

PHALANX

Tactical Game 18: 490 — 110 B.C.

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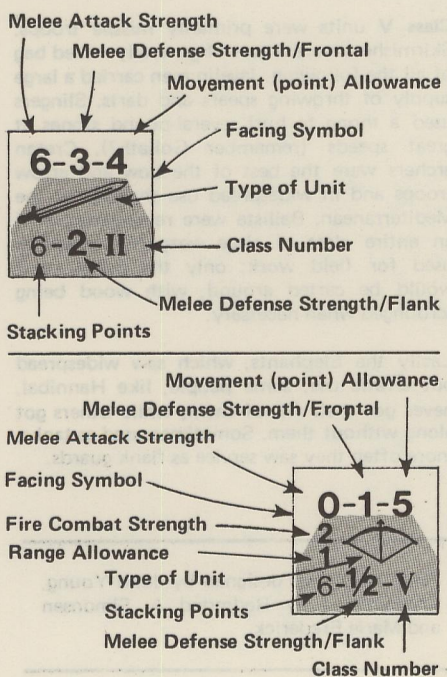
The Mapboard

The playing area represents a typical piece of Near East, Greek, and Italian terrain, about 4 kilometers by, 4 kilometers. Each hexagon is about 100 meters. Each full Game-Turn equals 10-20 minutes of elapsed time. The different terrain features affect movement and combat as outlined in the **Terrain Effects Chart** (TEC) and the **Combat Unit Capability Chart** (CUC) and as noted in the Movement and Combat sections of these rules.

The Units

Examine the square unit counters printed on the two-colored sheet enclosed with your copy of **Phalanx**.

Each combat unit represents from 400 — 1000 bodies, depending upon the exact period. The numbers on each unit give you the relative strength and movement capabilities of the various types as represented by the symbols on the pieces.



Game Procedure:

Overall Sequence-of-Play

The game is played in consecutive turns, with each player moving and attacking in turn. The action in a given turn takes place as outlined below. Each complete "Game-Turn" consists of two "Player-Turns". Each Player-Turn consists of five distinct "Phases":

FIRST PLAYER-TURN

(1) **Movement Phase:** The First Player moves his units as desired, consistent with the rules of Movement.

(2) **Attack Allocation Phase:** The First Player announces which of his units are attacking which of the Second Player's units and the manner in which the attacks will be made (i.e. missile or melee).

(3) **Defensive Fire Phase:** The Second Player allocates and executes all Defensive Fire attacks he wishes to make, consistent with the rules of Defensive Fire. Losses due to Defensive Fire are extracted from the First Player's units.

(4) **Offensive Fire Phase:** First Player executes Offensive Fire attacks and losses are extracted from Second Player's units.

(5) **Melee Attack Phase:** The First Player executes all Melee Attacks allocated in Phase Two. Attacks which have been rendered non-viable due to losses or other effects incurred in Phase Three, are **not** made and any surviving units allocated for such attacks may not be re-allocated to participate in other attacks. (Note: a "non-viable" attack is one which has fallen below the minimum attacking odds of "1 to 2" as shown on the Combat Results Table.)

Movement Allowance (MA): This number represents the MAXIMUM number of hexagons which a unit may be moved in a single Player-Turn. Basically a unit expends one **Movement Point** for each hexagon it moves into. This basic "movement-cost" is subject to modification due to terrain and/or the position of Enemy and Friendly units.

Melee Attack Strength (MAS): This number represents the basic Offensive strength of a unit.

Melee Defense Strength/Frontal (MDS/F): This number represents the basic Defensive strength of a unit being attacked on its Front.

Fire Combat Strength (FCS): This number represents the basic Offensive strength of a unit when firing its "range-weapons" (i.e. missile-firing weapons such as bows). Note that only a few units have this capability and that consequently this number will appear on only those units that do.

Facing Symbol: This symbol indicates in which direction (conforming to the hexagonal-grid) a unit is facing.

The **Range Allowance** number is the maximum number of hexes which a ranged-missile unit may direct its Fire Combat Strength against Enemy units.

Unit Type: This pictorial symbol identifies what sort of unit a given counter represents (e.g., Long Swordsmen unit). See Unit Summary Chart.

adjacent hexes (Exception: Cross River Attack Rule, fire units). Units control only the hexes which they occupy.

General Movement Rules

A) Movement is not allowed through or onto enemy units.

B) Units may pass through friendly units subject to stacking limitations.

C) Each unit is moved separately, to the full extent desired, within the limits placed on it by its Movement Allowance and other inhibiting factors.

D) Cavalry units may never "charge" through friendly units.

E) Units are always "faced" in a definite direction, with their facing symbol conforming to the shape of the hexagonal grid.

F) Units may move only once each turn. There is NO "movement after combat" (Exceptions: Withdrawal; Manipular Legion Rule).

G) The hex a unit is moving INTO is the hex it is considered to be moving ON. Therefore, a unit must have sufficient Movement Points to expend before it can enter a given hex (Minor Exception: Movement into Road Hexes from NON-road hexes is at the rate dictated by the **other** terrain in the road hex).

H) When moving from road hexes to non-road hexes, any fractional Movement Points resulting from uneven road movement are lost.

I) Movement points are NOT transferable from one unit to another. Units forced off the board may never return and are considered as lost (Exception: Tactical Concession). Movement Points may not be accumulated from one Game-Turn to another.

