

Greek-Persian War Battle Rules

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May 2006

based on "Quick Play Greeks v Persians Rules" by Harry Pearson in Battlegames issue 1,
March/April 2006

Equipment Needed

1. Armies
2. Measuring Rule (in cm.)
3. D20 Dice (one or more, six is best)
4. D6 Dice (one or more, two is best)
5. Hit Markers, one for every unit (e.g. small D6 dice)

The Armies

Unit Classification

All units are classified as Heavy, Light or Skirmishers, and as Infantry or Cavalry. For example, HI = Heavy Infantry, SC = Skirmisher Cavalry.

One or more Heavy units in each army may be further designated as Elites. Elites take 7 hits to destroy instead of the normal 6 (see *Effect of Hits*).

An army consists of a number of units, plus one or more leaders. One of the leaders is designated as the General, i.e. the commander-in-chief of the army.

Figure Basing

Figures are based on stands of a standard base size of frontage 6cm and depth 4cm, at the following densities. In addition, leader figures should be based individually on any appropriate stand size, e.g. 2cm by 2cm if on foot.

Figure Basing

| Unit Type | Number of figures on a stand |
|-----------|--------------------------------|
| HI | 8 figures in 2 ranks |
| LI | 6 figures in 2 ranks |
| SI | 4 figures, randomly positioned |
| HC | 3 figures in 1 rank |
| SC | 2 figures, randomly positioned |

Skirmishers can alternatively be based individually like leaders, with infantry on stands 2cm by 2cm, and cavalry on stands 2cm by 4cm. The stands should be positioned as a swarm with an

interval of approximately one stand width between adjacent models, over an area roughly equivalent to that of a standard unit size. This is a visual way to represent the looseness of their formation and their flexibility in movement. If Skirmishers are based individually, less figures are needed in a unit (see *Unit Organisation* below).

Unit Organisation

Units are of fixed sizes. Two alternative schemes are offered. Using the normal scheme, a unit consists of two stands of the same type. The alternative scheme uses single stand units. Single stand units are less pleasing to the eye, and are not able to adopt deep column formation, but you will get to play with more units for the same number of figures.

If Skirmishers are based individually, less figures are needed in a unit to give the right appearance. Skirmisher Infantry can be in units of 4 to 8 figures, and Skirmisher Cavalry in units of 2 to 4 figures (using the normal unit scheme). The best compromise of playability and appearance is to have 6 individually based figures in a Skirmisher Infantry unit, or 3 figures if using the alternative unit scheme, and 3 individually based figures in a Skirmisher Cavalry unit, or 2 figures if using the alternative unit scheme.

Army Lists

The following typical army lists are based on the Battle of Marathon 490BC:

Greek Army

3 Leaders, inc. the General (all on foot)
 5 units of Hoplites (HI), inc. 1 of Spartan Hoplites (Elites)
 1 unit of Peltasts (LI), armed with javelins and shield
 1 unit of Skirmishers, armed with either javelins and shield or sling (SI)

Persian Army

2 Leaders, inc. the General (both mounted)
 5 units of Heavy Infantry (HI), inc. 1 of Persian Immortals (Elites)
 1 unit of Auxiliary Light Infantry, armed with javelins and shield (LI)
 1 unit of Archers, armed with bow (LI)
 2 units of Skirmishers, armed with either javelins and shield or bow (SI)
 2 units of Heavy Cavalry (HC)
 1 unit of Skirmisher Cavalry, armed with bow (SC)

Division Organisation

Before rolling for deployment (see *Turn Sequence*), each player should decide on the divisional structure of his/her army and make a written note of it. Once the two armies have deployed, the division organisation should be declared to the other player.

Units can be organised into divisions so that a single Command Roll may be made for all of the units in the Division, instead of rolling for each unit separately. To understand the implications of division organisation, please see section *Command and Control*.

Units may be organised into any number of divisions of all Light / Skirmisher troops or all Heavy troops, and all Infantry or all Cavalry. For example, a division may consist of 2 units of Skirmisher Infantry plus a unit of Light Infantry, or 4 units of Heavy Cavalry. A unit cannot be in more than one division.

Units of a division must stay within 8cm of each other to count as part of the same division.

Turn Sequence

At the start of the game, each player rolls 1D6. The player who scores lowest must deploy first.

The game is played in alternating player turns. The Greeks always take the first turn.

Each turn, the active player conducts actions for all of their units according to the following sequence. Units can move/shoot/melee in any order the player chooses.

1. Command & Control
2. Movement
3. Shooting
4. Extra Movement (split firing Skirmishers only)
5. Hand-to-hand Combat (Melee)

Moving and Shooting

All except Skirmishers have the following options:

- Move only
- Shoot only
- Move upto half distance and shoot at half effect (halve the number of dice thrown)

Skirmishers have the following options:

- Move only
- Shoot only
- Move upto full distance and shoot at full effect
- Move upto half distance, shoot at full effect, then move upto half distance

Command & Control

Units do not necessarily move as directed by the player. A successful Command Roll must be made for each unit the player wants to move. Roll 1D6 for each unit. Greeks must score 2+ to move the unit as normal, Persians must score 3+. If the roll is failed, the unit may not be moved.

