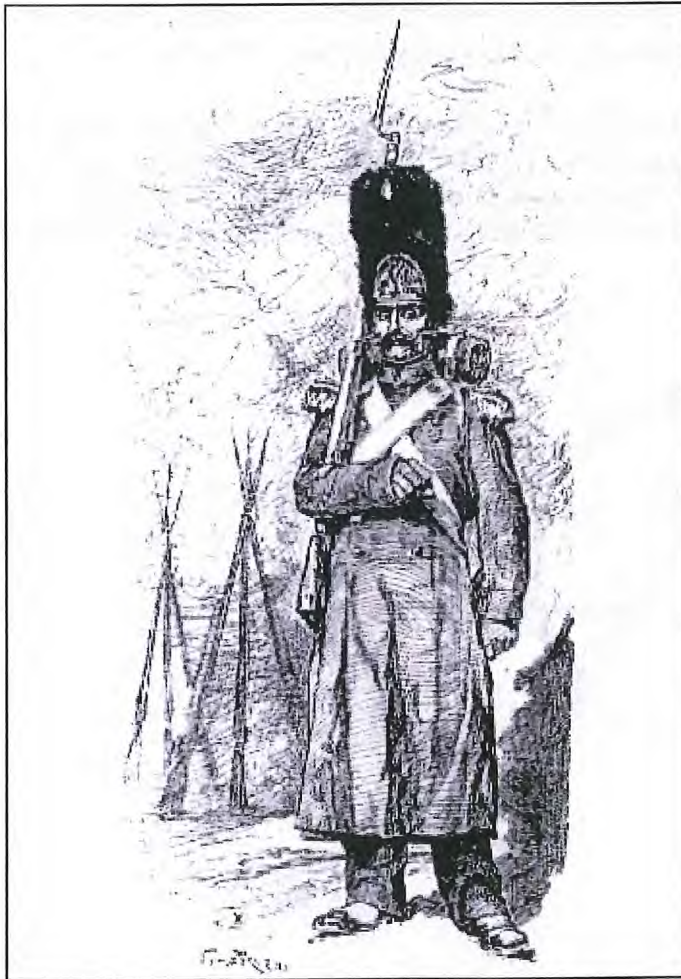




# ***THE GRUMBLER***

The Official Newsletter of G.N.H.W.S – January/February 2007

Vol 7 Part 1



Welcome to a new year and the January/February Edition of the Grumbler – the official bimonthly newsletter of the Group North Historical Wargames Society.

In this edition, we have contributions to Rimmer's War Diaries and our Articles section. We also have our regular items, plus the final results for Companion 06. In our historical section we begin a series of articles on Alexander the Great's battles.

I have re-introduced the Society's Shield to the Grumbler and introduced a Volume # part numbers for the issues of the Grumbler.

Rowland  
Editor

To quote Field Marshall Blucher: **“Vorwärts”**

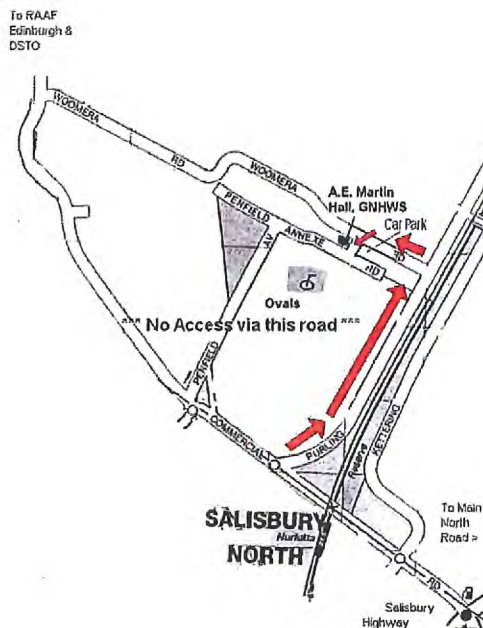
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### WHERE ARE WE? (for visitors)

The club rooms are located at the A.E. Martin Hall (Building 36), Penfield Ave Edinburgh UBD Ref: 61 E9. Access is by road and rail (Nurlutta Station - five to 10 minute walk). The nearest bus stops are over 1km away (twice as far as the station).

