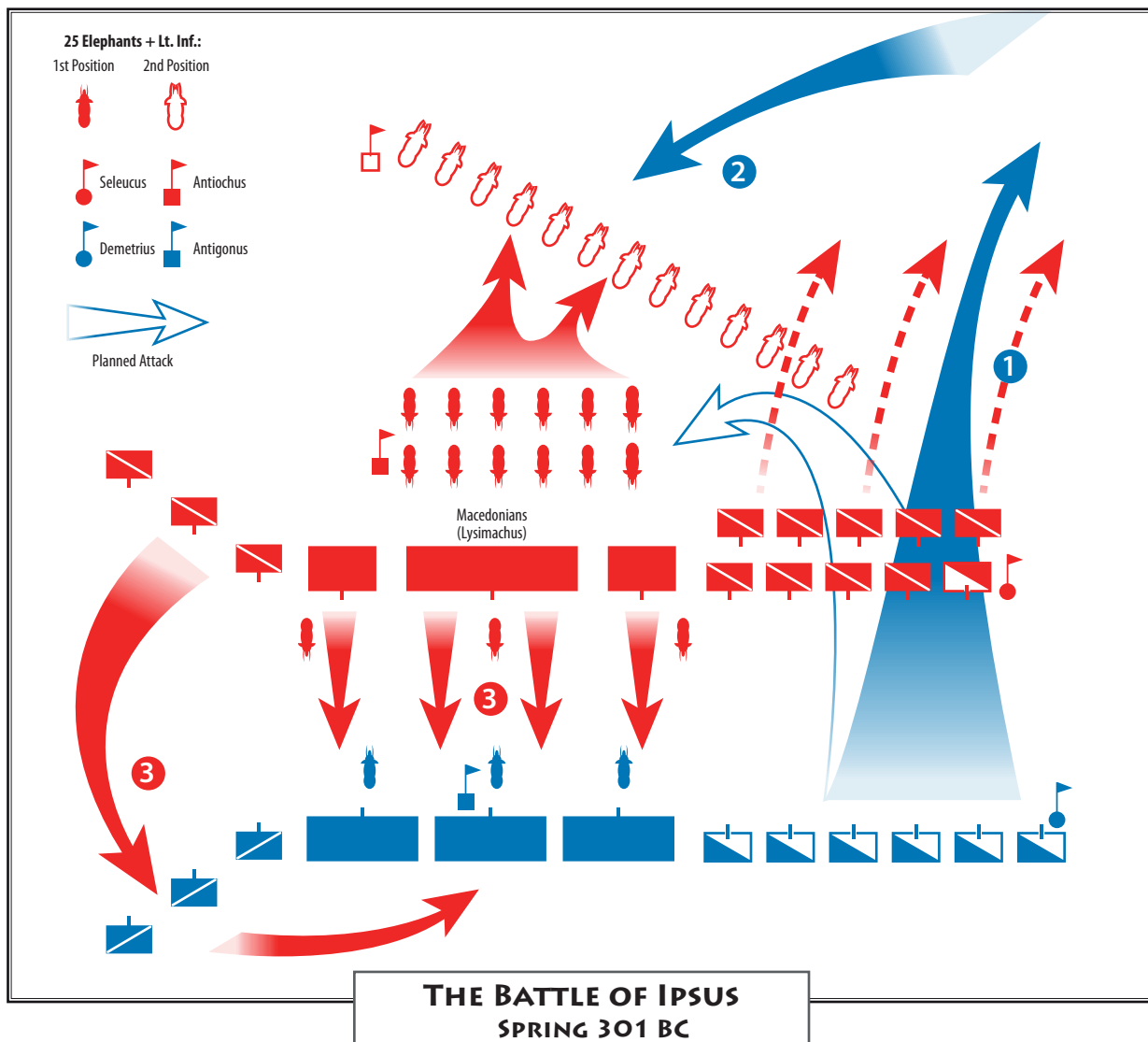
Seleucus had traded the Indian monarch, Chandragupta, two entire provinces for those elephants and he was determined to get good use out of them. He kept 300 in reserve under his personal command, and distributed the rest all along his front.

Antigonos had grown too old and fat to ride a horse safely any longer, so he took up a position on foot in the center of his phalanx. Demetrius led the heavy cavalry flank, facing off against Antiochus, son of Seleucus. Demetrius' charge was irresistible, scattering the lighter Persian horseman arrayed against him (1).

