

# «What country, friends, is this?»

## «This is Illyria, Lady»

### «And what should I do in Illyria?»

CHARLES VASEY

(Charles is a very active member of the British boardgaming scene. Not only does he edit 'Perfidious Albion', a monthly roneoed magazine with much emphasis on the news and new games, but also finds time to get immersed in games! In the case of Conquerors he was in the happy position of games testing it prior to publication so has a long acquaintance with it. His article, based on the game as purchased, reflects his deep interest in the era and his critical appraisal of games. Since it was written errata have appeared in Moves 35 and Fire & Movement 9 and some of the points raised are answered therein. Editor.)

So asked Viola in *Twelfth Night*. Doubtless she had just been engaging in a little strategic planning in *The Conquerors*; this must be the first game to bring the political importance of Bato the Dardanian into the lives of boardgamers and was eagerly awaited by ancient buffs. In this article, I hope to look into the historicity of the game with special consideration of *The Romans*. Fashions come and go in boardgaming as to whether realism or playability are the most important factor in a game. This is not an argument into which I wish to delve, however, it must be realised that the reason anyone buys a "simulation" is that he wishes to savour some of the problems and glories of that period. Of any game it can be asked - "does this tell me anything about the handling of an empire/battalion/squad etc."; when I mention the game fails to simulate a factor, this should not be regarded as the same as saying the game would have been better if it had been included - it could well have been much worse!

Oh yes, to answer Viola's question, there is not much one can do in Illyria, git while the going's good.

#### Series Replay: Second Macedonian War

This is an overview of just one game with myself as the noble Phillip and Geoff Barnard as the malevolent and evil Senatus of Roma. It does not disclose any great play by either side; it is given purely to show what can happen and as a comparison as to what did happen.

**September 200 BC** - Roman bribery brings King Nabis of Sparta into the war, allowing a second front to be opened against Macedon. The King is somewhat restricted by the fortress of Corinth with its Macedonian garrison. He contents himself with capturing Cyllene to get a port. Consul Aelius lands at Appollonia and is joined by the Illyrians. He swiftly destroys the garrison of Antipatreia. Phillip can make no reply to this due to his useless army and must move south collecting phalangites and dropping off light infantry. The Macedonian fleet moves to Corinth in case of Roman moves on Attica. The Aetolians join Phillip (historically quite impossible). The Pella army under Nicanor lays siege to Pydna and takes 20 days to capture it, only to find the place contains little wealth. They fall back with the Aetolians in tow.

**October 200 BC** - The consul moves inland to threaten Thessaly. Phillip bribes his way into Athens (odd this, seeing Athens was the reason for the war), giving him the supply base in the south. The fleet moves Naupactus to push back the possibilities of Roman naval landings. Phillip crushes Cyllene to keep the ports closed. In the north a fierce battle occurs with Nicanor defeating Aelius near Aegenium. The consul flees towards Apollonia and Nicanor takes the town.

**Winter** - Phillip gets his peltasts frosted in the Peloponnesus: Aelius is re-appointed consul amongst some surprise from the Macedonians, mercenaries are raised but Rome neglects to build the naval base at Apollonia. Macedon raises ships, men and a siege-train.

**March 199** - Two legions arrive in Macedonia to bolster this front, the fleet takes Zacynthus where it is joined by the Pergamene and Rhodian fleets. The Macedonians are thus neatly bottled up in the Gulf of Corinth with the reinforcements miles away at Demetrias. To complete their misery, Nabis leaps out of Sparta and defeats Phillip and his army



Continued overleaf



in a very close battle, causing him to fall back to Attica. Trenches are opened before Chalcis by Nicanor.

**April 199** - Rome continues to play dirty. The consul, with two legions, moves on Pella. The praetor moves through Illyria sacking cities and the Roman fleet moves on Naupactus. Here the Gods played fast and loose with our Latin friends; the legate proved to be incompetent and the entire fleet was overwhelmed. The Macedonians were surprised by this but, glad to be free of confines of the Gulf, they sail on the island cities of Cephallenia. Epirot troops arrive to guard Naupactus. Chalcis surrenders. Fortune believes in not doing things by halves.

**May 199** - The praetor and consul join in moving south sacking cities to fill their empty treasury. The Macedonians offer battle but the Romans refuse.

**June 199** - The Macedonian armies mass at Naupactus obliging the Romans to pull back.

**July 199** - The Romans move into Aetolia on the look-out for loot. The Macedonians clamber into the fleet and land at Hydruntium in Italy, the phalanx moving on Brundisium.

**Aug. 199** - The praetor sacks Naupactus - proving his claim to being the dumbest Roman of them all. Had he simply held it, Rome would finally have had a naval base. The consul treads on Thebes and moves to Corinth where Nabis joins him. In Italy the epic siege of Brundisium begins. A small force of light infantry, Epirots and Athenians is sent off to raid Italy - they capture Tarentum.

**September 199** - Corinth surrenders immediately while the praetor continues to ravage Aetolia. In Italy, Beneventum, Capua and Terracina fall. The consul, Domitius, sallies with his mercenaries, cursing the Third Legion which refuses to leave Roma. In the skirmish that follows he is killed and his army smashed.