Access from the South along Penfield Ave is blocked. So access is from the North, off Woomera Rd. Drive down Purling Avenue and take the first left, (Woomera Road). Penfield Ave is the only access to the compound on the left (South). The Society's clubroom is right next to the entrance. (If coming from the North it is down West Ave then left on Woomera Rd)



## Diary

20/12/06 - **Multiplayer Hordes of Things** – contact Ross Dawe, see notice below

Summer 2006/7 (Fri) **Doomed Troopers.** – Sci-Fi contact Ross Dawe, see notice below.

Summer 2006/7 (Weds) **Warmaster Ancients** learning games over summer. The games will themed as a pseudo-campaign following the rise and fall of the Roman Republic.- contact Ross Dawe, see notice below

20-21/01/07 - **Legions of the Ring** - Lord of the Rings Tournament contact Heinz Schoeder, see notice below.

26-28 /1/07 - **CANCON** Including Australian DBM Championship (Canberra)  
For details see below.

‘Autumn 2007’ **Beserker 07** – Open to anyone DBABB competition. Details TBA

## WANTED OLD COPIES OF THE GNHWS NEWSLETTERS

Our Society has been going since 1972 – and produced newsletters that have been variously titled, with the Grumbler commencing in October 2001. Yet a quick look at our website shows we have copies on line only of the Grumbler, while the library has some copies of .....

Can you help us complete the set?

If so please contact Rowland or ..... and we can sort out details.

## **Notices/Announcements:**

### **New Members**

I have been a bit remiss over the last few editions in that I haven't welcomed new members to our society. Since the start of the financial year we have had quite a few new faces around the clubrooms. These are:

Christopher KOWALD  
 Christopher SEXTON  
 Colin FOREMAN  
 Gregory HUFFA  
 James MASON  
 Paul WEBB  
 Simon O'BRIEN  
 Stephen WOLD  
 Tom HILDER  
 Tristian TURNER  
 Nathaniel WACKETT

So for those of us who haven't gotten to know our new members yet, please go up and say hello and continue with our Society's tradition of making everyone feel welcome. In the meantime there are plenty of lone wargamers out looking for an opportunity to express their hobby – so invite them along when you meet them.

### **Gaming Nights:**

The Christmas gaming Hours notice following gives variations to the hours detailed below for the Christmas/New Years period.

A reminder to everybody gaming nights are:

- every Weds and Fri evenings and
- every 2<sup>nd</sup>, 4<sup>th</sup> and 5<sup>th</sup> Sunday afternoon.

Weds and Fri the hours are: Doors officially open at 7:00 pm and close at 11:00 pm.

- On Weds people often start arriving from 6:30 pm and a key holder might be there to open up. If you plan to be early please speak to a committee member (beforehand) to get access.
- Closing time is 11:00 pm. Please schedule your game to finish with enough packing up time to be out of the doors by 11:00 pm.

Sundays (2<sup>nd</sup>, 4<sup>th</sup> and 5<sup>th</sup>): Noon to 6pm. Attendance fluctuates at the moment so if you plan to come along it may pay to ensure someone has a key to get in. Otherwise email the Society (attention Mike Allen) on : <mailto:groupnor@groupnorth.asn.au> , check the Society's website at [www.groupnorth.asn.au](http://www.groupnorth.asn.au)

### **Gaming Hours 22 December 2006 to 10 January 2007**

During the Christmas New Year period the Society's Wargaming rooms will be available for Wargaming. However, if you wish to do so please ensure you have access. For those

who come 'on spec' of gaining access there is no guarantee anyone will be here to let them in.

The days affected are

Fridays – 22 December 2006, 29 December 2006 and 5 January 2007

Wednesdays – 27 December 2006 and 3 January 2007

Sundays – 24 December 2006 and 31 December 2006.

