

# THE SIEGE OF TYRE 334 B.C.

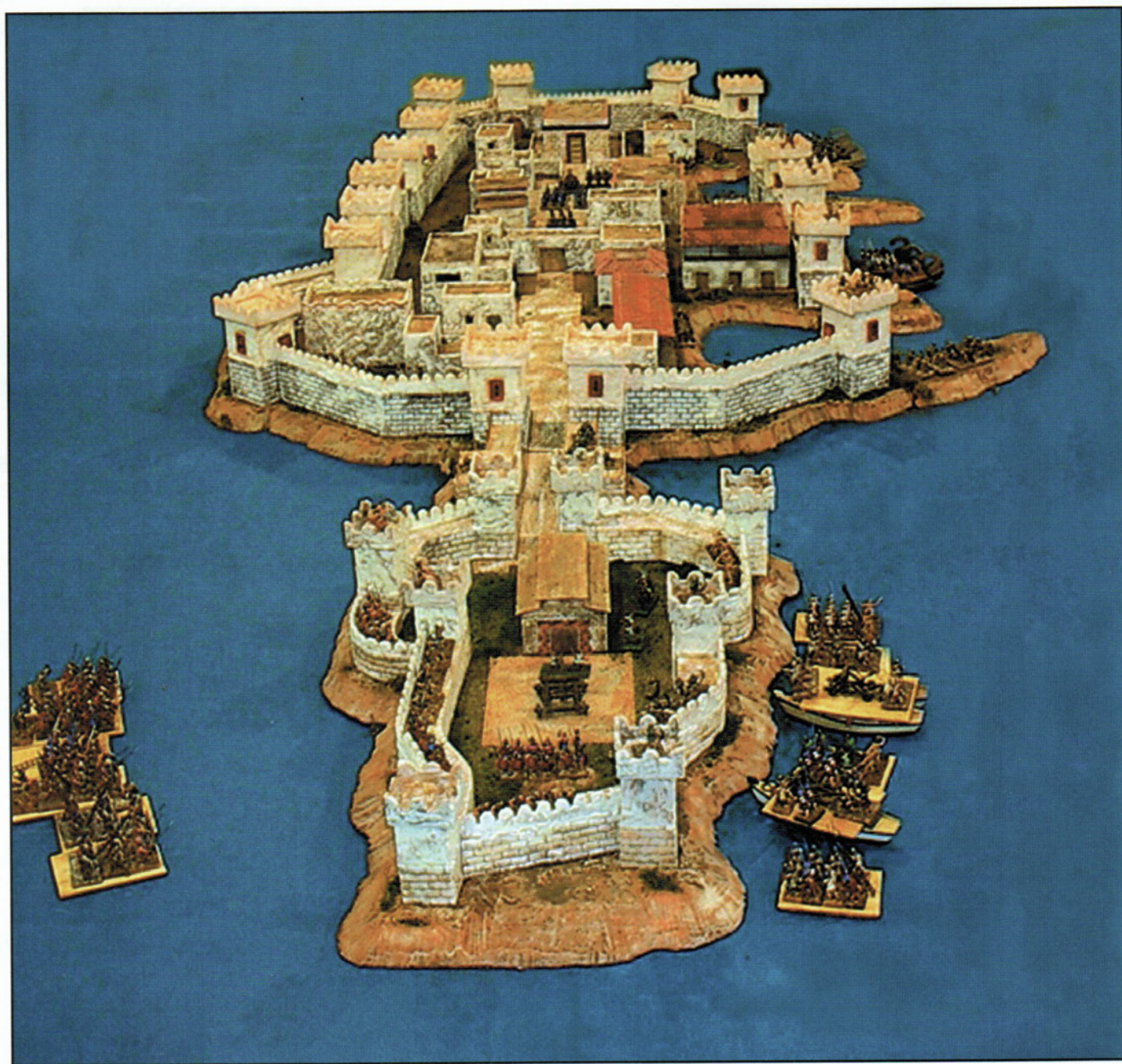
By Phil Viverito With Permission of LMW Works

Classical Hack Ancient Warfare 600 B.C. to 600 A.D. is a fast play game system designed for use with miniatures. The rules are supported on line at: <http://www.classicalhack.com> and with the use of scenario books like Classical Hack Scenarios Rome and Classical Hack Scenarios Macedonia.

