



# FUNERAL GAMES III

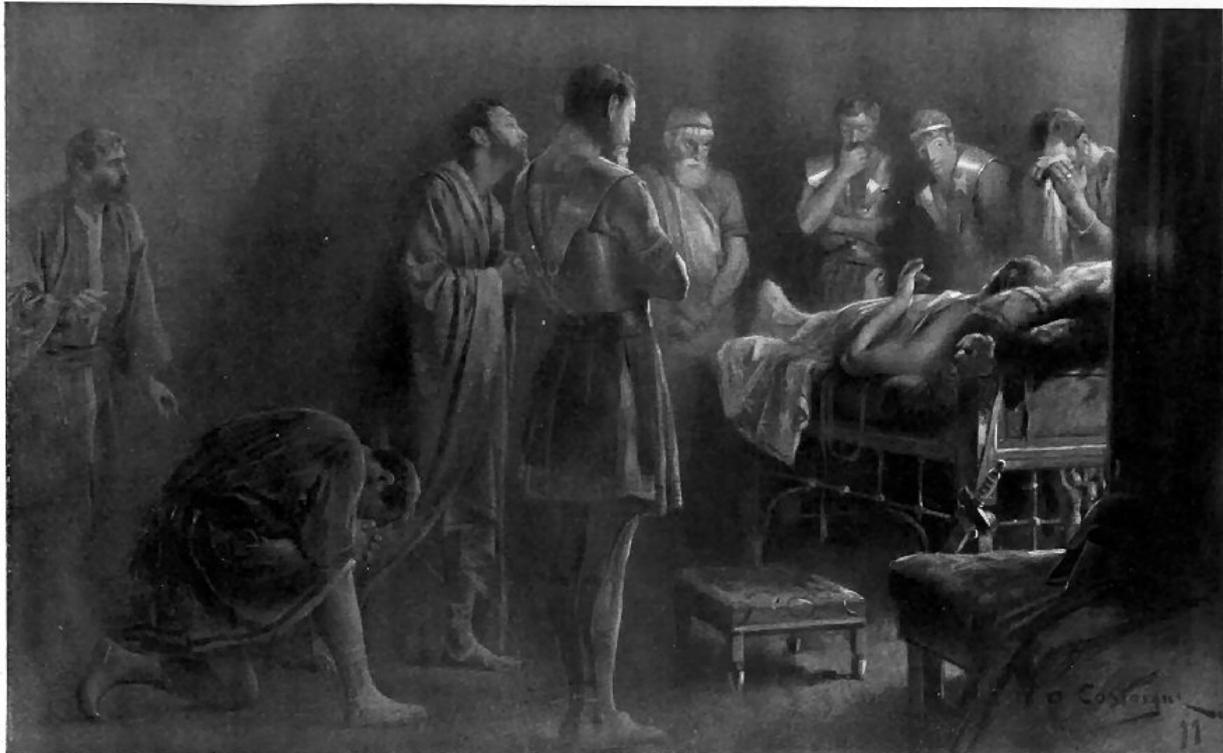
"Ghost on the Throne"

by Rob Cooper

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***"I foresee great contests at my funeral games"***

Reported deathbed words of Alexander the Great

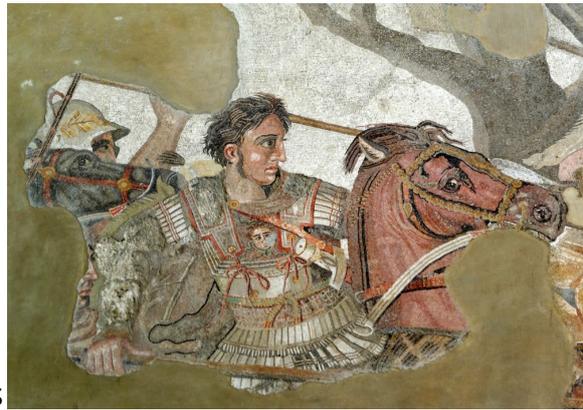


THE DYING ALEXANDER RECEIVING HIS SOLDIERS.

