

# 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

## 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         |
| - 1 | Over 6 inches Bow/Sling    |

## Shooting Ranges

|                                   |           |
|-----------------------------------|-----------|
| Bow                               | 12 inches |
| Sling                             | 6 inches  |
| Balista                           | 36 inches |
| (Max 2 figures from same shooter) |           |

## 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

|                       | 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}



*The Scenario uses adjusted Shooting, Morale and Melee Base Factors (see above & below).*

## 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.

# The Siege of Tyre 334 B.C.

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, who he believed himself to be descended from. 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 balista 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 prow 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 balistae 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 were 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 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 perfc panels.



**View From the Melqart Island**



**View From The Treasury & Market Area**

## 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 balistae 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 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. As for movement within the city units 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

- 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. Failing morale vessels can go back like other units. If not affected from shooting move the charge.
- 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.

### How Vessels Move, Turn & Return

Warships move straight a head 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 hinderance with 1 exceptions. 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. They must enter through the door. Players can add any of their own interpretations they wish.

### Figures In Melee On Vessels & On Land

A uni 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 balistae 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. 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.

### Loosing Melee & Winning Melee

A unit loosing 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 (see page 2 of 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 on going 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..

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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 on line services any questions can be mailed to Philip J. Viverito, 211 Greentree Road, Tonawanda, New York 14150.

### **The Footer & Figures**

The footer notes when pertaining to commercial sites are unsolicited and are intended to make the reader aware of the many sources for gaming and reading materials. The figures used through out this book are photographs of Old Glory figures.