

THE BATTLE OF ISSOS 333 BC

Historical Background:

By 333 BC the Army of Alexander the Great had marched half way through Asia Minor and was facing the Persian Army commanded by King Dareios III at a place called Issos (nowadays Southern Anatolia in Turkey). Although the Persians were superior in number, employing a large mercenary force, the fighting spirit and Phalanx battle tactics of the Macedonians proved victorious at the end of the day. The defeat of the Persians was complete and opened the way for Alexander to march all the way into the Persian heartland and then on as far as the Ganges Delta in India.

The Scenario:

This is a set battle with each army fully deployed on the games table at the beginning of the match. However there will be some variation as regards the number of mercenary units employed on each side (i.e. at that time mercenaries from various origins such as Greek (City States), African, Gaulish/Celtic, Italian Peninsula etc. joined the fighting). At the beginning each player has its core army being either Persian or Macedonian. To this will be added a number of Mercenary forces (i.e. total 9) and/or an Elite Status (i.e. a total of 3 possibilities - 2 for infantry and 1 for cavalry) by chance draw and allocated to each side. This means that the players may have forces varying both in number and fighting qualities.

Victory Conditions:

The target of the game is to employ one's forces consisting of infantry, cavalry, war elephants and/or chariots in the best possible manner to inflict a complete defeat on the opponent. Therefore the player who manages to completely rout the enemy army wins this battle.