

HOPLITE

WARFARE IN THE GRECO-PERSIAN AGE
5TH-4TH CENTURY BCE



SCENARIO BOOK

The Battles of

EPHESUS (498 BCE) • MARATHON (490 BCE) • PLATAEA (479 BCE)

MYCALE (479 BCE) • TANAGRA (457 BCE)

DELIUM (424 BCE) • CUNAXA (401 BCE) • NEMEA (394 BCE)

CORONEA (394 BCE) • LEUCTRA (371 BCE) • MANTINEA (362 BCE)

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INTRODUCTION

The Hoplite scenarios are presented in chronological order. We have provided a mix of battles running the gamut of size, playing time, and difficulty.

The smallest and fastest playing battle in the box is *Tanagra*. This straight up hoplite vs. hoplite battle has around 20 counters and is playable in about an hour and a half; a good choice for your first scenario. The biggest battle in the box is *Plataea* with 2 maps and 250+ counters requiring a full day or more to play. This battle is recommended for experienced players and is ideal for multi-player play. In between, we have *Ephesus*, *Marathon*, and *Leuctra* on the smaller end of the spectrum with under 40 counters and playable in about 2 hours or so. *Mycale*, *Delium*, *Nemea*, *Coronea*, and *Mantineia* are in the mid-range with playing times closer to the 3 hour mark. *Cunaxa* is on the large end with over 100 counters with a playing time of about 4 hours.

The ease and length of play along with an assessment of the balance based on play tester experience is discussed in detail with each scenario.

Counters

The scenarios feature armies from the key Greek city states of the period, their allies, and the Persian Empire. The armies, their distinguishing background color and the battles in which they participated are:

- Persia:** Light blue background; present at Ephesus, Marathon, Plataea, Mycale, and Cunaxa
- Persian Rebels:** Tan background; present at Cunaxa
- Greek Mercenary:** Tan background; present at Cunaxa and Coronea
- Sparta:** Gray background; present at Plataea, Mycale, Tanagra, Nemea, Coronea, Leuctra, and Mantineia
- Athens:** Light purple background; present at Ephesus, Marathon, Plataea, Delium, and Tanagra
- Thebes/Boeotia:** Red background; present at Delium, Nemea, Coronea, Leuctra, and Mantineia
- Medizing Greek:** Tan background; present at Plataea
- Minor Greek States:** Light green background; present at Ephesus, Mycale, and Plataea

Counter Abbreviations

Leader Counter	Leader Name
Alexandr	Alexander
Andrcldis	Androcleides
Aristgras	Aristagoras
Arstdmus	Aristodemus
Artabzus	Artabazus
Artaphrns	Artaphernes
Artgres	Artagerses
Artxrxe	Artaxerxes
Chrpnus	Charopinus
Cmbrotus	Cleombrotus
Democrts	Democritus
Dphantus	Daiphantus
Drkylidas	Derkyllidas
Epmndas	Epaminondas
Gyilis	Gylis
Herppdas	Herippidas
Hippertes	Hippocrates
Hystasps	Hystaspes
Kallimchs	Kallimachos
Lytchdes	Leotychides
Mrdonius	Mardonius
Myrnides	Myronides
Nicomdes	Nicomedes
Timoxens	Timoxenus
Tsphrnes	Tissaphernes
Xnthppus	Xanthippus

Unit Counter	Unit Name
Arnin	Arminian
Capdocia	Cappadocia
Chalcedn	Chalcedon
Halartus	Haliartus
Hermoine	Hermione
Lacdmns	Lacedaemon
Macedn	Macedon
Merc	Mercenary
Mesptmia	Mesopotamia
Mntnea	Mantineia
Pelop	Peloponnesian
Phlgnia	Paphlagonia
Ryl Guard	Royal Guard
Scrd Bnd	Sacred Band
Thesly	Thessaly

The combat unit counters have a colored box that matches the color on the Formation AM and the stripe on the Formation Commander's counter. This allows players to determine which units belong to which Commands easily. A few units have a two colors in the box, one of which will match the AM and Commander in the scenario.

Setting Up the Game

Once a battle is selected, the players should decide which scenario (some battles have more than one) they will play, and which player will play each side. This can be done by mutual agreement or by means of the Rout Point Bid method described below. Once sides are determined, the players may employ additional play balance options by mutual agreement.

The players should then select the counters indicated in the Initial Deployment sections of the scenario and place them on the map. Most setups assign groups of units to groups of hexes. The players are free to deploy their units as they see fit within the group of hexes. To speed up the setup process, we recommend that the players do so simultaneously unless the instructions in the battle description specifically state which side deploys first. Unless indicated otherwise, the players' units should be faced in the direction of his opponent's Retreat Edge as given in the scenario instructions.

Each battle has an illustrative setup diagram that can be used as a guide in deploying the units on the map. Generally, the forces of the principal member of the coalition (Sparta, Thebes, and Athens) positioned themselves on the right flank (the place of honor) of the battle line. This tendency is depicted in the diagrams. The players, however, are free to do otherwise.

Hoplite Rout Point Tracking Card



The Rout Point Tracking Card included in *Hoplite* enables the players to record the current Game Turn and to track their decline towards army withdrawal.

At the beginning of the game, a player places the GAME TURN marker in the "1" space on the Game Turn Track. Each player chooses an appropriate section (use the icons as a guide) of the card and a set of three ROUT POINT markers. The players then place the ROUT POINT markers on the 100s, 10s and 1s tracks corresponding to their respective Army Withdrawal Levels. Each time a unit or leader is eliminated, move the markers down the number of spaces equal to its Rout Point value. Those values are printed on the card for the player's convenience. When one side's markers are all in the "0" spaces, that army has reached its Withdrawal Level. If special rules for a scenario adjust a side's Army Withdrawal Level during play, simply move the markers up or down accordingly.

Competitive Play

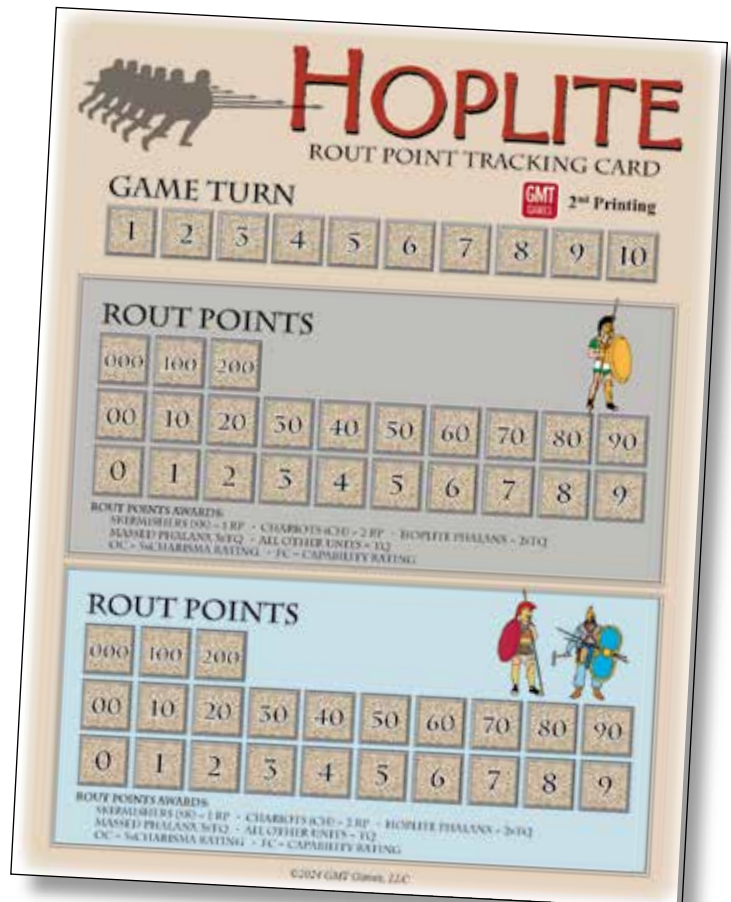
We have designed the following battles/scenarios to be as historically accurate (within the limits of available research materials) as possible. While this allows them to be excellent tools for study and solitaire play, some of the battles, because they were not balanced historically, will fall short in the area of game balance. To ameliorate, if not entirely remedy, this situation, we offer two suggestions for Competitive Play that players may use by mutual agreement. These methods will provide a more even balance; however, the "end result" may often not reflect "historical" objectives or realities.

For the shorter battles, the players can play the battle twice, switching sides in the second game. The player with the more impressive victory in terms of RP differential earns the game win.

Rout Point Bid Method: Each side secretly writes their bid (in Army rout point equivalents) down and then simultaneously reveal the amounts. The player with the higher amount is the winner of the bid, plays the side of his choice, and reduces his Army Withdrawal level by the bid amount.

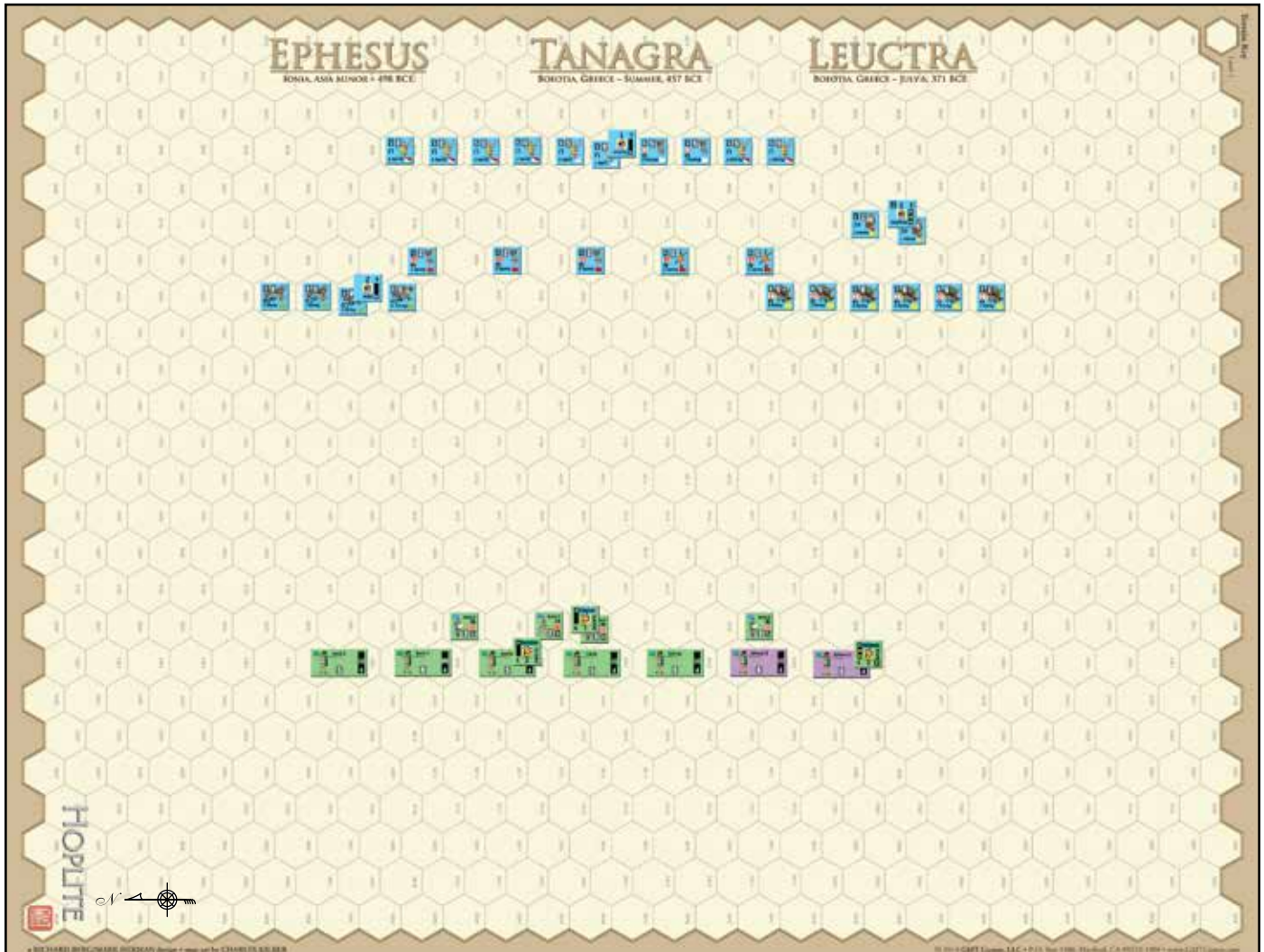
Rule and Withdrawal Level Adjustments: In this method, we have provided changes to the rules and/or adjusted the army's withdrawal level in some of the battles to balance the game.

If the players agree, both Rout Point Bid and Rule/Withdrawal Level methods may be used in combination.



EPHESUS

The Ionian and Greek Allies under Aristagoras vs. The Persians under Megabates
Ionian, Asia Minor ~ 498 BCE



Historical Background

In the spring of 498 BCE, an Athenian force of twenty triremes, accompanied by five from Eretria, set sail for Ionia. They joined up with the main Ionian force near Ephesus. Declining to lead the force personally, Aristagoras appointed his brother Charopinus and another Milesian, Hermophantus, as generals.

This force was then guided by the Ephesians through the mountains to Sardis, Artaphernes' satrapal capital. The Greeks caught the Persians unaware and were able to capture the lower city. However, Artaphernes still held the citadel with a significant force of men. The lower city then caught on fire, Herodotus suggests accidentally, which quickly spread. The Persians in the citadel, being surrounded by a burning city, emerged into the market-place of Sardis, where they fought with the Greeks, forcing them back. The Greeks, demoralized, then retreated from the city, and began to make their way back to Ephesus.

When the Persians in Asia Minor heard of the attack on Sardis, they gathered and marched to the relief of Artaphernes. When they arrived at Sardis, they found that the Greeks had recently departed. So they followed their tracks back towards Ephesus. They caught up with the Greeks outside Ephesus, and the Greeks were forced to turn and prepare to fight. The Persians were primarily cavalry (hence their ability to catch up with the Greeks), with a large contingent of scythed chariots. The typical Persian cavalry of the time were probably missile cavalry, whose tactics were to wear down a static enemy with volley after volley.

It is clear that the demoralized and tired Greeks were no match for the Persians, and were completely routed in the battle that ensued. The Persian forces used their chariots effectively during the battle; the Greeks without any horses couldn't really find an answer to them. Many were killed, including the Eretrian general, Eualcides. The Ionians who escaped the battle made for their own

cities, while the remaining Athenians and Eretrians managed to return to their ships and sailed back to Greece.

Pre-Game Notes

Map

Use the Ephesus-Tanagra-Leuctra map. The battlefield—as was usual for the era—was flat and featureless. The actual location of the battle is unknown, other than it was outside Ephesus (a place this game designer has actually visited).

Play Balance

This scenario is included to show what a good, representative Persian army could do against a representative, but limited, Greek hoplite force.

The Persians outnumber the Greeks but their infantry is generally worthless. What the Persians do have are lots of missiles and great mobility, neither of which the Greeks can really counter. The Persians are clear favorites. If you want to adjust this balance, raise the TQ of three Hoplite Phalanx units by one each. We have given the Greeks a slightly better Withdrawal Level; you can up that by 5 RP for more balance.

Game Length

About 2-3 hours.

Initial Deployments

There is very little information on this battle; so much of what we have here is what we get from Thucydides and Herodotus, and our quasi-educated guesses as to other detail, such as the general make-up of the Persian army of the time, which relied mostly on missile-armed light cavalry. It seems the Greeks had no cavalry, which gave the Persian mobile forces much leeway.

The Ionian and Greek Allied Army under Aristagoras

The Ionian/Greek Allies player receives the following units drawn from Minor Greek States and Athens (*) counter mixes:

Hoplite Command^[a]

Aristagoras [OC]
Eualcides
*Athens HO (5-6)
Ionia HO (1-2)
Aeolia HO
Eritrea HO
Caria HO

Skirmisher Command

Charopinus
Ionia SK (1-4)

AM: Hoplites, Skirmishers, and Momentum

^[a] = The Hoplite Phalanxes have relatively low TQ based not on their depth of rank—which was probably about 6 in this era—but more on the fact that, as the historical notes indicate, they were worn out.

Aristagoras is the Greek Overall Commander. Both Aristagoras and Eualcides are Formation Commanders for the Hoplite Command and thus 5.52 applies to this Command. Charopinus is the Formation Commander for the Skirmishers.

The Greek player sets up his units first in any hexes in rows 5200 or higher through 5700 inclusive, and at least six hexes from the right/left edges of the map. The Hoplites are deployed in contiguous hexes in any single row within the aforementioned deployment area. The Skirmishers may be placed anywhere in that area not occupied by a combat unit. Leaders are placed with a unit in their command.

