

# The Battle of Edessa 260AD

**Scenario 12** for Conquerors and Kings ancient battle rules.

## Setting the scene

This battle is just one in the long Sassanid Roman war.

The Sassanid King Shapur was an outstanding commander. He held a vast empire together and spent most of his time moving from one end to the other adding to that empire and suppressing rebellions. Shapur was the battle winner.

Shapur was busy besieging the city of Edessa.

Valerian appeared from the west in an attempt to relieve the siege.

Valerian skirted the city to its south at a distance of 5 miles.

Shapur left his siege troops at Edessa and quickly moved his army south to fight Valerian.

It was a warm spring day

## 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

Any Roman unit pushed off the table loses a whole base instead of half a base. The army was a little scared /scarred with Sassanids to their rear.

## Sassanid army

7 x cavalry (all shields) ( 1x elite, 2 x veteran, 5 x armoured, 3 bow)  
 7 mounted skirmisher  
 2 x Foot skirmishers  
 4 x Auxiliary (spear and shield)  
 3 x Elephants

**General 1**= Shapur **Gifts** = Morale, Valiant, Fight

**General 2**= Lord of horse **Gifts** = Fight, valiant

**Battle tactics**= Advance x3, Intense shooting x3

The battlefield was fairly flat and open. There were small streams but they are of little consequence .

## Sassanids (Attacker)

|            |  |   |   |                            |             |
|------------|--|---|---|----------------------------|-------------|
|            | 1x cavalry<br>1x Auxiliary<br>1 x elephant | 3x cavalry<br>1 x elephant<br>General 1 | 3 x Auxiliary<br>1 x elephant                                 | 3x cavalry<br>General 2    | Gentle hill |
|            |  |   |   |                            |             |
| Rough hill |  |   |   |                            |             |
|            | 1x Cavalry<br>1 x close order<br>General 2 | 3 x Close order                         | 2 x Close order<br>1x Auxiliary<br>1 x artillery<br>General 1 | Gentle hill<br>1 x cavalry |             |
|            |  | 1x Auxiliary                            |   |                            |             |

## Roman army (Defending)

### Roman army

2 x cavalry Spear and shield (1 x veteran, 2 x armoured)  
 2 x mounted skirmisher  
 6x Close order spear and shield (2 x levy, 1x Veteran, 1 x Pike)  
 2x Auxiliary( 1 spear and shield, 1 bow and no shield)  
 4x Foot skirmishers  
 1x artillery

**General 1**= Emperor Valerian

**Gifts** = Morale

**General 2**= General of foot

**Gifts** = Fight

**Battle tactics**= 3x Brace shields, 1 x Hold fast, 1x die hard

## What really happened at the battle of Edessa

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

Shapur tinha duas coisas que precisavam de sua atenção imediata.

Em primeiro lugar, o cerco contínuo de Edessa. Isso não estava indo muito bem.

Em segundo lugar, o exército romano a oeste sob o comando do imperador Valeriano.

Shapur agiu rapidamente para atacar Valerian. Ele também colocou a cavalaria na retaguarda dos romanos como uma pequena força de corte.

Os romanos eram um bom exército, mas oprimidos pelo conhecimento de que Sapor geralmente vencia e também estavam muito longe de qualquer apoio.

Os sassânidas atiraram continuamente e atingiram a linha de batalha romana.

Este ataque contínuo enfraqueceu a linha romana.

Os sassânidas também venceram nos flancos para iniciar o cerco do exército romano.

Previsivelmente, isso levou à destruição do exército romano e à captura do imperador Valeriano. Os romanos foram massacrados ou se renderam. O exército não existia mais.

Após a batalha, Shapur continuou a capturar cidades (30+) e territórios. Ele era imparável?

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