SECOND PLAYER-TURN

The Second Player executes Phases One through Five, using his own units. Naturally, in the Defensive Fire Phase of the Second Player-Turn it is the First Player's units which are fired.

COMPLETION OF THE GAME TURN

Once the Second Player has completed Phase Five of his Player-Turn, indicate the passage of one complete GAME-TURN on the Turn-Record.

Movement

Each unit's Movement Allowance (MA) represents the maximum number of hexagons that unit may travel in one turn. Generally speaking, units may be moved any number of hexes per turn, within this limit, in any direction or combination of directions. Players may choose to move all, some, or none of their units in any given turn, subject to MA, Combat Terrain restrictions, and Command unit and Movement Rules. Unlike many grid-map wargames, units have no Zones of Control extending into

E) Different types of units may stack together.

F) "Information" counters are not counted for stacking.

Facing

All combat units have a "face": that is, they have a particular side of their counter which is their "front," as indicated by the facing symbol on each counter. This reflects the battle formation orientation of the particular group of men that the counter represents (see Facing Diagram). Each counter "faces front" through three sides of the hex (Exception: Manipular Legion Rule). The other three sides represent its flanks and rear (hereafter referred to as "Flanks.") A unit may only attack enemy units in hexes which it fronts upon. Also, a unit may only use its full defensive capability when it receives an enemy attack on its front. Enemy flank attacks, or flank/front attacks, effectively reduce the defensive capability of a unit. Obviously, then, it is extremely important for players to pay close attention to the orientation of their units on the board.

A) Units are faced in a particular direction during the Movement Phase of the turn, before any combat.

B) Units must be faced so that their facing symbol conforms to the side of the hex.

C) Units found to be ambiguously faced after the Movement Phase of the turn may be adjusted by the opposing Player, who may not rotate them more than 60 degrees: Enforcement Of This Rule Is Urged.

D) Units stacked together need not face together.

E) Units expending their total Movement Allowance in movement cannot change facing by more than 60 degrees from direction of march upon arrival in their final hex.

F) Turning more than 60 degrees while standing still uses one Movement Point, regardless of terrain (Exception: Withdrawal).

G) When moving through a given hex, units which change their facing MORE than 60 degrees (one hex side) in that given hexagon, do so at a cost of one additional Movement Factor. Units may change their facing by 60 degrees in each hex they move into or through without suffering this penalty.

C) Command units have no Stacking Points, are not affected by missile fire while stacked with other units.

D) Units in a stack must be individually "faced," though not necessarily in the same direction or in different directions. All may have a common facing, though all need not.

Combat

Basically there are two types of combat:

(a) **Melee** (hand-to-hand ground combat), and
(b) **Missile** (fire taking place over distances determined by the range of the weapons involved).

In both types of combat, a unit may only attack to its front. In Melee this would mean that the enemy unit must be in one of the three adjacent hexes upon which the attacker fronts. In Missile combat the target hex normally would have to be in one of the three adjacent front hexes also, but under certain circumstances (i.e., when firing downhill) may be in the next hex forward, within the 120 degree arc of fire indicated by the unit's front. In both types of combat, the odds are determined by comparing the attacker's Melee Attack Strength or Fire Combat Strength with the defender's Melee Defense Strength or Fire Protection Strength, simplifying the odds to conform to the **Combat Results Table** (CRT) and then rolling the die to discover which of the six possible outcomes takes effect. (Before going on, read the Combat Results Table).

Class I (except peltasts), Class II, Class III Units and Command Units may only engage in ground combat and have no range weapons.

Class IV and Class V Units have the option to melee offensively or fire offensively, but may not do both in the same Player-Turn. They may do both in defense. Units with a Melee Attack Strength of "0" may not melee.

Peltasts may fire and melee offensively in the same Player-Turn, provided they do both against the same target unit.

Ballista may never melee offensively.

Command Units alone may melee offensively solely against Dispersed units and enemy Command Units. There are certain other possibilities, as outlined in the Command Unit Rules.

All missile troops may fire their weapons defensively when they are attacked, after which they may receive the attack, defending with their Melee Defense Strength. The defensive missile fire may only be directed against hexes from which enemy units are attacking the unit in question, and only if these are to the "Front." Missile units have a limited "Zone of Control" in that no enemy unit may move adjacent to their Front without attacking something, otherwise, they are liable to defensive fire. Units entering a hex adjacent to an opposing Missile unit's front, must stop and move no further.

A) Units may melee offensively only against enemy units in one of the three hexes adjacent to their front (Exception: Manipular Legion Rule). Not every unit in a stack must attack, but those which do not do so are still subject to the effects of defensive fire.

B) Missile units may only fire at enemy units within range in their field of fire, which normally is one hex only, except for ballista.

C) Units are used as integral wholes, one unit may not divide its Fire Combat Strength (FCS) or Melee Attack Strength (MAS) amongst different hexes.

D) Missile units increase their range by one hex on hilltops, and may then fire over intervening units and obstacles. (See Terrain Effects Chart.)

E) Defensive fire is not mandatory and takes place before any offensive action. The attacker states which of his units are attacking and which defending unit(s) are involved (and, in the case of Class IV and V, and peltasts, whether the attack is Missile or Melee or, in the case of the peltasts, both). Defensive Missile Fire takes its toll before any Offensive Melee combat is resolved. Attacks which, due to defensive fire, no longer have the minimum required 1-2 odds, have no effect. Attacking units dispersed by the Defensive Fire cannot participate in the scheduled attack.

F) Offensive Fire takes place before Melee Combat and losses are extracted before ground combat is resolved.

