

# The Battle near Phraata 36BC

**Scenario 5** for Conquerors and Kings ancient battle rules.

## Setting the scene

Mark Antony (Tony Curtis?) has launched an Invasion of Parthia. Moving toward his goal he decides to capture the city of Phraata (modern day Northern Iran). His force comprised of a lead element of some 10 legions with associated allies and auxiliaries. Following some miles distant on a slightly different route were 2 legions plus Armenian allies. This force was moving more slowly as it had the siege train and other baggage.

The Parthians decided to attack Antony and support their Median friends.

Their first action was to attack the siege train convey of Legate Statianus (This is scenario 5)

The battle starts with the Roman 2 legions plus Armenians moving along a wide valley on their way to Phraata.

## 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 but use those listed in the army make up.
- ◆ No scenario 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 unless specified otherwise.

## Special scenario rule

- The Armenian General and his 3 armoured cavalry will be removed **instantly** from the table if the defenders lose a 3rd fight (ignore lost fights involving only skirmishers). This means they might leave before their zone has fought that turn.
- The road should have about 8 card markers with the words "Siege train" written on them. These take no part in the battle (no hindrance, no movement, no zone capacity) but are owned by whichever army wins the battle.

## Parhian/Median army

8 x mounted skirmishers

**Parthians.** 5x shielded armoured Cavalry ( 2x veteran, 1x elite, 5x shock)

**Medes.** 3x shielded unarmoured cavalry (1x veteran)

3 x foot skirmishers

**General1= Phraates IV** Gifts = Valiant, Fight

**General 2= Monaeses** Gifts = Morale

**Battle tactics=** Advance x3, Goto x2

Parthian + Median army (Attacker) Start positions					
3x Cavalry (Medes) <b>General 2</b>		3x Cavalry <b>General 1</b>	2x Cavalry		
	Gentle hill				Gentle hill
		Gentle hill		Gentle hill	
3x Cavalry <b>General 2</b>			Close order x1	Close order x2 <b>General 1</b>	
Road to Phraata			Auxiliary x 2		
Roman + Armenian army (Defending) Start positions					

This layout is for the normal CK battle table.

## Roman/Armenian army

3 x Close order armoured with shield (2x Veteran )

2x mounted skirmishers

2x armoured auxiliary

2x Foot skirmishers

3x Armoured shielded cavalry (Armenians)( 1x Veteran)

**General1= Legate Statianus (Roman)** Gifts = Morale

**General 2= King Artavasdes (Armenian)** Gifts = Moral

**Battle tactics=** 1 x Keep order, 2x Brace shields, 2 x Die hard

## What really happened at the battle near Phraata

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

Statianus (romano) e o rei Artavasdes (armênio) avançaram em direção ao cerco romano à cidade de Phraata. Antônio estava realizando o cerco com a maioria do exército.

Os partos e medos, sob o comando do rei Fraates, acompanhados por Monaeses (o frequente trocador de lado), exploraram a coluna romana e a surpreenderam.

A coluna romana estava em menor número e manobrada.

Depois de alguns combates árduos, os armênios acharam melhor ficar em casa, perto de uma fogueira quente. Eles deixaram a batalha.

Statianus ficou com suas duas legiões e foi massacrado. O trem de cerco também foi destruído.

Durante todo esse tempo, Antônio estava correndo loucamente a seis milhas de distância. Quando Antônio chegou, o trem de cerco estava em chamas e os partos retiravam-se do campo de batalha.

Isto arruinou os planos de campanha de Atony. Assim começou a retirada de Atony para o oeste, para a Armênia e, eventualmente, para a atual Turquia.

Os partos também foram chamados de volta por causa de mais problemas em seu império.

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