The Persian Army under Megabates

The Persian player receives the following units drawn from the Persia counter mix:

Leaders

Megabates (OC)
Daurius
Datis

Light Infantry Command

Lydia LI (1-2)
Phrygia LI (1-2)
Sardis LI (1-4)^[a]
Bithynia LI Archers (1-2)

Cavalry Command

Media HC (1-2)
Persia LC Archers (1, 4-8)

Skirmisher Command

Sardis SK (1-5)^[a]

Chariot Command

Persia CH (1, 3, 6, 15)

AM: Light Infantry, Cavalry, Skirmishers, Chariots, and Momentum

^[a] = These were levied from local Sardesians.

Megabates is the Persian Overall Commander. Prior to the start of play, the Persian player assigns his three leaders to the Light Infantry, Cavalry, and Chariot Commands as he sees fit. The Skirmisher Command is a “Leaderless Command”—see 5.51.

The Persian player then deploys his units in any hexes in row 4400 or lower down to 3900 inclusive, and at least six hexes from the right/left edges of the map. The Persian Infantry Command units are deployed in contiguous hexes in any single row within the aforementioned deployment area. The units in the remaining Commands may be placed anywhere in that area not occupied by a combat unit. Leaders are placed with a unit in their command.

Design Note: It is clear that the Persians did arrive to find the Greeks deployed against them.

Scenario Special Rules

Initiative

The Persian player has the Initiative for the first Game Turn.

The Persian Pursuit

The Persians had been in hot pursuit of the Greeks and eager for battle. Therefore, when given movement orders a Persian unit may not voluntarily move toward the Persian retreat edge. Orderly Withdrawal and rout movement are conducted normally.

***Play Note:** This rule is included for play balance purposes to prevent the Persian infantry from running away from the Greeks before they can close for Shock. The rule can be ignored if both players feel that it overly restricts the Persian tactics.*

Retreat Edge

The Ionian/Greek Allies retreat toward the west (60xx) edge, the Persians toward the east (36xx) edge.

Victory

The Ionian/Greek Allied army withdraws when units with Rout Points totaling at least **30** have been eliminated. The Persian army withdraws when units with Rout Points totaling at least **30** have been eliminated.

Army Size and Troop Quality				
Army	Units	Rout Pts.	Rout Ratio	Avg. TQ
Ionian/Greek Allied	11	82	35%	4.5
Persian	26	103	30%	4.6



Simple GBoH Version

Ephesus (498 BCE)

Deploy both armies as indicated in the standard scenario.

Playing Time: About 1 hour.

Balance: Persians favored. For play balance, use the standard scenario suggestions.

Ionian/Greek Allied Formation Chart

Commander	Formation
Aristagoras [OC] /3	Hoplite Command
Eualcides /1	
Charopinus	Skirmisher Command

Multiple Formation Activation

The Greek/Ionian player may activate his Hoplite and Skirmisher Formations together if Charopinus is within Aristagoras' Command Range. However, only one of the Formations may be placed In Command; the units in the other are automatically Out of Command.

Persian Formation Chart

Commander	Formation
Megabates [OC] /3	Selected Command
Darius	Selected Command
Datis /1	Selected Command
(auxiliaries)	Skirmish Command

Prior to the start of play, the Persian player assigns his three leaders to the Infantry, Cavalry, and Chariot Commands as he sees fit.

Multiple Formation Activation

The Persian player may activate more than one of his non-auxiliaries Formations together if the Formation Commander is within Megabates' Command Range. However, only one of the Formations may be placed In Command; all others are automatically Out of Command.

Special Rules

First Player: The Persian player goes first. There is no die roll.

The Persian Pursuit: Use the standard scenario rule

Army Withdrawal Levels

Ionian/Greek Allied: 30 Rout Points

Persian: 30 Rout Points

MARATHON

The Persians under Datis and Artaphernes vs. The Athenians and Plataeans under Miltiades and Kallimachos
Attica, Greece ~ September 490 BCE



Historical Background

The battle of Marathon is considered one of the decisive battles in history, yet it is shrouded in myth, with most facts based on logic, conjecture, and fantasy. Herodotus' account of the battle is the only complete period account with all other data being supplied by archaeology and document fragments. It is fertile ground for a Great Battles scenario since it is impossible to be correct, yet hard to argue that any reasonable interpretation is wrong.

What is known is the Persians launched a military expedition against Athens. The Persian offensive was in revenge for the Athenians supporting an earlier Ionian revolt that culminated in the destruction of their regional capital, Sardis. With the rebellion quelled, the Persians launched a naval expedition with an unknown-sized ground force under the command of Datis and Artaphernes. The fleet cut a swath of destruction across the Aegean Sea, and after knocking over Euboea, landed on the plains of Marathon in support of a strategy whose details are also unknown.

One of the basic pieces of information needed to design a scenario is the number of types of soldiers in the battle. Again, after reading the extant literature in English, the answer is no one is sure but for our purposes we are using an Athenian force of around 12,000 Hoplites with some amount of indifferently armed light

infantry support composed of poorer citizens unable to afford armor and slaves promised their freedom. For the Persian side there are numbers from 20,000 to over 200,000. Based on logistical realities, it is likely that the Persian expedition was around 24,000 foot with around 800-1000 cavalry.

The battle is traditionally supposed to have occurred on or about September 12, 490 BCE, but there is reasonable evidence that it may have been August. When you throw in over two millennia of time, the exact location of the actual fighting is not exactly known, but modern archaeology seems to have resolved most of the outstanding issues, yet nothing can be stated with certainty. So, before we throw in our two cents on what happened, here is in full the only account of the battle.

From Herodotus:

6.1.10: *Miltiades' arguments persuaded Kallimachos, and when the polemarch's vote was added to the tally, the decision was made to join battle. And afterward, the generals in favor of the battle each in their turn ceded their day of command to Miltiades when the day came around for each to be in charge. But while Miltiades accepted this, he would not make the attack until it was his day to preside.*

6.1.11: *When his turn came, he deployed the Athenians for battle with the polemarch Kallimachos leading the right wing, for at that time the Athenians observed the custom that the polemarch was always to command the right wing. Once Kallimachos had taken his position there as their leader, the tribes were posted next to one another in succession according to their numerical order, and the Plataeans were posted at the end of the line holding the extreme left wing. In fact, as a consequence of this battle, whenever the Athenians perform sacrifices at their quadrennial festivals, the Athenian herald prays that both the Athenians and the Plataeans together will be blessed with good fortune. The result of the Athenian deployment at Marathon was that the line of the Athenian army was equal in length to that of the Medes, but the center of the Athenian line was only few rows deep and thus the army was at its weakest there, each wing however was strong in numbers.*

6.1.12: *After the troops were in position and the sacrifices had proven favorably when the Athenians were let loose and allowed to advance, they charged at a run toward the barbarians. The space between the two armies was about a mile, and the Persians who saw the Athenians advancing toward them on the double, prepared to meet their attack; they assumed that the Athenians were seized by some utterly self-destructive madness as they observed how few Athenians were in number and how they were charging toward them with neither cavalry nor archers in support. So the barbarians suspected that the Athenians had gone mad, but when the Athenians closed with them in combat, they fought remarkably well. For these were the first of all Hellenes we know of to use the running charge against their enemies, as well as the first to endure the sight of the Medes clothing and the men wearing it. In fact, until then even to hear the name "Medes" spoken would strike terror into Hellenes.*

6.1.13: *They fought in the battle of Marathon for a long time. The barbarians prevailed in the center of the line where the Persians themselves and the Sakai were deployed, and as the barbarians were winning here, they broke through the line of the Hellenes and chased them inland; but at the same time, the Athenians and Plataeans were prevailing on the wings. In their victory there, they allowed the barbarian troops that they had routed to flee and then, drawing both of their wings together, they fought those enemy troops who had broken through the center; in this encounter, too the Athenians were victorious, and as the Persians fled, the Athenians pursued them and cut them down until they reached the sea, where they called the fire and started to seize the ships.*

The Herman version of events is sure to be wrong, but at least consistent with the written account. My take is the Persian plan was to land at Marathon to rest the army after its more recent exploits enslaving the Euboeans. Marathon was chosen for the landing as the eighty year old former tyrant Hippias acting as a Persian consultant knew the area well from his earlier life. The battle took place in late summer at one of the few locations that had sufficient water for the horses and soldiers. Water is hard to transport in quantity, so many ancient battle locations are associated with large water supplies. The Persian strategy was likely based on former associates of Hippias paving the way for an attack, but

whether this was true or just later Athenian paranoia is impossible to know. Regardless, the expedition in either case would have needed to get off the cramped ships and get itself ready for the final phase of the campaign.

The Athenians marched over to Marathon on one or both of the two routes along the coast or through the hills. Numerous academics and historians since the early 19th century have made the walk in around 7 hours and many have done the round trip in a long day. In any case, once the Athenians became aware of the landing they could have moved their army to Marathon in one day. Based on the leadership culture and Herodotus' account the Athenians were *in situ* for at most 10 days, but probably a week when Miltiades leadership turn came up to begin the battle.

From the account, there are several facts that need to be accommodated. The Athenian army was smaller than the Persian and they had to stretch their forces to create the necessary equal frontage. They did this either by design or of necessity by thinning-out their center to a few rows whereas the flanks were at the normal depth. It is also clear from the narrative that this thinned-out center ran up against the Persians and Sakai (Marines). These were likely the best units in the Persian army, so we have given them higher Troop Quality ratings. It is also clear from other anecdotal fragments and other parts of the history that there may have been a small number of Greek hoplites fighting on the Persian side, so we have included this in our account.

The most controversial part of the narrative is the famous one mile run. Many have done experiments with athletes and military forces and the results depend on how heavy is period Greek armor, how far is 8 stadia, and on how you define a run? It turns out (and I have done this myself) that you can walk up to around 4.5 mph, at which point a human has to begin to jog. Under these circumstances and from other evidence in the text, Miltiades may have convinced the Hoplites to not wear their full panoply and share the piece parts with the less equipped lower classes and slaves. In either case, it is hard to ignore a major part of the narrative, so if you want to simulate this battle there has to be some kind of quick march with some jogging thrown in for good measure. The system's application of cohesion hits handles this, so it's not a free lunch.

The question on the table is why did they have to run? From the account, the Persians are surprised that the Athenians are moving with no cavalry or archer support, which was present on the battlefield. It is possible that the light troops just charged with the battle line or hung back, but in either case the Athenian battle plan did not have a skirmish phase. The Persians had around 800 cavalry and whatever cavalry present in the Athenian camp was clearly outnumbered by this force. The Persian cavalry based on archaeological evidence were inland behind the Persian right and due to the large marsh or shallow lake (no one is sure) the cavalry would have had a narrow path to the battlefield with an estimated travel time of around one hour. It appears that Miltiades' plan was a sunrise attack with a quick sacrifice and a fast advance to contact. All of this would be visible to the Persians, but rolling out of bed without breakfast with the cavalry horses denied their usual pre-battle preparation probably reduced their effectiveness later in the battle once the initial adrenaline rush had worn off. The rapid

attack would hopefully finish off the infantry before the impact of the Persian cavalry could be felt. It should be noted that there is no mention of cavalry in the account and that has led many to believe that they were indisposed for one reason or another. There is also very thin evidence written centuries after the battle that the Persian army was in fact beginning to embark with the cavalry horses already stowed on the ships. In either case, I believe that the cavalry was present but arrived too late to matter.

The actual battle has three distinct phases. The initial Athenian attack is met by a formed Persian army that has not seen Miltiades charge tactic before. Next, the Athenian wings defeat the Persian wings, while the Persian center breaks through the Athenian center. Somehow, the Greek wing units reform and fall upon the Persian center deciding the contest. Logic and conjecture can get you a variety of different answers, but our version is at least consistent with the three paragraphs of information available. So without further ado, strike up the flutes (no drums) and see if you can save or destroy Western civilization.

Pre-Game Notes

Map

The Marathon map is used. Each Persian Infantry unit represents 750-1,000 men, while each Persian cavalry unit represents 100 horsemen. The Athenian Hoplite Phalanx units represent 1,500-2,000 men, while the half-depth units are half that. Each Athenian Light Infantry unit represents 750-1,000 men. The Plataean Hoplite unit represents about 600 men, the Plataean Light Infantry 300-400 men.

Play Balance

The Athenians have the edge based on the Hoplites superiority over the Persian Light Infantry and better leadership, but the Persian center is strong and early cavalry intervention can swing the battle. Jimmy the Greek says Athenians win in 7...

Game Length

About 2-3 hours.

Initial Deployments

The Persian Army under Datis and Artaphernes

The Persian player receives the following units drawn from the Persia counter mix:

Units	Hex(es)
Datis ^[c]	2613

Medium Infantry Command

Sacia MI	2314
Greek HI ^[a]	2414
Persia MI (1) ^[b]	2513
Persia MI (2)	2613

Archers Command

Syria LI Archers	1817
Susa LI Archers	1916
Cilicia LI Archers	2016
Lydia LI Archers (3)	2115

Mysia LI Archers	2215
Babylonia LI Archers	2712
Caria LI Archers	2812
Lydia LI Archers (4)	2911
Mesopotamia LI Archers	3011
Cappadocia LI Archers	3110
Paphlagonia LI Archers	3210
Phrygia (3) LI Archers	3309

All units face south.

Cavalry Command

Artaphernes, Persia LC Javelins (1-4) See Reinforcements below

AM: Medium Infantry, Archers, Cavalry, and Momentum

^[a] = Greek Mercenaries in the Persian service

^[b] = Elite Persian Infantry

^[c] = Use the Datis counter with a command stripe

Design Note: The designation of Persian units is a work of fiction, but we chose to use individual names for ease of setup and chose names of Western Persian satraps that would make sense from a logistical point of view.

The Persians have no Overall Commander. There is no modification to the Initiative die roll (5.1). As an exception to 5.24, a Persian Formation Commander may attempt Momentum without the use of an OC. The Persian player may not Trump. Datis is the Formation Commander for both the Medium Infantry and Archers Commands. Artaphernes is the Formation Commander for the Cavalry Command.

Reinforcements: Artaphernes and the Cavalry Command units may enter through hex 1021.

Beginning with Game Turn 4, roll the die at the start of the turn. On a roll of 0-1 the cavalry enter at hex 1021; and if occupied enter in the first map edge hex free of Athenian units north of the road. Roll on each succeeding turn until the reinforcements enter or the game ends, but subtract 1 from the die roll for each prior attempt.

The Athenians and Plataeans under Miltiades and Kallimachos

The Athenian player receives the following units drawn from the Athens counter mix.

Units	Hex(es)	Tribes (<i>trittyes</i>)
Miltiades	2828	
Kallimachos	3823	
Stesilaos	3226	

Hoplite/Skirmisher Command

Plataea HO (2) ^[a]	2629	
Athens HO (5)	2728-2828	Antiochis
Athens HO (6)	2927-302	Hippothontis/ Aenitis
Athens HO (15) ^[b]	3126-3226	Oenesis/Cecropis
Athens HO (16) ^[b]	3325-3425	Leontis/Acarantis
Athens HO (7)	3524-3624	Aegeis/Pardanis
Athens HO (8)	3723-3823	Erecthesis
Plataea SK	2529	

Athens Slave SK	3922
Athens SK (1)	4022

All units face north.

AM: Hoplite/Skirmisher and Momentum

^[a] = Use the single-sized unit.

^[b] = These Hoplite Phalanx units deployed at half depth.

Play Note: The amount of Athenian light infantry present in the charge is unknown, so we have shown it thusly: based on the account, the Athenian tribes were in order of the tribe number from right to left, so we have attempted to reproduce this in the setup.

The Athenians have no Overall Commander. There is no modification to the Initiative die roll (5.1). As an exception to 5.24, an Athenian Formation Commander may attempt Momentum without the use of an OC. The Athenian player may not Trump. All three leaders are considered Formation Commanders for the Hoplite/Skirmisher command (see 5.52)

Scenario Special Rules

Initiative

The Athenians automatically have the Initiative for Game Turns 1 and 2.

Leader Ratings

Although neither side has an OC, the leaders do have a Charisma rating that is used wherever the OC's Charisma would be used. The one exception is Personal Combat. For Personal Combat, use the following ratings instead—Datis (2), Artaphernes (3), Miltiades (5), Kallimachos (4), and Stesilaos (3).

