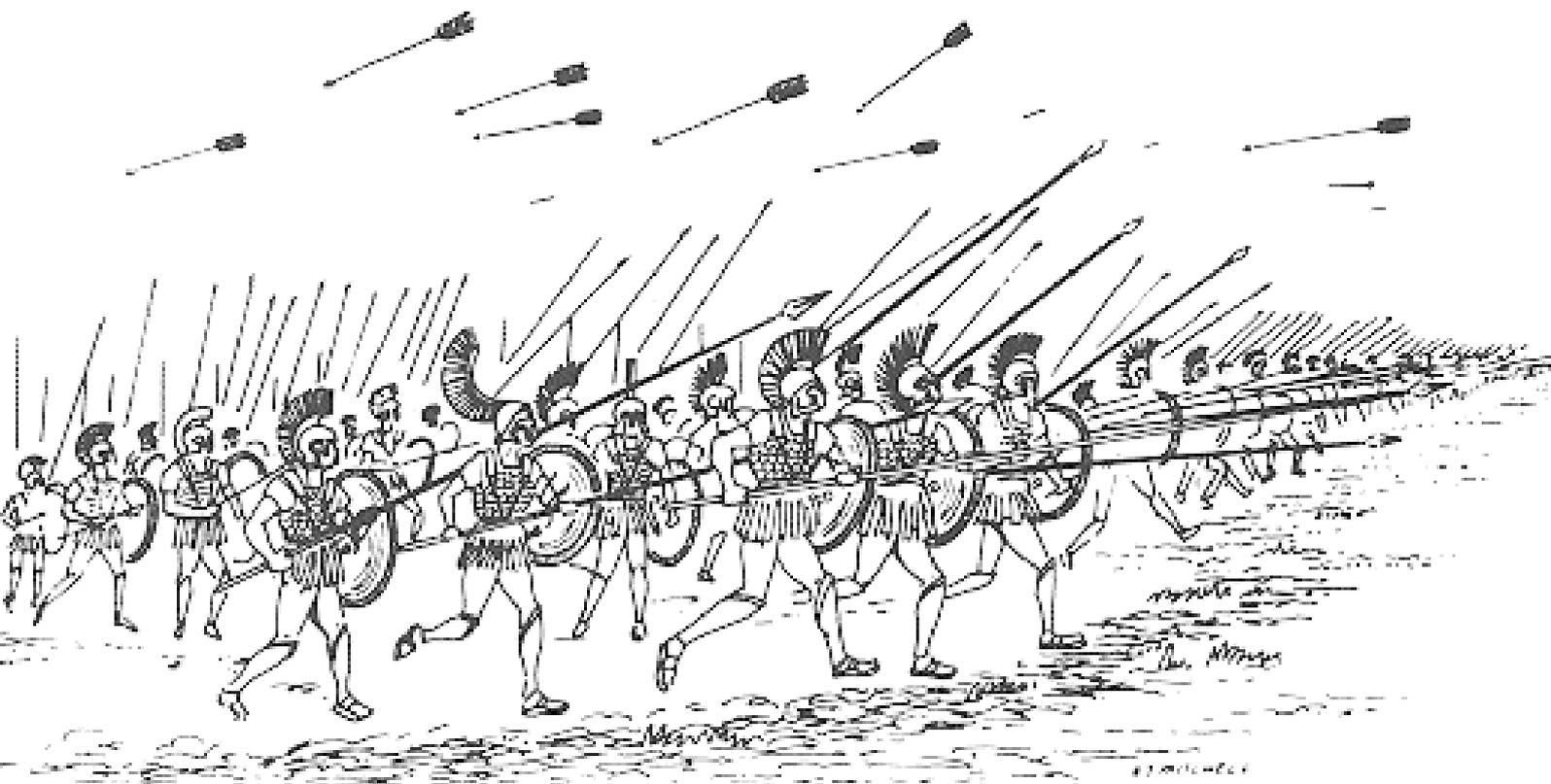# Empires

Historical Battle Scenarios

Battle of Marathon

Empires

Historical Battle Scenarios

We have used this supplement to allow players to re-enact decisive battles from history.

