

The Battle of Mount Haemus 335BC

Scenario 2 for Conquerors and Kings ancient battle rules.

Setting the scene

ADVICE

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

This battle is an early one for Alexander after he has become king of Macedonia.

Having sorted out some Greek problems Alexander goes North to the lands of the Thracians.

The Thracians were under the Macedonian “yoke” but did not like that at all.

A large Thracian army held the high ground at Mount Haemus (the modern day Shipka pass) . It is quite steep and flanked by even worse hills. The Thracians had families with them as they thought it wise to mount a defence in the pass rather than be pursued over less favourable scenery. The Thracian army had wagons which they intended to roll down into the Macedonians.

The Thracians outnumber the Macedonians.

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 but use those listed in the army make up.
- ◆ No scenario is applied to this battle.
- ◆ No piggy chase
- ◆ Normal victory conditions apply.
- ◆ There are no defender late/ losses applied.
- ◆ Battle tactics can be applied by the player as he sees fit.
- ◆ Assume all units are trained unless specified otherwise.

“Carts” Special scenario rule

Do this after deployment and before turn 1.

The Thracian defenders launched carts downhill to disrupt the Macedonians. Possibly with fire in them.

Four are needed.

If a player has models then they should be placed one each on the four gentle hills. If there are no models available then biscuits will do.

Each cart moves forward by 1 zone. Any score of 5,6= cart overturns and is lost.

Remaining carts move forward a 2nd zone. Any score of 5,6 = cart overturns and is lost.

Remaining carts move a third zone into the Macedonians. They do not roll for overturning, These remaining carts each cause a single casualty. Highest D6 decides which unit receives the casualty.

Remaining carts are now removed from the game.

Thracian army

1 x Cavalry. (No shield)
 1x mounted skirmishers
 12 x auxiliary (4 x levy)
 2x close order spears. (1 x veteran)
 7x Foot skirmishers

General1= Thracian king Gifts = Fight

General 2= Triballi Ally Gifts = Valiant

Battle tactics= 2x Fury, 2 x Erratic leader, 1 x Brace shields.

Thracian army (Defending)				Start positions	
Rough Hill	Cavalry	1x Close order General 1	1x Close order General 2	1 x Auxiliary	Wood
Wood	3 xAuxiliary	3 xAuxiliary	3 xAuxiliary	2 xAuxiliary	Rough Hill
Obstructed		All gentle hills			Rough Hill
Rough Hill					Wood
Wood	Auxiliary x3 General 1	Pike x2 Cavalry	Pike x2 General 2		Gentle hill
Macedonian army (attacker)				Start positions	

This layout is for the normal CK battle table.

Macedonian army

4x Close order (pikes, 3x veteran)
 1 x Cavalry (Armoured, no shield, Elite)
 1x mounted skirmishers
 3x auxiliary (Hypaspists)) . (3 x veteran)
 5x Foot skirmishers

General1=. Alexander Gifts = Morale, Valiant, fight ,

General 2= Phalanx captain. Gifts = Valiant, Fight

Battle tactics= 3x die hard, 2 x Goto, 1 x join the line

What really happened at the battle of Mount Haemus

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

Esta é a segunda batalha na campanha de Alexandre nos Balcãs.

Os trácios eram um adversário feroz. Eles estariam vestidos com roupas tribais semelhantes ao estilo cita e do bando de guerra (calças, boné, escudos e lanças).

Este exército trácio não foi o exército guerreiro mais feroz que Alexandre enfrentou. Isso acontecerá nas próximas batalhas desta campanha.

As tropas de Alexandre eram da mais alta qualidade, tendo sido treinadas principalmente por seu pai, Phillip.

Alexandre resistiu às carroças alertando suas tropas para se afastarem ou se deitarem e usarem um escudo para desviar ou resistir às carroças rolantes.

Os escaramuçadores começaram a batalha principal com os mercenários de Alexandre obtendo o melhor resultado.

A subida do desfiladeiro foi difícil, mas os macedônios abriram caminho e forçaram o

Trácios acima da crista e descendo do outro lado.

A qualidade das tropas de Alexandre varreu tudo à sua frente.

As perdas trácias não foram enormes na batalha, mas muitos prisioneiros foram feitos após a batalha.

As perdas da Macedônia foram muito menores.

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