

Battle of Zela

47 BC

2mm "Age of Hannibal" Scenario

"Veni, vidi, vici" - Julius Caesar

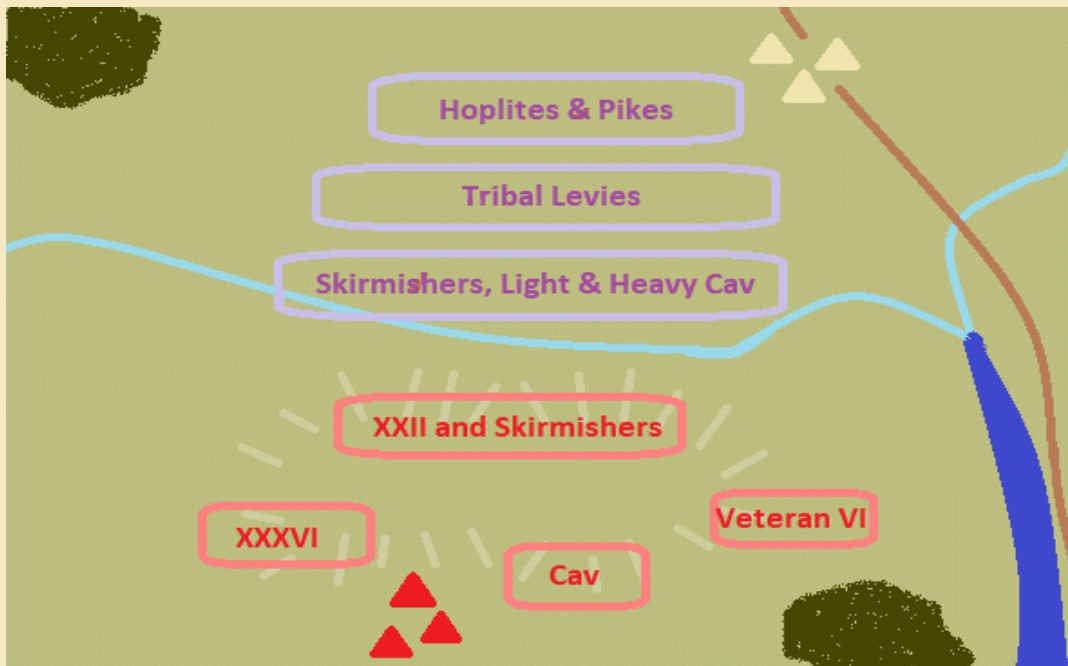
History: The Romans quickly marched onto the highground and started building a camp. Pharnaces reacted by drawing his army out of camp and put them into battle order. Caesar drew up one line of infantry to protect the workers, but kept the rest of his army constructing the new camp. The Pontic army suddenly marched down into the valley that was separating the two armies. Caesar was baffled by this move as it meant his opponents had to fight an uphill battle. Pharnaces' men climbed up from the valley and engaged Caesar's thin line of legionaries. Caesar recalled the rest of his men from constructing their camp and hastily drew them up for battle.

Game Length: No turn limit, play until one side breaks. Start morale clock at 8 for both sides instead of 9. Penalties start at rating 3 instead of 4.

Deployment: The bases for my 2mm ancients are 25mm square, so the table size is roughly 3'x2'. Adjust based on scale. River on right is impassible, but stream is fordable (+1 CF if defending banks). Hill slopes are rough going.

Scenario Notes: The Romans were caught off guard by the sudden Pontic advance. The map roughly lays out deployment, but be sure to have the Roman front line at least 4" ahead of the wings coming up from behind. The Pontus front line should be deployed right up against the stream, which should be 2" from the base of the hills. Otherwise, units can be deployed at your discretion within their marked "zones".

Army Organization: In this scenario, 1 base represents 1,000 infantry or 750 skirmishers or cavalry. The total army numbers and the exact makeup of each force was estimated based on what information was available for the two forces.



Caesar's Army

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
XXII Legion	-	4" / 3"	+3	4+	Yes			45 (x6)
<i>Pila, Roman Drill</i>								
Veteran VI Legion	-	4" / 3"	+3	4+	Yes			50 (x1)
<i>Pila, Roman Drill, (Veteran Combat)</i>								
Numidian Horse	Light	8" / 4"	+2	6+			-2CF	40 (x2)
<i>Free Facing, Thrown Missles</i>								
Skirmishers	-	5" / 4"	+0	6+				25 (x2)
<i>Free Facing, Thrown Missles</i>								
XXXVI Legion	-	4" / 3"	+3	4+	Yes			45 (x5)
<i>Pila, Roman Drill</i>								
Julius Caesar	General	6" / 6"	+2	+2	Traits: Semi-Divine			100

Pharnaces II's Army

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Skirmishers	-	5" / 4"	+0	6+				25 (x5)
<i>Free Facing, Thrown Missles</i>								
Light Horse	-	8" / 4"	+2	5+			-2CF	50 (x3)
<i>Free Facing, Thrown Missles</i>								
Tribal Levies	Warband	5" / 4"	+2	5+	Yes	+1		25 (x7)
<i>Impetuous, Unreliable</i>								
Hoplites	Spears	4" / 3"	+3	4+	Yes		-1 CF	35 (x4)
Phalangites	Pike	4" / 2"	+4	5+	Yes	+1CF	-3CF	45 (x2)
<i>+2 v. Mounted</i>								
Heavy Horse	-	6" / 3"	+4	5+		+1	-2CF	50 (x2)
<i>Heavy Armor</i>								
Pharnaces II	General	6" / 6"	+2	+2	Traits: None			100