All Heavy troops that fail their Command roll must, however, charge enemy to their front, if there is an enemy unit within charge range and they are eligible to charge.

There is no need to roll for units locked in hand-to-hand combat, because these cannot move anyway.

Divisions may be rolled for instead of individual units, in which case the result applies to the whole division. If the roll is passed, all units in the division must make the same move, e.g. all move forward or all turn to the right. If the roll is failed, none of the units in the division may move (except for compulsory charges as above).

If a General is attached to a unit (see *Leaders and Generals*), then that unit or that division automatically passes its Command Roll. However, if the General's unit is in melee or the General is killed, then all units and divisions in the army (including the division of the general's unit) are at -1 on the Command Roll.

Leaders and Generals

An army has one or more leaders, one of whom is the General in overall command.

Leaders are normally mounted (either on a horse or in a chariot as appropriate) and move as Heavy Cavalry. In Infantry-only armies they are normally on foot and move as Light Infantry.

A leader can move to join any unit (except that a leader on foot cannot join a mounted unit), but once attached may not leave that unit. If the unit is destroyed, the leader is lost as well.

When a leader moves to join a unit, the movement is considered to be a free move before all other movement, and does not stop the unit from moving in the same turn after the leader is attached.

When a leader joins a unit, the unit can immediately recover one hit. If there are none to recover, this advantage is wasted.

While a leader is attached to a unit, he may become a casualty from hand-to-hand combat. Every time the unit receives a hit from hand-to-hand combat, roll 1D6. On a score of 1 the leader is killed and the unit receives an additional hit.

If contacted in the open by enemy, unattached leaders are destroyed.

The General counts as a leader but in addition has special rules for command and control (see *Command and Control*).

Movement

Move Distances

| Unit | Move (cm.) | Charge (cm.) | Rough-Going | Hard-Going |
|---------------------|------------|--------------|-------------|------------|
| Heavy Infantry | 12 | +4 | 8 | 6 |
| Light Infantry | 15 | +4 | 15 | 8 |
| Skirmisher Infantry | 20 | - | 20 | 10 |
| Heavy Cavalry | 24 | +5 | 16 | - |
| Skirmisher Cavalry | 30 | - | 24 | - |

Rough-Going = broken ground, scrub/bushes, rocks, slopes, streams, etc.

Hard-Going = dense woods, steep hills, marshes, cliffs, rivers, etc.

Troops in deep column formation (or in all cases if using single stand units) moving on roads can move normally at charge speed. There is no speed advantage for Skirmishers moving on roads.

Changing Formation

If using two-stand units, units can change formation between deep column and line, or vice versa, taking one complete turn of movement.

Units can also "about turn" to turn to face 180 degrees from their start position. This takes half a turn for Light troops or one complete turn for Heavy troops.

If contacted by enemy immediately after changing formation, the unit fights at half effect, i.e. with half the number of combat dice.

Skirmishers move as a swarm with no facing, and therefore they never need to change formation or about turn.

Manoeuvring

Units manoeuvre by wheeling. A unit may wheel as far as the outer models can move. A unit can wheel for upto half a turn or a whole turn, but may not take less than half a turn.

Interpenetration

Skirmishers may interpenetrate any friends. No other troops may interpenetrate.

Charging

Charging is a deliberate advance into contact with the enemy. It is the only way to enter hand-to-hand combat. Otherwise opposing units may not advance closer than 1 cm.

Charging must be in a straight line towards the enemy. Where possible, charging units should be lined up with the units being charged.

A unit which has suffered hits and is charged must take a Morale Test. The unit must roll 1D6 and score more than the number of hits it has taken. If the unit fails then it takes an additional hit. If that destroys the unit, then the charging unit completes its charge into the vacant space.

Skirmish troops may not charge.

Skirmish troops which are charged always attempt to fall back to avoid contact. They fall back at half normal move distance, facing the enemy, and may not move in their next turn. The chargers may complete the charge, either into the vacant space or into contact. If they make contact, then the Skirmishers fight at half effect, just as if they had changed formation. If the fall back move is obstructed, e.g. by impassable terrain, then the unit is instead destroyed.

Note skirmish troops have no proper facing and therefore cannot be attacked in the flank or rear. If charged, the models are simply lined up to face their attackers.

Missile Combat

Shooting Ranges

| Unit | Close Range (cm.) | Max Range (cm.) |
|------------------------------|-------------------|-----------------|
| Archers | 20 | 40 |
| Skirmishers (javelins) | 10 | - |
| Skirmishers (bows or slings) | 10 | 20 |

Ranges are measured from the centre, front base in a unit to the centre, front base of the target unit.

Skirmish troops may shoot in any direction. Other troops may only shoot at targets within a +-45 degree arc of straight ahead.

Archers may fire over friendly troops if they are on higher ground or at least 15cm from the friendly unit, and the target unit is at least 15cm in front of the friendly unit.

