

## MAGNESIA 190 BC

### ROMAN ALLIANCE

L. Cornelius Scipio, Roman general, **4 CPs**

G. Domitius Ahenobarbus, Roman 2nd-in-C contingent commander, **4 CPs**

M. Aemilius, Roman subordinate commander I, **3 CPs**

P. Cornelius Scipio, Roman subordinate commander II, **3 CPs**

I Legion, with 3 sub-units:

hastati (**A3/D3** arm. swordsmen, A Grade, MV +1): 4 stands

principes (**A3/D3** arm. swordsmen, A Grade, MV +1): 4 stands

triarii (**A1/D1** UnS arm. spearmen, A Grade, MV +2): 4 stands

II Legion, with 3 sub-units:

hastati (**A3/D3** arm. swordsmen, A Grade, MV +1): 4 stands

principes (**A3/D3** arm. swordsmen, A Grade, MV +1): 4 stands

triarii (**A1/D1** UnS arm. spearmen, A Grade, MV +2): 4 stands

III Legion, with 3 sub-units:

hastati (**A3/D3** arm. swordsmen, A Grade, MV +1): 4 stands

principes (**A3/D3** arm. swordsmen, A Grade, MV +1): 4 stands

triarii (**A1/D1** UnS arm. spearmen, A Grade, MV +2): 4 stands

IV Legion, with 3 sub-units:

hastati (**A3/D3** arm. swordsmen, A Grade, MV +1): 4 stands

principes (**A3/D3** arm. swordsmen, A Grade, MV +1): 4 stands

triarii (**A1/D1** UnS arm. spearmen, A Grade, MV +2): 4 stands

Velites I ((**A1/D1/S** skirmishers, B Grade, MV +1): 4 stands

Velites II ((**A1/D1/S** skirmishers, B Grade, MV +1): 4 stands

Velites III ((**A1/D1/S** skirmishers, B Grade, MV +1): 4 stands

Velites IV ((**A1/D1/S** skirmishers, B Grade, MV +1): 4 stands

Cretan/Trallian light infantry ((**A1/D1/S** skirmishers, A Grade, MV +1): 3 stands

Thracian/Macedonian volunteers (**A2/D2** arm. spearmen, A Grade, MV +1): 3 stands

Roman cavalry (**A3/D1/S** heavy cavalry, B Grade, MV +1): 2 stands

Campanian cavalry (**A3/D1/S** heavy cavalry, A Grade, MV +1): 2 stands

Italian cavalry I (**A3/D1/S** heavy cavalry, B Grade, MV +1): 2 stands

Italian cavalry II (**A3/D1/S** heavy cavalry, B Grade, MV +1): 2 stands

Numidian elephants (**A4/D3** African elephants): 1 stand

King Eumenes II, Pergamene allied contingent commander, **4 CPs**

Achaean thorakitai I (**A2/D2/S** arm. javelinmen, A Grade, MV 0): 3 stands

Achaean thorakitai II (**A2/D2/S** arm. javelinmen, A Grade, MV 0): 3 stands

Mysian/Masydene light infantry (**A1/D1/S** skirmishers, B Grade, MV 0): 3 stands

Pergamene cavalry (**A4/D1** shock cavalry, A Grade, MV +2): 2 stands

Achaean cavalry (**A3/D1/S** heavy cavalry, A Grade, MV +1): 1 stand

Aetolian cavalry (**A2/D0/S** light cavalry, B Grade, MV +1): 1 stand

## SELEUCIDS

King Antiochus III, Seleucid general, **4 CPs**

Seleucus, Seleucid contingent commander, **3 CPs**

Zeuxis, Seleucid subordinate commander I, **3 CPs**

Mendis, Seleucid subordinate commander II, **3 CPs**

Philippus, Seleucid subordinate commander III, **3 CPs**

Argyraspid phalanx I (**A1/D1** phalangites, A Grade, MV +1): 4 stands

Argyraspid phalanx II (**A1/D1** phalangites, A Grade, MV +1): 4 stands

Argyraspid phalanx III (**A1/D1** phalangites, A Grade, MV +1): 4 stands

Argyraspid phalanx IV (**A1/D1** phalangites, A Grade, MV +1): 4 stands

Settler phalanx I (**A1/D1** phalangites, B Grade, MV 0): 4 stands

Settler phalanx II (**A1/D1** phalangites, B Grade, MV 0): 4 stands

Settler phalanx III (**A1/D1** phalangites, B Grade, MV 0): 4 stands

Settler phalanx IV (**A1/D1** phalangites, B Grade, MV 0): 4 stands

Settler phalanx V (**A1/D1** phalangites, B Grade, MV 0): 4 stands

Settler phalanx VI (**A1/D1** phalangites, B Grade, MV 0): 4 stands

Cretan archers & Trallian slingers I (**A0/D1/S/L** missile troops, B Grade, MV 0): 4 stands

