



'ALALA!

Greek Hoplite Battles 5th-4th C BC

Game Scenario

Chaeronea

338 BC

Historical Background

Concerned by Macedon's growing power Demosthenes roused the Athenians to oppose King Philip. When Philip led the Macedonians into Greece the Athenians were joined by Thebes and a number of other Greek states to oppose him.

The two armies met near Chaeronea on a plain bounded by the foothills of Mount Thurion and the Kephisos river.

The Macedonians had 30,000 infantry and 2000 cavalry. The Greeks may have had more infantry but far less cavalry. The Macedonian horsemen armed with long lances (Xyston) were prepared to charge rather than skirmish.

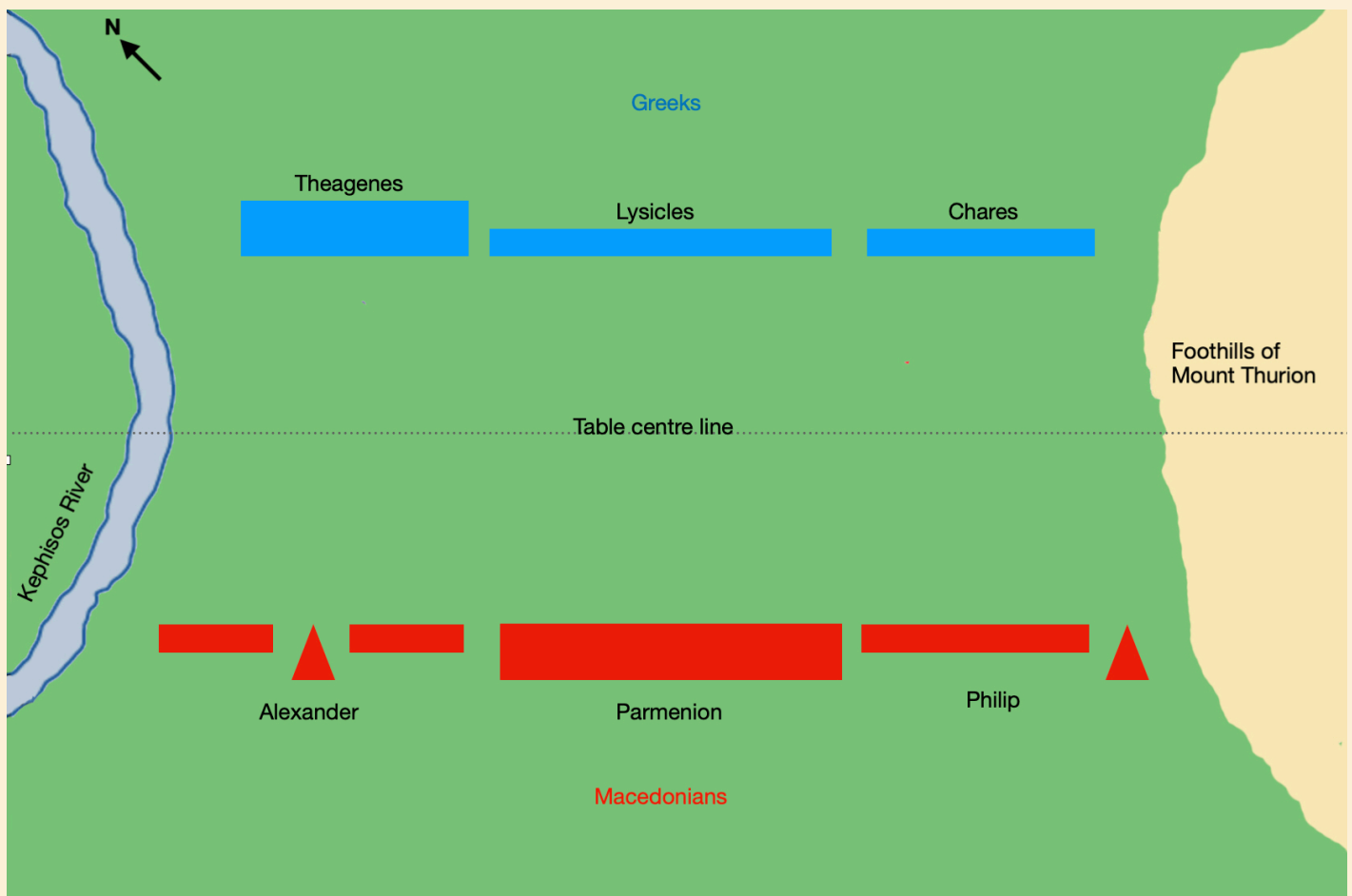
The Macedonians won the day, thanks in part to young Alexander leading a cavalry charge, probably against the flank of the Greek hoplites.