In other circumstances, the shooting unit must have unobstructed line-of-sight to its target.

Each unit rolls the number of D20 given in its Missile Dice rating (see *Unit Characteristics*), needing to equal or beat the Toughness of the target unit (again, see *Unit Characteristics*) in order to score a hit.

Missile Dice Modifiers

| Factor | Modifier |
|--|----------|
| Close range | +1 die |
| Shooting at rear of enemy unit | +1 die |
| Enemy in defensive terrain | -1 die |
| Shooting overhead | -1 die |
| Archers shooting at Cavalry | +1 die |
| Javelin and shield armed Skirmishers shooting at other Skirmishers | +1 die |

The effect of hits is the same as for hand-to-hand combat (see *Effect of Hits* below).

Hand-to-Hand Combat

Once a unit charges an enemy unit, the two units are locked in combat turn after turn until either one unit is destroyed or Cavalry fall back from Infantry.

In each player's turn, all hand-to-hand combats are resolved for both sides. Both side inflict and receive casualties simultaneously.

Each unit rolls the number of D20 given in its Combat Dice rating (see *Unit Characteristics*), needing to equal or beat the Toughness of the target unit (again, see *Unit Characteristics*) in order to score a hit.

Combat Dice Modifiers

| Factor | Modifier |
|---|---------------------------------|
| Charging or following up after push-back | +1 die |
| Attacking enemy in flank | +2 dice |
| Attacking enemy in rear | +4 dice |
| Attacked in flank or rear | -2 dice |
| Enemy on higher ground | -1 die |
| Enemy in defensive terrain | -1 die |
| Heavy troops in Rough-Going | -1 die |
| Heavy troops in Hard-Going | -3 dice |
| Frontage overlap ^{*1} | +1 die |
| Double depth Heavy troops in good-going ^{*2} | +1 die |
| Unit just made a formation change, or unit is Skirmishers who fell back from a charge and were caught | halve the number of dice thrown |

^{*1} "Frontage overlap" implies that the unit has adjacent friends on at least one flank who are not in hand-to-hand combat (and can assist by fighting the enemy unit from the flank).

^{*2} "Double depth" implies that the unit has at least one stand of the same type supporting from the rear, either because the unit is a two-stand unit in deep column formation, or else it has a friendly unit of the same type in contact to its rear. This advantage is nullified if either are in Rough-Going or Hard-Going terrain.

Effect of Hits

Hits represent not only physical casualties but also a lowering of morale and an inability to retain order and discipline.

The number of hits on a unit may be recorded by placing a D6 die behind the unit, with the upper face turned to show the number of hits taken. Alternatively, use numbered counters or similar. Hits could instead be recorded on paper, but they must be visible to both players.

When any unit takes 6 hits it is destroyed, except Elites which take 7 hits and Skirmishers which take 5 hits.

A destroyed unit is removed from the table, but before it is check for the morale effects on friendly units, as follows: Turn the destroyed unit around and move it a full charge distance in a straight line away from the enemy. If the unit either contacts or passes within 8cm of a friendly unit with a Toughness equal to or less than its own, dice as if attacking that unit in hand-to-hand combat (with no modifiers). This represents the morale effect on the unit. Repeat this for every friendly unit within 8cm.

Hits from Hand-to-Hand Combat

In hand-to-hand combat, the side causing the greater number of hits is the winner of the combat

and pushes back the loser 2cm for every point of difference in the number of hits caused.

Infantry which fall back from Cavalry are instead destroyed.

The winner must follow up, counting as charging next turn, except Infantry never follow up against Cavalry.

If the loser suffers a pushback of 8cm it loses all its remaining hits and counts destroyed.

If the loser is destroyed, the winner may follow up for half its normal move distance.

Any unit that now finds itself disengaged from hand-to-hand combat (Cavalry that fall back from Infantry, Infantry that win against Cavalry, and winners whose opponents are destroyed) may not move in its next turn, while it recovers. If charged, the unit fights without penalty.

Any unit that destroys an enemy unit in hand-to-hand combat removes one hit from its own total of hits, representing the morale boost of victory.

Victory

As a general guideline, an army should be considered beaten when it loses half or more of all its units.

Unit Characteristics

| Unit | Unit Type | Missile Dice | Combat Dice | Toughness | Missile Weapons |
|--------------------------|-----------|--------------|-------------|-----------|-------------------|
| Greek | | | | | |
| Hoplites | HI | - | 6 | 18 | - |
| Peltasts | LI | 2 | 4 | 12 | javelins |
| Skirmishers | SI | 2 | 2 | 12 | javelins or sling |
| Persian | | | | | |
| Heavy Infantry | HI | 4 | 6 | 15 | bow |
| Archers | LI | 4 | 4 | 13 | bow |
| Auxiliary Light Infantry | LI | 2 | 4 | 12 | javelins |
| Skirmishers | SI | 2 | 2 | 12 | javelins or bow |
| Heavy Cavalry | HC | - | 6 | 15 | - |
| Light Cavalry | SC | 2 | 3 | 12 | bow |