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SUPPORTER 06



Subject: Thermopylae - Gates of Fire!

I'm not very good at writing (at least in english), but I *need* to tell this battle! This is the Thermopylae scenario posted by Don Clarke, and this is how things look like at the arrival of Xerxes' overwhelming army to the Hot Gates:



I took Leonidas, my son and his friend took Xerxes and Hydarnes. The beginning was quite tense: the Persians approached and I had to use cards I didn't need (some center section) in order to keep my position. The Phokians began to harass the Immortals with ranged fire and evades, and in 2 turns the Immortals were dead!



But Hydarnes survived and joined a cavalry unit. On the right, the first assault to the Phokian Wall began. It was quite deadly, the HI with Leonidas was killed and the rampart destroyed, but Leonidas joined one of the MI, killed the invader, and repelled this first wave! Now the line was reformed, with very weak units and a rampart missing...



On the left, Hydarnes advanced very slowly, thanks to my ranged fire and evade tactics, and to the fact that my losses were well distributed among the 3 Phokian units. Back to the right (uff!), Leonidas played a Rally card and got some blocks back, and the line looked a bit better now...



The Phokians began to evade towards the center section, and one was killed... but the other 2 resisted! On the right, a second wave was even deadlier than the first, with a mounted charge included, the 2 hexes on the right of the Wall were destroyed now and Leonidas was going from one unit to the other... The charge finished with more Persian losses and only 3 Greek units left on the pieces of the Wall still standing up!



Xerxes' line was now at a safe distance of 3 hexes from the 3 Greek units (Aux-HI-MI/Leonidas), and the score was 4-4... Just when Hydarnes went through the Phokians and was threatening the back of the Wall, Leonidas played **Double Time!!!** The HI killed a Persian MI (5-4), and the MI with Leonidas attacked the MI with Xerxes... **6-4!!!!**



Xerxes survived and evaded, but the game was over...

This is the best CCA battle I've ever played, very good work Don!

Miguel

EDIT: The scenario by Don Clarke can be found at:

<http://www.thewargamer.com/ccancients/modules/alt/CCA-A10-Th...>

Note on the 1st picture that I took the liberty to change the impassable hill on the right of the Wall by coast hexes, I think that the Hot Gates were a narrow pass between the impassable ridge and the sea. But it changes nothing to the game play!

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