It is sometimes difficult to decide which scenario books should be published first. Authors can go with what is historically correct in relation to a historical time line beginning with things in their proper order or go with the more sensible, commercial value

derived from a marketing standpoint. Usually when using the marketing standpoint you are also going with things that are most popular. I have elected to go with commercial interest dictated by popular interest.

The Siege of Tyre is one of the most interesting topics when examining Alexander's adventures. Alexander might be the only commander who won a naval victory without ever fighting a major naval engagement. Tyre is really a land battle. To find out more about Alexander get a copy of Classical Hack Scenarios Macedonia. In this book you will find a



## SIEGE RULES

This section deals with playing siege scenarios. There are several new items covered like ballista rating (light, medium and heavy) and ballista ranges. In addition to ballista there are rams, movable towers and sheds. A sample siege is provided immediately after this section on page 38. Below are the various siege weapon and siege unit computations. These are not in the Second Edition but will be in the Third Edition of Classical Hack.

### BALLISTAE & ENGINES

Ballistae is the general term used in Classical Hack for all ancient ballistae and catapultae (artillery). These are now divided into three basic types which include light (formerly portable), medium and heavy. Gastraphetes as used in the rules are belly-bows only and are classed as crossbows.

### BATTERING RAMS & WHEELED TOWERS

Battering rams can be covered with a portable shed or used by men without cover. A battering ram destroys a gate, wall or tower by rolling a single D-10. The first time a 10 is required, the next turn a 9 or 10 is required, third turn a 8, 9 or 10 is required and so on.

To move a manhandled ram without a shed, a wheeled shed or wheeled tower roll a D-6 die and the number of pips rolled is the distance a ram can go in that turn. Each turn a ram with a shed moves this movement roll is required.

Sheds and wheeled towers count as a target in cover. Stone walls and towers will count -2 as modifier for the player attempting to destroy such a target. Wheeled towers moving on a ramp require an additional D-10 roll to determine if it topples over. Use the standard destruction method outline above (turn 1 a roll of 10 causes the tower to topple, turn two 9 or 10 and so on).

### LADDERS, FASCINES & FENDERS

Units carrying ladders move half speed of the unit type carrying them. Units carrying ladders and reaching a wall that can be scaled will roll a D-10 to determine if the ladders are tall enough. A roll of 9 or 10 and the ladder is too short. Men scaling walls on ladders count as 3 figures fighting (open or close order) and 5 figures for loose order. Figures are placed in a column two figures wide for open or close or three figures wide for loose formation.

Units carrying fascines (bundles of branches used to construct barricades or fill ditches) cause the unit carrying them to move at half the unit's normal speed (i.e. Li will move 3 inches per turn - half of their normal 6 inches). A fascine will fill 1 inch of ditch or construct 1 inch of barricade.

Fenders are logs or bundles of branches hung from a wall to absorb the shock of impact from ballista shot or battering rams. Shooters take a minus one shooting modifier.

#### Special New Balistae Charts, Computations, Et Al

Morale	Type	FV
C	Average	.4

UV	Balistae	Type
5	Light	Lt Bal
6	Medium	Md Bal
8	Heavy	Hy Bal

Type	Figures	FV	UV	Morale Value
Lt Bal	5	.4	5	7
Md Bal	5	.4	6	8
Hy Bal	5	.4	8	10

**To Compute a Balista Unit**  
 [Number of Figures times FV]+UV=Unit Morale Value

A mantlet is a large shield, a shed can be a wood structure built to cover a path to a wall.

Shooting Ranges		
Weapon	Range	Ranks
Light	12 inches	1
Medium	18 inches	1
Heavy	24 inches	1

Shooting Factors	
Weapon	Factor
Light	+7
Medium	+9
Heavy	+11

Engines are any type of siege weapon employed in a siege. These include: mantlets, balistae, wheeled towers & sheds.