G) Melee troops stacked together and participating in the same attack must all be of the same Class (i.e., troops attacking through the same hex side must all be of the same Class; e.g., all Swordsmen in hex "Y" may attack a unit in hex "X," but a Skirmisher unit stacked with the Swordsmen may not participate, though it could attack another enemy unit through a different hex side). This "homogeneity" rule does not apply to missile troops in the attack nor to any combination of troops in defense. Stacked units attacking from the same hex may individually attack defenders in different hexes but the entire stack suffers the effects of any Defensive Fire.

H) Missile Fire units on different hexes, attacking the same hex, must total their Fire Combat Strengths into one attack. Each defending hex must be treated as a separate battle, rolling the die for each attack.

I) **Fire Defense:** Units defend against Missile fire (either Offensive fire or Defensive fire) according to the protection afforded them by the particular type of terrain in which they are situated, i.e., the defensive value of units undergoing Missile fire is a characteristic of the terrain, not of the unit or stack of units.

Each type of terrain has a certain, set protection value assigned to it with regard to Missile fire. This value is termed the **Fire Protection Strength** of the hex. Village hexes and Woods hexes each have a Fire Protection Strength of "4"; Swamp hexes have a Fire Protection Strength of "3"; and all other types of terrain (Clear, Streams, Slopes and Bridges) have a Fire Protection Strength of "2." These Strengths remain constant regardless of the number of units stacked in a given hex and regardless of how much fire has been directed against them.

J) Defending units on the same hex are tallied into one combined defense strength, regardless of type. If, however, defenders are

stacked such that they face in different directions, and are attacked from more than one hex in such a way that some defending units would be attacked in the flank, but other defending units can meet those units on their front, the attacks are treated separately, allocating the appropriate defending units so that all attacks are defended against frontally. If it is impossible to frontally defend against all attacks, at least one unit must defend with their flank. In all cases, **all** units on an attacked hex must defend.

K) Units engaged in a Melee Attack which does not result in the elimination or dispersal of one or the other unit, remain in **Contact**; and neither side may break off the action (i.e., leave the hex they were in at the establishment of Contact) until a decision is reached in some subsequent Game-Turn, no matter how distant. Additional troops may join in an attack by units already in Contact. Place an appropriate marker on units in Contact.

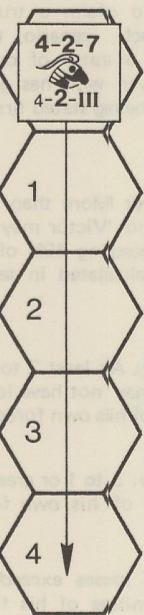
L) No unit may participate in more than one attack per Player-Turn. Not every unit must attack, nor must all adjacent hexes or units be attacked. Attacking is purely voluntary. (Minor Exception: see limited "Zone of Control" of missile fire units.)

M) Remember, a unit may attack only to its frontal three hexes, so watch your facing.

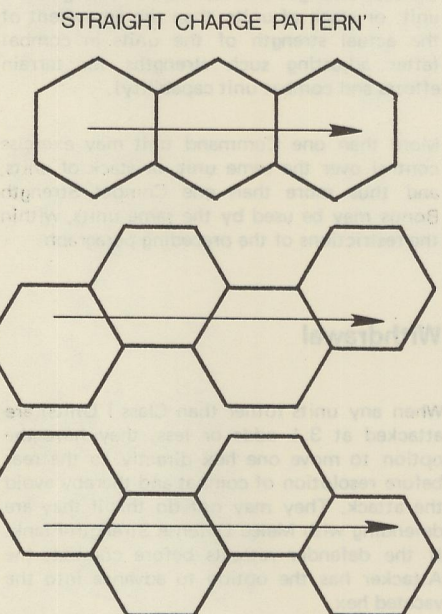
N) See the Terrain Effects Chart and Combat Unit Capability Chart for Combat Strength variables.

Cavalry

For cavalry units to employ their full Melee Attack Strength they must "charge" (move in a straight line) through the number of hexes equivalent to their Melee Defense Strength.

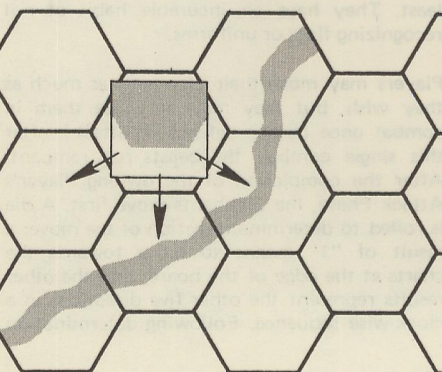


This means that Light Cavalry must charge one hex, Oriental Cavalry two hexes, Medium and Macedonian Cavalry three hexes, and Heavy Cavalry four hexes. For each hex that the charge is less than required, reduce the Melee Attack Strength by that amount; however, Light, Oriental, and Medium Cavalry may never have their Melee Attack Strength reduced to less than one, nor Heavy Cavalry to less than two, nor Macedonian Cavalry to less than three, even if no charge is made. Units may ride away from the Enemy to gain room to charge. Charges must be made in straight lines (leaving every hex through the hex-side opposite point of entrance), and may only proceed through clear terrain and roads (not bridges), with no other terrain features in the hexes. You may not mix different types of cavalry units in a charge, nor may different types end a charge on the same hex. Units may not charge through other units, whether Enemy or Friendly. Oriental Cavalry may not use its Fire Combat Strength and Melee Attack Strength in the same Player-Turn; it need not charge to use its Fire Combat Strength.



