



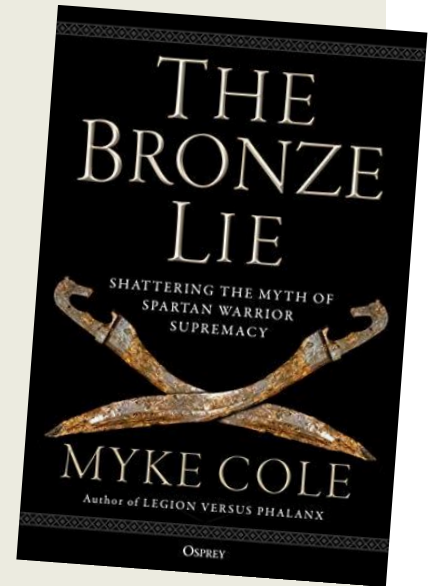
Club v. Club Challenge

Little Wars TV vs. Mark's Game Room

Myke Cole's Battle of Thermopylae Scenario

In our interview with historian Myke Cole, we asked him for tips designing a wargame for this famous last stand. Myke had many insights. Chief among them: First, he argued the scenario needed a strict time limit to put pressure on one side to act swiftly. Second, he felt the threat of Persian amphibious landings had to be taken into account. And finally, based on his research for *The Bronze Lie*, Myke did not believe the Spartans should be treated with unique "elite" statistics. Myke contends their rating should be considered in line with other Greek hoplites of the age.

The scenario presented below was developed by our friends at Mark's Game Room, intended for use with our revised version of the Osprey Wargame rules *Men of Bronze*. Our updated quick reference sheet is freely available from the Free Stuff section of LittleWarsTV.com!



Set Up

All Greek units set up first. They start anywhere on their half of the board. All Persian units, except the marines, may start anywhere within 6" of their edge.

Terrain

The tabletop map appears on the next page. Any units moving along the trail move at full speed but still suffer difficult terrain penalties. Persian units that exit the board via the west edge may reenter the following turn anywhere on the west edge (a 1 turn delay).

Persian Reinforcements

The Persian player may spend one Arete point to bring a routed unit (except marines) back into the game, recycling lost units without limit. Place the recycled unit within 6" of the Persian camp.

To determine when the Persian marines arrive, roll 2d6 at the start of each Persian turn until both marine units have either sunk or arrived. Marines deploy anywhere along the coast but may not move inland the first turn they arrive (we assume they are simply disembarking).

2-8	No marines arrive this turn
9-10	One marine unit sunk in storms
11	One marine unit arrives
12	Two marine units arrive

Greek Order of Battle

- 5 Hoplite units
- 4 Psiloi units
- 1 General

Persian Order of Battle

- 3 Archer units
- 3 Drilled infantry units
- 2 Elite infantry units (also armed with bows)
- 2 Psiloi units
- *2 Drilled infantry units (marines...if they arrive)

Game Length

The game ends if the Persian camp is ever occupied by the Greeks OR if the small eastern hill is ever occupied by a Persian unit.

Victory Conditions

GREKS	PERSIANS
1VP per turn	1VP killing Leonidas
5 VP occupy the camp	10VP occupy the hill

Optional Naval Battle

If you also playing the naval battle of Artemisium, each side gains 1VP for sinking an enemy squadron and 3VP for winning the battle. Victory points for both games are added together for a final score. The naval battle should include no more than 8 squadrons per side.

Tabletop Set Up

The battle can be played on a table roughly 4' long by 3' wide. The pass at the Phokian Wall should only be wide enough for a single unit. The wall provides a defensive bonus. The darkest brown shaded mountains are impassible, except that the Persian player may shift units between his two deployment areas per the scenario rules on the first page. Unit moving in a single column along the mountain trail may move at full speed but still suffer difficult ground combat penalties. The coastal plain (the lightest tan shading) is open ground with no movement or combat penalties. The path through the coastal plain offers no bonuses – it only appears for illustrative purposes.

