



# 'ALALA!

*Greek Hoplite Battles 5<sup>th</sup>-4<sup>th</sup> C BC*

Game Scenario  
First Mantinea

418 BC

## Historical Background



Argos, allied with Athens, Mantinea and others challenged Sparta's hegemony over the Peloponnese by invading Epidaurus. King Agis II led a Spartan army to aid the Epidaurians but negotiated a truce rather than attacking. Enraged by Agis' conduct the Spartans assigned 10 symbouloi (commissars) to oversee his actions on future campaigns.

The Argives, Mantineans and Athenians marched against Spartan allied Tegea when the truce expired. Agis moved to face them only to discover the Allies had taken a strong position on high ground. One of the symbouloi told Agis that his previous reluctance to engage would not be off-set by a rash attack. The Spartans withdrew to undertake works that would flood the Mantinean farmland hoping this would force the Argive/Mantinean army to come down from the heights.

The allies followed the retiring Spartans and formed for battle. The Spartans turned back to face them. Hurriedly forming their battle line the Spartans attacked. The weaker Spartan left was defeated by the Mantineans and Argive Eparittoi (picked hoplites). The Spartiates crashed through the Argive centre with many of them fleeing in terror before contact. The Athenians on the allied left were encircled but were able to retire covered by their cavalry. The Spartans won the field.

## The Field of Battle

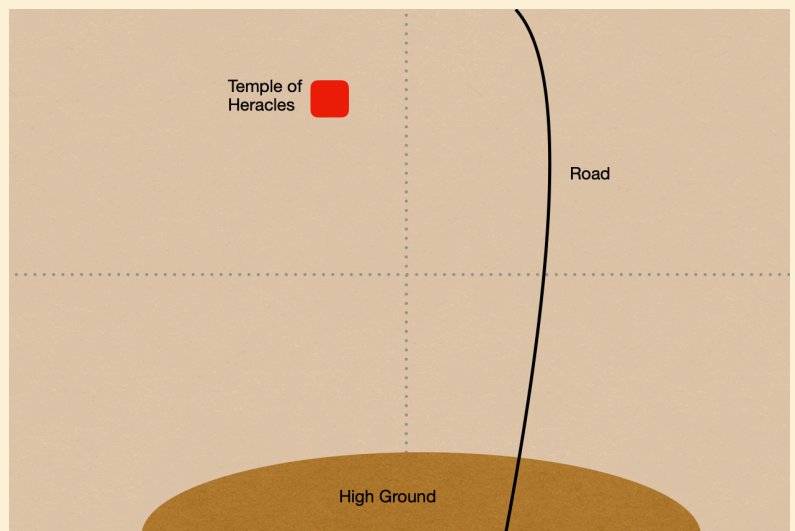
For 20-28mm figures you will need a 6'x4' flat open playing area.

The high ground from which the Argives moved off could be represented at the rear of the Argive position.

The Spartans camped near the temple of Hercules. It should count as rough ground (although it is likely to be to the rear of the Spartan lines).

Alternatively you could place a small settlement or olive groves in the same place.

Small patches of scrub with no impact on movement could also be added for visual effect.



## Deployment

Deploy up to 12" from centre line and Argives at least 12" from their base line. In turn deploy as follows.

1. Argives deploy 1 contingent either left or right
2. Spartans deploy Aristocles' contingent (including Helots) on the left
3. Draw cards from a deck of 3 red cards and 4 black for the remaining contingents and light troops or cavalry (Spartans red, Argives black), deploying in the following order:
  - centre contingent
  - other wing contingent
  - then remaining light troops and cavalry one unit at a time.

Argives formed up with no DPs. Spartans formed up with 3 DPs per unit representing the fact that they previously withdrew to draw the Argives out and are now re-forming to face them.



## Spartan Order of Battle

### Hipponoidas Right (3 CPs)

Tegeans reinforced with Spartans, B Grade

Maenaliens C Grade

Heraeans C Grade

### King Agis II Centre (AvD for CPs, 2 becomes 3)

Spartiates, A Grade

Spartiates, A Grade

### Aristocles Left (3 CPs)

Spartan Perioikoi, B Grade

Spartan Scritae and Neodamodes, C Grade

Helots (psiloi) must be deployed with this contingent

### Spartan cavalry (one unit)

May be placed in reserve or on either flank

## Argive Order of Battle

### Nicostratos Right (3 CPs)

Mantineans, B Grade

Argive Eparittoi. B Grade

### Archelaos Centre (AvD for CPs, 5 becomes 4)

Arkadians, C Grade

Argives, C Grade

Cleonaeans & Orneans, C Grade

### Laches Left (3 CPs)

Athenians, C Grade

Athenians, C Grade

Athenian cavalry. Must be deployed with this contingent

### Light Infantry (may be deployed on either flank)

Javelinmen (Psiloi)

Archers or slingers (Psiloi),



## Special Rules

**Drift to the Right.** If a 4 is rolled move 3" forward and 1" to right unless blocked. A Grade may choose to ignore.

*The drift to the right played a significant role in the battle causing the Argives to outflank the Spartan left. Agis ordered the Scritae to march left to meet the Argive drift causing a gap to emerge.*

**Athenian cavalry** +1 die in combat. *This is to reflect Athenian superior horsemanship compared to the Spartans.*



## Additional God Cards

### **Symbouloi Intervene (x2)**

Spartan command countermanded  
Spartan leaders may only use 1 LP each this turn  
Play immediately

*This represents the intervention of the 10 Symbouloi who were assigned to Agis to oversee his actions.*

### **Spartan Terror (x2)**

All units facing Spartiates drop 1 aggression level  
Drop 2 aggression levels if within 8"  
Play immediately.

*This represents the fact that the Argives and Arkadians in the centre were so unnerved by facing the Spartiates that many fled without standing to fight,*

**Scenario adapted from Peter O'Toole's *War Against the Spartans*.**