### **Legions of the Ring**

The Group North LOTR Tournament is being held the weekend 20<sup>th</sup> to 21<sup>st</sup> January 2007 at the Society's meeting rooms (club rooms). The Rules and Tournament details are on the Website at [www.groupnorth.asn.au](http://www.groupnorth.asn.au) follow the tournaments link. The Rules are very similar to those produced by Games Workshop, & the National Tournament System. The event is not a part of it, nor does it count towards national Standings

Cost per entry is \$30 an adult and \$15 a junior (under 16). A deposit of \$10 and \$5 respectively must be sent by the due date, Wednesday 11 January 2007, and the balance paid prior to the commencement of the tournament. A registration form can be found on the website and at the last page of this issue of the Grumbler.

Two copies of your roster need to be prepared, please put your name on both copies of the roster. The original roster should be kept with your miniatures and kept with you when you are playing. You must send a complete copy of your Force(s) Roster for the tournament to the organizers of the tournament along with Registration Form no later than one week before the tournament (13/1/7), this can be either by post or email.

For post please mail to:

Organizer "Lord the Rings Tournament"

Group North Wargames Society

PO Box 1040

Salisbury 5108

South Australia

Alternatively email to [groupnorth@groupnorth.asn.au](mailto:groupnorth@groupnorth.asn.au) .

The roster must include all of the models in your force, their points value (including equipment), and must also specify which models are carrying any extra equipment or special items and/or skills. All rosters will be checked by the Referees. If any mistakes are found during tournament, the results of all the games in which the player has used the illegal list will immediately be changed in favor of his opponents and the offending models will be removed for remainder of tournament. This will apply even if the mistake was an honest one, so please double-check your list before the tournament!

**CANCON 07**

So far we have four known attendees at CANCON. Could those who may be interested in going to CANCON 07 let Rowland Dickinson know. While Rowland is going over with his family, others may be able sort things like travel sharing, accommodation etc. For details see the Canberra Wargames Society website at [http://www.cgs.asn.au/cgs\\_framework.asp?type=about](http://www.cgs.asn.au/cgs_framework.asp?type=about)

**Berserker 07 DBABB Tournamnet**

By Ross Dawe.

The 'Berserker' ancients tournament will be on again in 2007. The rules will be slightly modified Big Battle DBA using 3 commands (36 elements), with loan armies available from Ross Dawe. The format will be round robin, starting in February and going through to the AGM in June. Please watch the noticeboard and an email out in mid January for more details.

**WARMASTER Ancients – Learning Games**

By Ross Dawe

A few of us are learning the Warmaster Ancients rules. Games will start on Wednesday 3 January and run each Wednesday night at the club until early February. Each evening we will play games loosely themed from a period of the Roman Republic. Each player has a command of 1000 points, with armies formed of coalitions of players. Note that we will be fudging some of the armies, so please read below for the substitutions. For each session Ross will be bringing four 1000 point armies for loaning out. Interested players are welcome to bring their own figures. To put things in context, a 2000 point Warmaster Ancients army loosely equates to a 400 point DBM army.

3 January: games are based on the foundation of the Republic. Army types include hoplites (Romans, Etruscans and Latin League), warband (Volscians). I just can't resist gaming with the characters from this era: Brutus Iunius, Valerius, the evil Tarquins, Lars Porsenna, Castor and Pollux and, for Shakespeare fans, Coriolanus. These are relatively simple armies so we can learn the basic rules.

10 January: games are based on the early Republic. Army types include hoplites (Romans, Latins, Etruscans), mobile infantry (Samnites, use auxiliary infantry figures) and warband (Celts from the Po valley). Characters include Cincinattus, Capitolinus, Brennus and Camillus. Still relatively simple armies to aid learning the rules.

17 January: games are based on the middle Republic. Army types include "Polybian" Romans, Pyrrhus with his mixed Macedonian/hoplite army, Early Carthaginians (1st Punic War version), hoplites (Syracusans).