Athenian Eight Stadia Run

This rule replaces 6.2. The Athenian player may, in any one orders phase, but only once during the game, declare a "run". Upon this declaration, all Athenian Hoplite units may move double their movement allowance (up to 8 MP). Each Athenian unit that exceeds its movement allowance in this manner during the "run" receives 1 Cohesion Hit. Persian infantry units may not conduct Orderly Withdrawal in the face of an onrushing Athenian unit. MP must be expended in movement towards the enemy within normal movement rules. Hoplite Phalanx units may pivot (6.42) as long as it is in the direction of the enemy. They may/must move adjacent to an enemy unit even if Out of Command. In the ensuing Shock Combat segment (only), any Hoplite unit (regardless of how far it moved) that Shock attacks receives a +2 DRM to its Shock Resolution die roll (8.17[2]).

Retreat Edge

The Athenians retreat toward the south edge between hexes 4237-4242 inclusive or the southwest edge between 1844-2644 inclusive. The Persians toward the northeast edge (xx00 hex row).

Victory

The Athenian army withdraws when units with Rout Points totaling at least **40** have been eliminated. The Persian army withdraws when units with Rout Points totaling at least **35** have been eliminated.

Army Size and Troop Quality				
Army	Units	Rout Pts.	Rout Ratio	Avg. TQ
Athenian	10	76	50%	4.7
Persian	20	113	30%	5.7

Simple GBoH Version

Marathon (490 BCE)

Deploy both armies as indicated in the standard scenario.

Playing Time: About 1 hour.

Balance: The Athenians are favored.

Athenian Formation Chart

Commander	Formation
Miltiades /2	Hoplite/Skirmisher Command
Kallimachos	
Stesilaos	

The Athenians have no Overall Commander. Miltiades may attempt Seizure, but may only activate units within his Command Range.

Persian Formation Chart

Commander	Formation
Datis [OC] /3	Med. Inf. or Lt. Inf. Command
Artaphernes	Cavalry Command

Special Rules

First Player: The Athenian player goes first. There is no die roll.

Athenian Eight Stadia Run: This rules replaces 5.4. The Athenian player may, in any one player turn, but only once during the game, declare a "run". Upon this declaration, all Athenian Hoplite units may move double their movement allowance (up to 8 MP). Each unit that exceeds its movement allowance in this manner incurs 1 Cohesion Hit. Persian infantry units may not Retreat Before Shock. MP must be expended in movement towards the enemy within normal movement rules. Hoplite Phalanx units may pivot as long as it's in the direction of the enemy. They may/must move adjacent to an enemy unit even if Out of Command.

Persian Cavalry Reinforcements: Use the standard scenario rule but begin to roll starting with the 4th Persian player turn.

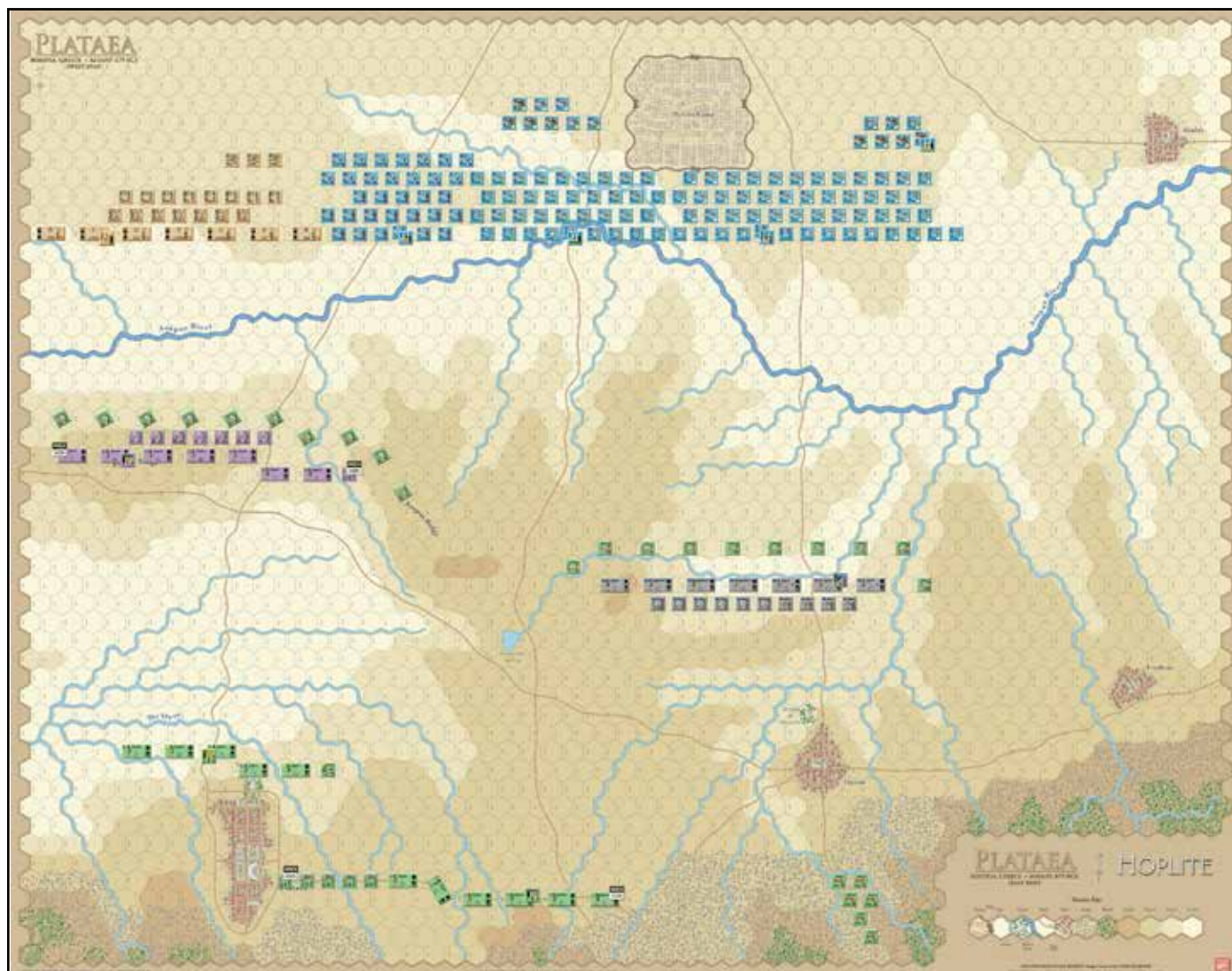
Army Withdrawal Levels

Athenian: 40 Rout Points

Persian: 35 Rout Points

PLATAEA

**The Greeks under Pausanias, Spartan Regent and General vs.
The Persians under Mardonius, Persian Commander and son-in-law of The Great King, Darius I**
Boeotia, Greece ~ August 479 BCE



Plataea Scenario 2

Historical Background

Not enough space to go into all that took place to bring about this battle—the tail-end of Xerxes’ original invasion—other than to note that neither side really had any intention of being the aggressor, especially given the good defensive positions both armies had. Why attack?

For one, the diviners, reading the omens, seemed to be well aware of the situation, as, on both sides, the chicken innards foretold, “You will win if you remain on the defensive.”

But both sides were aware that their food supplies were going to be a major problem. For one, Persian cavalry raids to the rear of the Greek positions (after they had advanced to where the game puts them now) had cut their line of supply just east of Plataea, leaving only the other pass through the mountain (south of Hysiae, where the

Greek supply train sat) open. Of course, Pausanias could simply have withdrawn his army back to its original defensive position along the base of the mountain range, regaining its original supply lines. Alas, Pausanias’ larger problem was political: keeping this momentarily unusual coalition of city-states together as one. There were signs it was starting to crumble, especially in the two center divisions.

But although Mardonius, too, had food issues (his Theban allies couldn’t keep him virtualized for much longer and there was no Persian fleet around to bring anything), he was aware that the Greek army was continually growing, as new city-state contingents arrived. And events to the east (other Persian problems) meant he had to produce a victory. And given the Greek deployments as he now viewed them, his position as defensive might flip to aggressor—if he could pull it off.

It seems his “plan” (which, amazingly and apparently was revealed to both Aristides and Pausanias by the intriguing *agent provocateur*, King Alexander of Macedon, who slipped over to the Greek camp at night for a little visit—Alex obviously hedging his bets) was to slip a large number of his troops around the Greek right flank (which was wide open), get into their rear and place the Greeks in a pincer action. As the canard goes, it seemed like a good idea at the time, even if it meant moving these troops at night and without knowledge by the Greeks (which, it seems, Alexander negated). Mardonius knew that a frontal, head-on attack against the far superior hoplites in a defensive, uphill position was, at best, inviting disaster. So, what happened and why? See the Initial Deployments for Whys.

Pre-Game Notes

Game Size & Length

This is the biggest game in the entire *GBoH* series, both in map-size and counters used. As to the latter, the numbers at the battle one can glean from the many sources—both ancient (Herodotus being the main one) and modern differ widely and wildly. We have opted not to go with Herodotus’ claim that there were 350,000 Persian combatants at Plataea, and that the Persians did not outnumber the Greeks as widely as ancient figures portray. We based much of our decision-making insight on the battlefield, the numbers that could possibly be deployed in the encampment the Persians built, and, most importantly, the frontages attainable and used. It says much that the Persians never appeared to have gained a frontage advantage against the Greeks, despite the relatively unencumbered terrain.

Historical Note: *Herodotus mentions, early in his work, that Xerxes’s army for his invasion of Greece amounted to 1,700,000 men. Well, uh, yeah sure. For one, if it was that number, the line of march would have been 2,000 miles long... and when the first Persian units would be approaching Marathon the last would still be leaving Sardis. Numbers from the ancients must be taken cum grano salis, to say the Latin least.*

The counters, therefore, represent approximately 75,000 Persians and 50,000 Greeks. These numbers are in the low range of many sources, but about what most recent articles guesstimate. With the Greeks, the number of front-line hoplites is pretty much accepted at 30,000++ or so, it is the number of *psiloi*, light troops, that creates discussion. It is most likely that most of the *psiloi* were in the rear, guarding the passes and supply trains, as there is almost no mention of any Greek lights in battle. It is our opinion, based on that of some others—it is tough to find any historians who fully agree exactly how hoplite armies fought—that the Greeks integrated much of their light forces in what the game rules call “Loose Formation”.

Our Persian numbers are higher than some recent figures—both Delbruck and Green quote much lower figures, Green having them as about the same as the Greeks!!—but the size of the agreed-upon Persian fortified camp, laid out in very organized and very Roman fashion, seems to indicate an army in the area of what we have come up with.

In game terms, this means about 250 combat units, lots of cardboard to move around.

As a comparison, these numbers correspond, within reasonable parameters, to the armies of the battles of Alexander the Great against the Persians.

The historical battle covered close to two weeks of confrontation, but only one day of real battle, and that’s what we have focused on. In playing time, Plataea is no quickie, but a massive undertaking best suited for convention-style play, especially if you use several players, each running their own command (which is sure to invite the kind of internecine antagonism of historical reality.) See notes on such, below.

Map

Use the Plataea East and West maps. Overlay the West xx28 hex row over the East map xx00 hex row.

There are a goodly number of source maps available (as the exact location is well-known). They tend to differ in minor details, most of which are not important to what we have here. It is a little difficult to determine exactly what effect the major “river”—the Asopus, which we have treated as a “minor river”—had on the battle as fought; apparently little in terms of tactics but much in terms of positioning and defensive “strategy”. Its position at the very center of the field, between the two armies, applied mostly to initial deployments. The unusable (militarily, at least for this era) Cithaeron Mountain range is at the rear of the Greek army, over which it passed to arrive at the battlefield. The town of Erythrae was somewhere, exactly where is a point of discussion among historians, but the “Gargaphia Spring”, the major source of water for the Greek army, is pretty much agreed upon.

The Greeks viewed it as a position for a good static defense (at least at the base of the foothills), and their creaky Line of Supply (surprisingly not cut by the Persians during the 10 days of staring) stretched back to the Peloponnese—Attica having been burnt to the ground to destroy all food sources—through two passes. Still, food supplies were getting low for the Greeks and, as Shepherd notes, having an army stand in place with no encampment for 10 days must have made the ground most “foul”.

The Persian Line of Supply ran directly back to Thebes, its key “Medized” ally, although several modern discussions state that the Persians did note that this was a limited supply source that could not last forever, a factor which weighed heavily in Mardonius’ decision to try and force the Greeks to battle.

The Commands

Both armies were divided into what we might see as divisions—in game terms, commands—four for the Greeks, five for the Persians, each with their own Commander. Interestingly, there was little (try no) cooperation between these commands on either side. Aside from the internecine antagonisms inherent in such divisions, coordinating varying divisions over several miles was a practical impossibility in this era. Lots of messages were passed back and forth (heralds, and it was considered deeply sacrilegious by both sides to hurt one of these)—sometimes with interesting reactions; none of them seemed to foment any sort of interaction or coordination. And, as truly era-appropriate, virtually every commander led from the front (both Mardonius and Masistius got killed as a result, with much positive commentary by Herodotus as to their bravery), so their ability to

give orders was, at best, minimal. The reality was, in essence, that once a command started to move military inertia took over: a body in motion tends to remain in motion.

The Greeks

The Greek commands were positional: Right (the position of honor in any Greek battle line, something the Spartans demanded, and rightfully so given their prowess and history), Right Center, Left Center, and the Left, which the Athenians insisted on holding. Each counter indicates where it is assigned (except for Skirmishers, which, as you will see below, may be assigned anywhere, including as part of use of “Loose” Formation), as follows:

Right: The Spartans, Lacedaemonians, Tegeans (who had demanded to be placed on the left but got out-politicked by the Athenians), along with some smaller contingents, all under Pausanias, Spartan Regent and general in command of the entire army.

Right Center: Mostly Corinthians and Sicyonians (two city-states that were barely on speaking terms), with some other smaller groups. Sources do not provide the name of any Commander, so we use Timoxenus, from Sicyon who shows up about this time doing something.

Left Center: Epidaurus, Troezen, Phleiasia, Hermione, and Ambracia (representing contingents from Epidaurus, Troezen, Leprea, Mycenae, Tiryn, Phleiasia, Hermione, Eretria, Styria, Chalcis, Ambracia, Anactorium, Leucas, Palea, and Aegina (the Hermionians the only contingent in great numbers). Sources do not provide the name of any Commander, so we use Democritus, actually a leader from Naxos who was in the earlier actions. We wanted at least someone from the islands to put in a showing.

Left: Athenians, Megarans, and Plataeans. Their commander is Aristides.

That this coalition of almost 30 normally antagonistic cities could get together is, *per se*, something of a miracle, much of which is covered by the famous ‘Oath of Plataea’, taken by all troops, a meandering and multi-versioned swearing that says much about the soldiers of the day and includes cows (not exactly Shakespearean a la Henry V). Notable is the absence of the key city of Argos from either side, plus the fact that several states, such as Mantinea and Elis showed up late, while the battle was finishing.

The Persians

The Persian Commands were based on ethnicity (except for the cavalry):

Persians: The Persians under Mardonius (related to both Darius and Xerxes), who was also the Overall Commander.

Medes: The Medes, under Artabazus (a cousin of Darius, The Great King of old).

Asians: The Asians (Bactrians, Indians, and Scythians—the Persians called them Sacae), under the Bactrian Hystaspes. There were small contingents from all over the Persian Empire, including Assyrians, Libyans, Thracians, Arabians, *et al.*, even

some heavily-armored Egyptian marines, but these groups were small in number and there is no mention anywhere of their participation... other than their presence, which was mostly for political considerations, as Herodotus notes.

Medized Greeks: The Medized Greeks (Thebes, Boeotia, Locris, Malis, Macedonia, Thessaly, and Phocis) who we have placed under the command of Alexander, King of Macedonia (yes that family), although it is never truly clear who *is* in charge here, and Alexander’s role in this affair is right out of a novel about double agents.

Cavalry: Persians, Scythians, Indians, Medes, Bactrians, and Boeotians under the truly snappily armored but ill-fated Masistius.

***Historical Note:** The huge—his size is noted in several places—and popular Persian, Masistius, was covered almost head to toe in golden armor and a flowing purple cloak, which, as Peter Green noted, rendered him “...recognizable a mile off, apt target for any archer with his wits about him.” Which is what happened, sort of. Greek arrows had no effect on Masistius’ armor, so they shot his horse from under him. Masistius’ armor was so heavy he couldn’t get up from the ground (shades of Agincourt), making him an easy target for intruding Greeks.*

Play Balance

Oh boy... balance is a good question in such a big game. The Persians have the numbers, 75,000 troops to about 52,000 Greeks, many of whom never get into the battle. They also have excellent cavalry; the Greeks have none.

