

Quick play Greeks v Persians rules

Not content with just a scenario, Harry treats us to a set of rules too!

by Harry Pearson

INTRODUCTION

In these rules 'hits' are regarded not only as casualties but also the effect on morale of enemy action. Every unit has a 'to hit' figure. An enemy unit must throw this figure or above on a d20 in order to score a hit against this unit. Units also have a combat dice figure. This is the number of d20s they throw when engaged in combat with an enemy unit. When a unit has taken six hits it is destroyed.

UNIT SIZES

- **Greek hoplites** are in units of 24. They may operate in formations up to four ranks deep.
- **Persian infantry** are in units of 40. They may operate in formations up to four ranks deep.
- **Persian close order missile troops** are in units of 20. They may operate in formations up to two ranks deep.
- **All light infantry** are on bases measuring 30mm x 30mm and in units of 12. They may operate in formations up to four ranks deep.
- **Cavalry** are in units of 16 figures and may operate in formations up to four ranks deep.

URNS

Alternate movement and firing. Greeks move first.

Greek Command

Greeks may move all units.

Persian Command

Persian commander throws one average dice (2,3,3,4,4,5) for every five units in his army (rounding down). Total scored on dice is the number of units he may move this turn. All units may fire at nearest enemy and/or mêlée.

Order Of Actions

- 1) Greeks move all troops (those that split fire will carry out firing of missiles as part of movement).
- 2) Greeks fire all other missiles.
- 3) Mêlée.
- 4) Persians move all troops (split fire as above) they can. Troops engaged in mêlée by Greeks cannot move.
- 5) Persians fire all other missiles (troops engaged in mêlée cannot fire).
- 6) Mêlée.

MOVEMENT

All distance is centimetres

	Move	Charge
Greek hoplites	12	16
Greek light infantry	20	-
Greek cavalry	40	-
Persian infantry (including auxiliaries)	15	18
Persian light infantry	20	-
Persian light cavalry	40	-
Persian cavalry	30	35
Persian chariots	30	-

- Light infantry, light cavalry and chariots may split/fire. That is, they may move part of their movement distance, fire, and then move the rest of their movement distance. This allows them to move forward, fire, then retreat as they did historically. They may also fire and then make full movement. They may never voluntarily enter a mêlée.
- To change direction, troops may wheel. Measure as normal.
- Formation changes are carried out by measuring the distance moved by the figures which need to move the farthest.
- Close order units: change face by 90 degrees $\frac{1}{4}$ of move; about face $\frac{1}{2}$ move.
- Units in skirmish order may pass through friendly units without penalty.
- Close order units may not pass through other friendly close order units. They must go around them.
- Charging must bring a unit into contact with enemy. Charges must be made in a straight line. Units must always charge in order to get into mêlée contact. (This is important as it prevents units exploiting the alternate movement system by veering off across the front of the enemy to attack them in the flank or rear.)
- Skirmish order troops and chariots cannot charge and therefore may not voluntarily enter mêlée combat.
- In order to charge home, a unit must pass a morale test. It must throw a D6 and score more than the number of hits it has suffered (see below for modifiers). If it fails the test it forfeits its turn.
- If unit successfully charges then the charged unit must test. Throw a D6. The unit must score more than number of hits it has suffered. If it fails, it moves directly back one full turn facing the enemy. It may not move on its next turn. The charging unit may still move its full charge distance into space.
- Unit's 'to hit' figure is 16 or more – add 3 to dice throw.
- Unit's 'to hit' figure is 14 or 15 – add 2 to dice throw.
- Unit is in cover or uphill from enemy – add 1 to dice throw.
- Skirmish unit charged by close order unit – subtract 2 from dice throw.
- Skirmish order troops always turn to face the enemy. Close order units do not automatically turn to face the enemy and can therefore be attacked in flanks and rear.

MISSILE COMBAT

<i>Ranges in cm</i>	Close (under)	Maximum
Archers	20	60
Slingers	10	40
Javelins	5	20
Horse Archers	10	40

- Ranges are measured from the central figure of unit.
- Chariot archers and horse-born javelins fire as foot.
- Troops in skirmish order/horse archers/chariots may fire in 360-degree arc (or circle, possibly)
- Close order troops may fire in 45-degree arc to front measured from central figure.
- Skirmish order troops, cavalry and chariots may move full distance and fire without penalty.
- Close order missile troops may move up to half distance and fire using half normal dice.
- Close order archers may fire over friendly troops:
 - If they on higher ground and the enemy unit is at least 15cms from the friendly unit

If the friendly unit is at least 15cms in front of them and 15cms from the enemy.

• For other modifiers and combat resolution see below.

MÊLÉE

Mêlée is hand-to-hand fighting that results when one unit charges into contact with another. It is resolved in the same way as missile combats except that both sides inflict and receive casualties simultaneously.

Combat Resolution

- Combat is carried out by rolling 20-sided dice. The 'to hit' figure is the score or above needed to hit this type of unit. 'Dice number' is the number of dice that type of unit rolls when in combat.
- Hits are not just casualties but also the effect of combat on morale. No casualty figures are removed. Results are recorded using dice placed behind the unit.
- When a unit has been hit six times it is destroyed (*see elite unit*). The figures are turned to face away from the enemy and move directly backwards their full charge distance. If this results in them passing through or within 8cm of any friendly units of the same arm (cavalry affects cavalry, infantry affects infantry but cavalry does not affect infantry and vice versa) that has a 'to hit' figure equal to or less than theirs, throw the routing unit's combat dice. Any hits are registered as normal on the friendly unit. (This represents the morale effect of seeing friendly units running away). If that unit has now reached six hits, it too routs. Once units have routed full charge distance, they are removed from the table.