24 January: games are based on the middle Republic in the 2nd Punic war, plus the subsequent Roman expansion. Army types include "Polybian" Romans, Later Macedonians, Carthaginians (2nd Punic War version), Seleucids, Gauls.

31 January and 7 February: middle to late Republic. Given the extraordinary expansion of the Roman Republic to far flung places, any army goes. You bring it, you play it!

### **Sci-Fi on Fridays**

Friday nights over summer will see Ross trying out a science fiction role playing campaign called 'Doomed Trooper'. Using a mix of card play and miniatures, our heroes will have to thwart the sinister Dark Legion. See Ross Dawe.

### **Looking for Opponents or Got Wargamers Visiting?**

I know planning two or more months ahead is an anathema to most wargamers, but if you want to play someone outside your current circle then why not advertise in the Grumbler? Put a note in my (Editors) tray in the library or send an email to:

<mailto:groupnor@groupnorth.asn.au>

### **Ladders**

DBA, DBABB and DBM ladders – contact Rowland Dickinson

### **Items for ‘The Grumbler’**

Email address for articles: <mailto:groupnor@groupnorth.asn.au> . Please feel free to include any photo's.

‘Cut off date’ is two full weeks before the effective date of the next issue. Articles/Items received after this date and before the edition goes to print may get in but that cannot be guaranteed.

Next Edition is the March/April issue. So the ‘cut of date’ is 14 February – make it a happy Valetine’s Day.for the Editor by sending in lots of articles.

As Editor, I look forward to regularly having in the one issue battle reports in the Rimmer’s War Diaries from each of the major historical periods (bow and arrow; horse and musket; modern), fantasy and Sci-Fi; plus multiple articles in the Articles Section.

## Tournament Results/Diary Events

### Companion 06 DBM Tournament Final Results

Report by Ross Dawe.

The Companion DBM tournament has been run and won. Congratulations to Chris Young on his runaway victory in this year's championship! Also well done to Martin Foreman who came in second after a slow start, while Rowland Dickinson came third just ahead of Ross Dawe. Rowland attributes his position not to skill but managing to play every other player in the competition and so having enough games to be able to ignore those embarrassing losses against warband.

Player	Army	No. Games	Total	Best 7 Total
Chris Young	New Kingdom Egyptian	10	83	69
Martin Foreman	Ptolemaic	9	63	59
Rowland Dickinson	Early Mycenaean	11	58	57
Ross Dawe	Hittite Empire	10	56	55
Chris Sexton	Gallic	8	47	47
Kevin Burns	Later Hoplite Greek	8	51	46
Harry Dunn	Early Carthaginian	7	23	23
Michael Grant	New Kingdom Egyptian	7	20	20
Paul Edgar	Warring States/Ch'in Chinese	3	14	14
Andrew Jacobi	New Kingdom Egyptian	7	14	14
Marcus Tregenza	Alexandrian Imperial	4	10	10
Tristan Turner	Marian Roman	4	1	1

Martin, despite some stiff competition from other players, wins the Homer Simpson Award for the biggest "D'oh!" moment in snatching defeat in a game against Rowland that was about to be timed out as a draw.

Marcus Tregenza wins the Unluckiest Player Award for having his army crumble in a manner that may leave him traumatised about playing DBM. (See last issue of the Grumbler for the details).

Once again many thanks to Ross for this report and organising the competition and keeping the records. His efforts are always appreciated. Ed.

### Hordes of the Things

By Ross Dawe

A Hordes Of The Things multiplayer game was run at the club on Wednesday 20 December. In this game Psycho Bunny and his Easter Gang attacked a factory in an attempt to take over the lucrative yuletide racket from Santa Claus and his North Polar Mob. The sight of giant rabbit (rab-bots) slugging it out with killer Christmas trees,



swarms of attack chickens fighting Dark Eldar management consultants and Godly Bugs Bunny stomping across the battlefield provided an unusual spectacle.