But the Greeks not only have better units (in terms of TQ) but definitely in terms of armor and weapons. And their Withdrawal Level is based on a far “better” Rout Points incurred rate than the Persians (by 10% -the Greeks are fighting for their homeland, many of the Persians are so far from “home” they’re in almost another universe... and too many couldn’t care less).

Game Length

8+ hours.

Initial Deployments

Here’s what is happening to explain what is going on, position-wise, and why we have placed units where we have. Remember (as from above), both commanders deemed the defense a best bet, but certain things were ongoing that changed outlooks:

The Persian cavalry, in several decisive raids, had not only cut off one of Pausanias’ supply routes back to the Peloponnese but had also rendered the Greek’s main source of water, the Gargaphia Spring, unusable (how, and why it couldn’t simply be repaired is a question no one seems to want to ask, historically). This made it necessary for Pausanias to do several things:

1. He ordered his two middle (left center and right center) divisions back to seek to recover that supply line, which some were apparently doing while the two half-decent contingents, from, Corinth and Sicyon were holding the ground near Plataea.

2. He also ordered the rest of his troops—both right and left—to fall back towards the defensive position of the mountain, which the Spartans had somewhat done, with the Athenians actually moving towards the Spartan division to form one line.

That is why you see the Greeks where they are and in what formations.

Mardonius was, as also noted above, very much aware that his supply lines were becoming tenuous and he had to have a victory to bring back to Xerxes. So, almost the instant the sun rose and he saw the Greeks as we have described above, he realized that this was the most opportune moment to launch an all-out attack. Seemed like a good idea at the time.

The Persian Army under Mardonius

The Persian player receives the following units drawn from the Persia and Medized Greek counter mixes. The Persian player may place and face his units within their respective hex ranges as he sees fit.

Units	Hexes
Persian Infantry Command	
Mardonius [OC], Immortals (1-2), Persia MI (3-10), Persia LI (1-4)	E4902-4915
Persia LI (5-6), Persia LI Archers (1-2), Persia LI Archers (7-14)	E5003-5014
Persia LI (7-8), Persia LI Archers (3-4), Persia LI Archers (15-22)	E5102-5113
Persia LI (9-10), Persia LI Archers (5-6), Persia LI Archers (23-30)	E5203-5214
Mede Infantry Command	
Artabazus, Medea MI (1-4), Medea LI (1-5)	W4921-4928, E4901
Medea LI (6-7), Medea LI Archer (1-7)	W5021-5029
Medea LI (8-9), Medea LI Archer (8-14)	W5121-5128, E5101
Medea LI (10), Medea LI Archer (15-22)	W5221-5229
Asian Infantry Command	
Hystaspes, Bactria LI Archers (1-6)	W4919-4914
Scythia LI Archers (1-7)	W5020-5014
Scythia LI Archers (8-12)	W5119-5115
India LI Archers (1-7)	W5220-5214
India LI Archers (8-14)	W5320-5314
Greek Command	
Alexander, Thebes HO (1-2), Phocis HO, Macedon HO (1-2), Locris HO, Malis HO	W4913-4900
Macedon PL (1-2), Thessaly PL (3-7)	W5010-5004
Thebes LI (1-3), Boeotia LI, (1-2), Locris LI, Malis LI, Phocis LI	W5111-5104
Thebes LC, Boeotia LC (1-2)	W5309-11
Cavalry Command	
Masistius ^[a] , Persia LC Archers (1-3), Persia LC (5), Medea LC Archers (1-2), Medea LC (3)	w/in 1 hex of E5512
Bactria LC Archers (1-2), Scythia LC Archers (1-4), India LC Archers (1-2)	W5522-6, W5623-5

AM: Persians, Medes, Asians, Greeks, Cavalry, and Momentum

^[a] = Alas, Masistius had actually been killed several days prior, but we kept him alive for game purposes. Anyone dressed that well deserves a place in a cardboard line.

Mardonius is the Persian Overall Commander and Formation Commander for the Persian contingent. Artabazus is the Formation Commander for the Medes, Hystaspes for the Asian contingent, Alexander for the Greeks, and Masistius for the cavalry.

The Greek Army under Pausanias

The Greek player receives the following units drawn from Sparta, Athens (*), and Minor Greek States (**) counter mixes. The Greek player may place and face his units within their respective hex ranges as he sees fit.

Scenario #1: For the Days Immediately Preceding Actual Battle

Units	Hexes
Right Command	
Pausanias [OC], Sparta HO (1-3), Lacedaemon HO (1-3), Tegea (1)	W3828, E3801-3813
Helot MI (1-4), Helot LI (1-6) ^[a]	E3703-3712
**Right Center Command	
Corinth HO (1-3)	W3922-27
Timoxenus, Sicyon HO (1-2)	
Orchomenus HO ^[b]	W3823-27
**Left Center Command	
Democritus, Ambracia HO, Epidaurus HO, Hermione HO (1-2), Phleisia HO, Troezen HO; Ambracia HO, Aeg/Pal HO, Eritrea HO, Chalcedon HO, Anac/Leuc HO ^[b]	W3814-22, W3715-22
*Left Command	
Athens LI Archers (1-7)	W3802-08
Aristides, Athens HO (1-5), Megara HO (1-2); Plataea (1) HO ^[b]	W3700-14
**Greek Skirmishers (1-20)	Wherever desired, but must be w/in 2 hexes of Greek Hoplites
**Supply Wagons (1-6)	E1410-11, E1310-11, E1211, E1111

AM: Left, Left Center, Right Center, Right, and Momentum

^[a] = The Spartan LI may act as SK if Spartans decide to use Loose Formation.

^[b] = These are single-sized Hoplite counters.

Scenario #2: For the Actual Day of Battle

Units	Hexes
Right Command	
Pausanias [OC], Sparta HO (1-3), Lacedaemon HO (1-3), Tegea (1)	W3027-3028, W3029, E3002-3012
Helot MI (1-4), Helot LI (1-6) ^[a]	E2901-2910
**Right Center Command	
Corinth HO (1-3), Timoxenus, Sicyon HO (1-2)	W2109-2104, W2010- 2013
Orchomenus HO ^[b]	W2014

Design Note: Yes, they are mightily out of position; see discussion of this, above. These units do not seem to have actually fought in the battle.

****Left Center Command**

Democritus, Ambracia HO, Epidauros HO, Hermione HO (1-2), Phleisia HO, Troezen HO; Ambracia HO, Aeg/Pal HO, Eritrea HO, Chalcedon HO, Anac/Leuc HO ^[b]	On road from W1412 to 1327, inclusive, In Column
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Design Note: These units are all over the place—your choice as to which where—because they have been sent to the rear to reclaim the westernmost pass and line of supply to Attica and The Peloponnese as well as guard the Supply Train. There is no information anywhere as to exactly where, and they do not seem to have even tried to fight in the actual battle. Our positioning is speculative, but within what we do know.

***Left Command**

Athens LI Archers (1-7)	W3805-3811
Aristides, Athens HO (1-5) ^[c]	W3701-10
Megara HO (1-2), Plataea HO (1) ^[b, c]	W3611-15
**Greek Skirmishers (1-20)	
	Wherever desired, but must be within 2 hexes of Greek Hoplites
Supply Wagons (1-6)	E1410-11, E1310-11, E1211, E1111

AM: Left, Left Center, Right Center, Right, and Momentum

^[a] = The Spartan LI may act as SK if Spartans decide to use Loose Formation.

^[b] = The Plataea HO is a single sized unit.

^[c] = Deploy In Column. The units are moving eastward to join up with the Spartans; the Athenians must all be on the far left.

Pausanias is the Greek Overall Commander and Formation Commander for the Greek Right Formation. Timoxenus is the Formation Commander for the Greek Right Center, Democritus for the Greek Left Center, and Aristides for the Greek Left.

The Greek Skirmishers are not a part of separate Formation. Instead, a Greek Skirmisher unit is automatically activated if it is within two (2) hexes of any Hoplite unit that is activated.

Loose Formation Hoplites

Rule 9.7 Loose Formation is in effect during this scenario. The Greek player has 25 Hoplite Phalanx counters for which he can substitute their two respective Hoplite Heavy Infantry units. He may replace some, none, or all of his Hoplite Phalanx units. The Hoplite Heavy Infantry units are placed in the same setup area as their “parent” unit. During setup, he may stack his Skirmisher units with his Hoplite Heavy Infantry. Note that the Spartan player may treat the six Helot LI as SK and use them in conjunction with the Loose Hoplites as the battle progresses. There is no adjustment to the Greek Withdrawal Level. If the players feel that leaving the Withdrawal Level unaffected overly disadvantages the Persians (!), then reduce the Greek Withdrawal Level by 5 RP for every 4 Hoplite Phalanx unit substitutions or fraction thereof.

Play Note: Given the 2:1+ Persian advantage and the relatively rough terrain, we highly recommend that the Greek player take advantage of this option, particularly with those Commands facing the Persians. Taking full advantage gives the Greeks an extra 25 units, reducing the unit odds considerably. Taking any number of the pairs forces the Persians to inflict roughly 50% more hits while generating fewer Rout Points per substituted unit.

Scenario Special Rules**Initiative**

The Persian player has the Initiative for the first Game Turn.

Trump

On the Game Turns where the Greek player has the Initiative, he may make two Trump attempts instead of one (5.31).

Hoplite Advance to Combat

Given the terrain and sheer size of the battlefield, Plataea is not your typical set piece Greek Hoplite battle. The players do not determine the rate of advance until a Hoplite begins a move within 6 hexes of an enemy unit and will move toward an enemy unit. Hoplites that remain outside the 6 hex range use their printed MA and may expend MP as any other unit.

The Greek Supply Train

This is the immediate Greek source for food and other similar goodies (in both scenarios we envision the Persians have already grabbed hold of the westernmost pass—off the map from W1027). Therefore, for each Supply Train unit the Persians can destroy, the Greeks incur 5 Rout Points. If a Persian combat unit is adjacent to a Greek Supply Train unit at the start of the Rout Movement segment (Phase D[1]) and not adjacent to a Greek combat unit, the Supply Train unit is eliminated (actually ransacked and looted). If adjacent to more than one Supply Train unit, only one is eliminated; Persians player’s choice.

In Scenario #2, the Greek player may choose to move these units to “safety”, off the map, through Hex E1012. They are moved when activated—a Supply Train Activation—which may only be done by using the Greek Momentum AM (which is used solely for this purpose). A Supply Train can always move into one hex even if it has insufficient MP to enter the hex. In scenario #1, the Supply Train units cannot move.

Gargaphia Spring

This was the main source of water for the Greek Troops. If you are playing Scenario #1, if the Persians occupy this hex—W2722—for an entire Game Turn (unit must start and end the turn therein) the TQ Rating of all Greek units is reduced by one; the spring has been Poisoned (or clogged or whatever the Persians did). This effect remains in place until a Greek combat unit re-occupies the hex for one complete Game Turn. See note above on this; we will assume the Greeks can undo what the Persians have done.

Terrain

The terrain at the southern edge of both maps—rocky—was (is) just that: very difficult ground at the base of the Cithaeron Mountain Range that provided the Greeks an almost impenetrable ground barrier if they wished to use it.

The Persian Camp and the Town hexes are unusable (for a battle). The two Greek temples do provide a bit of visual interest, and there appears to have been some fighting around the Temple of Demeter (visualized rather spectacularly in Shepherd's book with a painting by Peter Dennis—if the painting is in any way accurate, one gets a marvelous insight into what the fighting was like, especially the use of psiloi within hoplite formations and a courageous Mardonius directing Persian traffic).

And although the Persian camp was part of the end of battle, that would be only if the Persian troops were fleeing for safety, so we have ignored rules thereunto. Persian troops inside the camp may exit only through any of the gates—there are several.

Multi-Player Gaming

Plataea is marvelously suited to multi-player gaming. Ideally, that would mean nine players: four Greeks, five Persians, each in charge of a separate Formation (as delineated by the scenario rules). We doubt if that will happen too often, but two players on each side would work nicely, divided as you wish, but we suggest:

- **Greeks:** Left/Left Center player and Right/Right Center player
- **Persians:** Persians/Medes/Asian player and a Medized Greek/Cavalry player

Heralds: What we do recommend is that players not be allowed to speak to each other (about what to do in the game; they can discuss where to go for grape leaves or baklava for lunch). What they should do is use the herald counters provided and have them carry written messages (starting with one Commander, going to another).

***Historical Note:** This was how it **was** done, and it had to be written, as battlefield noise was fearsome, even with no guns.*

Retreat Edge

The Greeks retreat toward the south edge, the Persians toward the north edge.

Victory

The Greek army withdraws when units with Rout Points totaling at least **200** have been eliminated. The Persian army withdraws when units with Rout Points totaling at least **265** have been eliminated.

Army Size and Troop Quality

Army	Units	Rout Pts.	Rout Ratio	Avg. TQ
Greek	69/94	485/435	40/45%	5.1/5.0
Persian	157	883	30%	5.3

= Hoplite-Phalanx/Loose-Hoplite deployment

Simple GBoH Version

Plataea (479 BCE)

Deploy both armies as indicated in the standard scenario.

Playing Time: 4+ hours.

Balance: Persians are favored.

Persian Formation Chart

Commander	Formation
Mardonius [OC]/4	Persian Infantry Command
Artabazus	Mede Infantry Command
Hystaspes	Asian Infantry Command
Alexander	Medized Greeks Command
Masistius /1	Cavalry Command

Greek Formation Chart

Commander	Formation
Pausanias [OC] /5	Right Command
Timoxenus	Right Center Command
Democritus	Left Center Command
Aristides/1	Left Command
(see special rule)	Supply Train

The Greek Skirmishers are not a part of separate Formation. Instead, a Greek Skirmisher unit is automatically activated if it is within 2 hexes of any Hoplite unit that is activated.

Special Rules

First Player: The Persian player goes first. There is no die roll.

Trump: Ignore

Hoplite Advance to Combat: Use the standard scenario rule

The Greek Supply Train: Use the standard scenario rule. The Greek player cannot activate the Supply Train in a turn won by Seizure. The Supply Train units are automatically In Command.

Gargaphia Spring: Use the standard scenario rule

Terrain: Use the standard scenario rule.

Multi-Player Gaming: Use the standard scenario rules

Army Withdrawal Levels

Persian: 265 Rout Points

Greek: 200 Rout Points

MYCALE

The Greeks under Leotychides and Xanthippus vs. The Persians under Tigranes and Artayntas

*Ionia, Asia Minor ~ August 479 BCE**

* Herodotus states Mycale took place on the afternoon of the same day as the Battle of Plataea, if so, a truly Bad Day for the Persians.



Historical Background

In the summer of 479 BCE, while a coalition of Greek city-states sent an army under the command of the Spartan King Pausanias to confront the Persian army in central Greece at Plataea, a Greek fleet sailed to Samos to destroy the remnants of the Persian navy. However, the Persian fleet avoided battle and withdrew to the mainland, beaching its galleys on the coast of Ionia, below the slopes of Mount Mycale. With help from a Persian force, Persian sailors built a palisaded camp to protect their fleet. Herodotus tells us...

The Greeks when they understood that the barbarians had fled to the mainland, made themselves ready for a sea fight by the preparations of boarding bridges, and what else was necessary; with which they sailed to Mycale.

Now when they came to the place where the camp was, they found no one venture out to meet them, but observed the ships all dragged ashore within the barrier, and a strong land force drawn up in battle array upon the beach, a fortress newly built behind the enemy forces. Leotychides, Spartan King, therefore sailed along the shore in his ships, keeping as close hauled to the land as possible, and by the voice of a herald thus addressed the Ionians in a manner that they should remember that the Greeks were there to free them from the Persians and not to offer any resistance to the Greek force.

After Leotychides had made this address, the Greeks brought their ships to the land, and having disembarked, arrayed themselves for the battle. When the Persians saw them marshaling their array, and bethought themselves of the advice that had been offered to the Ionians, their first act was to disarm

the Samians, whom they suspected of complicity with the enemy. After disarming them, the Persians next dispatched the Milesians to guard the paths that lead up into the heights of Mycale, because the Milesians were well acquainted with that region. Their true objective, however, was to remove them to a distance from the camp. In this way, the Persians sought to secure themselves against such of the Ionians as they thought likely, if occasion offered, to make rebellion. They then joined shield to shield, and so made themselves a breastwork against the enemy.

As the Persians had drawn up their defense along the shoreline, the Greek advancement had the Athenians (led by Xanthippus) marching on the beach and the Spartans taking the higher ground along the mountain side. So as the Spartans were hindered by the rough terrain, the Athenians on the other wing had already closed with the enemy. So long as the wicker bucklers of the Persians continued standing, they made a stout defense, and had not even the worst of the battle; but when the Athenians, and the allies with them, wishing to make the victory their own, and not share it with the Lacedaemonians, cheered each other on with shouts, and attacked them with the utmost fierceness, then at last the face of things become changed.