Cross River Attack

Units situated so that one of the hexes to the front of its facing symbol is a river hex, exert a control over all hexes to the front of the facing symbol which are river hexes or adjacent to river hexes. Enemy units must stop upon entering such hexes, and cannot move directly from one such hex to another.



Demoralization and Panic

Demoralization-Panic counter

Demoralization and Panic take place in two different ways:

- 1) as a result of the Combat Results Table (Demoralization);
- 2) by cumulative losses of units achieving (as expressed in points) the panic levels as given on the scenario chart (Panic).

Demoralization and Panic result in the loss of one-half of the unit's Movement Allowance and Melee strengths (fractions lost, though a unit may not be reduced below "1") and their being unable to attack. In **Demoralization**, the unit is returned to an undemoralized state after spending one Friendly Movement Phase and one Friendly Combat Phase demoralized. This means that, in the case of a Friendly unit being demoralized by Enemy defensive missile fire in one Player-Turn, the same unit would not be able to move in the next Friendly Player-Turn, but would be able to attack at full strength.

Panic results in the forced moving of all units as quickly as possible towards the nearest edge of the map; units leaving the board may not return and are counted as Points lost. The following units are never panicked:
a) units stacked with or adjacent to a leader counter;
b) units more than ten hexes away from the nearest Enemy unit;
c) Macedonian phalangites, Hypaspists, Roman Swordsmen.

When units are panicked, they remain so until they are "rallied." A unit is rallied by moving an unpanicked unit adjacent to it, and then rolling a die result of one, two or three. Rallying may also take place by moving a leader adjacent and rolling any number on the die but a six. When a unit (or units) is demoralized or panicked in either case, place an appropriate marker on the unit, and remove it when the unit returns to a normal state, either through lapse of time or rallying.

Tactical Concession

At any time, in any scenario, a Player may move his forces off the map, usually to avoid greater casualties. This must be done by way of road hexes, and is accomplished by the ordinary movement rules. By doing so, the withdrawing Player grants his opponent a Tactical Victory (unless the opposing Player has achieved a higher Victory).

Alexander

In the scenarios appropriately marked, the No. 1 Commander is denoted to be **Alexander the Great**. Units stacked with Alexander increase their odds by "one," i.e., a 3-1 attack would become a 4-1 attack. Similarly, any units attacking a unit or stack of units stacked with

Alexander have their combat odds **reduced** by one, i.e., a 4-1 attack would become a 3-1 attack. This is completely apart from the Command unit rule.

Darius

In the scenarios appropriately designated, the No. 1 Commander of the Persians is denoted by the Player to be **Darius, King of Kings**. This unit may not be moved from the hex in which it is initially placed. If Enemy units move adjacent to the Darius unit, the effects are the same as if the Persians had taken losses enough to reach the panic level (see Demoralization). In addition, the Darius unit must then move at full Movement Allowance towards the nearest edge of the map; it may not be rallied, and the points for it are lost when it leaves the map.

Although ordinary commanders are worth ten points, Darius is worth **thirty** points.

Manipular Roman Legion


The Roman legions of this period were capable of great tactical flexibility, which however was on a scale below that of the phalanx. To recreate this use the following rules:

1) The usual case is that a unit may attack through its frontal three hexes with its Melee Attack Strength; however, when using the Manipular Legion rule, Roman Swordsmen may attack from their two flank sides into the hexes which they (the flanks) face (the flank sides are those which do not face directly to the rear). The units attack through these sides using their Melee Defense Strength-Front. They also defend with the same value from these sides; in effect, Roman Swordsmen units only defend with their Melee Defense Strength-Flank when attacked on the rear hex.

2) When Roman Swordsmen attack Class I Units (i.e., hoplites), unless attacking solely from the hex **directly** to the front of the hoplite(s), the defending units use their Melee Defense Strength-Flank rather than -Front.

3) If the defender resisting an attack by Roman Swordsmen is destroyed, the Roman Swordsmen have the option to advance into the vacated hex. This option must be exercised immediately.

1-1-4



0-1-9

Leader Number

Strength Bonus

Command Units

Commanders affect movement and combat of other units. For purposes of movement, there are two types of armies in the effects of the leader upon them. They will be identified in the scenarios as **Type I** and **Type II** armies.

In Type I armies, no unit may move during a Player-Turn, unless that unit began its Movement Phase stacked with or adjacent to a Friendly Commander. This does not overrule the inability of units to move while demoralized, or when pinned in prior combat.

In Type II armies, the same provisions as above hold, with the exception that all cavalry units are released from the dependence on Command units, and may move freely without command influence.

There are three Commanders for each color of counter provided, appropriately designated no.'s 1, 2 and 3. Each of these carry a **Combat Strength Bonus**, in decreasing strength of 9, 6 and 3. This Combat Strength Bonus is added onto the **adjusted** strength of all the Friendly units, whether attacking or defending, that are within two hexes of the Commander during the Friendly and Enemy Combat Phases.

In no circumstance may a leader add, in Combat Strength Bonus, more in strength to a unit, or stack of units, than the equivalent of the actual strength of the units in combat (after adjusting such strengths for terrain effects and combat unit capability).

More than one Command unit may exercise control over the same unit, or stack of units, and thus more than one Combat Strength Bonus may be used by the same units, within the restrictions of the preceding paragraph.