After an initial debacle on the Bunny left wing against Mongo Claus, Psycho Bunny's minions commanded by Big Bunny plus Flopsy and Mopsy made good progress after hatching replacement chicken troops from colourful egg farm. On the Bunny right flank things were quiet, except when Psycho Bunny summoned his patron deity Bugs Bunny.



Unfortunately for the bunny folks, Bugs was chased away by Mary Christmas just when it looked good for a breakthrough. In the centre the chicken massed assault started well,

with a horde of yellow chickens taking down some dark eldar management consultants. Santa's not very nice brother Satan Claus led the counterattack, at the head of a group of killer Christmas trees and a batch of undead factory workers (they work cheap and never go on strike). With the help of clockwork Robo Santa and his minions, the Santa Squad broke through the Bunny center and collapsed it into fragments as replacement chickens hatched and raced to the front line.

As the game ended, Mongo Claus had finally been overwhelmed by swarms of giant yellow chickens and a seemingly indestructible pair of rab-bots: only hordes of animated presents stood in the way of the Bunnies wrecking the music box factory buildings on that flank. The right flank ended in stalemate. In the centre, the Santa forces were close to the egg farm and Psycho Bunny was locked in deadly Rabbit versus Robot combat with Robo Claus.

Thanks to all the players for a fun game!

And thanks to Ross once again Ed.

## **Rimmer's War Diaies**

Rimmer's War diaries are composed so that, for future generations of tabletop commanders, the experiences and insights of successful (and not so successful) commanders can be made available to them. Through such magnanimous generosity of their predecessors, the future commanders can be suitably informed and over-awed by the brilliance of those who have gone before.

We have now had articles from our 15mm Ancients DBM'ers, and from the sci-fi'ers. This issue sees the LOTR's (Lord of the Rings for the uninitiated). We look forward to one from our more recent historical brethren.

## **Games Workshop Grand Tournament Weekend 4<sup>th</sup> /5<sup>th</sup> November 2006** By Heinz Schroeder

Recently the Grand Tournament (GT) in SA was held in the Rainbird Room at the Cheltenham Park Race Course. Games Workshop (GW) hold a grand tournament each year so players of their games systems, Warhammer Fantasy, Warhammer 40K and Lord of the Rings Strategy Battle Game can pit their skills against others of similar interests, both state and national.

Of course the winner(s) of GT receive recognition for the participation in the tournament with awards provided for best players in their respective game systems and also for painting and sportsmanship. Though this sometimes cannot be a true reflection of who is the best player in a grand tournament, because many gamers cannot attend because of financial restrictions, work commitments or other reasons i.e. they might like all the game systems and can only participate in one on the weekend.

As my first official tournament that I have participated in, I felt it a rewarding experience and wanted to share it with the other members of Group North and other war gamers. In GT you play 5 games over the course of the weekend against players of similar standard using the Swiss cheese tournament system.

I was entered in the Lord the Rings tournament and, though there were less than six players entered, each of the games was a challenge and enjoyable to play. My fellow competitors each had a different capability, there was a Uruk army, an Orc army led by the Mouth of Sauron and a Gondor army with prince Imrahil & Boromir, the bad armies also had Mordor or Isengard Trolls. All my opponents had armies of stronger fight values or higher valued characters than my Easterling army but I was the only player who had cavalry with which I hoped to harass my opponents.



Heinz's Easterlings

In the first game we were randomly chosen an opponent and all scenarios for the tournament were selected by GW organizers, from the legions of middle earth book. In my first game I faced of against the Black gate army and Martin, a nice army but orc bows are restricted by range this gave my army the opportunity to volley fire and score some hits on the threatening Mordor Troll, This was pitched battle fight with aim to reduce your opponent to less than 50% whilst not breaking yourself when combat finally came Khamul the Easter ling wriing wraith proved his worth managing to transfix many times and allow my Easterling horde to inflict the damage, unfortunately my cavalry, the kataphrakts failed in this game to win many fights but in the end I managed to break My opponent, my first major victory.