For, busting through the line of shields, and rushing forwards in a body, the Greeks fell upon the Persians; who, though they bore the charge and for a long time maintained their ground, yet at length took refuge in their entrenchment. Here the Athenians themselves, together with those who followed them in the line of battle, the Corinthians, the Sicyonians, and the Troezenians, pressed so closely on the steps of their flying foes that they entered along with them in to the fortress.

When the fortress was taken, the barbarians no longer offered resistance, but fled hastily away, all save only the Persians. They continued to fight in knots of a few men against the Greeks, who kept pouring into the entrenchment. It was at this time that two of the Persian commanders of the fleet fled, while the two Persian commanders of the land force died fighting.

The Persians however continued to hold out, when the Lacedaemonians, and their part of the army, reached the camp, and joined in the remainder of the battle. The number of Greeks who fell in the struggle was not small; the Sicyonians especially lost many including their general.

The part of the Persian army that came from Samos, although disarmed, still remained in the camp, seeing from the very beginning of the fight that the victory was doubtful, did all that lay in their power to render help to the Greeks and the other Ionians likewise, beholding their example, revolted and attacked the Persians.

Only a scanty remnant of the Persians and barbarians that escaped ever made it back to their capital of Sardis.

Pre-Game Notes

Map

Use the Mycale battle map. The sources for this map are interesting in terms of scale, space available and numbers of men supposedly present. From what we could find—based on maps of present day Turkey, etc.—the Persian frontage could not have been much more than 1,500 yards. Given an approximate spatial positioning of about 3/4 yard per tightly packed infantryman, this means that the Persian front line would have been ca. 2,000 men. Giving them credit for several lines behind the front, and similar lines of archers (which sources say stood behind the “wicker-shield” Persians), coming up with 20,000 men for the Persians is a bit of a stretch. Herodotus says 60,000+, Xenophon way more. Modern sources say maybe 40,000 or somewhat fewer. Wonder if ANY of these folks actually did the math in terms of available frontage, always the key factor in battles of this era.

So, you can see that we are pushing the parameters of historical sorcery. If anyone can come up with a better guestimation, please let us know. In any case, the numbers represented by the counters are relative, not literal or absolute. Oh, and the Persian camp did not use any trees from any nearby woods—there doesn't appear to have been any—but lots of stone and rocks from the area plus much wood from dismantled triremes. Fat lot of good it did them.

Play Balance

The Greeks, who have pretty much the same total number of Rout Points as the Persians, have a better Withdrawal Level because, according to Herodotus, they were at an emotional peak having—somehow—learned of their victory at Plataea, plus some other mythological “spin”. You could make it, perhaps, more realistic by lowering it to 50.

The Greeks have better units, both in terms of weapon system and TQ Ratings. But, for at least several turns, the Persians have numbers... and archers, which the Greeks do not seem to have had. Still, the edge is to the Greeks, but not greatly.

Game Length

About 2-3 hours.

Initial Deployments

We provide you with two scenarios herein: one set-piece battle, one maneuver-for-position possibility.

The Set-Piece Battle

The Persian Army under Tigranes and Artayntas

The Persian player receives the following units drawn from the Persia counter mix. The Persian player may arrange his units within their respective hex ranges as he sees fit.

Historical Note: There is very little information about the specifics of Tigranes' army, to which was added the fighting men (mostly rowers of minimal capability) of Artayntas fleet. Tigranes had no cavalry (neither did the Greeks); unusual for the Persians, so much so it is specifically mentioned. Given that most of the best Persian troops were busy getting whopped at Plataea in Greece, plus the descriptive use of wicker-shields for the infantry, it is our guess that most of these were what we have termed "Medium Infantry", and most of these not Persian but Asiatic mercenaries/draftees. The Persians did have the usual supply of good archers, their main tactical plus.

Units	Hex(es)
Medium Infantry Command	
Tigranes [OC] ^[a] , Persia MI (5-6, 11-21) ^[c]	4814-4826
Archer Command	
Masistes ^[b] , Bithynia LI Archers (1-2), Persia LI Archers (29-38),	4914-4925
Marines Command ^[d]	
Artayntas ^[a] , Phrygia LI (1-2), Sardis LI (1-4)	5015-5024

AM: Medium Infantry, Archers, Marines, and Momentum

^[a] = Tigranes' second-in-command is his Replacement if killed, Mardontes. Artayntas' replacement is his second-in-command, Ithanitres. We had a surplus of commander names for this one.

^[b] = A son of the old king, Darius.

^[c] = The Persian "allies" appear to be from the Persian-ruled Ionian city-states and satraps, unnamed in ancient sources but most likely very similar to those at Plataea and near to Sardis. Most of the true Persian troops were in Greece; Tigranes' army appears to have been second-liners and distant "draftees". As you can see from the narrative, the Samosians and Milesians were untrusted and deployed elsewhere.

^[d] = The Persian marines—troops from their fleet—were mostly rowers and crew, not boarding fighters, like the Greeks. They are, as noted, treated as Light Infantry.

Tigranes is the Overall Commander of the Persian army and the Formation Commander for the Medium Infantry Command. Masistes is the Formation Commander for the Archers Command, while Artayntas is the same for the Marines Command.

The Greek Army under Leotychides and Xanthippus

The Greek player receives the following units drawn from the Sparta, Athens (*), and Minor Greek States (**) counter mixes. The Greek player may arrange his units within their respective hex ranges as he sees fit.

Historical Note: It is sort-of stated that, except for the Athenians and Spartans (and maybe mostly for the Spartans) these were not frontline Greek hoplite phalanxes and the contingents were fairly small from the allies. We have therefore chosen to provide double-sized hoplite units for only the Athenians (but not their marines) and the Spartans (but not their small allied contingents). Design choice, to be sure, but based on our reading.

Units	Hex(es)
Athenian Command	
*Xanthippus [OC], Athens HO (2)	4324-4325
*Athens Marines HO ^[a]	4323
**Corinth HO (1-2) ^[a]	4321-4322
**Sicyon HO ^[a]	4320
**Troezen HO ^[a]	4319
**Greek LI (1)	4318
Light Infantry Command	
**Perilaus ^[c] , Greek LI (2-9)	4215-4225

Reinforcements: The following units, all part of the mostly Spartan leftwing, under Leotychides, enter at any time, through hexes 3612-14. All reinforcements—including the LI—must enter in Column formation. Once the LI leave Column formation, they cannot enter it again.

Spartan Command

Leotychides [OC],
Sparta HO (4-5), Messene HO^[a], Elis HO^[a], Achaea LI (1-2)

AM: Athenian, Spartan, Light Infantry, and Momentum

^[a] = These are single-sized Hoplite counters.

^[b] = Perilaus was actually the commander of the Sicyonians.

Xanthippus and Leotychides are both Overall Commanders and both Formation Commanders for the Athenian and Spartan Infantry Commands respectively. The Greek player may use either leader to affect Initiative, Trump, and Momentum; however, under no circumstances can the leader use the other's Command for Trump or Momentum. Both may designate the Light Infantry Command. Perilaus is the Formation Commander for the Light Infantry command.

Meeting Engagement Scenario

All of the Persian units start inside the Persian Camp... one per hex. For the initial setup, hexes 5326, 5526, 5726, and 5926 are considered part of the camp. Where you put which is up to the Persian Player.

The Athenian units (those that start deployed on-map in the Set-Piece scenario) start off-map (at the Greek beach-head) and enter the game-map in the first turn through hexes 3620-24, inclusive. They pay the cost of the first hex to enter, plus the cost paid by any preceding units. All must enter. These units may (not must) enter in Column.

The Spartan units (those that enter the game as in the Set-Piece scenario) may enter, as they do in that scenario, but starting in Game-Turn 3.

Scenario Special Rules

Initiative

The Greeks have the Initiative at the start of both scenarios.

Terrain

All level 2 and 3 hexes are considered Rough (very rocky and difficult). And although the Persian camp was part of the end of battle, that would be only if the Persian troops were fleeing for safety, so we have ignored rules thereunto. Persian troops inside the camp may exit only through any of the gates—there are several.

Hoplite Advance to Combat

Rule 6.2 does not apply to Hoplite units entering the map, either as reinforcements or in the Meeting Engagement scenario, while the units are in Column formation. Once a Hoplite unit is in its normal status, apply rule 6.2.

***Play Note:** Players will find that it is sound practice to stay in column until all units are in position to form a cohesive line.*

In the Meeting Engagement scenario, rule 6.2 does not apply to units in normal formation until their third activation. Thus, the player has the activation of entry and the next to get his line in order.

Locked Shield Wall Formation

The Persian Medium Infantry (MI) units may use the Locked Shield Wall rule with the exception that there is no adjustment to Superiority (9.72 Bullet #2). Instead, there is a -2 DRM to an attacker's Shock combat resolution die roll.

Persian Camp

Routed Persian units whose paths to the retreat edge pass through the Persian camp may end their retreat in a camp hex at the Persian player's option. A routed unit in the camp is not required to rout move, but if it does, it must move its full MA toward the retreat edge. Routed Persian units in the camp are treated as eliminated for RP purposes. If rallied, reduce the accumulated RP tally accordingly.

Retreat Edge

The Greeks retreat toward the west (36xx) edge, the Persians toward the east (60xx) edge.

Victory

The Greek army withdraws when units with Rout Points totaling at least **55** have been eliminated. The Persian army withdraws when units with Rout Points totaling at least **45** have been eliminated.

Army Size and Troop Quality

Army	Units	Rout Pts.	Rout Ratio	Avg. TQ
Greek	21	138	40%	5.6
Persian	31	135	35%	4.4

Simple GBoH Version

Mycale (479 BCE)

Deploy both armies as indicated in the standard scenario.

Playing Time: About 1½ hours.

Balance: Favors the Greeks.

Persian Formation Chart

Commander	Formation
Tigranes [OC] /2	Medium Infantry Command
Masistes /1	Archer Command
Artayntas	Marines Command

Greek Formation Chart

Commander	Formation
Xanthippus [OC] /2	Athenian Command
Leotychides [OC] /2	Spartan Command
Perilaus	Light Infantry Command

Multiple Formation Activation

Both Xanthippus and Leotychides are Overall Commanders. The Greek player may activate the Light Infantry Command together with either the Athenian Command or the Spartan Command if Perilaus is within Xanthippus' or Leotychides' Command Range respectively. However, only one of the Formations may be placed In Command; the units in the other are automatically Out of Command.

Special Rules

First Player: The Greek player goes first at the start of both scenarios. There is no die roll.

Terrain: Use the standard scenario rule.

Hoplite Advance to Combat: Use the standard scenario rule.

Locked Shield Wall Formation: The Persian Medium Infantry (MI) units may use the Locked Shield Wall rule with the exception that the Weapon System DRM is 0 when defending against Hoplite units.

Persian Camp: Ignore

Army Withdrawal Levels

Persian: 45 Rout Points

Greek: 55 Rout Points

TANAGRA

The Athenians under Myronidas vs. The Spartans under Nicomedes

Boeotia, Greece ~ Summer 457 BCE



Historical Background

Tanagra was a typical battle fought in the 5th century BCE—before the Persian invasions—wherein both sides simply pushed and shoved each other. The phalanx ranks were most likely at depths of 6 to 8, and the Spartans were the only “professional” soldiers; everyone else was self-armed militia farmers. It was part of the initial war between Athens and Sparta.

The battle was fought at Tanagra in Boeotia. The Athenians were joined by cavalry from their Thessalian allies, but these went over to the Spartans during the battle. The Athenians brought a large contingent of hoplites that was supplemented by a number of allies including the Argives (who sent 1,000 heavy infantry). The total number given by Thucydides is 14,000, not including cavalry, of which there would have been a very small amount. This was a large army from a city state at the time.

The allied Spartan army, led by Nicomedes, consisted of 1,500 Spartans and 10,000 allied soldiers. A group of Thessalian cavalry joined the Spartan side (from the Athenian army) during the battle, according to Thucydides. After heavy loss on both sides, victory was declared for the Spartans and their allies. The Lacedaemonians then returned home across the isthmus.

Pre-Game Notes

Map

Use the Ephesus-Tanagra-Leuctra map. The battlefield—as was usual for the era—was flat and featureless.

Play Balance

Athenians have an initial numerical advantage, although their hoplites are not quite as good as the Spartans'. The Thessalians could change all that. Game will depend on the tactics each player uses. No real favorite.

Game Length

About 2 hours.

Initial Deployments

There is very little information on this battle; so much of what we have here is what we get from Thucydides and our quasi-educated guesses as to other details. The Thessalian cavalry “flip” is mentioned by Thucydides. There does not appear to be any skirmishers or light infantry, which was common for the time.

The Athenian Army under Myronidas

The Athenian player receives the following units drawn from the Athens counter mix:

Hoplite Command

Myronides [OC]
Athens HO (5-14)
Argos HO (4)

Momentum ^[a]

Thessaly LC (1-2)

^[a] = See special rule below.

AM: Hoplite and Momentum

Myronidas is the Athenian Overall Commander and the Formation Commander for the Hoplite Command.

The Athenian player sets up his units first in any hexes in rows 5200 or higher up to 5700 inclusive, but at least three hexes from the side edges of the map. The hoplites are deployed in contiguous hexes in any single row within the aforementioned deployment area. The cavalry units may be placed anywhere in that area not occupied by a combat unit. Myronidas is placed with any friendly Hoplite unit.

The Spartan Army under King Nicomedes

The Spartan player receives the following units drawn from the Sparta and Minor Greek States (*) counter mixes:

Hoplite Command

Nicomedes [OC]
Messene HO (1-2)
*Corinth HO (2-3)
Epidaurus HO (1-2)
Sparta HO (4)
Elis HO
*Sicyon HO (2)

AM: Hoplite and Momentum

Nicomedes is the Spartan Overall Commander and the Formation Commander for the Hoplite Command.

The Spartan player then deploys his units in any hexes in rows 4400 or lower down to 3900 inclusive, but at least three hexes from the side edges of the map. The hoplites are deployed in contiguous hexes in any single row within the aforementioned deployment area. Nicomedes is placed with any friendly Hoplite unit.

Scenario Special Rules

Initiative

The Spartan player has the Initiative for the first Game Turn.

Thessalian Cavalry

Thucydides mentions a “small contingent” of Thessalian cavalry. What he means by “small” is anybody’s guess, but, even in this era where any cavalry on the battlefield was unusual, most contingents usually numbered around 750-1000 (or, in game terms, 2 counters worth). The interesting feature of these horsemen is that, during the battle, they changed sides (how and when is never mentioned.)

There is no AM—either side—for cavalry. If the Athenians (later, the Spartans) want to activate the cavalry, they do so with their Momentum AM (no DR necessary), but no other units may activate. When activated, the units are In Command, no leader necessary. These units may Disengage and Rally using the Athenian or Spartan OC for these purposes.

The Spartan player may try to flip the Thessalians, getting them to join the Spartan side. To do this, he uses his Momentum AM (which may then not be used to activate his hoplites). He then rolls the die:

- If that DR is a 6-9, the Thessalians are now controlled by the Spartan player and immediately activate. If either unit is Engaged at that time, the units are automatically given Disengage orders, no die roll necessary. They may be activated in subsequent Spartan Momentum AMs.
- If that DR is a 0-5, nothing happens, other than having wasted a Momentum AM.

The Athenian player may not attempt to recover use of the Thessalians.

Retreat Edge

The Athenians retreat toward the south (60xx) edge, the Spartans toward the north (36xx) edge.

Victory

The Athenian army withdraws when units with Rout Points totaling at least **45** have been eliminated. The Spartan army withdraws when units with Rout Points totaling at least **35** have been eliminated.

If the Thessalians desert and join the Spartans, those units count as Rout Points against the Athenians as if they were eliminated. If the Spartans gain control of the Thessalians, any Thessalian cavalry eliminated after they gain control count as Rout Points against the Spartans.

Army Size and Troop Quality				
Army	Units	Rout Pts.	Rout Ratio	Avg. TQ
Athenian	13	141	30%	5.8
Spartan	9	112	30%	6.2

Simple GBoH Version

Tanagra (457 BCE)

Deploy both armies as indicated in the standard scenario.

Playing Time: About an hour.

Balance: Even.

Athenian Formation Chart

Commander	Formation
Myronidas [OC]/2	Hoplite Command
(Auxiliaries)	Thessalian Cavalry

Spartan Formation Chart

Commander	Formation
Nicomedes [OC]/2	Hoplite Command

Special Rules

First Player: The Spartan player goes first. There is no die roll.