**October 199** - Leaving Nabis to hold Corinth, the consul moves towards Chalcis to repeat the mixture as before. The praetor keeps on sacking. In Italy Ostia and Senna Gallica are taken. Brundisium keeps on trucking.

**Winter** - The Romans decide they cannot afford to have Roma threatened and spend everything on legions in Italy. The Macedonians decommission some squadrons in order to get a new army in Pella. A naval base appears at Hydruntium extending the naval range via Senna Gallica right up the Adriatic. Readers will have noticed that the action has slowed considerably as the purses empty.

**March 198** - The Romans in Greece have no base and no money - they just starve. In Italy, the Sixth Legion retakes Ostia and Terracina. The Macedonian raiders switch north sacking Ariminum to help bolster the treasury.

**April 198** - Capua is retaken. The raiders burn Ancona and Firmum.

**May 198** - The praetor for Italy decides to stop these depredations and seals off Senna Gallica - he cannot get in, they dare not come out. Brundisium (in case you forgot) continues to hold out. The Pella army sacks Tricca and Larissa for much-needed booty.

**June 198** - Aeginium is sacked.

**July 198** - At Pherae the praetor's starving army is crushed in the last battle of the war.

**August and September 198** - Senna Gallica remains sealed, the Pella army sits in Thessaly and the citizens of Brundisium celebrate the anniversary of the siege by making vulgar signs at Phillip. In the distance the sound of dice being shot can be heard! If this is war, what can peace be like?

**October 198** - The Macedonians admit defeat and pull out of Italy back to Cephallenia. Only the Senna Gallica army remains.

**Winter** - Rome builds more legions and Macedon rebuilds its phalanx.

**March 197** - The Senna Gallica forces flee into Venetia.

**April 197** - The legions smarten up Italy and look vaguely threateningly at Brundisium but without a fleet or money they are a spent force. The Pella army retakes Antipatreia, Phillip lands at Athens, takes Megara and slays the last of the consul's army.

**May 197** - Apollonia falls and the Senna Gallica force arrive after an epic march down the Danube. The King takes Delphi.

**June 197** - The King lands at Gytheum moving into the Peloponnesus to meet the Spartan army that did him over in the dark days of 199.

**July 197** - The Pella army retreats into supply range while Phillip raises subs from the good people of Pylus.

**August 197** - Messene falls and Sparta is sieged.

**September 197** - Sparta falls!

Result - a Macedonian victory but an unpleasant burning smell covers most of Greece.

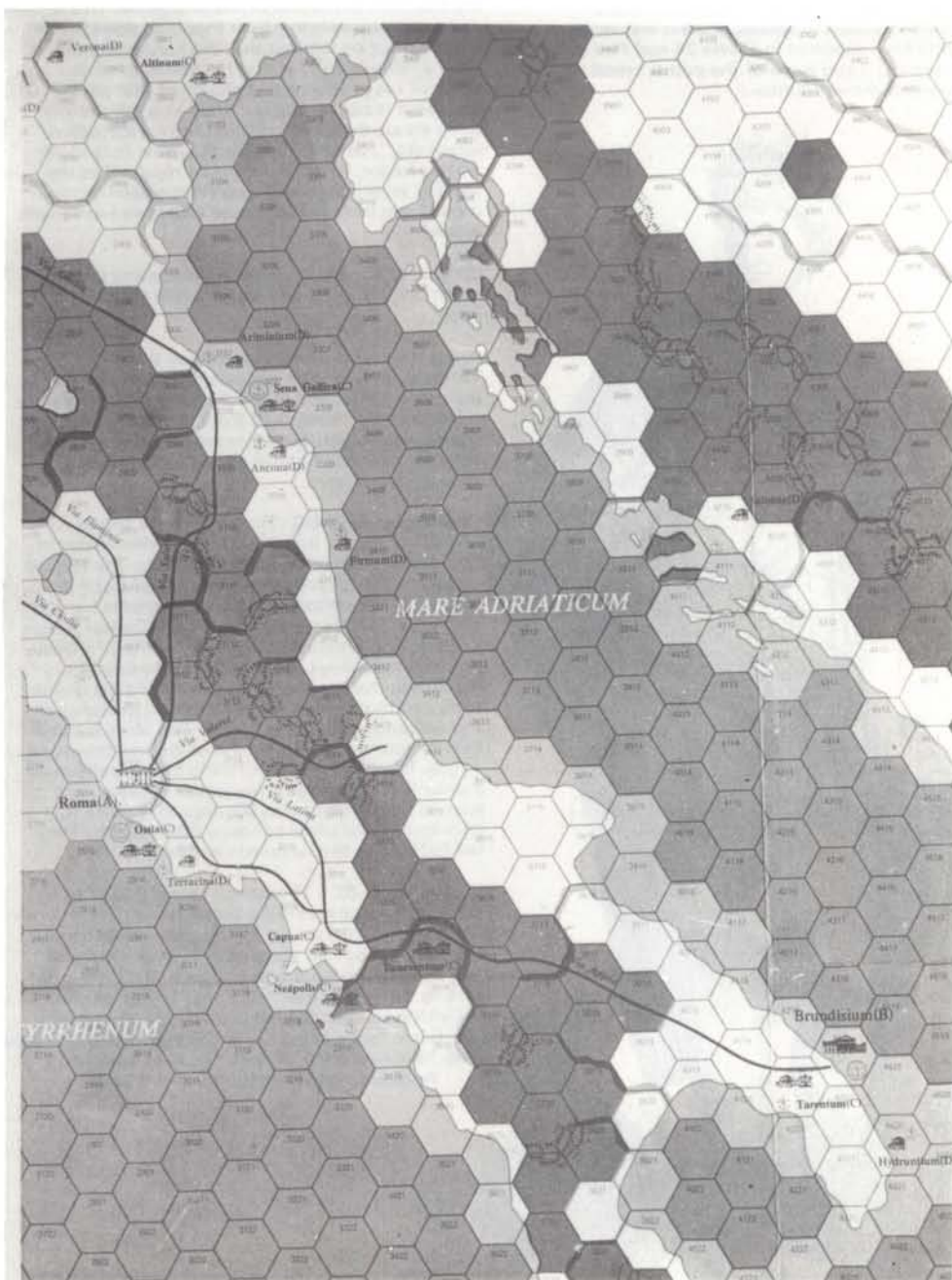
**Comments:** Obviously, the game was very much in the balance until the Winter of 199/198 when the Romans overspent and killed off their Macedonian army. The two victories of Nicanor and Nabis had less effect than the naval battle off Naupactus which handed the control of the sea to Macedon where a little care would have cleared the area. The Mace-