The Black Gate Army

The second game was a “take and hold” scenario with an objective where you must have more figures within 3 “of it whilst bringing your opponent to 50% strength. A catch with this was deployment , you had to roll for each of your figures on a 1-2 they could not be placed for that turn( and re roll each subsequent turn) 3- 4 your opponent got to place your figs and a 5-6 you got to place your figs, I guess luck played a big part in this initial setup where I managed to get at least 10 of my choice my opponent Tim failed to get half his army on the board and those he did I managed to deploy most ( within sight of my archers) Although Imrahil did inflict major damage when involved in combat poor boromir just couldn’t roll to wound nor could his rangers, Eventually again my bowmen managed to bring my opponent to 50% before I was (just) and again had another major victory. For the record my cavalry sucked again.

The third game was against the Uruk army of Sam and his isengard troll, his army stronger fight and equal defense was lead by a uruk shaman and his weakness was again the same as others lack of Bowmen, although he had several crossbowmen they cannot volley and if move cannot shoot. The Berserkers would prove to be a strong opponent This scenario was “seize the prize” where one had to dig up an objective and escape of the board with it. Unfortunately setup terrain proved to be my hindrance again for my cavalry could not move and once again my bowmen proved their worth big time taking out halve of Sams crossbowmen, then when combat was close causing many casualties on the uruk army & berserkers but not before they caused havoc amongst my men. Although Sam managed to get the prize first he was eventually ran down by Khamul , he had also managed to bring my army to 50%, a minor victory this time.



Isengard

The end of first days play had me guessing that I was top of LOTR leaders board and assumed I only needed at least one more win to clinch the tournament. Between each

game there was sufficient time to have drink and rest and take time to observe both the fantasy and 40K tourneys. This had over 100 competitors. The venue was excellent with the exception of limited availability of food.

The second day commenced later than first approx 0930 but prior to the 4<sup>th</sup> game it was time to score each opponents army on their painting and basing. Having seen some of the fantasy and 40 K works of art we won't discuss that part much more.

Though I was the only Group North competitor it was nice to see other members like Dave Waldergrave and John Hawkins come visit and provide encouragement, it was also nice to see old members of group North like Sean Davis and Matthew purling and talk to the war gamers from the south and the large contingent from garrison.

In the fourth game I was again up against martin and the mouth with his black gate army. This scenario was "storm the camp" where one must have more of your army in your opponents region than he does in yours at the end of any turn without having been broken. I knew this was going to be tuff game as martin one the die roll and picked the corner with a three story building for cover whilst I would be in the open :- ( Martin placed his orc archers in the building with command of the table I was forced to hide my cavalry and khamul from volley fire and gallantly marched the Easterlings to a centre point of the table relying on their high defense to protect them and then used my own archers to try and remove his orcs. The game ended up becoming a real battle and mentally a chess game Martin managed to remove some of my archers by volley fire forcing me to move closer to target his orcs with my bowmen. This in turn forced him to come after them with his orc captain and some Mordor uruks, which I then chased down with khamul and my cavalry and exposed them briefly to volley fire, thank fully I survived the barrage and managed to kill his raiding force, the game became a duel of attrition by bowmen and eventually I dwindled his force down. Soon he reached break point and was forced to take courage tests. This time bad die rolls saw his mouth his shaman and troll all flee and with a draw most likely if all his forces fled before I could get my cavalry with in his encampment, but thankfully his last two orcs passed their courage tests and I managed to save a major victory.

Having probably won the tournament at this point the last a game would end up being the hardest of all. Again matched against Sam and his uruks the scenario was to "kill a king" objective to kill your opponents most valuable figure without losing yours, in this case his shaman. Again I lost the die roll to decide which side to begin and forced to set up in unfavorable terrain I had to place my bowmen where they would be most vulnerable, Sam realizing my strength in volley fire quickly rushed forward and with his high defense and attack soon had my forces in hand to hand combat, my kataphrakts again neutralized by terrain were pounced upon by an isengard troll and badly mauled the easterlings were soon being whittled down by beserkers and uruks with higher fight values and was forced to take a gamble. This time die rolls worked in my favor, passing a courage test an easterling held up the troll and I then charged every available easterling in to every one of my opponents figures till all I had left were khamul a kataphrakt and one warrior on foot. Having to use five will points I managed to transfix his shaman, charge him with my

remaining warrior and horse and having won the combat managed roll sufficient wounds to slay his shaman and thereby win a final minor victory. (although I was undefeated all my opponents played wonderfully sportsman like and enjoyable games, even at times caused me a little stress :-)

