Carrhae 53 BC Rome vs Parthia Scale 100:1

Background:

Marcus Crassus decided to invade Parthia with seven legions and succeeded in capturing a number of border cities. As the Roman force advanced further into Parthia they met up with the Parthian army, all cavalry, mostly horse archers with around a thousand heavily armoured cataphracts in support. Forces sent to drive the horse archers away were surrounded by Parthians and destroyed. Only 6,000 Romans managed to fight their way out of the situation, the rest were killed or captured.

Winning the game:

The objective is to capture as many Eagles as possible before the other player can get them of the other table edge. If the Parthian player can destroy or rout all four units with Eagles he wins a major victory, if he gets two or three it is a victory, if only one it is a draw, if none the Roman player wins. The Roman player should keep his Eagle units tucked out of sight, spend your cavalry and light troops carefully to protect your legions, lose them too soon and the legions will be shot to pieces. The Parthians should use the superior movement of their troops to slow the Romans down, get in close to maximise the effect of your bows.

Deployment:

Play along the length of the table, the Romans set up first. The Romans deploy within 15 of their entry edge but not within 30 of the long table edges. The Parthians can deploy anywhere they like but not within 20 of any unit on the Roman side.

Rome

28,000 legionnaires 4 legions each of:

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	6 x 8 regular, HI, pila, sword, shield, steady, seasoned
	1 x 12 regular, HI, pila, sword, shield, steady, seasoned + Eagle standard 2/1
1,000 Gallic cavalry	1 x 12 warrior, MC, spear, shield, steady, veteran
1,000 Syrian cavalry	1 x 10 warrior, LC, bow, average, seasoned
1,000 Cappadocian cavalry	1 x 10 warrior, LC, javelin, shield, average, seasoned
1,000 Arab cavalry	1 x 10 warrior, LC, javelin, shield, raw, seasoned
4,000 Light infantry	2 x 10 warrior, LI, bow, average, seasoned
	2 x 10 warrior, LI, javelin shield, average, seasoned
Commander:	**Marcus Crassus** 2/2

Parthian

8,000 Horse archers	8 x 10 warrior LC, bow, average, seasoned
1,000 Cataphracts	2 x 8 warrior, SHC, lance, sword, steady, veteran
Commander:	**The Suren** 3/3
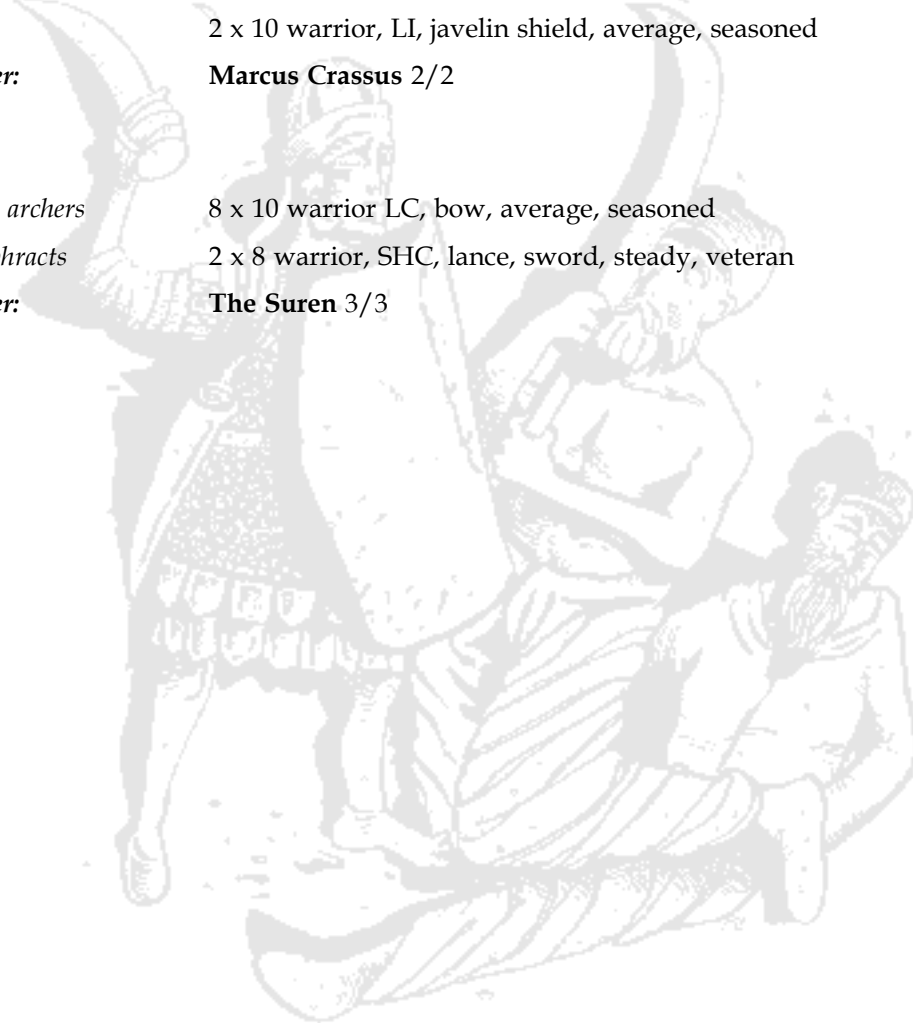
1. GENERAL