Thessalian Cavalry: The Thessalian cavalry cannot be activated in consecutive same player turns.

The Spartan player may attempt to gain control of the Thessalian Cavalry as his sole action for the Player Turn. To attempt, roll the die. If the DR is 6 or greater, the Spartan player controls the Thessalian Cavalry for the rest of the game and may activate them in future player turns. The Thessalian Cavalry count towards Rout Points as per the standard scenario.

Army Withdrawal Levels

Athenian: 45 Rout Points

Spartan: 35 Rout Points



DELIUM

The Athenians under Hippocrates vs. Boeotians under Pagondas

Boeotia, Greece ~ Winter 424 BCE



Historical Background

In 424 BCE, the Athenian generals Demosthenes and Hippocrates planned to invade Boeotia. Demosthenes mistakenly sailed too early, could not attack, and withdrew. Hippocrates eventually did arrive in Boeotia with an Athenian army. The Boeotians, commanded by their Boeotarch, Pagondas, gathered their army to challenge Hippocrates. Pagondas moved his army into position near the Athenians, although both armies were hidden from each other by a hill. The Boeotians had 7,000 hoplites, 1,000 cavalry, 500 peltasts, and 10,000 light troops. The right wing was formed by troops from Thebes, and the Thebans drew themselves up to a depth of 25 men rather than the usual 8; the center by men from Haliartus, Coronea, and Copaea; and the left wing by troops from Thespieae, Tanagra, and Orchomenus. They were later joined by large numbers of skirmisher-type light infantry from Locris.

The Athenians had slightly more hoplites and about the same number of cavalry, but had very few lightly armed troops to act as skirmishers. They lined up at the usual depth. Because of the asymmetry in deployment, the Theban right wing would almost certainly be victorious, but also because of their deployment, the Athenian hoplite line was longer and would outflank the Boeotian left. This unique deployment by the Theban general Pagondas explains the subsequent unfolding and progress of the battle.

The Boeotians charged unexpectedly while Hippocrates was giving a speech to his men. The center saw the heaviest fighting. As Thucydides reports, the Boeotian left wing was surrounded and near defeat and only the Thespian contingent stood its ground. The victorious Athenian line got into confusion as it circled round the Thespian contingent and surrounded it. Some of the Athenian hoplites fought and killed one another when they met at the other end, mistaking their countrymen for the enemy. Pagondas sent his cavalry to support the Boeotian left

wing and the Athenians were defeated in turn. Meanwhile, the Boeotian right wing was also victorious, and the Athenians fighting there fled. When the Athenian center saw that their two wings had been defeated, they also fled. About 500 Boeotians and 1,000 Athenians had been killed, including Hippocrates.

The Boeotians chased the Athenians until nightfall. Most of the Athenians returned to the fort at Delium, where a Boeotian herald announced that they were offending land sacred to the Boeotians and must leave. The Athenians replied that the land was now theirs and was now sacred to them, and that they held it in self-defense from the Boeotians, who were allies of the Spartans.

Pagondas made use of planned tactical warfare for one of the first times in recorded history. In the previous centuries, battles between Greek city states were relatively simple encounters between massed formations of hoplites, where cavalry played no important role and all depended on the unity and force of the massed ranks of the infantry, straining against the opponent. At Delium, Pagondas made use of deeper ranks, reserves, cavalry interventions, light-armed skirmishers and gradual changes in tactics during the battle. These novelties were to be later exploited by the Thebans led by Epaminondas and others in the following century.

Pre-Game Notes

Map

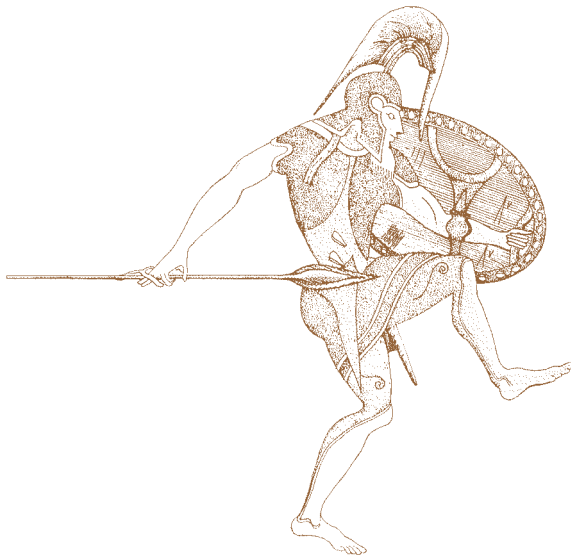
Use the Delium map.

Play Balance

The Athenians have the numerical edge in terms of Hoplites, but the Boeotians have a significant advantage in light troops. The Boeotians are favored, though the outcome will depend on the tactics each player uses.

Game Length

About 2-3 hours.



Initial Deployments

The Boeotian Army, under Boeotarch Pagondas ^[a]

The Boeotian player receives the following units drawn from the Thebes/Boeotia and Medized Greek (*) counter mix. All units face south.

Units	Hex(es)
Hoplite Command	
Pagondas [OC]	Any hex
Thebes HO (DD) ^[b]	1620-1621
Haliartus HO	1618-1619
Coronea HO	1616-1617
Copaea HO	1614-1615
Tanagra HO	1612-1613
Orchomenus HO	1610-1611
Thespieae HO	1608-1609
Thessaly PL (8)	1607
Cavalry Command	
*Boeotia LC (1-2), Boeotia LC (3-4)	1603, 1605, 1623, 1625
Skirmisher Command	
Locris SK (1-10)	Any 5 within 2 hexes of 1824 Any 5 within 2 hexes of 1804

AM: Hoplite, Cavalry, Skirmisher, Momentum

^[a] = Boeotarch is the term the Boeotian League used for their generals.

^[b] = Use the special Theban Double Depth Phalanx counter; see 9.61.

Pagondas is the Boeotian Overall Commander and the Formation Commander for the Hoplite Command. The Cavalry and Skirmisher Commands are Leaderless Commands; see 5.51.

The Athenian Army, under Hippocrates

The Athenian player receives the following units drawn from the Athens counter mix. All units face north.

Units	Hex(es)
Hoplite Command	
Hippocrates [OC]	Any hex
Athens HO (5-13)	2904-2921
Cavalry Command	
Athens LC (1-3)	2901, 2902, 2903
Skirmisher Command	
Athens SK (2-3)	Within 2 hexes of an Athenian unit

AM: Hoplite, Cavalry, Skirmisher, Momentum

Hippocrates is the Athenian Overall Commander and the Formation Commander for the Hoplite Command. The Cavalry and Skirmisher Commands are Leaderless Commands; see 5.51.

Scenario Special Rules

Initiative

The Boeotian player has the Initiative for the first Game-Turn.

Boeotian Advance

The Boeotians used the intervening hill to mask their approach, taking the Athenians somewhat by surprise. To reflect this, the Athenian Hoplites cannot move until there is an advancing (i.e., the Boeotians unit has an ADVANCE marker per 6.22) Boeotian Hoplite within LOS of any Athenian Hoplite. The Boeotian Hoplites ignore the provisions of 6.2 for the first two activations in which they move toward the Athenians (i.e., they have two normal moves to get into position before the Advance to Combat rule applies). The Athenian Hoplites movement restriction is lifted at the start of Game Turn 4 or when an Athenian Hoplite unit is attacked in any manner.

Alternate Boeotian Advance Rule

As an alternative to the above, the players may use the following rule, which is more representative of how the battle began but does restrict the Theban player somewhat:

Each Boeotian Hoplite starts the game Advancing to Combat at a Walk (6.26). The rate remains in effect until the unit has a clear LOS to an Athenian Hoplite unit at the start of a Boeotian Hoplite Command activation, at which time the Boeotian player rolls on the Advance To Combat table to re-determine the rate.

The Boeotians used the intervening hill to mask their approach, taking the Athenians somewhat by surprise. To reflect this, the Athenian Hoplites cannot move until there is a Boeotian Hoplite within LOS of any Athenian Hoplite.

Theban Double-Depth Phalanx

Design Note: This is one of the first battles in which the Thebans experimented with a phalanx with a depth of double that of the usual formations, some 25 rows, as opposed to 8-12. This was not Epaminondas' huge 60-row deep column of some decades later, but it was different, as Pagondas sacrificed frontage—allowing the Athenian right to overlap his left—to get more crush and power into his right wing.

The initial deployment uses the special DD counter and rule 9.61 to reflect this increased depth. The Boeotian player may instead choose a more traditional deployment. To that end, we have provided you with two Theban HO (3,4) counters. Under pre-Theban normality, they would simply be placed in the hoplite line and you may do that, extending the Boeotian line into the 1607-6 hexes, shifting the peltasts and light cavalry over to adjust.

Retreat Edge

The Boeotian units retreat toward the north map edge, the Athenian units toward the south map edge.

Simple GBoH Version

Delium (424 BCE)

Deploy both armies as indicated in the standard scenario.

Playing Time: About 1 hour.

Balance: Even.

Boeotian Formation Chart

Commander	Formation
Pagondas [OC]/3	Hoplite Command
(auxiliaries)	Cavalry Command
(auxiliaries)	Skirmisher Command

Athenian Formation Chart

Commander	Formation
Hippocrates [OC]/2	Hoplite Command
(auxiliaries)	Cavalry Command
(auxiliaries)	Skirmisher Command

Special Rules

First Player: The Boeotian player goes first. There is no die roll.

Boeotian Advance: Use the standard scenario rule with the exception that movement restriction is lifted on the 6th Athenian player turn.

Theban Double-Depth Phalanx: See 10.71 for the special rules for the double depth phalanx. The Boeotian player may at his option use the two Theban Hoplite Phalanx units instead per the standard scenario rule.

Army Withdrawal Levels

Boeotian: 40 Rout Points

Athenian: 40 Rout Points

Victory

The Boeotian army withdraws when units with Rout Points totaling at least **40** have been eliminated. The Athenian army withdraws when units with Rout Points totaling at least **40** have been eliminated.

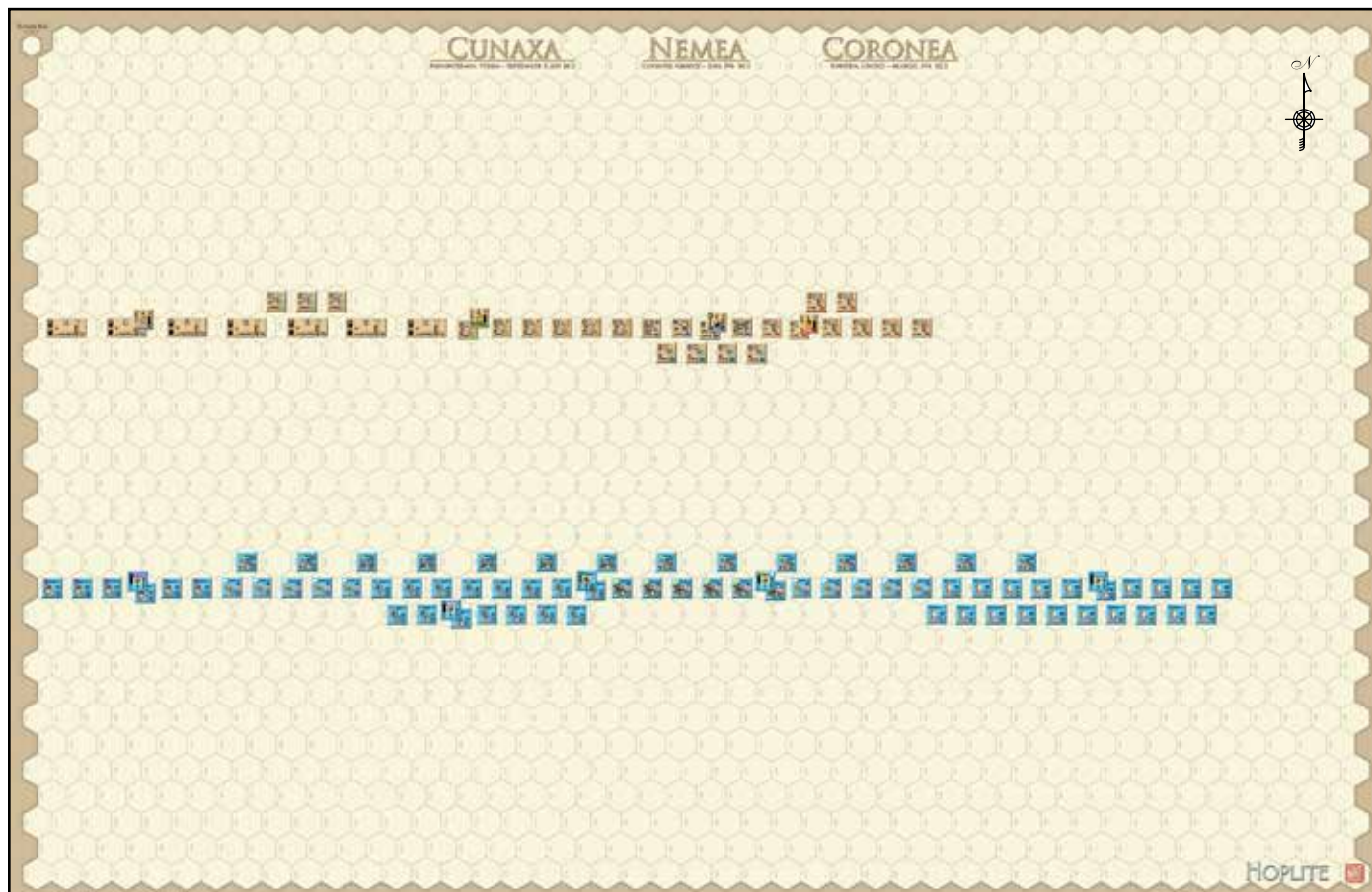
Army Size and Troop Quality

Army	Units	Rout Pts.	Rout Ratio	Avg. TQ
Boeotian	22	126	30%	4.5
Athenian	14	125	30%	5.4

CUNAXA

Artaxerxes II Great King of Persia vs. Cyrus the Younger

Mesopotamia, Persia ~ September 3, 401 BCE



Historical Background

The Battle of Cunaxa was fought in 401 BCE between Cyrus the Younger and his elder brother Arsaces, who had inherited the Persian throne as Artaxerxes II in 404 BCE. The great battle of the revolt of Cyrus took place 50 miles north of Babylon, at Cunaxa, on the left bank of the Euphrates River.

Cyrus gathered an army of Greek mercenaries, consisting of 10,400 hoplites (which formed in phalanx of 18 ranks) and 2,500 peltasts under the Spartan general Clearchus, and met Artaxerxes at Cunaxa. He also had a large force of levied troops under his second-in-command Ariaeus. Xenophon gives the strength of the Persian army at an impossible 1,200,000 men. No modern commentator finds this figure credible, but Artaxerxes certainly seems to have enjoyed a great numerical and frontage superiority.

Cyrus placed the Greek mercenaries on the right, near the river. In addition to this they were supported on their right by some cavalry, 1,000 strong, as was the traditional battle order in that day. To the Greeks, this was the place of honor. Cyrus himself with 600 bodyguards was in the center, to the left of the Greek mercenaries—the place where Persian monarchs traditionally

placed themselves in the order of battle. Cyrus' Asiatic troops were on the left flank.

Xenophon says that Cyrus ordered Clearchus to deploy facing the King, but Clearchus saw the good order of the troops protecting the Persian King, and fearing encirclement from Artaxerxes huge army, refused. The Greeks positioned quickly to the right while Ariaeus' troops were still deploying from march column.

Inversely, Artaxerxes II placed his heavy cavalry on his left next to the river. Artaxerxes was supposedly in the center of his line with his Persian cavalry (which were some of the finest in the world and by far superior to anything Cyrus or the Greeks could field), which was to the left of Cyrus, his line being so much the longer—but it is possible that Artaxerxes was actually on the right wing of the Persian army, which overlapped Cyrus' line quite significantly, since he was able to field many more troops.

Cyrus then approached Clearchus and ordered him to move into the center to go after Artaxerxes. However, Clearchus, not desiring to do this—for fear of his right flank—refused, and promised Cyrus, according to Xenophon, that he would “take care that all would be well”. Cyrus wanted to place him in the center, as the Greeks were his most capable unit and were thereby most able to defeat the elite Persian cavalry and

in the process kill the Great King, thereby gaining the Persian throne for Cyrus. Clearchus refused this owing to the insecurity that the Greeks had for their right flank, which tended to drift. That Clearchus did not obey this order is a sign of the level of control that Cyrus had over his army.