The award ceremony was a formality with me receiving 1<sup>st</sup> prize Lord of battle, best general, Eye of Sauron award and ringbearers Best Overall. I look forward to defending my position in next years GT in August 2007.



Congratulations to Heinz on his winning the competition and many thanks for this article and excellent pics - Ed

## Articles

Among the Society's aims are:

“To advance the avocation of Historical Wargaming in the State of South Australia by means of research, ... exchange of information, promulgation of rules, systems ...”  
and

“To widen public awareness of historical military heritage by ... publishing reports and manuscripts of military history...”

This section provides the forum for the publication of articles and thoughts of our members to share with each other and the wider public. This issue we have two articles. One a discussion on a rules set by Ross and the second the beginning (hopefully) of a series on the battles of Alexander the Great from a wargamer's perspective<sup>1</sup>.

### Alexander the Great Part 1 Overview

By Rowland Dickinson

As a long term project I have been interested in Alexander III's (the Great) working holiday/tour of the Middle East, Egypt, Punjab and Western India in the period 334 – 323 BC. Through this series I hope to provide a theme for those who wish to share their interests in Alexander the Great with fellow gamers and amateur historians. In it, use will be made of creditable academic sources as well as the wealth of information on the Web<sup>2</sup>. In all cases sources will be cited. Hopefully it will include some 're-fights' with plenty of pictures as well. This first article will provide an over-view of Alexander's tour. As befits war-gamers, the series is interested in battles, not strategy (or grand strategy). As such the route of Alexander's march shall be given but why a route was chosen or political intrigues that occurred are not planned to be discussed.

In European eyes Alexander the Great's military campaigns are seen as the quintessential romantic adventure of conquest, glory and tragedy. In middle Eastern<sup>3</sup> and Indian eyes it is seen as a barbarian incursion from the fringe of the civilized world. In the 300's BC the centre of the world was the axis of the Nile-the Tigris/Euphrates and the Indus Rivers (China as well but they do not form part of this narrative). Civilisations had existed in each of these locations for over two thousand years. The Phoenicians had expanded slowly around the Mediterranean, and Rome had relatively recently thrown off the Etruscan yoke. Several hundred years before, Greece had finally emerged from the darkness of the what-ever had caused/ followed the collapse of the Minoan/Mycenaen cultures and had begun expanding around the northern shores of the Mediterranean Sea.<sup>4</sup> Greece was also establishing itself as an intellectual centre, but was still the 'new boy on the block' if one asked the Egyptians or Babylonians. The squabbling city states were

<sup>1</sup> While this series is being published, as Editor I hope there will be other articles so that we have at least two articles per issue of the Grumbler.

<sup>2</sup> A search on the Web using Google for 'Alexander the Great' produced 4,170,000 hits.