donian army in Italy failed to emulate Pyrrhus as Brundisium held for a record-breaking time. It was only a moral victory that a small army of Epirote mercenaries, Athenian citizens and Macedonian peltasts terrorised Italy and killed a consul. This was a nebulous principality best symbolised by the epic anabasis of Brachylles to reach Macedonia. The importance of Athens and Corinth are very apparent and a supplied consul would have obliged Phillip's return earlier. It was the flexibility of the fleet that gave Phillip the edge.

#### And now what really happened

Working from Livy's account I played through the real war in terms of the game map which was surprisingly accurate with very few problems considering the small number of hexes and the 'strange' shape of Greece. Players should note just how much strategy in the war cannot be simulated in the game. It is strange to think that what appear bare mountains are worth ravaging but research into the Galatian Campaign of Gnaeus Manlius Vulso reveals that said worthy moving through Caria and Pisidia made off with at least 140 talents in protection money. No-one in his right mind visits these areas in most games. Note also the time spent sitting watching the other fellow, followed by a sudden skirmish or battle and a quick retreat. I am reminded of the 18th century campaigns of Marlborough.

**200 BC** - Sulpicius with two legions (and attend-





ant Italian alae) lands at Apollonia. Phillip is busy capturing Abydus off the map. The praetor, Apustius, sacks Antipatreia (4919) and ravages the borders of Macedon. Roman ships arrive in Athens and raid Chalcis (a Macedonian fortress - Berg please take note!). Phillip returns, picking up Thracian cities which owe allegiance to Egypt, entering Attica he surrounds Athens twice and ravages the whole area. The Dardaniens, Illyrians and Athamanians join Rome which means Macedon is surrounded. The Hellenes remain neutral.

**199 BC** - Sulpicius proposed to invade Macedonia from the west, the Illyrians and Dardaniens from the north, Amynder from the south, while the fleets of Rome, Pergamum and Rhodes were to take the port of Cassandreia (5722). Sulpicius moved into Lyncestis (5118-5218) where Phillip loses a skirmish. Sulpicius moves to the Banitza Pass (52197) where he runs out of supply and retires to Illyria, raiding the Macedonian provinces of Eordaea (5319-5320-5220-5221) and Elimiotis (5222-5322-5323). The Dardaniens entered Paeonia (area on the game map north of the Macedonia legend). The Aetolians, spurred by Phillip's retreat from Lyncestis, join with the Athamanians in looting Thessaly up to 5422. Phillip beats them while Athenagorus chases off the Dardaniens. The Roman fleet takes Oreus but fails at Cassandreia.

**198 BC** - Phillip seeks to prevent the Romans joining the Aetolians by sitting down at Antigoneia on the Aous. Flaminius is now consul. He flanks

Phillip and forces him to flee back into Thessaly finally making a stand at Tempe (5524). The Aetolians sweep into southern Thessaly (5325-5424) while the Athamanians seize Gomphi. Flaminius marches by the Zygos Pass (5021-5122) and south to winter in Phocis (5528). The Roman fleet winters off Corinth while diplomacy and threats persuade the Achaean League to join Rome. Argos secedes to Macedon.

**197 BC** - Phillip attempts to bribe Nabis of Sparta with Argos. Nabis accepts the gift and joins the Romans! The Beotians abandon Phillip's cause. Flaminius moves north as Phillip builds up his last army. They meet near Pherae and after some fancy footwork battle is met in 5424. Phillip is crushed at Cynoscephalae, Corinth is surrounded and the Acarnanians defeated - his cause is lost. He finds Flaminius ready to be generous to snub his uppity Aetolian allies - the Peace of Nicaea is signed.

#### General Comments on the System

The game is quite good fun and contains quite a few elements of ancient warfare; in the final result it fails to satisfy. I prefer to look at it as advancing the design art in this period, **Punic Wars** broke new ground. Things have advanced with **The Conquerors** and will, hopefully, continue to do so. Let us therefore examine some specific problems.