UV	Rams	Type
5	Light	Light Ram
6	Medium	Medium Ram
8	Heavy	Heavy Ram

#### To Destroy Engines, Walls, Mantlets, Towers & Vessels

To destroy other engines, walls, mantlets, towers, and vessels. Must declare shooting ball shot. Take shot as outlined in the rules (note +2 for ball shot which is not in the rules). If at least one casualty is inflicted then roll a second D-10 die. If a 10 is rolled the target is destroyed. In succeeding turns providing that the shooter has not changed his target acquisition, the next turn requires a roll of 9 or 10 to destroy the target. In following turn 8, 9, or 10 destroys the target and so on. Light Balista can destroy balista of their own kind.

# Classical Hack Siege of Tyre Q.R.S.

## Turn Sequence

- A. Charge Declarations & Responses Mark Only
- B. Missile Fire
  1. Morale Tests for 2 casualties
  2. Perform Morale Results
  3. Move Charges & Responses
- C. Movement Phase to Initiative High Roller
  1. One side moves then the other
  2. Attach commanders/detach commanders (S.O.C.)/entering a harbor or shoals (within 6 inches of shore) catastrophic destruction roll
  3. Stop Rout-one time
- D. Melee one round per turn (pursuit from last turn)
  1. Fight melee or to destroy ram, wall, gate, tower
  3. Perform required morale test/losing & 50%
  4. Rout & Pursuit moves
- E. Rally units from melee, break-off pursuit or evade

## Causes of Disorder

- Contacted on flank or rear
- After second round of melee
- Failing morale from shooting
- Losing melee
- Pursuing
- Charging from Ship or Barge
- Climbing Ladders

## Persian Melee Factors

### Basic Factor +10

- +3 Persian Defending
- +2 Enemy shieldless
- +2 Hoplite charging
- +1 Enemy Disordered

## Persians

	Inches
War Ships	12
3 Figures per stand	6
4 figures per stand	4
Missile Figures	6
Mounted (Ch)	8
Persian King add 10 ten to normal move each turn	

## Macedonians Melee Factors

### Basic +14

- +2 Enemy Disordered
- +2 Enemy shieldless
- +2 Charging
- +1 Others charging

## Movement

### Macedonians

	Inches
4 Figures per stand	4
3 Figures per stand	6
2 Figured Macedonians	4
Missile Figures	6
War Ships	12
Barges	6

## When to Test Morale & Results From:

- 2 casualties from shooting {Retire 1 full move back}
- Loss of Melee {Rout/jump in water}
- Stop A Rout {Continue Rout/Remove}
- 50 percent strength {Retire 1 full move}
- Friendly unit routing in 2 inches {Become Disordered/Already Disordered Rout}



## Basic Shooting Factors

+5		Small arms
X# of figs		
+7	Balistae on boats	X5
+9	Balistae in Tyre	X5

## Shooting Factors

+2	Shooter Stationary
+2	Ball Shot
+2	Target Shieldless
- 2	Target in Hard Cover
- 1	Target is a Wall w/Fenders
- 1	Target in Soft Cover
- 1	Target Missile men

## Shooting Ranges

Bow	12 inches
Sling	6 inches
Balista	36 inches

(Max 2 figures from same shooter)



*The Scenario uses adjusted Shooting, Morale and Melee Base Factors.*

## Morale Test Modifiers

<b>Basic Macedonian Morale Factor</b>	<b>+12</b>
<b>Basic Persian Morale Factor</b>	<b>+10</b>
Friends charging in 2 inches	+ 1
Enemy routing within 2 inches	+ 1
S.O.C. with unit	+ 1
Winning Melee	+ 1
Losing Melee	- 2
Disordered	- 2
Routed	- 2
Each figure lost	- 1
Each friendly unit routing in 2"	- 1

## Destroying Ships/Barges/Walls/Rams Balista

Perform shooting as normal declare target; crew or hard target (vessel, wall or engine). For crewmen shoot as normal..

**To destroy a hard target.** Shoot using ball shot modifier & other applicables. If a casualty of any number is inflicted roll a D-10 die. A roll of 10 destroys the target. In following turns reduce the required number by 1 in following turns of shooting, providing the shooter does not change target (10, 9, 8, 7, 6, and so on).

