Hail Caesar Scenario: Magnesia, 190BC

After a series of defeats in Greece against the Republican Roman army, Antiochus III The Great, the Seleucid Emperor, was forced to defend his possessions in what is now Asia Minor.

Roman forces under Lucius Cornelius Scipio (Asiaticus, the younger brother of the great Scipio Africanus), crossed the Hellespont into Asia, and joined up with local forces of the Roman ally Pergamum, under Eumenes II.

Antiochus mustered his forces, and settled into a fortified camp near the town of Magnesia. This position allowed him to cover both the approaches to Sardis, his principal base in Asia Minor, and Ephesus, the base for his fleet.

As the Roman forces approached, Antiochus deployed to give battle. The resulting battle was decisive, and provides an excellent example of contrasting Macedonian successor and Republican Roman forces.

Terrain Notes:

Stream – the stream is small and crossable, it is treated as a simple linear obstacle.

Plowed Fields – December rains had come prior to the battle. Areas of plowed fields in the area had been softened by rain and were not easy going. In game terms, they are treated as rough ground: skirmishing infantry or cavalry are not affected, other infantry and cavalry move at 1/2 speed through them, and artillery cannot enter them.

Woods - are treated as normal woods in Hail Caesar: infantry in skirmish can move through them at 1/2 speed, and must reform on exiting unless they are skirmish capable. Cavalry and Artillery prohibited.

Deployment Notes:

Each overall commander should secretly allocate his forces to sectors along their respective baselines, subject to the following restrictions:
- No cavalry units may deploy more than 72" from either flank table edge
- All units may deploy within their assigned zone, up to six inches from their baseline
- Each side must also place a camp along their baseline, no closer than 24" from either flank table edge

The Seleucids are the attackers and will take the first turn.

Winning the Game:

Both sides were attempting to destroy the opposing army. If either army is broken their opponent immediately wins a crushing victory. If neither side achieves a crushing victory, the side which broke the most enemy divisions wins a marginal victory. Capture of the opposing camp counts a breaking three opposing divisions.

If neither side secures a marginal victory, the game results in a draw.

Map:

Hail Caesar Mega-Game
Magnesia, 190BC

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Roman Baseline

Seleucid Baseline

Roman Baseline

Seleucid Baseline

Road		
Stream		Woods
		Fields