Withdrawal

When any units (other than Class I Units) are attacked at 3:1 odds or less, they have the option to move one hex directly to the rear before resolution of combat and thereby avoid the attack. They may not do this if they are defending with Melee Defense Strength-Flank. If the defender retreats before combat, the Attacker has the option to advance into the vacated hex.

Elephants

Elephants are strange creatures, to say the least. They have an incurable habit of not recognizing flags or uniforms.

Players may move their Elephants as much as they wish, but they may only use them in combat once (either defense or attack); after this single combat, the beasts run rampant. After the completion of the owning Player's Attack Phase, the Elephants move first. A die is rolled to determine direction of the move: a result of "1" means to move towards the charts at the edge of the board, and the other results represent the other five directions in a clock-wise sequence. Following determination

of direction, roll the die again, and move the unit the number of hexes indicated. If any unit obstructs the completion of this move (including another rampant Elephant unit), it immediately attacks that unit, and combat is resolved. Each of these sequences is resolved, in order, for each rampant unit. If a rampant Elephant is moved off the edge of the board, it does not return to play, and the owning Player loses the points.

Initial Deployment

Initial deployment for each of the Players is determined by the individual scenarios. There are code letters on the map which dictate where each of the opposing Players deploy; the opposing Player's forces are limited to a certain number of hexes distance from their own code letter center. However, at no time may forces be deployed within the radius of the opposing Player's center of deployment. The scenario also dictates which Player deploys and moves first.

Victory conditions

The games are won on the basis of **Victory Points**, which stem from destruction of Enemy units. (See also **Panic** for use of these points.) To determine the amount of points that any unit is worth simply total the Attack Strength, Melee Defense Strength-Front, and Fire Combat Strength, and divide this total by two. The single exception to this rule is the Commander units, each worth ten points (see also Darius rule). Double the Victory Points of all Cavalry units (i.e., the total of their strengths is not divided by two).

Each Player has a level of victory which he must achieve to claim a true "victory," as dictated by each scenario; these levels are determined by a ratio of opposing Player's losses, the Player who has gained the most Victory Points being stated first. The levels are such:

Marginal Victory: More than 1 to 1, but less than 2 to 1 ratio. Victor may not have losses of his own exceeding 40% of his force. This percentage is calculated in terms of Victory Point values.

Tactical Victory: At least 2 to 1, but less than 3 to 1. Victor may not have losses of his own exceeding 30% of his own force.

Decisive Victory: 3 to 1 or greater. Victor may not have losses of his own forces exceeding 25%.

If the **Victor's** losses exceed the maximum allowable percentage of his force in a given Victory level, that victory is then **reduced** to the next lowest level.

How to Set-up the Game and How to Use the Scenarios

Each Scenario constitutes a separate game representing a particular battle. The names of the battles are those of nearby towns or rivers. Under the name of each battle is listed the names of the opposing forces and their composition. The composition of forces is listed in abbreviated form, e.g., "5LC" means that that

Player receives five Light Cavalry units. "CM" followed by one, two or three numbers indicates that that army has one of each type of those Command units. "Army" (type) refers to the influence of Command units on the movement of that Player's units as detailed in the Command unit rules. "PV" (followed by a number) is the total Victory Point Value of that army. "PL" (followed by a number) is the Panic Level of a Player's army: when a Player's losses equal or exceed the Panic Level (in

Victory Points lost) then Panic ensues (see Panic rules). "Dply" indicates around which key-letter on the map a Player should deploy his army, the number after the key-letter indicates the maximum distance from the key-letter, in hexes, at which that Player's units may be placed in his initial deployment. When there is more than one key-letter given, then that Player must deploy his army around those two centers. Stacking limits must be observed in initial deployment. "Vic" indicates

the **minimum** level of victory which that Player must achieve in order to obtain a "win." If neither Player obtains the minimum level, the game is a draw. "Mar" — Marginal; "Tac" — Tactical; "Dec" — Decisive. The army listed first in any given Scenario is always made up using the Green counters. Notice that the two sets of counters are not identical. All games are **twelve** Game-Turns in length (Players may decide to end the game sooner).

MARATHON (490 B.C.)

Greeks: 10PH / 10MH / 4LC / 2CA / CM: 2 & 3
Army: I, PV 102 / PL 51, Dply: M-8, Vic: Tac
Greeks deploy and move first.
Persians: 5MH / 9LT / 6BI / 2LC / 4OC / CM: 2
Army: I, PV 91 / PL 27, Dply: AB-2, Vic: Mar

PLATAEA (479 B.C.)

Greeks: 10SH / 10PH / 17MH / 5LC / 2OC / 4JV / CM: 2 & 3
Army: I, PV 193 / PL 97, Dply: M-4, Vic: Tac
Greeks deploy and move first.
Persians: 5PH / 10MH / 9LT / 5BI / 5LC / 3MC / 4OC / CM: 1
Army: I, PV 150 / PL 60, Dply: G-5, Vic: Dec

CORINTH (394 B.C.)

Spartans: 4SH / 10MH / 1LC / CM: 1
Army: I, PV 62 / PL 37, Dply: H-3, Vic: Tac
Spartans deploy and move first.
Confederacy: 15MH / 4PL / 3LC / 2JV / CM: 2 & 3
Army: II, PV 89 / PL 36, Dply: L-4, Vic: Mar

LEUCTRA (371 B.C.)