The Greeks, deployed on Cyrus's right and outnumbered charged the left flank of Artaxerxes' army, which broke ranks and fled before they came within arrowshot. However, on the Persian right the fight between Artaxerxes' army and Cyrus was far more difficult and protracted. Cyrus personally charged his brother's bodyguard and was killed by a javelin, which sent the rebels into retreat. Only the Greek mercenaries, who had not heard of Cyrus's death and were heavily armed, stood firm. Clearchus advanced against the much larger right wing of Artaxerxes' army and sent it into retreat. Meanwhile, Artaxerxes' troops took the Greek encampment and destroyed their food supplies.

Pre-Game Notes

Map

Use the Cunaxa-Nemea-Coronea is map. The only terrain of note would be the Euphrates River, which is just off-map beyond the xx00 hexes.

Play Balance

Artaxerxes has numerical superiority and his line overlaps the left wing of Cyrus. This makes it rather difficult for Cyrus to win, unless his Hoplites can wreak such havoc on Artaxerxes left and then turn in on his center before Arty can do enough damage to off-set. This battle is best for historical insight. Artaxerxes is heavily favored. As play balance adjustment, assume Cyrus is in the same league as his namesake Cyrus the Great and give him an Initiative of 4 instead of the value printed on the counter.

Game Length

About 3-4 hours.

Initial Deployments

The Army of Artaxerxes II the Great King of Persia

The Artaxerxes player receives the following units drawn from the Persia counter mix.

Units	Hex(es)
Artaxerxes [OC]	any hex between 2119-2124 inclusive
Heavy Cavalry Command	
Tissaphernes, Bactria HC (1-6)	2100-2105
Archers Command ^[a]	
Artagerses, Persia LC Archers (3-8)	2119-2124
Persia LI Archers (28-37)	2106-2110, 2125-2129

Heavy Infantry Command

Gobrias, Egypt HI (1-15)	2111-2118, 2012-2018
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Medium Infantry Command

Arbaces, Persia MI (4-23)	2130-2139, 2030-2039
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Chariot Command

Persia CH (1-14) ^[b]	any hexes in the 2200 hex row
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All units face north.

AM: Heavy Cavalry, Archers, Heavy Infantry, Medium Infantry, Chariot, and Momentum

^[a] = The Persian LC and LI Archers are part of a single command even though each type has a separate command stripe on the counter

^[b] = These chariots were scythed, something which looked dangerous but proved to be useless in terms of effect. Artaxerxes had 140 chariots, to Cyrus' 20.

Artaxerxes is the Overall Commander of his army but does not command a Formation. Tissaphernes, Artagerses, Gobrias, and Arbaces are Formation Commanders and command the Heavy Cavalry, Archers, Heavy Infantry, and Medium Infantry respectively. The Chariot Command is a Leaderless Command; see 5.51.

The Army of Cyrus, the Younger, Pretender to the Throne

The Cyrus player receives the following units drawn from the Persian Rebel/Medized Greek counter mix.

Design Note: Several sources say that the leftwing of Cyrus' army was still approaching the battlefield and was not yet "in Line" when the battle started (with Clearchus' charge). Other sources do not mention it, and this battle is tough enough for Cyrus without this further distraction.

Units	Hex(es)
Hoplite Command	
Clearchus, Greek Mercenary HO (1-7)	3100-3113
Light Cavalry-Peltast Command	
Menon, Thessaly PL (1-6)	3114-3119
Paphlagonia LC (1-3) ^[a]	any hexes between 3201 & 3210 inclusive
Cyrus Command	
Cyrus [OC], Guard HC (1-2)	3121, 3122
Persia CH (1-2)	3120, 3123
Persia LI Archers (1-4)	3021-3024
Light Infantry Command	
Ariaeus, Asia LI (1-8)	3124-3129, 3226, 3227

All units face south.

AM: Cyrus, Hoplite, Light Cavalry-Peltast, Light Infantry, Momentum

^[a] = The Paphlagonians were actually under the command of one Proxenus. For game purposes, and considering that both Menon and Proxenus were Thessalians, we have put them in the same Command. There are only three, but they may be deployed—as it seems they were historically (at least in some sources) in any of the hexes indicated.

Cyrus is the Overall Commander of his army and the Formation Commander for the the command with his name. Clearchus, Menon, and Ariaeus are Formation Commanders and command the Hoplite, Light Cavalry-Peltasts, and Light Infantry respectively.

Scenario Special Rules

Initiative

The Cyrus player has the Initiative for the first Game Turn.

Greek Mercenary Hoplites

The Greek Mercenary Hoplites present were disciplined and experienced. Therefore, these units are considered Spartan Hoplites as indicated on their counters.

Retreat Edge

Artaxerxes' units retreat toward the south (10xx) map edge, Cyrus' forces toward the north (42xx) map edge.

Victory

The Artaxerxes' army withdraws when units with Rout Points totaling at least **90** have been eliminated. The Cyrus' army withdraws when units with Rout Points totaling at least **70** have been eliminated. The Artaxerxes player automatically wins if/when he kills Cyrus. The Cyrus player automatically wins if he kills Artaxerxes.

Army Size and Troop Quality				
Army	Units	Rout Pts.	Rout Ratio	Avg. TQ
Artaxerxes	71	320	30%	4.8
Cyrus	32	225	30%	5.5

Free Deployment Scenario

The Artaxerxes' player deploys his army first anywhere in hex row 2200 and lower. After Artaxerxes' army is deployed, the Cyrus player deploys his army anywhere in hex row 3100 and higher.

Simple GBoH Version

Cunaxa (401 BCE)

Deploy both armies as indicated in the standard scenario.

Playing Time: About 2 hours.

Balance: Favors Artaxerxes.

Artaxerxes Formation Chart

Commander	Formation
Artaxerxes [OC] /3	None
Tissaphernes /1	Heavy Cavalry Command
Artagerses	Archers Command
Gobrias	Heavy Infantry Command
Arbaces	Medium Infantry Command
(auxiliaries)	Chariot Command

Cyrus Formation Chart

Commander	Formation
Cyrus [OC] /3	Cyrus Command
Clearchus /2	Hoplite Command
Ariaeus	Light Infantry Command
Menon	Light Cavalry-Peltast Command

Multiple Formation Activation

The Cyrus player may activate the Cyrus Command together with either the Light Infantry Command, or the Light Cavalry-Peltast Command, or both, if the respective Formation Commander(s) are within Cyrus' Command Range. However, only one of the Formations may be placed In Command; the units in the other Formation(s) are automatically Out of Command.

Special Rules

First Player: The Cyrus player goes first. There is no die roll.

Greek Mercenary Hoplites: Use the standard scenario rule.

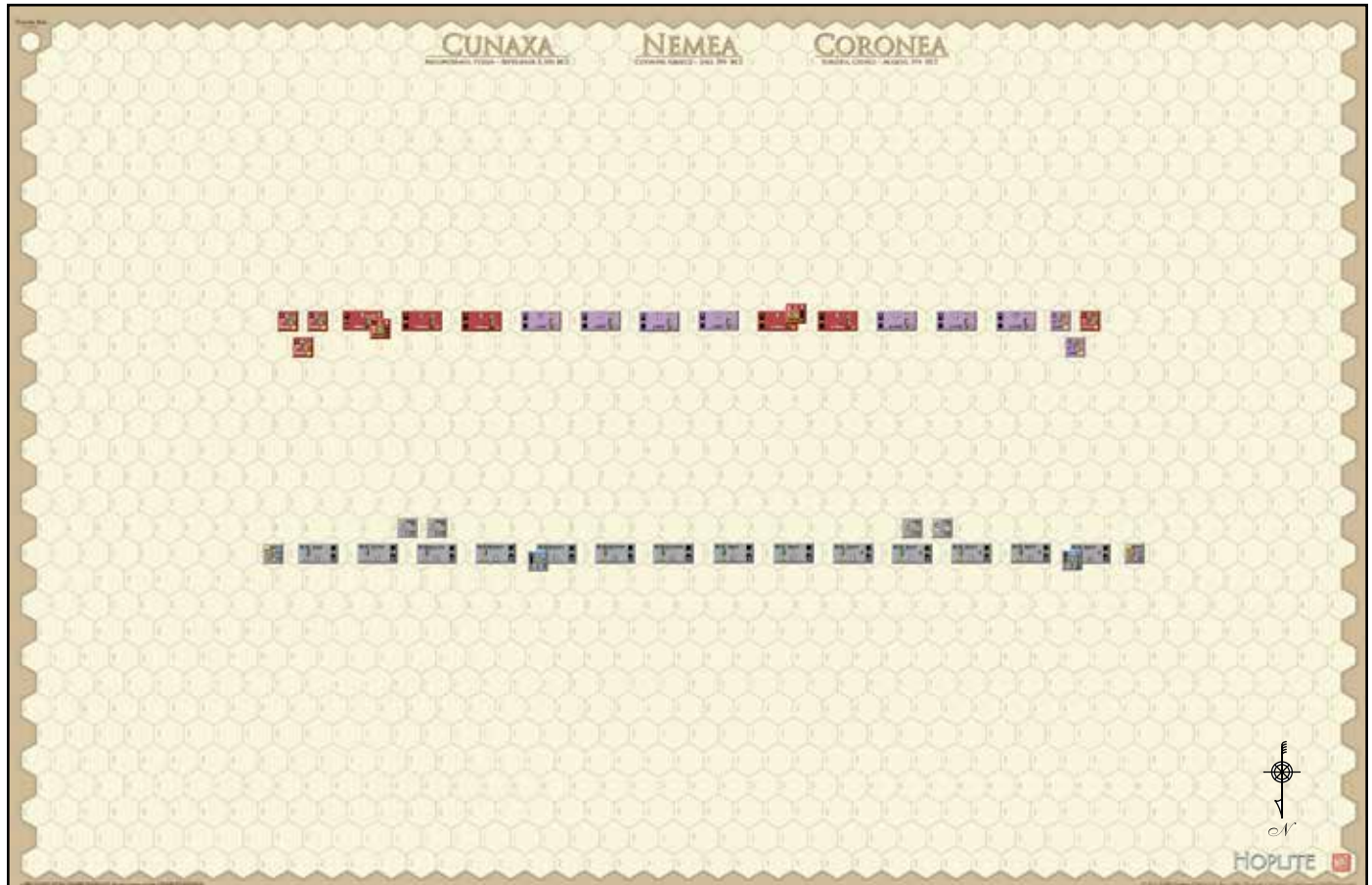
Army Withdrawal Levels

Artaxerxes: 90 Rout Points

Cyrus: 70 Rout Points

NEMEA

Sparta and Allies under Aristodemus vs. Thebes and Allies *Corinth, Greece ~ July 394 BCE*



Historical Background

The Battle of Nemea (394 BCE) was a battle in the Corinthian War between Sparta and the allied cities of Argos, Athens, Corinth, and Thebes. The battle was fought in Corinthian territory and was a decisive Spartan victory, which—coupled with the Battle of Coronea later in the same year—gave Sparta the advantage in the early fighting on the Greek mainland.

In 394 BCE, the allied council gathered its forces at Corinth. A Spartan army under Aristodemus, the guardian of the boy king Agesipolis, was sent north from Sparta to challenge the allies. The allied army, meanwhile, waited at Corinth while the council debated over who should command it. Before a decision was reached, the Spartan army entered Corinthian territory, burning and plundering along the way. The allies marched out to meet the Spartans, and the two armies met each other near the dry bed of the Nemea River.

The Spartan army was composed of some 18,000-19,000 hoplites, with associated light troops; of the hoplites, 6,000 were Spartan, with the remainder coming from the other states of the Peloponnesian League. Specifically, there were 3,000 from the Eleans, Triphylians, Acrorians and Lasionians; 1,500 from Sicyon, and at least 3,000 from Epidaurus, Troezen, Hermione

and Halieis. There was also a cavalry force of about 600, about 300 Cretan archers, and at least 400 Marganian, Letrinian and Amphidolian slingers. On the allied side were about 24,000 hoplites and the associated light troops; Thebes, Athens, and Argos each provided about one quarter of the troops. Specifically, there were 6,000 hoplites from Athens, about 7,000 from Argos, 5,000 from Boeotia, 3,000 from Corinth, and 3,000 from Euboea. Also for cavalry, 800 came from Boeotia, 600 from Athens, about 100 from Chalcis in Euboea, and about 50 from the Ozolian Locrians.

The Spartans and their allies lined up for battle with the Spartans on the right and the allies on the left. The opposing coalition was divided over how to arrange themselves; the Athenians wanted to line up on the right, but ultimately had acceded to the demand of the Thebans that they take the left, while the Boeotians took the right. This meant that the Athenians were opposite the Spartans while the Thebans and other allies faced the Spartans' allies.

As the two phalanxes closed for battle, both shifted to the right. This shift meant that, by the time the armies met, both of them extended past their opponent's left flank. Consequently, the right

flanks of both armies were victorious, while the left flanks of both were defeated.

The Spartans then turned from their defeat of the Athenians to face the soldiers from the allied right wing who were returning from their pursuit of the Spartans' allies. The Spartan phalanx took first the Argives, then the Corinthians, and then the Thebans in the side, inflicting heavy losses on all three. At the end of the day, the Spartans had inflicted 2,800 casualties while suffering only 1,100.

Pre-Game Notes

Map

Use the Cunaxa-Nemea-Coronea map. The battle was fought in the flat terrain between two rivers, with the hills off to the Theban flank.

Play Balance

Oh boy, given all the differences in numbers, depth of rank, frontage (slightly) and all sorts of other factors, this is a close one, though with a lean toward the Spartans. Much depends on gamers' play styles. Granted, it IS mostly a massive push-and-shove match—sort of like getting into the downtown local at 5:15 PM—which, gamewise, translates as the Effects of the Mysteries of that Greek God, Dierollicus. It isn't "Settlers of Sparta", that's for sure.

Game Length

About 2-3 hours.

Initial Deployments

The Army of Thebes and its Allies

The Theban player receives the following units drawn from the Thebes/Boeotia and Athens (*) counter mixes:

Design Note: The Theban Allies' hoplite phalanxes were said to be in ranks 16 deep. The Thebans were 25 deep, an early version of what Epaminondas would use at Leuctra. The Theban Allies seem to have had no light troops present; the light troops from Corinth and other areas apparently had been sent elsewhere.

Units	Hex(es)
Hoplite Command	
Ismenias [OC] ^[a] , Thebes HO (DD) ^[b]	3110-3111
Corinth HO (6-7)	3112-3115
*Argos HO (1-4)	3116-3123
Timolaus ^[a] , Euboea HO (2-3)	3124-3127
*Athens HO (4, 9-10)	3128-3133
Cavalry Command	
Boeotia LC (5-7),	any hexes w/in 2
*Athens LC (5-6), Ch-Loc LC ^[c]	hexes of a friendly HO unit

All units face north.

AM: Hoplite, Cavalry, and Momentum.

^[a] = The names of the Theban/Allied commanders present are not to be found anywhere. According to Diodorus, Ismenias was a Theban general active in the prior year, so he gets the nod as OC. Xenophon gives Timolaus of Corinth his own speech advising the Thebans and allies to fight the Spartans, so we have used him as the other commander.

^[b] = Use the special Theban Double Depth Phalanx counter; see 9.61.

^[c] = Cavalry from Chalcis and Locris.

Ismenias is the Theban Overall Commander. Both Ismenias and Timolaus are Formation Commanders for the Hoplite Command and thus 5.52 applies to this Command. The Cavalry Command is a "Leaderless Command"; see 5.51.

The Army of Sparta and its Allies under Aristodemus

The Spartan player receives the following units drawn from the Sparta counter mix:

Design Note: The Spartans thinned out the ranks of their phalanxes to a depth of 12 or fewer to be able to outflank the Athenians on the right. The Spartan allies' phalanxes also appear to be in lesser depth than those of the Thebans, thus their lower TQ. And while sources do specifically note the presence of archers (the Cretans were mercenaries and considered elite) and slingers, there is no discussion of what—if any—impact they, or the cavalry had.

Units	Hex(es)
Hoplite Command	
Sicyon HO	2209-2210
Elis-Triphyllis HO	2211-2212
Acroria-Lasionia HO	2213-2214
Derkylidas ^[a] , Mantinea HO (4-5)	2215-2218
Epidauros-Troezen HO	2219-2220
Hermione-Halieis HO	2221-2222
Tegea HO (2-3)	2223-2226
Aristodemus [OC], Sparta HO (5-9)	2227-2236
Cavalry-Skirmisher Command	
Sparta LC (1-2)	2208, 2237
Crete LI, Mrgnia SK, Amphid SK,	any hexes between
Letria SK ^[b]	2312-2330
	inclusive

All units face south.