#### Cities

Anyone trying to cram a living organism, like a city, into a few categories is bound to have

problems. Imagine the problems of doing this when you don't have many statistics upon which to work. Is Tyre really stronger than Aradus? Does its population simply have a greater spirit of independence (as Polybius claims for the population of Gaza)? Does one estimate cities by their population, by the length of their walls, by the politics of their people? Tyre held up Alexander for six months, provided Demetrius Poliorcetes with a safe base for his thalassocracy as well as many of his ships and admirals, yet its "cousin" Sidon seems remarkably silent. One can name the fiercer of the cities - Tyre, Rhodes and Gaza - but what about the smaller towns?

To illustrate the importance of these decisions to the rules one must realise that an A-class city will hold for (on the average) five months, a B-class city for three months, but a C-class for a mere 12 days, while D-cities hold for a puny 9 days. One hell of a big gap. Bad news for Antiochus III who used Ephesus (C-class city) as his HQ for the invasion of Greece. Clearly, in game terms, he was mad with Lysimachae or Mytilene (B-class city) quite near at hand.

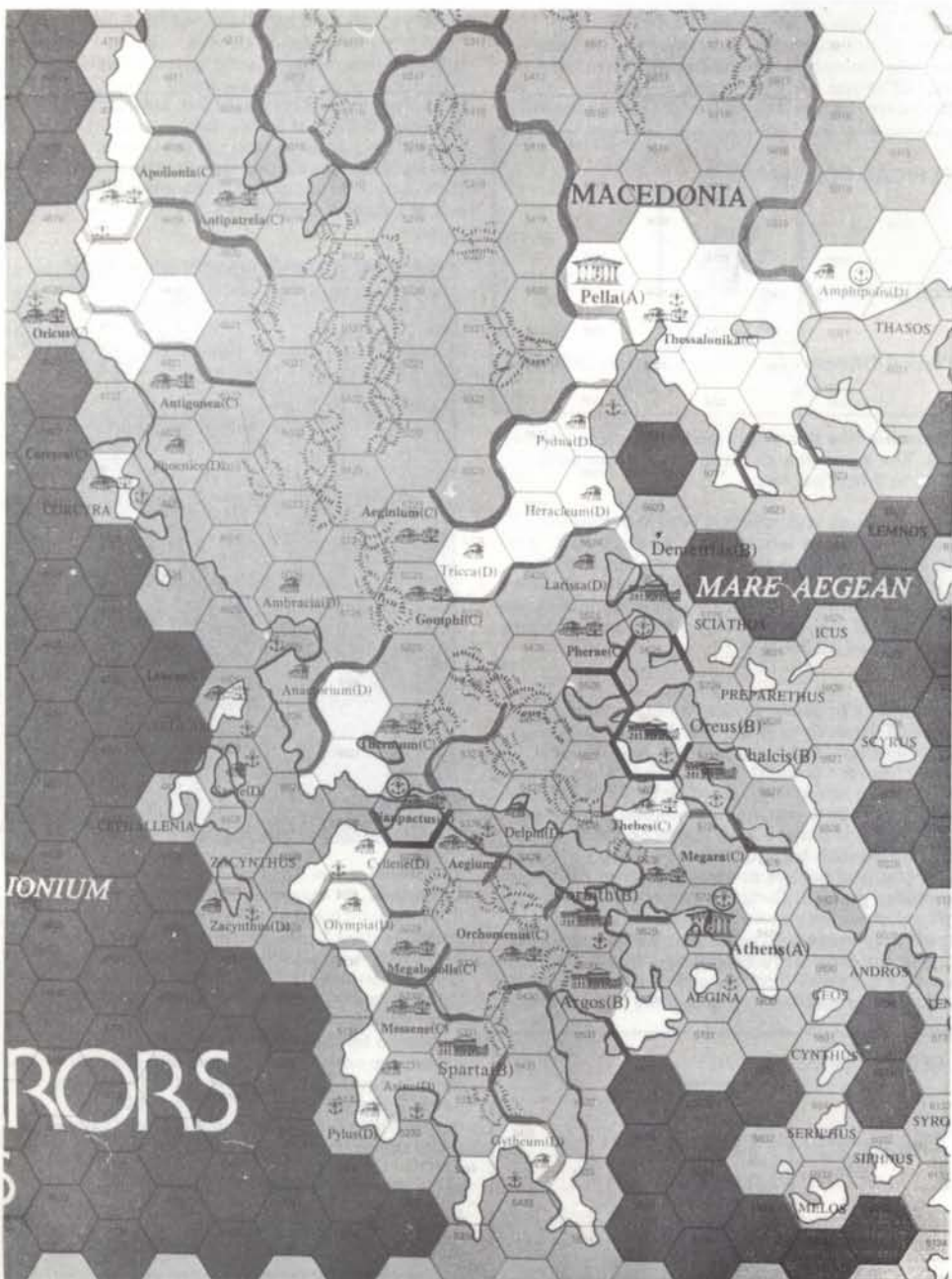
The plot thickens when history decides to turn the spotlight on one city. In the Second Mithradatic War (100 years after the Macedonian War) the whole campaign revolved around Cyzicus. In the game this is a mere D-class city. Yet the city provided a marching army of 3,000 hoplites to serve with the Roman army at Chalcedon, a force of about 8 SSPs in game terms. This is rather too large a force to be disregarded, especially as the littoral of the Sea of Marmora had several such cities. Once under siege, the city held through the Autumn and into the Winter before Mithridates realised his bluff was called and pulled out. This is, practically, impossible in the game. It may only be a D-city but it defended like an A-class.