Cretan archers & Trallian slingers II (**A0/D1/S/L** missile troops, B Grade, MV 0): 4 stands

Mysian archers (**A0/D1/S/L** missile troops, C Grade, MV -1): 4 stands

Elymaean/Cyrtian archers I (**A1/D2/S/L** bowmen, C Grade, MV -1): 4 stands

Elymaean/Cyrtian archers II (**A1/D2/S/L** bowmen, C Grade, MV -1): 4 stands

Pamphylian javelin throwers (**A1/D1/S** skirmishers, C Grade, MV 0): 4 stands

Cilician javelin throwers (**A1/D1/S** skirmishers, C Grade, MV 0): 4 stands

Agema cavalry (**A4/D1** arm. shock cavalry, A Grade, MV +2): 3 stands

Companion cavalry (**A4/D1** shock cavalry, A Grade, MV +1): 3 stands

Median armoured cavalry (**A5/D1** cataphracts, A Grade, MV +1): 4 stands

Syrian armoured cavalry (**A5/D1** cataphracts, B Grade, MV 0): 4 stands

Galatian cavalry (**A3/D1/S** heavy cavalry, B Grade, MV 0): 4 stands

Tarantine cavalry (**A2/D0/S** light cavalry, A Grade, MV 0): 2 stands

Arab camel cavalry (**A2/D0/S** light cavalry, C Grade, MV -1): 3 stands

Dahae cavalry (**A1/D0/S/L** horse archers, B Grade, MV 0): 3 stands

Elephants (**A5/D4** Indian elephants): 4 stands

Chariots (**A0/D-** scythed chariots): 2 stands

## Terrain

The river Phrygius (a major obstacle) runs down the left flank of the Roman position. If there is room on the table the uneven slopes of Mount Sipylus can be behind the Seleucids, and the river Hermus on the Roman right flank table edge (another major obstacle), exiting before it reaches the Seleucid side of the table through a waterlogged meadow (broken ground). The rest is open fields and pasture. Again if there is room, the fortified camps of both armies might be placed on the table edges behind the centre of each army for visual effect.

## Deployment

In order to make the structures and dispositions of the armies more of an unknown, players are encouraged to organise and deploy their commands as they see fit. This is especially appropriate for the battle at Magnesia in the mist and rain. Those who want to follow the historical ones can do so using the OoB above, which allows for a 4 stand (32 rank) deep phalanx facing the legions.

The deployment distance between the Roman and Seleucid front lines should be set at 5 JTs, simulating the armies only being revealed to each other at close quarters due to mist and rain.

To simulate the incomplete Seleucid infantry deployment, give each Seleucid phalanx unit 1 DP when play begins in Turn 1.

The Romans have the initiative in Turn 1.

## Scenario Rules

- Antiochus cannot use his 'steady' command option to modify a control test, but he can use it to remove DPs.
- Visibility is restricted to 5 JTs by rain and mist. All horse archers and missile troops shoot at half effect beyond 1 JT, simulating the impact of the rain and mist on ranged shooting. In addition, troops that are not being controlled by a leader, have no enemy within 5 JTs and which are not subject to pursuit/rout/spontaneous advance always halt in a control test, unless they are isolated and friends are visible within 5 JTs, in which case they will try to join them.
- Neither the Romans nor the Seleucids are affected by 'elephant proximity DPs', as they have them in both armies. However, the Roman army's cavalry *will* be affected by camels.

## Notes

The relative numbers of the armies follow Grainger's sober and revisionist analysis, which concludes that the Seleucids and the Romans had roughly the same number of troops.

Neither the Romans nor the Seleucids are affected by 'elephant proximity DPs', as they have them in both armies. However, the Roman army's cavalry *will* be affected by camels.

The long range shooters on the Roman side are classified as 'skirmishers' instead of 'missile troops', because this better simulates their actual effectiveness in the battle.

The training/equipment of the 'Thracian & Macedonian volunteers' in the Roman army is a speculative one, based here on their apparent effectiveness as a rearguard against the Seleucid cavalry and their possible 'extraordinarii' status.

## Victory Conditions

Battle is fought to the finish. The Seleucids need to rout 3 commands on the Roman side, and keep all of their infantry commands unbroken to win. The Romans must deny these conditions and also rout at least 2 Seleucid commands to win.

If using the reduced size OoB outlined below, the Seleucids need to rout 2 commands on the Roman side, and keep their infantry commands unbroken to win. The Romans must deny these conditions and also rout at least 1 Seleucid command to win.

## Using 25/28mm Figures

The OoB above is only practical if the players have lots of appropriate troops at 15mm scale or smaller, and a big table. For those who do not, a reduced size OoB is given below.

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Pergamene cavalry (**A4/D1** shock cavalry, A Grade, MV +2): 1 stand

Aetolian cavalry (**A2/D0/S** light cavalry, B Grade, MV +1): 1 stand

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