<sup>3</sup> Book of Arda Wiraz 1-17 at Denkard 4.14-16

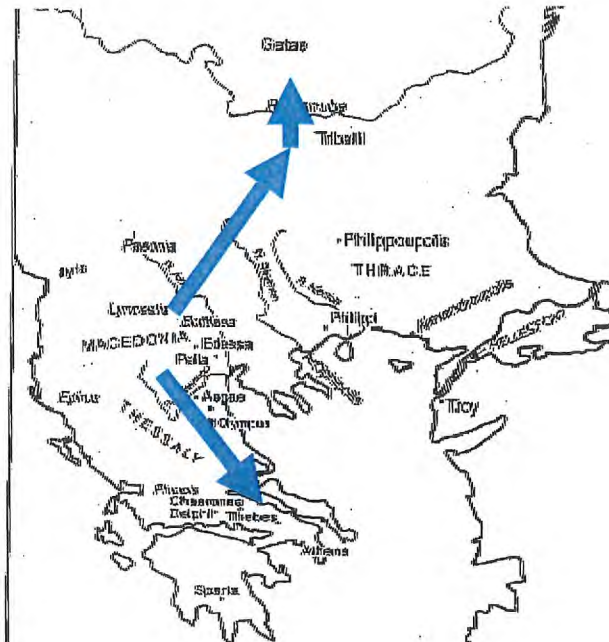
[http://www.livius.org/aj-al/alexander/alexander\\_t47.html](http://www.livius.org/aj-al/alexander/alexander_t47.html) accessed 19 Sep 2006

<sup>4</sup> Herodotus - Histories



developing this thing called ‘democracy’ and formed a troublesome irritant on the fringe of the cultured world. But they were a good source of disciplined fighters for the cultured world. Macedon was a feudal collection of hill tribes who had been recently welded into an effective fighting force by their hereditary king Phillip II. Philip also through brute force and intimidation, had temporarily coerced the ‘free spirit’ of Macedon’s neighbours – the Greek city states. In July 356 BC, Phillip’s wife Europa, bore him a son, whom Philip named Alexander.

Alexander’s first significant military command was under Philip at the Battle of Chaeronea in 338 BC. On Philip II’s death in 336 BC Alexander became Alexander III of Macedon. After showing the Balkans (Tribali and Getae) and the Greeks who was in charge (see Map 1) Alexander went East in the Spring (March-May) of 334 BC.



Map 1 Securing the Balkans<sup>5</sup>

He spent till 328 BC conquering the Persian Empire. Map 1 shows his conquests of the Near East. Securing the Persian Empire involved visits to modern Iran and Afghanistan. From here he then moved in to Pakistan, the Punjab and India west of the Indus River before returning to Babylon where he died in 323 BC.

<sup>5</sup> This map is based on that of in Richard Stoneman ‘Alexander the Great’ Lancaster Pamphlets Routledge London 1997 p xi



From 338 BC to 323 BC thirteen battles/sieges are recorded for Alexander. These are<sup>6</sup>:

338 BC Sept	Battle of Chaeronea
335 BC	Campaigns in the Balkans
335 BC Oct	Sack of Thebes
334 BC May	Battle of Granicus
334 BC – 333 BC	Conquest of Asia Minor
333 BC Nov	Battle of Issus
333 BC – 332 BC	conquest of the Levant
332BC Jan-Jul	siege of Tyre
331 BC 1 <sup>st</sup> Oct	Battle of Gaugamela/Arbela
329 BC August	Battle of the Jaxartes <sup>7</sup>
327 BC Spring (Mar – May)	Conquest of the Sogdian Rock
326 BC Spring	Battle on the Hydaspes
326 BC Nov– Spring 325	Siege of the town of Malli.

I hope to have available (or invite others to present/assist to present) articles on each of the above. Depending on the information available several may be addressed in the one article.

There are no original documentary sources on Alexander, instead we are forced to rely on books written two four hundred years after his death which are of western (ie pro-Alexander) origin. The authors of these books claim to have used primary sources. There are some excerpts of surviving fragments of non-western documents that contain references to Alexander (not so flattering). Additionally there is archeological evidence –

<sup>6</sup> This table is based on that in Richard Stoneman 'Alexander the Great' Lancaster Pamphlets Routledge London 1997

<sup>7</sup> <http://www.livius.org/ja-jn/jaxartes/battle.html>

an abundance of statues, coins and so on. Finally there is local folklore and traditions – for example the Kalash of regions bordering Afghanistan and Pakistan. (See for example [http://www.allempires.com/Forum/printer\\_friendly\\_posts.asp?TID=13944](http://www.allempires.com/Forum/printer_friendly_posts.asp?TID=13944) ).

The website <http://www.livius.org/aj-al/alexander/alexander00a.html> provides a detailed discussion of the sources.

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