The real clue to a city's reaction to a besieger is neatly covered in **The Macedonians** where Alexander is allowed to "summon" cities without attacking: they simply admit his army. The real-life factors that influenced this sort of thing were (i) victories, (ii) reputation (iii) presence of a large army, (iv) political chicanery and (v) the policy of the besieger. As the cities ceased to defend themselves with their own citizen-levy they often felt that loyalty to some descendant of a Macedonian General of Division was too expensive a luxury for them. If he was close, or the enemy were blood-crazed Gauls, then it was worth hoping the walls would hold. If he was far distant or beaten, then he did not give them the protection of a good lord; they could simply ensure that the gates were opened, food was provided together with a small donation to the costs of their liberator's army, possibly a few oligarchs/democrats could be killed depending which army stood their gates. Where a city had no intention of being plundered or simply decided to tuck its toes in you were in for a fight be it Gaza, Tyre, Cyzicus or Abydus (where the population slew themselves). The use of revolt points in **Punic Wars** also comes close.

#### The Cost of Living

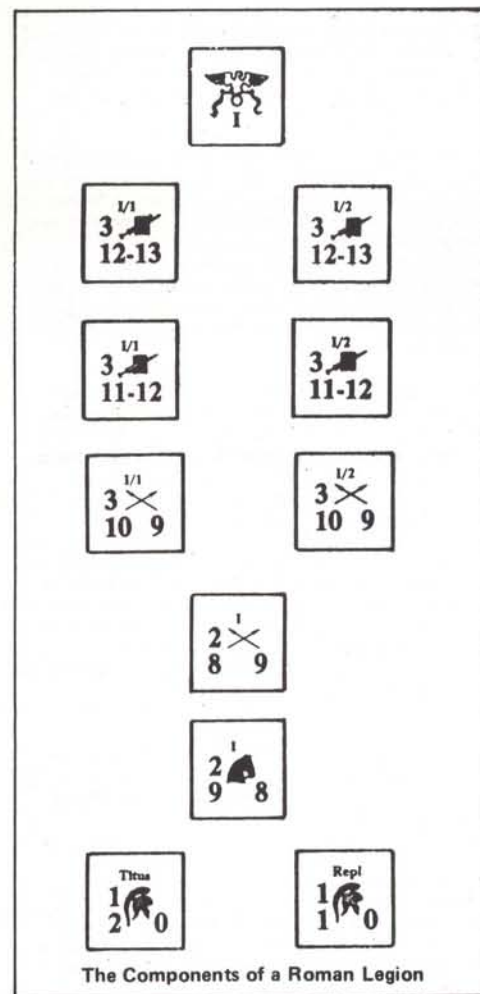
A legion costs a talent to maintain for a year in TC. A fleet of 20 quinqueremes costs three times as much - right? Well, I'm not so sure, even without the problem that the talent is the Berg Talent which bears little relation to the real akkers of the period. One can get an interesting comparison by considering the Peloponnesian War: Thucydides tells us the Athenian league had an income of 600 talents - enough for 150 triremes (according to Nelson's war-fleets of Antiquity - WRG) in that period. Eight squadrons of triremes would cost 16 talents to maintain - that is the average tax revenue of Rome for one game year!

Again at Artemesium the Greeks fielded 127 triremes from Athens, 40 from Corinth, 20 from Megara, 20 from Chalcis (crewed by Athens), 10 from Sparta and 64 from "others". This little lot would cost 28 talents to maintain - more than Macedonia could raise in a year! The Athenian alone would need 14 talents a year without cash to maintain the army of 16,000 (40 SSPs - 2 talents) or fortifications. Rome in a bad year could produce 9 talents - yet this is the sum to be produced from tiny Attica! These figures are ridiculously high because if Athens spent this 16 talents on an army





it could maintain 320 SSPs (128,000 men - almost a Persian horde). As it is it only spends the equivalent of 20 triremes on its army. In fact, Richard Berg admitted this section was done on a guess-work basis. It will require careful reworking of the maintenance, supply and tax rules to make it work again.



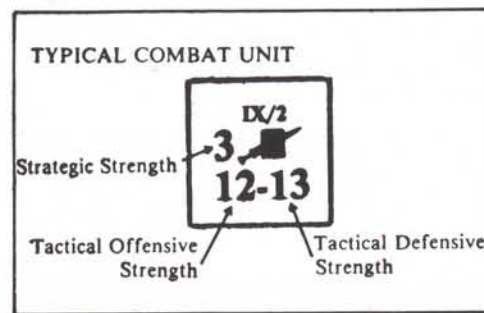
The method of taxing is also odd. Note the importance given to ravaging the land of your enemy in the real war; it cut down his chances to recruit and tax. In TC the sacker gets loot but nothing happens to his opponents. Thus in our game the fact that Phillip held most Italian cities availed him not one jot. Thus the gamer is left with the Attila the Hun choice - either hold it or sack it. If you have to guard your recruitment areas you are more likely to have to behave like the real commanders did.