This is the first of many historical battle scenarios that we will be writing for use with all *Empires* rulesets. For the purposes of the average tabletop-wargame, we have scaled down the size of actual troop numbers that were used from thousands down to a few hundred.

The Historical Battle Scenarios only use units available from the Empires rulebooks.

WAR of LIFE
GAMING SYSTEMS

The Greco-Persian Wars: The Battle of Marathon

Background Story

The Battle of Marathon was fought in 490BC, during the first Persian invasion of Greece between the people of Athens (aided by Plataea) and the Persian army. Under King Darius I, this battle was the Persians first attempt to take over Greece. The outnumbered Greek army defeated the Persians in the Battle of Marathon and the battle marked the turning point in the Greco-Persian Wars, showing that the Persians could be beaten in battle.

Battle Plan

The Greeks were afraid to face the Persian cavalry, so when Militades (the Greek army commander) learnt that the enemy's cavalry were absent from the Persian camp, he ordered the attack against the remainder of the Persian infantry. Militades ordered reinforced flanks against the Persians, without hesitation, the Persians attacked the centre of the Greek line and successfully crushed the centre of the Greek army, but by then it was too late, the Greek's flanks had enveloped the Persian army killing all those who were trapped in the centre. Any Persian lucky enough to flee ran back to their ships for safety.

It will not be until 480BC, 10 years later, that the Persians would march towards Greece under Xerxes I.

The Marathon Legend

According to legend, the runner Pheidippides was dispatched to Athens from Marathon to inform them of the victory against the Persians. Pheidippides died after delivering his message, he had run for three hours and a distance of 26 miles. Pheidippides's run gave birth to the modern day marathon which is still run today.
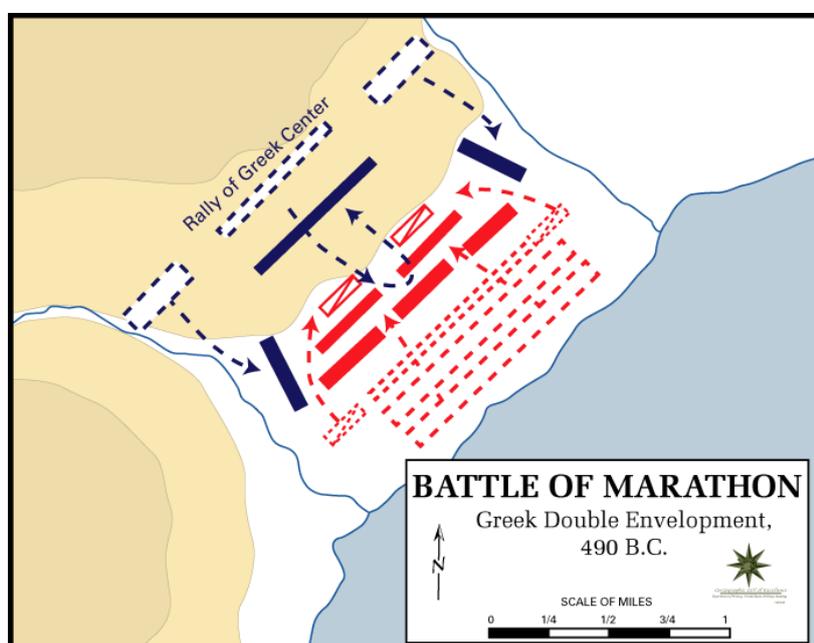

Fig – 1 - Maps Courtesy of the Department of History, United States Military Academy

Playing the Battle of Marathon

Units Required

Athenian and Plataea Infantry Numbers	Scaled Down (1%)
10000 Athenians	100 Athenians
1000 Plataeans	10 Plataeans

Commanded by Miltiades and Callimachus.

Persian Troop Numbers	Scaled Down (1%)
25000 Infantry	250 Infantry

Commanded by Datis and Artaphemes.

Athenian and Plataean units:

2 units of 30 Elite Pikeman. Upgraded with Heavy Armour, Musician and Standard Bearer. Miltiades must be placed in the front centre of one of these units. Miltiades follows the rules for a Supreme Commander. Callimachus must be placed in the remaining Pikeman unit. Callimachus follows the rules for a Leader.