It is June 323BC. Alexander the Great has died in Babylon at the age of 33, after conquering much of the known world. However, he has left no competent heir and the army quickly fell to squabbling over the future. Nevertheless these men recognise that their actions must appear legitimate and justified to their Macedonian soldiers. So, following some brief skirmishes between the Bodyguards (and the Companion Cavalry) and the Infantry the succession crisis has finally been decided by those Generals and those parts of the Macedonian Army in Babylon. Other senior officers and Macedonian soldiers around the Empire have had no say.

In Babylon they have chosen Perdiccas to act as Regent to Alexander's unborn child (Alexander IV) and his mentally challenged half brother (Philip III). Alexander's plans for further conquest have been rejected, and Perdiccas has gathered around him a group of loyal former Bodyguards and Generals with the intention of ensuring a strong and stable Empire as a legacy to its founder. Provinces have been handed out to numerous generals for their loyalty or their distraction and Perdiccas has issued clear orders to crack down on unrest in several areas of the Empire. Work has begun on an impressive funeral cortege to return Alexander's body to Pella for a state funeral.

In Macedonia, Antipater, Alexander's elderly but greatly respected Regent, is confronted by a Greek rebellion led by Athens, with many City States lining up to throw off the Macedonian yoke. Antipater has called for help from those nearby and Leonnatus, one of Alexander's former Bodyguard and an ambitious member of a previous Macedonian dynasty, is rushing to his aid. Watching over Antipater's shoulder is Alexander's mother, Olympias, with her son's legacy and her own daughter's future foremost in her mind.



In Asia Minor, Craterus, Alexander's most experienced General and a favourite of the Army is recovering from an illness. He has over 10,000 Macedonian veterans under his command and had been ordered by Alexander to return to Macedonia to replace Antipater, The settlement at Babylon has granted him an obscure title and ordered him continue home to Macedonia to join Antipater.

Also in Asia Minor is Antigonus, the One Eyed. He has been successfully guarding the lines of communication between Europe and Asia for the last decade. He has been ordered to suppress the rebellion in Cappadocia to open the Royal Road and then install Eumenes, Alexander's Greek scribe, as Governor of Cappadocia.

In the East, 20,000 Greek soldiers have rebelled in the Upper Satrapies and are preparing to make their way back to Europe. Perdiccas has despatched Peithon (another of Alexander's former bodyguards) to intercept and destroy the rebel army.

In Egypt, Ptolemy (yet another former Bodyguard) has moved swiftly from Babylon to establish control of his new province, keen to steer clear of impending conflicts. Elsewhere, other officers are lining up behind these various Generals, or sitting on the sidelines awaiting developments.

It looks as if these proud Generals, who have been on campaign for over a decade, have reached a compromise. But tensions are high, tempers are frayed and honour is constantly at stake. Can Perdiccas continue to command legitimacy amongst the Macedonian Army and perhaps gain enough legitimacy to seek the crown? Or will Alexander continue to be a *Ghost on the Throne*.



## Roles and Teams

Players will represent former comrades, who may have served alongside one another in Alexander's campaigns. The players start the game as teams, but factions have already begun to emerge of those loyal not to Perdiccas but to Antipater or Craterus. Others may be seeking a more independent path. At the start of the game there are about ten major contenders leading teams of 2-8 less powerful individuals. The teams may contain players with differing loyalties and not all of these will be obvious from the start. But loyalties change. A strong leader with a loyal team might prevail, but other may plot to seize control from a failing leader and try to carve out their own fortunes.

In the game an individual's power will come from several sources.

- Money - from taxing provinces or from the Royal treasuries.
- Soldiers – Macedonians, mercenaries, or levies.
- Prestige – gained from successes in battle or other actions
- Legitimacy – from control of offices of state or links to the Royal family
- Pure fortune – players will have Tyche (luck) cards with a variety of special actions

This list shows indicative numbers in each team.

<i>Perdiccas</i>	8	<i>Peucestes</i>	5
<i>Antipater</i>	4	<i>Ptolemy</i>	5
<i>Craterus</i>	4	<i>Queen Olympias</i>	2
<i>Leonnatus</i>	4	<i>Princess Eurydike</i>	2
<i>Antigonos</i>	6	<i>The Greeks</i>	4
<i>Peithon</i>	5	<i>Control</i>	10

While players can choose specific characters or roles I'd prefer that they choose a team so that we can be more flexible in casting. Clearly not everyone will get their first choice so if you think your choice will be popular give me a second or third alternative.