#### Movement

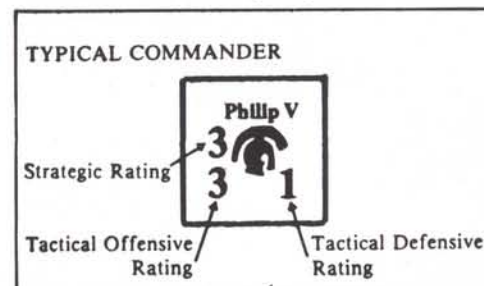
Anyone who has seen what a six week move in Syria looks like (in TM) may have questioned the speed of things. To my way of thinking a move of this size offends against "reaction-time". Armies can go too far before their opponents get a chance to react. Sequential movement resembles the stop-frame animation technique. One change of drawing per frame is time-consuming but beautiful, two frames may be normal but any more and things will begin to look tacky. The actual movement abilities of ancient armies may seem rather too esoteric a subject for research; in fact, in Xenophon's *Anabasis* we have a good example of moving over most of the terrain types on the Eastern map in his march from Sardes to Trapezus.

In his initial march to Tarsus the army tended to move for 3-4 days and then rest three days. Sometimes a longer rest was had, for example, upon crossing the Taurus and Amanus ranges. This disregards long waits for reinforcements or political discussions. Working through this we arrive at: crossing river +1, clear hex with road 1, mountain hex with road 2. The effect of the road on the mountains was nowhere near as powerful as the game suggests. On this basis, it would take an Asiatic army a day to traverse one hex of clear terrain; it seems such an army would only move

15 days in the average month. This indicates an allowance of 15 in TR and 23 in TM - (as against 25 and 30 respectively).



After Tarsus the marches quickened into forced marching. In the desert of Arabia (the area from Thapsacus down towards Babylon along the river) the army marched for 39 days with only 14 days rest (three times their normal rate). This was sufficient of a long march for Xenophon to comment upon it and to mention the losses in the baggage animals. That works out at 22 MPs a month on the march. The marches in Syria and the desert give an average cost of 1½ MPs a hex of clear terrain. The desert hexes may well have cost double and the forced-marching has covered this up, one cannot discover which. Passing the Syrian Gates (3214 - 3215) took 2 MPs. When the enemy was close speed tended to drop to 50% of optimum moves. When Xenophon was in retreat towards Assyria he was under constant attack but still moved at full speed; my only theory is that not only was Xenophon leading a purely Greek force but that he was not attempting to feint or manoeuvre - he was making straight for the foothills.

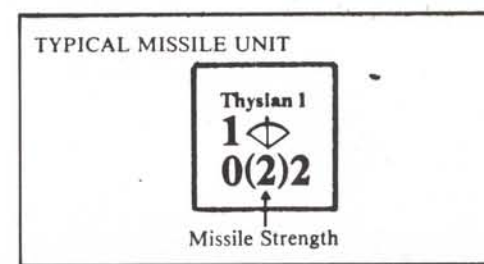


Skirmishes like this might increase costs by about 50%. The actual march through the mountains came to 3 MPs per hex.

Thus, although too generous with the road the total effect of the terrain chart is about right. It is the actual allowance that seems too large for me. It is perhaps worth commenting that the reaction-interception rules look rather silly when they allow a hex full of mountains to count the same as a hex of the Syrian plains.

#### Supply

It is rather a problem to determine how armies supplied themselves in this era. The Romans certainly used corn contractors in Asia, in Gaul, Caesar has corn brought to various points as tribute. What we do not know is whether an 18th Century system of depots was used or whether the army carried its one convoy with it and no contact was maintained with base. Lucullus once employed a large group of porters to carry corn into the barren Anatolian plateau. Certain other armies either foraged or levied quotas on various areas through which they moved. Granted that we do not know for certain what really happened, we will have to examine the game from the point of view of what we know did not happen. Berg links naval move-



ment to their bases (cities chosen for their naval history, dockyards and because they fit the hex-grid) which I think is probably a reasonable choice - a lesser of two evils. It does not work for land supply however. If one assumes that the armies live off the country then Athens seems a silly supply base. One wonders why Corsica and Sardinia are too barren to support armies; if one assumes the "contractor" theory then any port could allow the supplying of an army. In any case, a 10 hex supply-line is 200 miles long, far longer than any convoy-system could hold together. One must assume that this is another jury-rigged supply rule which works sometimes but nobody knows why! Richard notes few armies operated outside their supply ranges, yet it seems to me, if his map is correct, the Romans were out of supply for most of the war and Phillip's position on the Aous where he hoped to halt Rome was definitely out of supply. This whole subject requires further work.

#### The Battle Board

I gave my initial thoughts on this module in *Perfidious Albion 18* (5 Albion Terrace, Guisborough) with the basic conclusion that it fitted no battle of the period. Returning to my erstwhile example - Magnesia - and using Kochva's reconstruction of the line (in his "Selencid Army" CUP) at a scale of 1,000 men per SSP (twice that given in the game), we get the following problems. First, even at this scale, Livy's figures indicate a force of about 76 SSPs. This force would fill to overflowing the first three ranks of the Phalanx-formation board. The stacking limit of 2 SSPs is especially silly when the phalangites were known to form twice as deeply as other units. 2 SSPs might only be allowed to fight out of the "box" but they should be able to stack 4 deep (in my opinion they should be forced to do so). Assuming we make the necessary change, we get a main line that fits on the board. Unfortunately, we have 20 SSPs of light infantry to fit in as skirmishers, either in front of the line, or behind it (assuming the skirmishing has been completed). Definitely in front of the line are the dromedaries and the scythe-chariots. No line for either force exists.