That may have been a ruse, designed to lure Demetrius into a long pursuit down the valley. If so, it worked. By the time Demetrius broke off his chase and turned back toward the main battle, Seleucus had deployed an impenetrable barrier of elephants across his path (2). Antigonos' main body was then quickly outflanked and his army collapsed (3). But convinced Demetrius would return, the old man refused to flee, and went down under a hail of javelins.

Demetrius, suddenly a king without a kingdom, escaped with 4,000 cavalry, and gathered about 5,000 fleeing infantry. The victors carved up Antigonos' territory, competed in recruiting the survivors of his army, and then began eyeing one another suspiciously.

Ipsus ended any possibility of reuniting Alexander's fragmented empire under the Antigonid – or, as it turned out, any other – dynasty. The verdict of history has been that Antigonos, who until then had never been defeated in battle, arrogantly and recklessly provoked a war he had no chance of winning. If Demetrius had kept his Companions under tighter control, or turned back sooner, or if Seleucus' elephants had panicked and run amok (as they did on so many other ancient battlefields), it might have been a different verdict.



Alexandros

Sheet #1 - front

ALEXANDROS

A 6 7			AGIS 5 7 8		ALEXANDER 9	ANTIPATER 6	PARMENIO 6	HEPHAISTON 5	BABYLON				SUSA		
3 2			7 8		CRATERUS 6	SELEUCUS 7	PTOLEMY 7	ECBATANA				PERSEPOLIS			
I 8 8			I 8 8		I 8 8		I 8 8		M 8 8		M 8 8		M 8 8		
M 8 8			I 8 8		I 8 8		I 8 8		I 8 8		I 8 8		I 8 8		
I HEJA 10 8			I TIRES 7 6		I HEJA 4 3		I PROD 4 3		I GREEK 4 3		I PARONIS 2 2		DARIUS III 4	BESSUS 6	A 6 4
I THRACE 6 3			I ILYRIA 3 3		AGRIANIS 4 3		I CRETE 3 1		SPITAMENIS 6		MEMNON 7		MAZAEUS 5	A 6 4	
A 4 1			A 4 1		A 4 1		D 4 1		D 4 1		D R. Gd 6 7		A 6 4	D 6 4	D 3 3
D 3 3			D 3 3		D 3 3		A 3 3		A 3 3		A 3 3		A 3 3	A 3 3	A 3 3
3 3			3 3		3 3		3 3		3 3		3 3		3 3	3 3	D 3 2
D 3 2			A 3 2		A 3 2		A 3 2		A 3 2		A 3 2		A 3 2	A 3 2	A 3 2
A 2 1			A 2 1		A 2 1		ROYAL FAMILY		ROXANA		GORDIAN KNOT		DEPLETED		DEPLETED
A 2 1			A 2 1		A 2 1		ALEXANDRIA		AMMON		DEPLETED		DEPLETED		DEPLETED
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2 2				2 2				2 2				2 2				2 2				RIVER				MTN	B-1		
CYRUS 8		CLEARCH 5		XENOPHON 9		MENON 5		ARIAEUS 4		PERDICAS 5		LYSMACHUS 5		NATIVE 6 6		EPHONOI 7 7											
ANTIGONUS 7		DEMETRIUS 6		CASSANDER 4		EUMENES 6		LEONATUS 4		POLYCHIN 4		LISITHENE 4		EPHONOI 7 7		EPHONOI 7 7											
5 *		5 *		2 2		ABROCOMAS 4		TSSPIRN 5		CARDUCHI 6 6		CHALYBES 4 4		PISIDIANS 3 3		PARTHA 6 6											
5 *		ALEXANDER		BAGGAGE		ARTAX 6		6 7 6		BACTRIAN 11 2 9		6 2		6 2		6 2											
PARTHA 12 10		AFRICA 1 4 1		AFRICA 2 4 1		CHANDR 8		CLEARCH 4 4		COMPANONS 9 8		EGYPT 6 6		SCYTH 5		B-1											

EGYPT	CYPRUS	RHODES	ATHENS	SIDON	IONIA	CRETE	BLACK SEA	NEW	RHODES 2
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Counters in a black square (40) are for the Xenophon game.

Counters in a gold square (20) are for the Successors game.

From Sheet 2