2 units of 20 Elite Pikeman. Upgraded with Heavy Armour and a Musician. One unit must be nominated at the start of the game to hold Pheidippides (a Pikeman model which remains in the front centre rank of the unit). Pheidippides must still be in play at the end of Turn Five otherwise the Greek player automatically loses the game.

1 unit of 10 Elite Pikeman. Upgraded with Heavy Armour and a Musician.

Persian units:

1 unit of 10 Elite Pikeman. Upgraded with Light Armour.

4 units of 40 Elite Troops. Upgraded with a Large Shield. Datis must be placed in the front centre of one of these units. Datis follows the rules for a Supreme Commander. Artaphemes must be placed in one of the remaining Troop units. Artaphemes follows the rules for a Leader.

4 units of 20 Trained Archers.

Additional Rules:

Greek Home

All Greek units gain the Never Fall Back rule.

Light Arrows

The Persian arrows were largely ineffective against the Greek bronze armour of the Hoplite, therefore, any successful Persian shooting attacks must be rerolled. If using the Diceless Edition ruleset, the number of archers that can shoot is halved e.g. if ten archers are in range, only five can actually shoot.

Deployment:
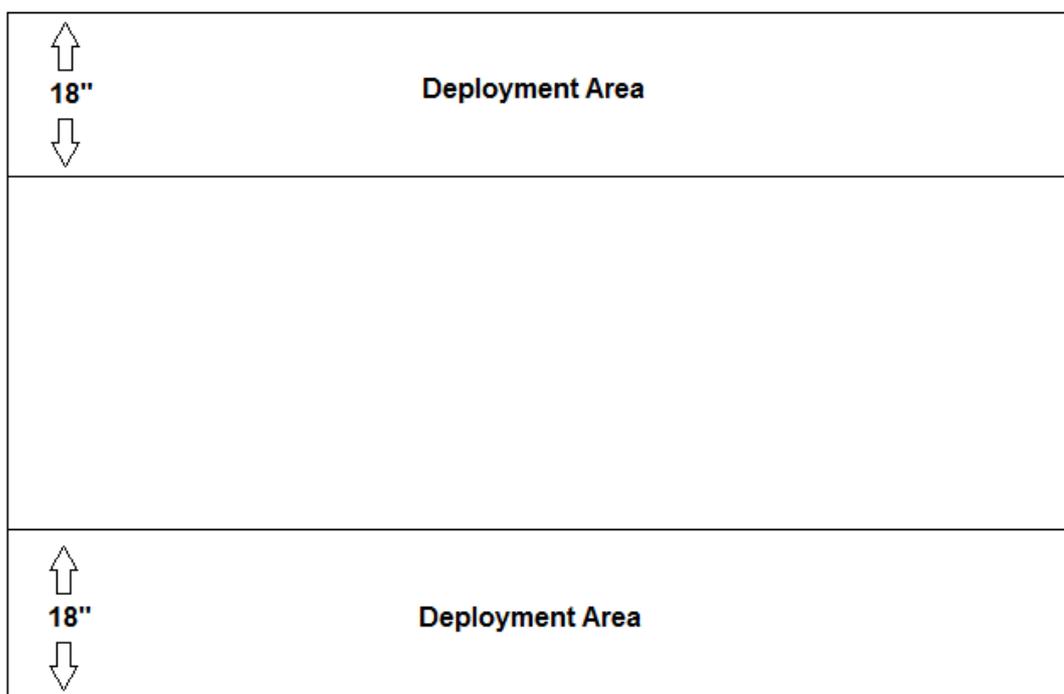
Players can choose either side of the board; the deployment area is the same. Players can choose whether to follow the actual battle deployment of units (Fig – 1), or can decide to place their units differently. The Greek player must go first in this scenario. The table-top board should be 6ft x 4ft.

Terrain:

Other than a few small hills behind the Athenian line and the shoreline behind the Persians, the terrain where the battle took place was flat and open.

Winning Conditions:

1. The Greek player loses if Pheidippides is slain during the game. Or

2. One side is annihilated before the end of the game.

The Battle of Marathon lasts for **FIVE** turns.