Warships ramming or going over shoals, roll a D-10 each first contact. A roll of 10 & it is destroyed. Barges rammed by warships sink.

To destroy a wall section with a ram. Perform in the melee phase. Roll D-10. Roll of 10 first time, it is destroyed then reduce by 1 each following turn (10,9,8,7 and so on). Same as above. Balista taking antipersonnel hits reduce X5 (fig shooting) by the number of hits taken/reduce factor by same next turn shooting phase.

To destroy a ram, tower or mantlet by dropping stones from a wall or tower use hard target destruction above. To kill men carrying ladders or manhandled ram shoot as normal. This is done in the melee phase.

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## HOW VESSELS MOVE, TURN & RETURN

Warships move straight ahead as other units do. They are permitted to move back half move back facing enemy or the direction they were headed. To turn a warship or a barge's direction perform as a wheel. There is no reduction in speed and evolution rules do not apply. Charging warships or barges is a quick way to get them to the walls.

Vessels can drop an assault unit off and then in the next turn movement phase return to get more units. They may stay to withdraw units whose ladders are not tall enough. The decision must be made when the charge or normal move is made prior to any punitive action being taken (i.e. the charge is physically moved). Vessels are removed if sunk. Vessels sunk may return one time with another assault party or siege engine next turn movement phase beginning at the table edge.

## MOVING UNITS INSIDE A FORTIFICATION

Units inside a fortification move within a 360 degree radius in any direction without hindrance with one exception. Units on a narrow parapet are in column and fight 2 ranks. Stairs and doors are relatively ignored for towers and wall movement. The exception are the Persian King and the Carthaginian Delegation. These must follow the main street and get into temple by going into its front door. Players can add any of their own interpretations they wish.

## FIGURES IN MELEE ON VESSELS & ON LAND

A unit on vessels count all figures count in melee with other vessels. On land units melee as outlined in Classical Hack Rules.

## MAIN BATTERY & OTHER BATTERIES IN THE CITY

There should be three main batteries of ballistae inside the city. One in front of the temple of Hercules facing away from the temple door. The door faces away from the main city area. This battery has an arch of fire of 180 of its facing. The remaining 2 batteries are placed in each harbor.



The busy miniatures gaming hall at Origins 2004!

Each tower of the city circuit walls has a battery. These can fire from one direction only and only once in a turn. Player must choose which side is shooting.

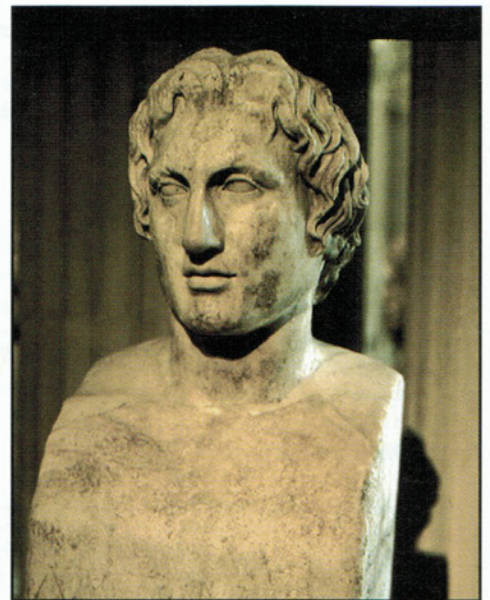
## LOSING & WINNING MELEE

A unit losing melee routs back (use normal move plus the roll of a D-6) on to its vessel and if it routs these

go into the water. Remove the unit as lost. Melee winners in ship to ship fighting capture an enemy vessel whose crewmen are routed (these jump into the water).

## ALEXANDER

During the battle Alexander is placed on a vessel. He is at Risk as are all commanders in the Rules. When a breach is made (actually knocking down a wall section) Alexander is moved to that area as quickly as possible. Add to his vessel's movement the Roll of a D-10 die. Alexander is the only commander that can join an ongoing melee. He is restricted to moving only in the movement phase however. When attaching himself to a unit in melee Alexander fights in the front rank and adds to the unit's melee and morale as a plus 3 modifier for both. He is at risk at each first contact.