The Field of Battle

For 20-28mm figures you will need at least a 6'x4' flat open playing area. The flanks were protected by hills on one side and the river on the other. These could be placed on the table if you have a wider playing area but left off if you have less — assuming the hills to be the table edges. If placed on table the hills and river count as rough terrain.

The opposing forces should be deployed as per the map with at least 14" separation between the two armies. Initially only the hoplites and pezetairoi are deployed. Cavalry and light troops are deployed later (see deployment below).



Macedonian Order of Battle

Philip Right (AvD for CPs +1 to roll - max 5 CPs)

Macedonian Agema, A Grade, 1 unit, hoplites
Macedonian Hypaspists, A Grade, 1 unit, hoplites
Companion heavy cavalry (wedge), A Grade

Parmenion Centre (AvD for CPs re-roll 2, once only)

Macedonian Pezhetairoi, B Grade, 2 units deep
Macedonian Pezhetairoi, B Grade, 2 units deep
Thessalian Hoplites, C Grade, 1 unit

Alexander Left (AvD for CPs re-roll 2, once only)

Companion heavy cavalry (wedge), A Grade
Thessalian heavy cavalry (wedge or line), B Grade
Peltasts

Additional psiloi and cavalry

Agrianians (psiloi)
Greek cavalry

Greek Order of Battle

Theagenes Right (AvD for CPs)

Thebans, B Grade, 2 units deep
Theban allies, C Grade, 2 units deep

Lysicles Centre (AvD for CPs re-roll 5, once only)

Mercenaries, B Grade
Athenian allies, C Grade
Athenian allies, C Grade

Chares Left (AvD for CPs re-roll 5, once only)

Athenians, C Grade
Athenians, C Grade

Additional psiloi and cavalry

Theban cavalry or hamippoi
Athenian cavalry
Psiloi



Deployment

Hoplites & Pezhetairoi deployed as per the map, at 14" from centre line.

Then draw cards (Red Macedonians) to deploy skirmishers and cavalry — 10 cards, 6 red and 4 black. *Note: one extra black card so as to give greater possibility of Greeks having to deploy some troops earlier.*

The cavalry and skirmishers may be deployed up to 12" from the centre line. Alexander's contingent must be on the left, Philip's Companions on the right, others may be placed anywhere.

Lance-armed Heavy Cavalry Special Rules



Macedonian and Thessalian heavy cavalry are lance armed and treated more like Hoplites than other cavalry.

- they have aggression and experience levels like hoplites;
- they have no shooting capability;
- they may not advance before the signal to advance has been given;
- They incur 1 DP if 6 rolled on the move dice but otherwise move as if unformed.
- they move in the phalanx move phase, not the skirmisher phase;
- when charging or following up they hit on a 5-6 like formed hoplites; on 5 otherwise;
- when charging or following up in wedge they roll 1 die per man in the unit regardless of the number of men in contact. Otherwise count 1st and 2nd rank only. Wedge is always supported.
- they must have advanced 5" (any turn) to count charge bonus.

Macedonian leaders may influence influence the skirmishers and cavalry under their command. If so they may not need to take a control test.