Spartans: 10SH / 5PH / 10MH / 2LC / CM: 1
Army: I, PV 112 / PL 67, Dply: C-3, Vic: Dec
Thebans: 10MH / 5PL / 4MC / 2OC / CM: 2 & 3
Army: II, PV 91 / PL 36, Dply: D-4, Vic: Mar
Thebans deploy and move first.

CHAEERONEA (338 B.C.)

Macedonians: 13MX / 4HY / 10PH / 3PL / 6LS 2MY / 2OC / 2JV / 1SL / CM: 1 & 2
Army: I, PV 248 / PL 97, Dply: K-4, Vic: Dec
Macedonians deploy and move first.
Greeks: 10PH / 15MH / 4LC / 6MC / 3SK / CM: 2 & 3
Army: II, PV 143 / PL 43, Dply: J-4, Vic: Tac

GRANICUS (334 B.C.)

Macedonians: 12MX / 3HY / 6PL / 3PH / 6MH / 2LS / 2MY / 2MC 1LC / 2CA / 2JV / 1SL / CM: 1, 2 & 3
Army: II, PV 219 / PL 88, Dply: L-6, Vic: Tac
Macedonians deploy and move first, use Alexander Rule.
Persians: 13PL / 5LT / 10LC / 5MC / 5OC / 5SK / CM: 2 & 3
Army: I, PV 129 / PL 39, Dply: GN-2, Vic: Mar

ISSUS (333 B.C.)

Macedonians: 8MX / 4HY / 3PL / 2LS / 2MY / 1MC / 1LC 1CA / 1JV / 1SL / CM: 1, 2 & 3
Army: II, PV 153 / PL 61, Dply: A-4, Vic: Tac
Macedonians use Alexander Rule.
Persians: 12PL / 8PH / 4MH / 8LT / 2LS / 5MC 4LC / 3OC / 4SK / CM: 1 & 3
Army: I, PV 197 / PL 59, Dply: D-6, Vic: Mar
Persians deploy and move first, use Darius Rule.

ARBELA (331 B.C.)

Macedonians: 8MX / 4HY / 4PH / 6PL / 12LS / 4MY / 2MC / 2LC 2CA / 3JV / 3SL / CM: 1, 2 & 3
Army: II, PV 200 / PL 80, Dply: D-6, Vic: Dec
Macedonians use Alexander Rule.
Persians: 10PH / 15MH / 9LT / 3LS / 3HC / 6MC / 5LC 7OC / 7SK / 2EL / CM: 1, 2 & 3
Army: I, PV 289 / PL 87, Dply: G-8, Vic: Mar
Persians deploy and move first, use Darius Rule. Treat all terrain as clear.

HERACLEA (280 B.C.)

Pyrrhus: 10MX / 2HY / 5PH / 10MH / 1MY / 5MC 4CA / 1SL / 2EL / CM: 1 & 3
Army: II, PV 196 / PL 118, Dply: F-4, Vic: Tac
Pyrrhus deploys and moves first.
Romans: 4MH / 6BI / 10SD / 4LC / 6SK / CM: 2
Army: I, PV 106 / PL 79, Dply: H-3, Vic: Tac
Romans use Manipular Legion Rule.

ASCULUM (278 B.C.)

Pyrrhus: 12MX / 2HY / 17MH / 10PH / 6LS / 6MC / 6LC 2OC / 4CA / 2SL / 3EL / CM: 1 & 3
Army: I, PV 306 / PL 118, Dply: O-4, Vic: Dec
Pyrrhus deploys and moves first.
Romans: 8MH / 9LT / 2OSD / 9BI / 3LS / 8LC / 2OC / 10SK / CM: 2 & 3
Army: I, PV 239 / PL 179, Dply: F-5, Vic: Tac
Romans use Manipular Legion Rule.

BENEVENTUM (275 B.C.)

Pyrrhus: 8MX / 2HY / 5PH / 15MH / 6LS 4MC / 2LC / 1SL / 3CA / CM: 1 & 3
Army: I, PV 218 / PL 87, Dply: M-6, Vic: Dec
Pyrrhus deploys and moves first.
Romans: 8MH / 2OSD / 9BI / 6LS / 4LC / 8SK / CM: 1 & 2
Army: I, PV 199 / PL 150, Dply: F-5, Vic: Tac
Romans use Manipular Legion Rule.

CANNAE (216 B.C.)

Carthaginians: 12MH / 6PL / 6LS / 4MC / 2LC 4OC / 2SL / 4JV / CM: 1 & 3
Army: II, PV 158 / PL 79, Dply: CD-2, Vic: Dec
Carthaginians deploy and move first.
Romans: 8MH / 2OSD / 9BI / 4LC / 4SK / CM: 2 & 3
Army: I, PV 176 / PL 106, Dply: F-4, Vic: Tac
Romans use Manipular Legion Rule.

ZAMA (202 B.C.)

Carthaginians: 12MH / 4PH / 2LC / 4MC / 4OC 2SL / 2JV / 4EL / CM: 1 & 2
Army: II, PV 152 / PL 46, Dply: K-4, Vic: Dec
Romans: 4MH / 2OSD / 4LC / 8MC 4OC / 6SK / CM: 1 & 2
Army: I, PV 184 / PL 92, Dply: J-5, Vic: Tac
Romans deploy and move first, use Manipular Legion Rule.

MAGNESIA (190 B.C.)