The Romans (on this scale) would have 6 SSPs per Legion/ala. Of course some of this would be light infantry which also would have retired behind the lines like their Syrian cousins. This gives us a line of correct length with the 3,000 peltasts and cavalry (another 3,000) on the right flank. Unfortunately, if the Romans stack 3 SSPs to a box things are too tight. If they unstack they will be beaten by the strength of the phalanx, even odder, the entire force has the SSP strength of one game legion!! One could allow the Romans to count 3 Roman SSPs as 2 "other" SSPs, to represent their superior organisation. This would make things better but still a trifle odd.

All this tinkering should demonstrate to you the essential inaccuracy of the Battle Board. Although a clever and well-designed abstract design, it bears no resemblance to the real thing, a factor which can be especially annoying when you are losing!



## Arms and the Man

Richard Berg admits to having done a lot of guessing in designing the armies, in practice he comes out with some quite accurate guesses. Taking the Romans as an accurate standard we can consider the other forces. I felt the Macedonians were a very good mix; their pikes may not be the ones that fought for Alexander but they were still the best in the Hellenic world. This very fact should alert one to the problems of filling losses in their ranks. The use of the counter-mix gives one limit but one year's losses have a habit of returning next year! Accounts of the war make obvious the problems Phillip had in raising enough troops. The mercenary hoplites are a good representation of the mainstay of most armies - although why Rome can produce better ones is really beyond me. The light troops suffer from having very little to do in the game - I use them as siege casualties or garrisons. The Macedonian horse is accurate although perhaps too numerous in the counter-mix (usual proportion is 10-1).

SUMMARY OF UNIT TYPES MACEDONIANS		
Front		Back
<b>Perdicca</b> 5 III 14-16 <b>Phalanx</b> (full-strength) (reduced-strength)		<b>Perdicca</b> 4 III 13-14 <b>Phalanx</b> (full-strength) (reduced-strength)
<b>Perdicca</b> 3 III 10-10 <b>Phalanx</b> (reduced strength) (reduced strength)		<b>Perdicca</b> 2 III 7 8 <b>Phalanx</b> (reduced strength) (reduced strength)
<b>Perdicca</b> 1 III 4 4 <b>Phalanx</b> (reduced strength)		
<b>Agema</b> 4 II 11-12 <b>Hypaspist</b> (full-strength) (reduced strength)		<b>Agema</b> 3 II 9 10 <b>Hypaspist</b> (full-strength) (reduced strength)
<b>Agema</b> 2 II 8 9 <b>Hypaspist</b> (reduced strength)		<b>Agema</b> 1 II 4 4 <b>Hypaspist</b> (reduced strength)
<b>League 8</b> 3 I 8 9 <b>Hoplite</b> (full-strength) (reduced strength)		<b>League 8</b> 2 I 4 5 <b>Hoplite</b> (full-strength) (reduced strength)
<b>League 8</b> 1 I 2 3 <b>Hoplite</b> (reduced strength)		<b>Diades</b> [20] <b>Siege Train</b>
<b>Thracian</b> 2 X 3(2)2 <b>Peltast</b> (full-strength) (reduced strength)		<b>Thracian</b> 1 X 1(1)1 <b>Peltast</b> (full-strength) (reduced strength)
<b>Cretan 1</b> 2 I 0(2)2 <b>Archer</b> (full-strength) (reduced strength)		<b>Cretan 1</b> 1 I 0(1)1 <b>Archer</b> (full-strength) (reduced strength)
<b>Agrian 1</b> 2 X 0(2)3 <b>Javelin</b> (full-strength) (reduced strength)		<b>Agrian 1</b> 1 X 0(1)1 <b>Javelin</b> (full-strength) (reduced strength)
<b>Royal Sqd</b> 1 I 5 3 <b>Macedonian-type Heavy cavalry</b>		<b>Paronian</b> 1 I 2 1 <b>Light Cavalry</b>
<b>Thracian</b> 1 I 5 2 <b>Lancer</b>		<b>League 3</b> 2 <b>Squadron</b>

