

Greek-Bactrians vs Classical Romans

Standard game.

The Hellenes attacked over Hilly terrain. From their perspective there was a mid size wood on the left, an Hill(o) on the far center sectors and a rough patch to the center right.

The Romans deployed with the legionnaires (EdH) in the center with a couple of Praetorian elite in the left, joined by a detachment of 2 light Pedae (SpL).

They deployed as defenders all the Alae cavalry on the right, partially facing a wood. There were 5-6 CvM, two cataphractii (CvH) and 2 light cavalry (CvL) all concentrated there.

Now the Greek player decided to surprise the Romans by packing his sarissophoroi (PkH) phalanx in his left, facing the Roman cavalry mass. He deployed his own cavalry (medium cavalry, katafraktoi and light mounted archers – CvM, CvH and CvLA) in the center and the right was provisioned by 4 bowmen, 2 thureophoroi (SpM) and javelinmen (SpL) facing the rough. Here he did his first mistake because there wasn't a single light unit to protect the phalanx left: he relied entirely on the wood for protection!

Little progression was made in the first moves due to extremely careful manoeuvring by the players: we pompously call this a 'tactical game'!

The Hellenic's plan became apparent as they sent its light horse round the rough feature to drive into the SpL on the Roman left, who were both destroyed in a glimpse of an eye. The Greeks's cavalry charge in the center at first destroyed a legionnaire but then these behaved as their historical counterparts revealing great stability under pressure. The +1CF for the cavalry charges proved unable to make a difference.

Meanwhile things were looking grim on the Roman left. The encircling manoeuvre of the Bactrian CvL had allowed for the capture of the local FCo, thus simulating well the loss of command ability and communication because of infiltrated enemy: in AWR the command bases represent the command chain and army cohesion, not personalities.

But then the Hellenic's extreme deployment took its toll. One Roman light cavalry and one cataphract (!) entered the wood to menace the phalanx's flank. The single Greek's light cavalry left behind as a reserve in the center had to be hastily moved left to protect the spiky men with a fatal expense of IP. The cavalry facing the legionnaires began to demoralize and the pressure there allowed for flank rolling from the Roman left. Even the elite and katafraktoi eventually gave away and the Greek-Bactrian center was a mess: a single light cavalry would have made a HUGE difference by preventing flank attacks. With the katafraktoi shaken the victory on the Greek-Bactrian right seemed to pale. A single praetorian (EdHe) proved too much on the Roman left for 1 thureophoroi (SpM), 2 badly used javelinmen (SpL) and a couple of bowmen (BwM) and its role was decisive to slow the Greek's progression.

With the action taking most of the command attention in the center the Roman cavalry decided to charge the pikemen. The cataphract in the wood was 'lost' because of slow movement and impeded faster cavalry to take the flank. But the menace was there.

After first success the Roman cavalry charging frontally (a second cataphract would have been handy there) started to demoralize and the still intact phalanx held. This was crucial because a couple or more cavalry were seen fleeing and the right FCo had a single rally attempt per turn.

Losses in the center dictated the Greek-Bactrian army demoralization which stood at 0.5AP for some time before bursting in the last turn. But the Roman were 2,5AP from defeat and a last second rally failure had a cavalry unit destroyed and the 25AP limit was crossed.

Final result: a draw, with heavier losses on the Greek-Bactrian side.

The outcome is not as important as the generic behaviour of the units and player enjoyment.

The game was perceived as a bit long, but there I would blame the loooong opening moves.

Gabriel a.k.a Jerboa (edited by Filipe Martins)