Antiochus: 8MX / 10PH / 16MH / 6LS / 5MC 5LC / 4OC / 4CA / 2SL / CM: 2 & 3
Army: I, PV 250 / PL 75, Dply: AB-3, Vic: Mar
Antiochus deploys and moves first.
Romans: 15MH / 5PH / 2OSD / 6LC / 3OC 5SK / 2EL / CM: 1 & 3
Army: I, PV 216 / PL 86, Dply: D-5, Vic: Tac

PYDNA (168 B.C.)

Macedonians: 10MH / 10PL / 13MX / 6LS 3MC / 4OC / 4JV / CM: 2 & 3
Army: I, PV 232 / PL 58, Dply: A-4, Vic: Dec
Macedonians deploy and move first.
Romans: 8MH / 9LT / 2OSD / 8LC / 2OC 10SK / CM: 1 & 3
Army: I, PV 188 / PL 75, Dply: C-4, Vic: Tac
Romans use Manipular Legion Rule.

FANTASY (c. 320 B.C.)

Macedonians: 8EX / 5PL / 5MX / 5PH / 4MY 4OC / 2BL / CM: 1, 2 & 3
Army: II, PV 202 / PL 81, Dply: A-4, Vic: Tac
Macedonians deploy and move first, use Alexander Rule.
Romans: 8MH / 2OSD / 9BI / 3LS / 8LC / 10SK / CM: 2 & 3
Army: I, PV 216 / PL 130, Dply: C-4, Vic: Tac
Romans use Manipular Legion Rule.

Designer's Notes

From the earliest times of civilization, the most widely used weapon was the spear, because of the inexpensiveness of the weapon, and because men need only to be trained to face the same way and not run to defend themselves. When the Greeks learned to march in step, and cooperate in lines of spearmen (hoplites), it also became a potent offensive weapon. In the mountainous defiles and small plains of Italy, Greece and the Near East, these formations reigned supreme over the cavalry rivals and ill-organized swordsmen. The Greeks' ability to cooperate in large military formations, without getting in one another's way (an urban attribute), made the shock value of their formations too much for the otherwise superior Persians to stand, with their looser organization.

Thus, at the Battle of Marathon, despite overwhelming numerical superiority on the part of the Persians, most of them were unable to debark as an Athenian charge downhill with the hoplites swept away the Persians. This put a stop to the first Persian invasion of Greece. The second, despite occupying half of Greece and burning Athens, was defeated at Plataea, where the largest Greek army ever assembled, under the Spartan Pausanias, defeated the Persian occupation force under the satrap Mardonius by virtue of the higher Greek, and especially Spartan, discipline.

The Persians were beginning to learn, and soon developed bodies of spearmen (such as the Immortals) as good as the Greeks. Still they preferred to instigate blocs of Greeks against one another. For 140 years the Greeks fought among themselves, with the Persians backing one side and then another. First the Spartans defeated the Athenians in a war nearly devoid of important land battles. But the Spartans had not changed their basic tactics or training to meet new ideas adopted by others. Thus peltasts trained to throw light spears, and then to revert to hoplites, combined with superior cavalry, were able to defeat the Spartans time and again, notably at Corinth and Leuctra. No other Greek city-state was able to assume dominance, and Greece seemed doomed to eventual Persian domination.

Into this came Philip of Macedon, who had organized the hoplite formation to its logical extreme of shock power, and yet appreciated that this new formation (the phalanx) needed protection in its maneuvers; thus the superb Macedonian heavy cavalry was formed. In fifteen years, from Chaeronea to Alexander the Great's death, all opposition was swept away by the awesome, undefeated phalanx, the most superb spearmen who ever lived.

Despite the collapse of the empire, the phalanx survived and eventually became the main arm of all the civilized nations, barring one. When Pyrrhus of Epirus cross into Italy, to carve out a Western empire for himself, he met the exception. The Roman Republic had developed the first tactical combined arms formation, the legion, based on the short swordsmen. Although the weight of the phalanx could defeat a legion on ground of its own

choosing, this could rarely be arranged, and the social backup system of reserves in Rome replaced losses more easily than the spearmen could be. Only three battles were fought between the legion and the phalanx in its prime, and in each case the legion's checker-board manipular formation wrought havoc and finally defeat in the battles of Heraclea, Asculum, and Beneventum.

The Roman system was quickly modified in its meeting with Hannibal, who showed the Romans in a series of battles, most notably Cannae, what good cavalry could do to unprotected swordsmen. By the end of the Second Punic War, at the battle of Zama in North Africa, the Romans had corrected this deficiency and won the last battle from Hannibal, who for once got all the elephants he could want.

And finally Rome turned to Greece, home of the spearmen. The phalanx was now but a shadow of past glory, as the auxiliary arms designed to protect its flanks had faded, leaving only the exposed core. In only two battles were the spearmen even given a chance to conquer. In the first, Magnesia, the Romans virtually destroyed the Seleucid Empire encompassing most of the Near East. At Pydna, despite initial victory, Perseus of Macedonia lost his kingdom, and the freedom of Ancient Greece. The Age of Spear had passed.

The last scenario is a fictitious one, based upon the probable invasion of Italy by Alexander, if he had survived. The experimental phalanx was composed of a crust of spearmen, protecting an interior of bowmen; this was being developed at his death.

A few comments on design would seem appropriate. The strengths of the units are based on the shock value and tactical flexibility of the combat groups; at times more important are the stacking abilities of units, which represents the organizational structure of the formation and its ability to deploy an effective strength in a limited area. Most other design concepts should be self-explanatory.