SYRIANS		
Front		Back
<b>Syrian 1</b> 2 III 13-11 <b>Phalanx</b> (full-strength) (reduced strength)		<b>Syrian 1</b> 1 III 6 5 <b>Phalanx</b> (full-strength) (reduced strength)
<b>Crete 1</b> 2 I 10 9 <b>Hoplite</b> (full-strength) (reduced strength)		<b>Crete 1</b> 1 I 5 4 <b>Hoplite</b> (full-strength) (reduced strength)
<b>2 I</b> 8 7 <b>Barbarian Infantry</b> (full-strength) (reduced strength)		<b>1 I</b> 4 3 <b>Barbarian Infantry</b> (full-strength) (reduced strength)
<b>Media 1</b> 2 I 13-11 <b>Asiatic Heavy Cavalry</b> (full-strength) (reduced strength)		<b>Media 1</b> 1 I 6 5 <b>Asiatic Heavy Cavalry</b> (full-strength) (reduced strength)
<b>2 I</b> 12 6 <b>Chariot</b> (full-strength) (reduced strength)		<b>1 I</b> 6 3 <b>Chariot</b> (full-strength) (reduced strength)
<b>Arab 1</b> 2 I 6(1)5 <b>Camel Archer</b> (full-strength) (reduced strength)		<b>Arab 1</b> 1 I 3(1)2 <b>Camel Archer</b> (full-strength) (reduced strength)
<b>RylGds</b> 2 II 11-11 <b>Hypaspist</b> (full-strength) (reduced strength)		<b>RylGds</b> 1 II 6 5 <b>Hypaspist</b> (full-strength) (reduced strength)
<b>Dabao 2</b> 2 I 6(2)6 <b>Horse Archer</b> (full-strength) (reduced strength)		<b>Dabao 2</b> 1 I 3(1)3 <b>Horse Archer</b> (full-strength) (reduced strength)

The Syrian phalanxes are passable for the main phalanx but the Royal Guard is both too weedy and does not cover the whole Guard - only the agema. The Agyraspides are better represented by the Macedonian phalanx counters. Taking the game scale as being 1,000 men per counter one could give the strength of the phalanx in the west as 21 counters of "normal" phalanx and 10 of Guards Silver Shields (including the actual agema). There would be another 11 counters in the East. The lack of the Guards is of great moment as they represent the regular army with the phalanx being the reserve. The axemen of Syria are a problem. If they are mercenary Gauls or Thracians then Syria has had an enervating effect on them; if Babylonian foot they are far too good!

4 2  
17-16

2 1  
13 7

The Syrian elephants are better than the Roman's African elephants but not by enough in my opinion. The Median cavalry is excellent. However, the masses of cavalry from Asia Minor are the reverse of the real situation. Syria raised seven times more cavalry than did Asia Minor - it also tended to be better cavalry. The Arabs are amusing and the chariots seem reasonable.

2 2  
8 2

The size of the neutral armies is a matter of some debate. In 279 BC when the Gauls invaded Hellas the Greeks mustered in full strength in Aetolia/Beotia/Phocis with 25,000 men (50 SSPs in total). Aetolia alone provided 12,000 men (30 SSPs) which is more than they are given (24 SSPs) and the game forces include the separate kingdom of

Athamania; it is possible that the garrison strengths need to be added.

As to content we must examine the types of armies. The **Hellenes**: Sparta quite rightly has the finest troops and the worst cavalry. The Aetolian cavalry is good but the foot is too good (see Polybius, Vol. V, Loeb, P133). The Aetolians were primarily good mountain troops who defeated the Gauls in 279 by attrition and ambush. The hoplites of Achaea, Athens and Acarnanians are good average troops. The Pergamene foot and horse are good, perhaps too good, while the Rhodian foot are obviously garrison troops. The Bithynians are odd, Prusias seems to have adopted Greek practices, thus barbarian foot may be wrong (although the strengths are right). Egypt appears to lack any real army which is difficult to believe - although its weakness is legendary. Epirus (although not really Hellenic) is not too well simulated. Its puny warriors are weak descendants of the warriors of Pyrrhus who often invaded Macedonia - 3,000 men it seems a very small army for so large an area (see my remarks on Cyzicus). **The Barbarians of Europe**: apart from being far too few in number the Illyrians, Dardanians and Thracians seem reasonable. **The Barbarians of Asia**: the Gauls are believably effective but should have more cavalry. The Cappadocians similarly should have more horse. The Paphlagonians are reasonable banditti. Heraclea should have hoplites and a navy, as should Chalcedon and Byzantium.

Notable for their lack of appearance are the fleet and army of Pontus and the army of Armenia. Neither were involved in these wars because Antiochus got beaten so soon but their position, flanking the Taurus and within range of Antioch, is important and could have been decisive. Also silent are the remains of Beotia and Thessaly, not to mention the disappearance of several large islands!



## Control of Cities

Perhaps the most basic mistake in the game is the allegiance of various cities, according to my Cambridge Ancient Histories the following towns are in the following hands:  
**Illyria** - Scodra  
**Epirus** - Phoenice  
**Aetolia** - Thermum, Naupactus, Delphi, Gomphi, Tricca, (NB. Amynder's kingdom is hex 5124)  
**Achaea** - Cyllene, Megalopolis, Aegium, Argos and Orchomenus  
**Sparta** - Gytheum and Sparta  
**Acarnania** - Leucas and Anactorium  
**Roman Protectorate** - Oricus, Antigoneia, Apollonia  
**Macedonia** - Antipatreia, Aeginium, Corinth, Creus, Chalcis, Demetrias, Pherae, Larissa, Hera-cleum, Pydna, Pella, Thessalonika and Amphipolis  
**Independent** - Ambracia, Same, Zacynthus, Olympia, Athens, Messene, Thebes, Megara, Asine, Pylus.

NB. Chalcis-Corinth-Demetrias were of immense importance to the Antigonid domination of Greece. The failure of Chalcis to be included is thus rather surprising.

