

The Battle of Satala 298AD

Scenario 11 for Conquerors and Kings ancient battle rules.

Setting the scene

The Roman empire was getting itself re-organised after years of internal rebellions and machinations. The Emperor Diocletian was at Rome's eastern border trying to fight off King Narseh of the Sassanids who had come to expand the Sassanid empire. It was winter (very cold). The Sassanid army had camped for the winter. The Sassanid camp contained the King, royal guard, harem and treasury.

The very capable and bold Roman commander Galerius decided to launch a risky dawn attack of this camp.

This age starts with the Romans having breached the camp palisade and the Sassanids coming to arms. The base edge represents the very heart of the Royal inner camp.

ADVICE

Do not read up on this battle. Enjoy playing it and then look up the details.

Deployment

- ◆ Skirmishers can be deployed in any zones wished by the players. Subject to the normal zone capacity and army deployment area.
- ◆ Where units have extra qualities such as armour, veteran etc the player can **choose** which particular units these are applied to.
- ◆ Generals do not roll for gifts. They must use those listed in the army make up. Replacement generals have the usual 1D6 per gift.
- ◆ No scenario generator is applied to this battle.
- ◆ Lates and losses are not applied.
- ◆ No piggy chase
- ◆ Normal victory conditions apply.
- ◆ The given battle tactics can be applied by the player as he sees fit.
- ◆ Assume all units are trained and have shield unless specified otherwise.
- ◆ The battle layout uses a normal CK battle table.

Special scenario rule

1. Sassanid general 1 can only move after countdown reaches 19 or lower.
2. The two central building templates represent building parts of the Sassanid camp. The rough ground templates represent stores and tented parts of the camp.

Sassanid army

8 x Close order spear and shield (2 x veteran, 1x armoured, 2x levy) **(All at 2 bases strength)**
 2 x Auxiliary (1 x levy with spear and shield 1x bow with no shield)
 6 x Foot skirmishers

General 1= King Narseh **Gifts** = Morale

General 2= Royal guard commander **Gifts** = Fight, valiant

Battle tactics= Hold fast x2, Brace shields x2, , Erratic x1

The table scenery should be made up of temporary buildings , tents, stores and a palisade at the bottom of the map. The palisade takes no part in the game.

Sassanids (Defending)

General 1	Building		Close order x 2	Close order x1	General 2
Close order x2	Rough ground	Building	Building	Rough ground	Building
	Rough ground			Rough ground	Building
	Close order x2			Close order x1	
		Close order x3	Auxiliary x2		
	Building		Close order x2	Building	
	Auxiliary x2		General 2	Auxiliary x1	

Romans (Attacker)

Roman army

5 x Close order (Shield , Spear) (2 x veteran, 1x elite 3 x armoured) (Includes Goths)
 3x Auxiliary spear and shield (2x Veteran, 1 x no shield with bow)
 4x Foot skirmishers

General 1= Galerius **Gifts** = Fight, Valiant

General 2= Legate of the east **Gifts** = Fight, Valiant

Battle tactics= 4 x Fury, 1x die hard

What really happened at the battle of Satala 298AD

This is written in Portuguese so that you are less tempted to read the result and try to emulate it.

After the game ends put this text into a translator program and see what happened. Also you can read up on this battle through Wikipedia or similar.

Portuguese

O rei sassânida Narseh expandiu seu império com sucesso. Um governante ambicioso. Embora estivesse ocupado reprimindo rebeliões internas, ele agora era o mestre.

As fronteiras orientais romanas foram desorganizadas e negligenciadas enquanto a peste, a guerra civil e a agitação mantinham os romanos ocupados. Diocleciano fez um bom trabalho para restaurar a coesão romana. O comandante romano Galério era um homem grande e um excelente general.

Acredita-se que ele explorou pessoalmente o acampamento sassânida, fazendo-se passar por vendedor de repolho.

O plano de Galério era esgueirar-se e invadir as paliçadas do acampamento. Isso ele fez com um assalto. Quando os sassânidas começaram a recuar, os Romanos provavelmente invadiram o interior do acampamento.

Os romanos capturaram o tesouro sassânida (muito ouro, etc.), Harém, filhas dos reis, esposas e alguns elefantes também.

A batalha foi um grande sucesso para os romanos.

Narseh sobreviveu.

Galério tornou-se imperador.

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