

The Battle of Marathon 490BC

Scenario 21 for Conquerors and Kings ancient battle rules.

Setting the scene

Marathon is a famous battle. There are many more detailed battle narratives than this. This will be fine for a game though.

At this time Persia was a truly massive power. Greece was a country of warring states.

The Persian empire of Darius quite fancied the ownership of Greece.

After various events and set back the Persians started sacking Greece. The Persian army arrived at Marathon Beach in the year 490BC. Surprisingly the Greek Athenian army also turned up. The Spartans had decided not to initially take part as they were busy “festivalling” (Just like Thermopylae).

The two armies stood off for few days.

The larger Persian army decided to send half the army away to sack Athens. The good logic was that “If this is the entire Athenian army (and it was, mostly), then there must be no one back in Athens”.

Seeing this reduction of the Persian army, the Greeks attacked. The Greeks were outnumbered, but the Greek quality was better. This Persian army was not the full Royal army.

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

Persian army

6 x Foot skirmishers
 3 x Auxiliary (Trained, spear , shield)
 3 x Auxiliary (Trained, bow, no shield)
 5 Close order foot spear and shield (2x veteran)
 6 Close order. All levy. Spear and bow. No shield or armour.
General1= Datus Gifts = Fight
General 2= Artaphernes Gifts = Morale
Battle tactics= Intense shooting x2, Join the line x3

Persian army (Defender)

		2 Auxiliary	1 Close order		Marsh
2 auxiliary	2 Close order	3 Close order 1 elephant General 1	3 Close order 1 elephant General 2		2 Close order 2 Auxiliary
1 Auxiliary	3 Close order				3 Close order
Gentle hill		2 Close order General 1	2 Close order General 2	Marsh	

The sea

Greek army (Attacker)

Greek

General 1= Miltiades Gifts = Valiant, fight
General 2= Callimachus Gifts = Valiant, fight
 No armour in this army.
 10 x Close order (1x elite, 3 x Veteran)
 1x Auxiliary(Spear) 5x Foot skirmishers
 2 mounted skirmishers
Battle tactics= 2x Brace shields, 2x die hard, 2x Advance

What really happened at the battle of Marathon

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.

Os persas tinham mandado embora parte do seu exército. O que ficou para trás incluiu uma grande quantidade de infantaria mais pobre. Como remadores armados.

Os gregos atacaram os persas. Em parte para reduzir as baixas com flechas.

O exército grego era mais fraco no meio e foi repellido pelo determinado centro persa.

Os flancos gregos mais pesados empurraram para trás os flancos persas. Inteligentemente, eles não acompanharam a retirada dos flancos persas com todas as suas tropas. Em vez disso, os vitoriosos flancos gregos voltaram-se para o centro persa.

Os persas lutaram muito, mas não conseguiram resistir à situação.

Enquanto o exército persa recuava para seus navios. Eles foram gravemente atacados. Alguns navios persas partiram cedo, enquanto outros foram capturados pelos gregos e queimados.

Diz-se que o comandante grego Calímaco agarrou as cordas de um navio para impedi-lo de navegar e teve ambos os braços cortados. Ele morreu.

Esta é a batalha após a qual Fidípides correu 42 quilômetros para dizer ao seu país que eles haviam vencido. Então morreu! Ele fez isso para impedir quaisquer rumores persas de que eles haviam perdido a batalha e, portanto, encorajar Atenas a se render. Havia muitos gregos que trabalhavam para os persas. O próprio exército ateniense voltou rapidamente para Atenas.

Portuguese

September 2024