The Unit Class System

All units in Phalanx are grouped into similar types, or classes, which share certain characteristics in common, such as being able to attack together. These classes are as follows:

Class I units were spearmen (in Greek, hoplites), of varying armament and organization. Militia Hoplites were generally citizens with only the most rudimentary training, organization and armament. Professional hoplites were somewhat better, generally in having experienced combat; as in the militia, they stood eight ranks deep and carried a short eight to ten foot spear. Spartan hoplites were Spartan citizens trained since youth purely for combat; they frequently stood 12 ranks deep, and only had the advantage of discipline over most other hoplites. Peltasts were more lightly armed than most hoplites, and carried a number of small throwing spears to be hurled before closing for shock. Macedonian Phalangites were the product of the superb phalanx,

which fought in ranks of sixteen, and were incomparably well organized; spears varied from fourteen to twenty-one feet in length, depending upon the period. The hypaspists were simply super-trained phalangites, intended to act as a link between cavalry and infantry. The experimental phalanx was under development at the time of Alexander the Great's death, and consisted of a thin crust of phalangites surrounding Persian archers. Light troops are a miscellany of any disorganized mobs of a dozen different semi-civilized societies.

Class II were basically sword-armed troops. Most important of these were the Swordsmen of the Roman Republic's legions, armed with their famous short sword (the two and a half foot gladius). Long swordsmen were fairly common among the more prosperous barbarians, most notably the Thracians, who used two of them together.

There were also varying types of Barbarian infantry, less well organized, but still ferocious in the attack; they frequently represented a tribal elite. It must be remembered that these barbarian troops often took service with greater powers for money or tributary service.

Class III were various types of cavalry. Light cavalry existed primarily to impede enemy movement, pursue a broken opponent, or cover their own forces retreat. Medium cavalry existed primarily for flanking attacks, and severing enemy retreat routes. Heavy cavalry was for shock action, to break the enemy line; they were the rarest, composed almost solely of the mailed Bactrians of Central Asia. Macedonian cavalry were more lightly armed, but more cohesive in the attack due to superb training, especially with the lance.

Class IV was composed of only Oriental Cavalry, mounted bowmen able to fulfill most conventional duties, but more effective as mobile firepower.

Class V units were primarily missile troops. Skirmishers were a sort of generally mixed bag of all the following. Javelin men carried a large supply of throwing spears and darts. Slingers used a thong to hurl several-pound stones at great speeds (remember Goliath?). Cretan archers were the best of the bow and arrow troops and in widespread use throughout the Mediterranean. Ballista were representative of an entire class of siege weapons sometimes used for field work; only the metal parts would be carted around, with wood being scrounged when necessary.

Lastly the Elephants, which saw widespread but erratic use; some people, like Hannibal, never got their fill of them, while others got along without them. Sometimes used as tanks, more often they saw service as flank guards.

PHALANX was designed by John Young. Components by Redmond A. Simonsen and Marie Frederick.

Phalanx

6-6-5 3-2-1	6-6-5 3-2-1	6-6-5 3-2-1	6-6-5 3-2-1	6-6-4 3-2-1	6-6-4 3-2-1	6-6-4 3-2-1	3-2-6 4-2-1	3-2-6 4-2-1	3-2-6 4-2-1	3-2-6 4-2-1	3-2-6 4-2-1	3-2-6 4-2-1	3-2-6 4-2-1
6-6-4 3-2-1	6-6-4 3-2-1	6-6-4 3-2-1	6-6-4 3-2-1	6-6-4 3-2-1	6-6-4 3-2-1	6-6-4 3-2-1	3-2-6 4-2-1	3-2-6 4-2-1	3-2-6 4-2-1	3-2-6 4-2-1	3-2-6 4-2-1	3-3-5 4-2-1	3-3-5 4-2-1
6-6-4 3-2-1	6-6-4 3-2-1	6-6-4 3-2-1	5-5-4 4-2-1	5-5-4 4-2-1	5-5-4 4-2-1	5-5-4 4-2-1	3-3-5 4-2-1	3-3-5 4-2-1	3-3-5 4-2-1	3-3-5 4-2-1	3-3-5 4-2-1	6-3-4 6-2-II	6-3-4 6-2-II
5-5-4 4-2-1	5-5-4 4-2-1	5-5-4 4-2-1	5-5-4 4-2-1	5-5-4 4-2-1	5-5-4 4-2-1	5-5-4 4-2-1	6-3-4 6-2-II	6-3-4 6-2-II	6-3-4 6-2-II	6-4-8 4-2-III	6-4-8 4-2-III	6-4-8 4-2-III	6-4-8 4-2-III
4-4-3 4-2-1	4-4-3 4-2-1	4-4-3 4-2-1	4-4-3 4-2-1	4-4-3 4-2-1	4-4-3 4-2-1	4-4-3 4-2-1	3-3-9 4-2-III	3-3-9 4-2-III	3-3-9 4-2-III	3-3-9 4-2-III	1-1-9 4-1-III	1-1-9 4-1-III	1-1-9 4-1-III
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4-4-4 4-3-II	4-4-4 4-3-II	4-4-4 4-3-II	4-4-4 4-3-II	4-4-4 4-3-II	4-4-4 4-3-II	4-4-4 4-3-II	1-1-5 6-1-V	1-1-4 0-1- ^{#9}	1-1-4 0-1- ^{#2}	1-1-4 0-1- ^{#3}	9-4-6 6-3-VI	9-4-6 6-3-VI	9-4-6 6-3-VI

