

Command & Colors: Ancients

SANGALA - 326 BC



Historical Background

After his Victory at Hydaspes, Alexander marched further on into India. The Cathaeon Indians offered resistance at their capital city of Sangala, where they constructed a fortified position in front of a low hill near the city formed by lines of carts lashed together.

Alexander first ordered his mounted archers forward to keep the enemy occupied while he deployed his troops. He then led an attack on his right with the Companion cavalry, but when they came under arrow fire he retired and joined his infantry phalanx for a close assault that routed the Indians and forced them back into their city.

Alexander received reinforcements from his new ally King Porus and put the city under siege. The city fell after four days and the surviving population were sold into slavery. Alexander now wanted to push further east, but his men, exhausted by eight years of campaigning, and facing the unfamiliar tropical climate, refused to go on. Reluctantly Alexander returned west where he would die in 323 BC at Babylon.

War Council

Indian Army (*Eastern blocks*)

Leader: Cathaeon General

- Take 4 Command Cards.

Macedonian Army (*Greek blocks*)

Leader: Alexander the Great

- Take 6 Command cards.
- Move first.

Victory

1. 5 Banners.

Special Rules

1. The Macedonian heavy cavalry unit is Companion cavalry.
2. The Macedonian medium infantry unit (Hypaspists) may ignore 1 crossed sword and 1 retreat banner and may move 2 hexes if it doesn't battle.
3. Hexes C4 and C10 are corner rampart tiles.
4. When a Macedonian unit ends a move or advance on a rampart hex (carts), remove the rampart tile.
5. The camp tiles are part of the city of Sangala and are impassable.

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