

Command & Colors: Ancients

SALAMIS - 496 BC



Historical Background

With the Ionian Revolt in full swing on the western coast of Asia Minor, the Greek Cypriots took the opportunity to throw off the rule of their Persian backed tyrants. Onesilos of Salamis expelled his ruling older brother Gorgos from their home city and incited the other Cypriot cities to follow suit. All the cities except Amathus, which was promptly besieged, rebelled. Gorgos fled to the Persians and Darius instructed Artybios to raise an army and navy to retake the island. Meanwhile the Ionian Greeks sent their fleet to back the Cypriot revolt.

The Greek Cypriot army met the Persians on the plain of Salamis, while the Ionian navy engaged the Phoenician manned Persian fleet. The Ionians won a great naval victory, but on land, despite the death of Artybios, the Greeks were defeated due to the defection of the Curian Greeks under Stesenor and the Salamite chariots. Onesilos was killed in the ensuing Greek rout and the Persians proceeded to capture the rebellious Greek cities. The Greek revolt on Cyprus had failed just as the one in Ionia would do

(Based on the historical DBM battle scenario by Luke Ueda-Sarson).

War Council

Greek Army

Leader: Onesilos

- Take 5 Command cards.
- Move first.

Persian Army (Use Eastern blocks)

Leader: Artybios

- Take 5 Command cards.

Victory

5 Banners.

Special Rules

The 3 Roman units and leader represent the troops that historically defected to the Persians. These units start the battle as nominally part of the Greek army but that player may not order them and the Persian player may not attack them. On the 3rd Persian turn or thereafter the Persian player may try to have these troops defect by attempting to order them. The Persian player must play a 3 or 4 units centre, or an appropriate leadership card. The Persian player then rolls one dice. On a coloured symbol or leader the order card takes effect for those units, and those units only. and they become part of the Persian army for the rest of the game. If a retreat is rolled the attempt fails but the Persian player may apply the order to his/her eastern block units as normal and may try again on a future turn. If a crossed swords is rolled the Roman units can now be properly controlled by the Greek player for the rest of the game. The Persian player loses his order card for the turn without being able to order any of his/her other units and may not attempt to turn them again.