The Battle of the Ulai River 653 BC

Scenario 23 for Conquerors and Kings ancient battle rules.

Setting the scene

The Elamites had a kingdom next to the Assyrians.

After a succession punch up in Elam, Teumman became the new Elamite king.

The Assyrians (Ashurbanipal) did not like this at all.

Ashurbanipal fell out over an Elamite request for a return of their deposed rivals (big mistake). Ahurbanipal really was the wolf of the land. The Elamites wee the jackals of the land.

The Assyrians quickly moved upon Elam. The Elamite army was hurriedly put into action to stop the Assyrians at the river Ulai crossings.

The Assyrian army outmatched the Elamite army in military skill and equipment. The land of Elam (Iran) was very wealthy and determined.

Historical note. The Elamites used battle carts called kallipani. They were able to mount about 8 foot soldiers and had only grab rails for comfort. CK treats them as transportation rather than fighting vehicles.

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 units forced off the Elamite base edge are permanently lost.

Elamite army

Battle tactics= Intense shooting x4, Join the line x2

The river Ulai

Elamite army (Defender)					
Wood		Gentle hill	Gentle hill		Marsh (rough ground)
2 auxiliary	1 x chariot	3 Close order General 1	2 Close order 2 auxiliary General 2	Marsh (rough ground)	2 Close order 2 Auxiliary
	2 x Chariots 1x cavalry	2 Close order General 1	2 Close order 1 Auxiliary General 2	2 Auxiliary	
Assyrian army (Attacker)					

Assyrian army

General 1= King Ashurbanipal Gifts = Valiant, fight, morale

General 2= Nabu shar usur (possibly) Gifts = Morale

2 x chariots (both veteran, both shock)

1x cavalry (spear and bow, armoured, no shield) (1 x veteran)

4 x Close order (1x elite, 1 x Veteran, 4 x armoured)

4x Auxiliary(bow, no armour, no shield))

5x Foot skirmishers

Battle tactics = 1x Brace shields, 1x die hard, 2x Advance

What really happened at the battle of the Ulai River

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. Some of this battle is conjectural due to the main source being post battle Assyrian record 9i.e we the assyrians are brilliant and brutal).

Os elamitas se aproximaram com o rio Ulai em suas costas. Era um rio vadeável neste ponto, então eles não estavam totalmente presos. O exército era geralmente usado para bloquear exércitos oponentes em vez de realizar ataques de batalha em massa. Os assírios tinham melhor equipamento para lutar e os elamitas melhor equipamento para invadir.

O exército assírio apareceu e esmagou os elamitas.

Este ataque assírio foi esmagador.

O rei elamita foi ferido por flechas, seu filho organizou uma retirada.

Esta retirada se transformou em uma derrota, pois a travessia do rio levou mais tempo.

Havia pântanos e bosques para os quais os elamitas se retiraram. Isso não os salvou.

Para capitalizar sua vitória, os assírios fizeram muitos cortes de cabeça, esfolamentos e torturas.

Portuguese

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