Tyrian King and the Carthaginian delegation from getting to the temple.

Azemilcus and the Carthaginians can be mounted as Hc or Ch and move using their normal allowed movement plus the roll of a D-10 die. Units within the city limits can move their normal movement without reduction in any direction. It is not necessary to worry about stairs and doors although gates and streets are important. We recommend making the streets and gates one stand wide in order to move units easily. Vessels move like other units with restrictions and parameters listed below and on the Q.R.S. Players can find out more by going to the Classical Hack Yahoo Group or going to the Classical Hack Web Site at: <http://classicalhack.com>. When in doubt resolve questions by rolling a D-6 die.

## SIEGE RULES

The rules Classical Hack Second Edition slightly modified are recommended for use in playing out the siege. Other rules can be used if players choose to do so. We have supplied players a general Q.R.S. (Quick Reference Sheet) which details averaged unit melee and morale values and modifiers. Also we have tinkered with the ranges of weapons making it fast and fun yet retaining the historical flavor of the period.

### SHIPS & BARGES IN CHARGE

a. Declare & mark charge as normal (see rules). Move after shooting, do any required morale tests from shooting. Treat as any other unit for crewmen being killed. Vessels failing morale can go back like other units. If not affected from shooting move the charge.

b. At each first contact against other ships or barges a warship must roll a D-10 to determine if a catastrophic event occurs-your ship might break its keel or its ram may be broken off), refer to Tyre Q.R.S. page 35. Not suffering a catastrophic event move the vessels together. Fight melee in melee phase of the turn.

### SHIPS & BARGES IN CHARGE AGAINST WALLS OR BEACH

Having successfully survived shooting, move the vessel in one of 2 ways. First, if there is no enemy at the spot selected, measuring from the prow of the vessel to the wall area being charged. Roll a D-6 and add the result to the normal movement of the vessel. Move the vessel that distance. Where the vessel hits the land you can move the assault unit or ram (shed or man handled) on the vessel any remaining distance. An assault unit will then roll to see if their ladders are tall enough. If they are, then the unit continues moving. If the ladders are short then the unit mills under the wall. Second, if an enemy defender is in their path. Assault units reaching the wall will roll to see if their ladders are tall enough. Roll this in the melee phase. If successful then they will fight the melee in the melee phase of that turn. Rams can batter the wall in the melee phase and defenders can drop stones on them then. A unit whose ladders are not tall enough are stuck there under the walls. In the next turn they can attempt to move along the shore line in any direction. Their vessels can return to get more units or stay there to remove the unit next turn. Note assault units charging wall with defenders and having ladders tall enough will fight in a column 2 figures wide counting 4 figures able to melee. Archers and slingers cannot charge or fight melee.



### CHARGING WALL

#### AREA THAT HAVE NO DEFENDERS

Charging assault units that get to a wall section by charging from vessels where there are no defenders on the wall do the following. Measure from the vessel's prow & add the roll of a D-6 as normal. Move the vessel its allowed movement then assault unit to the point it reaches the wall. Take the D-10 roll for ladders being tall enough. If the ladders work move the unit its remaining allowed movement. The unit atop the wall can go into line along the walk way or go down to the ground level behind the wall in a column 2 figures wide. Next turn these can declare charge.

complete historical development of Philip and then Alexander the Great's army.

The siege of Tyre was laid in the 334 B.C. by Alexander as part of his grand strategy to deny the Persians their naval bases. Alexander knew his own Macedonian fleet was no match for that of the Persians. Also he knew that any naval support from the Corinthian League or any other Greek source could not be trusted. In consequence Alexander set out to take the bases that the Persians required to control the sea lanes between Greece, Macedonia and the Middle East. The Persian navy was a conglomerate of Persian client cities and kingdoms. These served Darius the King of Persia by choice. However, as Alexander won land battle after land battle many of these client powers went over to him. Little by little Alexander was gaining control of the sea lanes without fighting a single naval battle.

Tyre is a city located off the coast of Syria. It had two parts. On the shore there was the land portion and about a mile or so off shore there was an island portion. The island portion contained royal buildings and the all important Melqart. The Melqart part of the island held the compound and temple dedicated to Hercules.