	To Hit	Combat dice	Missiles?
Greek Hoplites	18	6	No
Greek Light	12	2	Yes/mixed*
Greek Cavalry	14	2	Javelins
Persian Immortals	16	6	Bows
Medized Hoplites	16	6	No
Persian Infantry	14	6	Bows*
Persian Light	12	2	Yes/mixed*
<i>(All Persian skirmish troops including Assyrians, Ethiopians, Libyans)</i>			
Persian Archers	14	4	Bows
<i>(Archers in close order including Assyrian and Indian allies)</i>			
Persian Auxiliaries	12	4	Bows*
<i>(All close order allies – Assyrian, Egyptian, Indian, Phrygian etc)</i>			
Persian Cavalry	15	6	No
<i>(All Persian close order cavalry – Persian, Assyrian, Indian etc)</i>			
Persian Horse Archers	15	3	Bows
<i>(All Persian horse archers – Dahae, Scythian, Assyrian)</i>			
Persian chariot	15	2	Bows

* Armed as figures are armed. Some Persian and Persian auxiliary infantry have bows as well as spears and shields, some don't.

Positive dice modification (extra dice thrown)

Impetus (either charging or from pushback in mêlée)	+1 die
Close range with missiles	+1 die
Attacked enemy in flank	+2 dice
Attacked enemy in rear	+4 dice

Negative dice modification (less dice thrown)

Enemy is on higher ground	-1 die
Enemy in woods	-1 die

Enemy behind walls	-1 die
Attacked in flank/rear	-2 dice
Unit failed morale test this turn	½ number of dice thrown

- In mêlée, hits push the enemy back 2cm per hit as well as *registering* as hits. The side that scores the most hits pushes enemy back by the difference x 2cm e.g. Greek hoplites score three hits, Persian Immortals one, therefore Greeks push back Persians 4cm.
- The unit that pushes back an enemy may choose to follow up (gaining impetus in the next round of mêlée) or to remain where it is.
- If a unit is pushed back 8 cm in a single round of mêlée it is automatically destroyed. Follow the procedure for routing as above. The victorious unit may follow up for half their normal move distance.
- Mêlée continues until one side is destroyed or the winner of one round of mêlée chooses not to follow up.
- Any unit that destroys an enemy unit in mêlée automatically removes one hit from its own total of hits (the morale boost of victory!)

MORALE

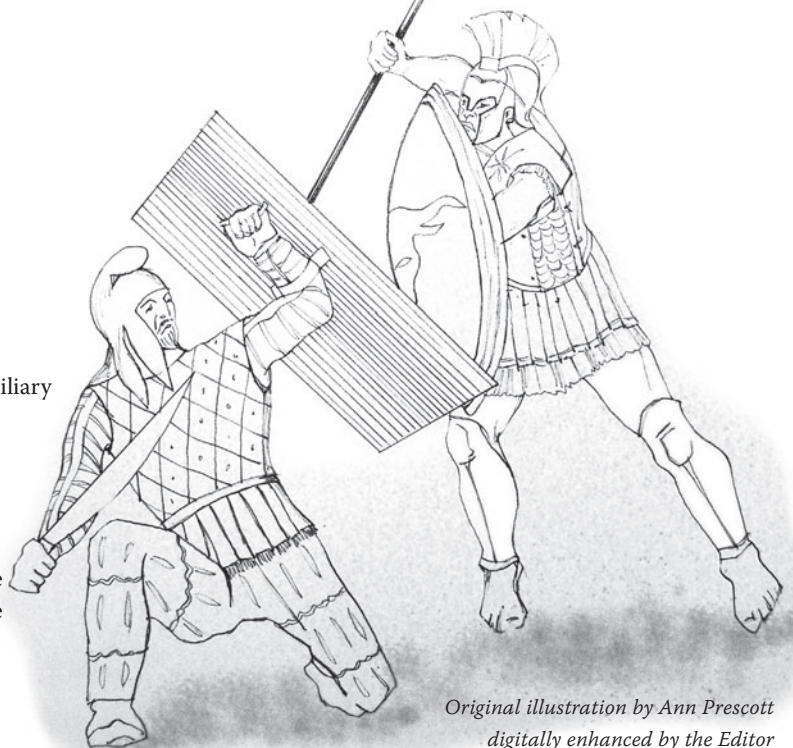
Hits are morale as well as casualties. The only morale test is prior to charging.

ÉLITE UNITS

Spartan hoplites and Persian Immortals are elite units. They require seven hits before they are destroyed.

LEADERS

Generals and other leading officers have a positive effect on morale. If a leader is with a unit (in base to base contact) or joins a unit, it may remove one hit. This applies *only once per unit* (i.e. the leader can't keep nipping away and coming back again to raise morale). If a leader is attached to a unit in this way, he may be hit himself. Every time the unit sustains a hit, throw a D6. A score of 1 means the leader is killed and two hits are added to the unit's total (one for the hit and one for the hit removed by his presence).



Original illustration by Ann Prescott
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