1.1 All distances

in these rules are in cm for 10mm or 15mm figures, double them for 25mm and halve them for 5mm.

Tables are assumed to be 6 feet by 4 feet for 10mm or 15mm figures. For 25mm figures tables should be at least 8 feet on the long edge if the same number of figures are being used, perhaps 12 feet by 5 feet would be ideal for this scale.
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2. TROOP TYPES

2.1 Troops

are described by five characteristics

- *Training*
- *Role*
- *Morale rating*
- *Fighting ability*
- *Weapons carried.*

2.2. Training

Regulars:

Troops trained to operate as a unit under officers. These tend to be more reliable than warriors do and will perform drill manoeuvres better.

Warriors:

Operating as individuals or with no training. Sometimes fearless fighters, sometimes losing heart too soon, warriors are unpredictable but tend to be numerous.

2.3. Role:

Light:

Cavalry and infantry, with little or no armour, who fight in open formation, usually with some form of missile weapon. Highly mobile, light troops can surround and harass heavier troops.

Medium:

Cavalry and infantry, with some armour, fight in close formation. Because of their lack of armour medium troops are cheap and can be used in large numbers. Mainly for close combat or massed firepower.

Heavy:

Cavalry and infantry, normally with metal body armour, fight in close formation. The standard close combat troop type.

Light Medium:

A special type of infantry, intermediate between light and medium types. Because of a loose formation they are more effective in difficult terrain and faster than standard medium infantry.

Light Heavy:

A special type of infantry. As above except that they wear metal body armour.

Extra Heavy:

Cavalry and infantry, have metal body also extra protection for unshielded limbs. Cavalry may have armour for the front of the horse instead of extra armour for the rider.

Super Heavy:

Cavalry only, with full armour covering both horse and man. The ultimate shock troops.

Others:

Chariots, Elephants, Artillery and Camels *see chapter 19*.

2.4. Morale Classes:

The ability of troops to continue to obey orders despite the other factors of the battle around them.

Raw   *Troops with little experience, usually poorly motivated.*

Average   *The usual standard of most troops.*

Steady   *Troops with battle experience or very high standard of soldiering.*

Guard   *Troops of high confidence, usually protecting a general.*

2.5. Fighting Ability:

The effectiveness of the troops with their weapons, dependent on training and their experience.

Poor   *Very ineffective.*

Seasoned   *Standard.*

Veteran   *Troops of above average fighting ability.*

Elite   *Selected troops, well trained and experienced. Very rare.*

16.8 Abbreviations

SHC   super heavy cavalry

EHC   extra heavy cavalry

HC   heavy cavalry

MC   medium cavalry

LC   light cavalry

EHI   extra heavy infantry

HI heavy infantry

LHI   light heavy infantry

MI   medium infantry

LMI   light medium infantry

LI   light infantry

LTS   long thrusting spear