Alexander made various overtures to the King of the city. Things were going fairly well with negotiations until Alexander requested to make a religious service to Hercules, from whom he believed he was descended. The King of Tyre could not agree to such a service as it would create the idea that he was subservient to Alexander. Even the Great King, as Darius was called, not would ask such a thing. The King of Tyre refused and Alexander demanded the surrender of the entire city or it would be razed to the ground. The king flatly refused and took up residence on the island. Alexander laid siege to the island for seven months.

The land portion of the city opened its gates to Alexander and he immediately began construction of an artificial bridge leading out to the island's walls. He could not have picked a more difficult place to assault. As the artificial bridge or mole got closer to the walls Alexander's engineers constructed two wooden towers on it and then set up ballista batteries to bombard the defenses. The King of Tyre's fleet set the mole and it towers a blaze with fire ships. Months of work went up in the inferno. Being stiff necked Alexander renewed the work on the mole, this time with less flammable materials.

The island had two harbors facing the shore and as Alexander picked up former Persian client states with naval forces he was able to drive the ships of

Tyre into the harbors. The mouths of the harbor were blocked as the ships of Tyre were placed in a line with their prows facing the shore. Alexander obtained every boat and ship he could find and had his men board these. He would sail these assault forces out to the island and launch probing actions all along the defenses. The main assault would occur on the Melqart circuit walls. Here he would sail up with vessels carrying rams, towers and ballistae to create a breach in the defenses. This proved successful and his men exploited the breach at great expense in lives. As the exploitation widened his men used the parapets or walk walls on the walls as a road. His men fought their way to the opposite side of the island to the market place.

As the breach was exploited the King of Tyre with a visiting delegation from Carthage, then a colony of Tyre, took to the streets in a panic hoping to find refuge and sanctuary in the Temple of Hercules. With great effort they made their way there but Alexander was in no mood to negotiate a new treaty with a now defeated king. The Carthaginian delegation was released and sent packing and the defeated king pardoned and released. The defenders and citizens of the island city not killed in the fighting were made captive and sold into slavery to foot the bill. Alexander had a deprived the Persian king of another naval base and a large fleet.

## GAMING THE SIEGE OF TYRE

We have put on the Siege of Tyre at most of the conventions we attend which include: Cold Wars, Historicon, Fall In!, Siege of Augusts, Hotlead, and Origins. The first thing to do is to create your fortified town then to buy or make the vessels and various siege engines you will require to play the game. The set up can be as sophisticated as you wish. Below is the award winning city as Phil (Viverito) perceived it in miniature. All buildings below were made with Precision Products plaster veneer and perfic panels.

## OBJECTIVES

The King of Tyre, Azemilcus, and the Carthaginian delegation must go from the city market and treasury building to the Temple of Hercules before Alexander's units cut them off. The people and defenders of Tyre have one objective: buy the king time to get to the temple.

Alexander's army has to assault the city from the mole (shooting ballistae there) and breach the walls of the temple compound in two places. Doing this the assault units must then enter the city and block the

## ADVANCING RAMPS

Ramps are artificial or man-made hills used to elevate the ground in front of a wall. These can be scratch built using products produced by Precision Products (see Tyre photos of their products on page 39 or go to the Classical Hack Site). In a pick-up or scenario game it is recommended to begin a siege game in progress. In this way the ramp is partly constructed or fully constructed. For ramps that are under construction roll a D-6 die to move them forward. The roll will advance the ramp 1 inch for each pip rolled forward.

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## THE CLASSICAL HACK WEB SITE

Readers wishing to learn more about Classical Hack, refer to errata on the rules and scenario books and other interesting and important rule systems are invited to visit the Classical Hack Web Site at <http://www.classicalhack.com>. For those wishing to directly contact the authors please e-mail them with questions at [pviverito@classicalhack.com](mailto:pviverito@classicalhack.com).

Besides rules and historical interpretations, the Classical Hack Site also has a link to our Yahoo Classical Hack Group which we invite you to visit and join. Should readers not have access to online services, any questions can be mailed to Philip J. Viverito, 211 Greentree Road, Tonawanda, New York 14150.