AM: Hoplite, Cavalry-Skirmisher, and Momentum

^[a] = According to Xenophon, Derkylidas was present at the battle, but he doesn't say in what capacity. Derkylidas brought the news of the Spartan victory here to King Agesilaus, who was on his way back from Asia, so he must have been a person of some importance, thus a suitable fit for a second-in-command.

^[b] = Skirmishers Margania, Amphidolia, and Letrinia.

Aristodemus is the Spartan Overall Commander. Both Aristodemus and Derkylidas are Formation Commanders for the Hoplite Command and thus 5.52 applies to this Command. The Cavalry-Skirmisher Command is a Leaderless Command; see 5.51.

As an exception to 5.51, both Sparta LC are automatically In Command in this scenario.

Scenario Special Rules

Initiative

No one automatically has the Initiative for the first Game Turn. Check with the Greek god, Dierollicus.

Drift to the Right

We’re not sure whether to allow the Theban Double Depth Hoplites to be excused from the tendency to drift to the right. We suggest making the Thebans drift, but using their exclusion from drift as a balancing mechanism if you so wish. We weren’t there at the time, so have no way to tell (and the sources, probably on loan from Delphi, are unclear).

Retreat Edge

The Theban units retreat toward the south (42xx) map edge, the Spartan units toward the north (10xx) map edge.

Victory

The Spartan army withdraws when units with Rout Points totaling at least **55** have been eliminated. The Theban army withdraws when units with Rout Points totaling at least **65** have been eliminated. Aristodemus is the only leader that counts for Rout Points if killed.

Army Size and Troop Quality				
Army	Units	Rout Pts.	Rout Ratio	Avg. TQ
Theban	18	172	40%	5.3
Spartan	20	168	35%	4.6

Free Deployment Scenario

Players can decide how to deploy their own troops (using the same row of hexes, etc.). The Spartans set up first. It should be noted that historically—and with much insistence on place—the lead/strongest/politically upper hoplites took the right wing. We suggest staying with this to maintain some semblance of historicity.

Simple GBoH Version

Nemea (394 BCE)

Deploy both armies as indicated in the standard scenario.

Playing Time: About an hour.

Balance: Even.

Theban Formation Chart

Commander	Formation
Ismenias [OC]/2	Hoplite Command
Timolaus (auxiliaries)	Cavalry Command

Spartan Formation Chart

Commander	Formation
Aristodemus [OC] /3	Hoplite Command
Derkylidas (auxiliaries)	Cavalry-Skirmisher Command

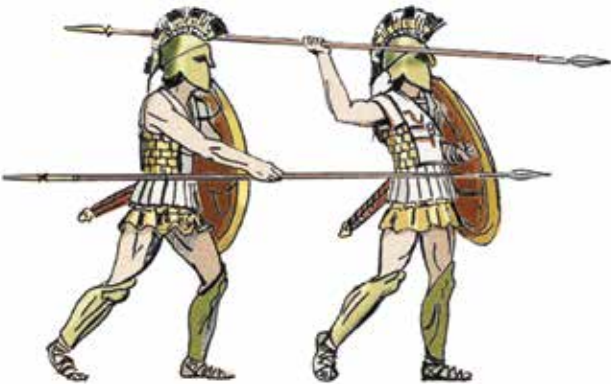
Special Rules

First Player: By die roll.

Army Withdrawal Levels

Theban: 65 Rout Points

Spartan: 55 Rout Points



CORONEA

Sparta and Allies under King Agesilaus II vs. Thebes and Allies

Boeotia, Greece ~ August 394 BCE



Historical Background

The defeat at Nemea weighed heavily on the Argives and Corinthians. The Athenians were too familiar with the ups and downs of their previous long and disastrous war against Sparta, and the willingness of the Persians to switch support from one side to the other, to be overly encouraged. Only the Boeotians seemed confident of ultimate victory.

As the two armies approached each other, Agesilaus himself commanded the Spartans on the extreme right flank of his army, the veterans of the “Ten Thousand” were next to the Spartans, the Asian Greeks were next to them, and then came the Phocians, and the Orchomenians held the extreme left flank. The Thebans faced the Orchomenians and the Argives faced the Spartans. Both armies advanced in total silence. At about 200 meters (660 ft.), the Thebans shouted their war cry and charged at the run. At about 100 meters (330 ft.), the veterans of the “Ten Thousand” (under the Spartiate Herippidas) and the Asian Greeks charged the troops opposite them at the run. The veterans and the Asians quickly routed the troops opposite them. The

Argives panicked before the Spartans under Agesilaus could even make contact and fled to Mount Helicon.

The mercenaries near Agesilaus assumed the battle was over and offered him a garland to commemorate his victory. Just then, news came that on the other flank, the Thebans had broken through the Orchomenians and were already at the baggage train, ransacking the loot taken from Asia. Agesilaus immediately wheeled his phalanx around and headed for the Thebans. At that moment, the Thebans noticed that their allies had fled to Mount Helicon. They formed up with the desperate design of breaking through Agesilaus’ lines to rejoin the rest of their army.

Agesilaus decided to oppose them by putting his phalanx directly in their path instead of taking them in the rear or flank, a decision that may have been influenced by his longstanding animosity towards Thebes. What followed was evidently one of the worst blood baths in the history of hoplite battles. As Xenophon described it, “So shield pressed upon shield they struggled, killed and were killed in turn.” In the end, a few Thebans broke through to Mount Helicon but, in the words of Xenophon, “many others were killed on their way there.”

Historical Note: We do see, however, that that definitive source of specific info, Wikipedia, lists total casualties for both sides at less than 1000, which is less than 3% of combatants. Hmmm.

Pre-Game Notes

Map

Use the Cunaxa-Nemea-Coronea map. The battle was fought in the usual flat terrain northwest of Thebes.

Play Balance

Thebans have the numbers; Spartans have the pizzazz. The left wing Theban allies are two gyros from instant flight. The Spartans therefore are favored, but remember, the first part of the battle saw the Thebans destroy the Spartan left but not follow it up. So, the balance is only slightly with the Spartans. Balance can easily be adjusted by upping the Theban Withdrawal level to, say, 55.

Game Length

About 2-3 hours.

Initial Deployments

The Army of Thebes and its Allies

The Theban player receives the following units drawn from the Thebes/Boeotia and Athens (*) counter mixes:

Design Note: The Thebans were 25 deep, an early version of what Epaminondas would use at Leuctra. The Theban numbers are based on modern sources. The Theban contingent supposedly outnumbered the Spartans 20,000 to 15,000, but the only troops that had their heart in the fight were the Thebans/Boeotians.

Units	Hex(es)
Hoplite Command	
Thebes HO (DD) ^[a]	3013-3014
Melon [OC] ^[b] , Boeotia HO	3015-3016
*Athens HO (4, 9-10)	3017-3022
Corinth HO (8)	3023-3024
Androcleides ^[b] , Euboea HO (4-5)	3025-3028
Locris HO (3)	3029-3030
*Argos HO (4)	3031-3032
Cavalry-Peltast Command	
Boeotia LC (5-6)	3011-3012
Arnian PL (1-2)	3033-3034

All units face north.

AM: Hoplite, Cavalry-Peltast, and Momentum

^[a] = Use the special Theban Double Depth Phalanx counter; see 9.61.

^[b] = The names of any of the commanders present are not to be found anywhere. Melon and Androcleides were two anti-oligarchic (and therefore anti-Spartan) Theban leaders active in the period just shortly after the battle.

Melon is the Theban Overall Commander. Both Melon and Androcleides are Formation Commanders for the Hoplite Command and thus 5.52 applies to this Command. The Cavalry and Peltasts are considered separate Leaderless Commands (see 5.51) even though they are activated together under a single AM. Only one of the Commands may be used for Trump or Momentum activation.

As an exception to 5.51, all units in the Leaderless Command are automatically In Command in this scenario.

The Army of Sparta and its Allies under King Agesilaus II

The Spartan player receives the following units drawn from the Sparta and Rebel/Medized Greek (*) counter mixes:

Units	Hex(es)
Hoplite Command	
Agesilaus [OC], Sparta HO (1)	2130-2131
Neodamodeis HO (1-2) ^[a]	2126-2129
Herippidas,	
*Greek Mercenary HO (5-7) ^[b]	2120-2125
Asia HO (1-2) ^[c]	2116-2119
Phocis HO (1)	2114-2115
Orchomenus HO ^[d]	2112-2113
Cavalry-Peltast Command	
Sparta LC (1-2)	2132-2111
Gylis, Peloponnesian PL (1-4)	Any hexes w/in 2 hexes of a friendly HO

All units face south.

AM: Hoplite, Cavalry-Peltast, Momentum

^[a] = These were Spartan Helots—slaves—that could gain freedom by serving as hoplites in the Spartan army.

^[b] = These were the survivors of “The 10,000” from Cunaxa.

^[c] = Asia, meaning troops from Ionia, the Hellespontine area, and Aeolia.

^[d] = This is the gray TQ 5 Hoplite Phalanx from the Spartan counter mix.

Agesilaus is the Spartan Overall Commander. Both Agesilaus and Herippidas are Formation Commanders for the Hoplite Command and thus 5.52 applies to this Command. The Cavalry and Peltasts are considered separate Commands even though they are activated together under a single AM. Gylis is the Formation Commander for the Peltasts while the Cavalry are a Leaderless Command; as an exception to 5.51, all units in the Leaderless command are automatically In Command in this scenario. Only one of the Commands may be used for Trump or Momentum activation.

Scenario Special Rules

Initiative

No one automatically has the Initiative for the first Game Turn. Check with the Greek god, Dierollicus.

Spartan Hoplites

The Neodamodeis and Greek Mercenary Hoplites are considered Spartan Hoplites as indicated on their counters.

Drift to the Right

We're not sure whether to allow the Theban Double Depth Hoplites to be excused from the tendency to drift to the right. We suggest making the Thebans drift, but using their exclusion from drift as a balancing mechanism if you so wish. We weren't there at the time, so have no way to tell (and the sources, probably on loan from Delphi, are unclear).

Retreat Edge

The Spartan units retreat toward the north (10xx) map edge, the Theban units toward the south (42xx) map edge

Victory

The Spartan army withdraws when units with Rout Points totaling at least **60** have been eliminated. The Theban army withdraws when units with Rout Points totaling at least **45** have been eliminated. Agesilaus and Herippidas are the only leaders that count for Rout Points if killed.

Army Size and Troop Quality				
Army	Units	Rout Pts.	Rout Ratio	Avg. TQ
Theban	14	138	35%	5.6
Spartan	16	168	35%	6.4

Free Deployment Scenario

Players can decide how to deploy their own troops (using the same row of hexes, etc.). The Spartans set up first. It should be noted that historically—and with much insistence on place—the lead/strongest/politically upper hoplites took the right wing. We suggest staying with this to maintain some semblance of historicity.

Simple GBoH Version

Coronea (394 BCE)

Deploy both armies as indicated in the standard scenario.

Playing Time: About an hour.

Balance: Spartans are favored.

Theban Formation Chart

Commander	Formation
Melon [OC] /2	Hoplite Command
Androcleides (auxiliaries)	Cavalry-Peltast Command

Spartan Formation Chart

Commander	Formation
Agesilaus [OC] /3	Hoplite Command
Herippidas	
Gylis	Cavalry-Skirmisher Command

Special Rules

First Player: By die roll.

Spartan Hoplites: Use the standard scenario rule.

Army Withdrawal Levels

Theban: 45 Rout Points

Spartan: 60 Rout Points



LEUCTRA

**The Boeotian League (Thebes) under Boeotarch Epaminondas vs.
Sparta and Allies under King Cleombrotus I**

Boeotia, Greece ~July 6, 371 BCE



Historical Background

The Battle of Leuctra was a battle fought on July 6, 371 BCE, between the Boeotians, led by Thebans, and the Spartans along with their allies amidst the post-Corinthian War conflict. The battle took place in the neighborhood of Leuctra, a village in Boeotia in the territory of Thespis.

In 379 BCE, the newly established democracy of Thebes had elected four Boeotarchs, the traditional title of the generals of the Boeotian League, and so proclaimed their intention of reconstituting the Peloponnesian League that Sparta had disbanded. During this period, Thebes had an ally in Athens, but Athens was far from happy with the treatment Plataea had received. When it came to swearing an oath to respect the treaty, Sparta

swore on behalf of herself and her allies. When Epaminondas came forward asking to swear on behalf of the whole Boeotian League, the Spartans refused, saying he could swear as the representative of Thebes or not at all. This Epaminondas refused. In this Sparta saw an opportunity to reassert their shaky authority in central Greece. Hence, they ordered the Spartan king, Cleombrotus I, to march to war from Phocis.

Initially the six Boeotian generals present were divided as to whether to offer battle, with Epaminondas being the main advocate in favor of battle. Only when a seventh arrived who sided with Epaminondas was the decision made. In spite of inferior numbers and the doubtful loyalty of his Boeotian allies, the Boeotians would offer battle on the plain before Leuctra.

The normal practice of the Spartans (and, indeed, the Greeks generally) was to establish their heavily armed infantry in a solid mass, or phalanx, some eight to twelve men deep. This was considered to allow for the best balance between depth (the pushing power it provided) and width (i.e., area of coverage of the phalanx's front battle line). The infantry would advance together so that the attack flowed unbroken against their enemy. In order to combat the phalanx's infamous righthand drift, Greek commanders traditionally placed their most experienced, highly regarded and, generally, deadliest troops on the right wing, as this was the place of honor. By contrast, the shakiest and/or least influential troops were often placed on the left wing.

The Spartan army numbered at about 10,000 hoplites, 1,000 light infantry, and 1,000 cavalry. However, only about 700 hoplites of the Spartan army being composed of Spartiates (Spartan citizens), the rest were conscripted troops from Spartan subject states (the perioeci) forced to fight. They were arrayed traditionally, in with hoplites formed into phalanxes about eight to twelve men deep. Cleombrotus positioned himself and the Spartiate hoplites (including the elite royal guard of 300 Hippeis) in the Spartan right wing, the traditional position of honor in Greek armies. Cleombrotus' only tactical innovation was the placing of his cavalry in front of his troops.

The Theban army was outnumbered by the Spartans, being composed of only about 6,000 hoplites (including the Sacred Band), 1,500 light infantry, and 1,500 cavalry. Epaminondas had to find a way to gain tactical advantage despite the numerical superiority of the enemy. Anticipating the standard Spartan tactic of flanking enemy armies with their right wing, Epaminondas, in a major break with tradition, concentrated his forces on his own left wing, directly opposite the strongest Spartiate phalanx led by Cleombrotus. Here, the massed Theban phalanx was arrayed into a highly unconventional depth of at least fifty men. The rest of the Theban line was reduced to depths of only four to at most eight men because of this, drawn up so that they were progressively further to the right and rear of the proceeding column, in the so-called Echelon formation. Epaminondas also copied Cleombrotus by placing his cavalry in front of the Theban line. The original position of the Sacred Band being led by Pelopidas is unknown. Some military historians believe Epaminondas placed Pelopidas and the Sacred Band behind the main hoplite phalanx, others believe he put it in front of the main hoplite phalanx and behind the cavalry, while others put it on the front left corner of the main hoplite phalanx (the most likely). Either way, the Sacred Band is definitely known to be on the left wing, close to the main Theban forces and detached enough to be able to maneuver freely.

The battle opened with the Spartans' mercenary peltasts, slingers, javelinists, and skirmishers attacking and driving back the citizen "camp followers" (sutlers and suppliers)

on their right wing. There followed a cavalry engagement, in which the Thebans drove their enemies off the field. Initially, the Spartan infantry were sent into disarray when their retreating cavalry hopelessly disrupted Cleombrotus' attempt to outflank the Theban left column. At this point the Theban left hit the Spartan right with the Sacred Band of Thebes led by Pelopidas at its head. The decisive issue was then fought out between the Theban and Spartan infantry. The Spartans' twelve-deep formation on their right wing could not sustain the heavy impact of their opponents' 50-deep column. Xenophon insists that Spartans initially were able to hold back the gigantic mass of the Thebans; however, they were eventually overwhelmed, and the Spartan right was hurled back with a loss of about 1,000 men, of whom 400 were Spartan citizens, including Cleombrotus I.

Seeing their right wing beaten, the rest of the Peloponnesians, who were essentially unwilling participants, retired and left the enemy in possession of the field. The Theban victory shattered Sparta's immense influence over the Greek peninsula, which Sparta had gained since its victory in the Peloponnesian War.

Pre-Game Notes

Map

Use the Ephesus-Tanagra-Leuctra map. We use a map devoid of terrain features because, while both camps were on slight ridges on each side of the battlefield, the battle was fought in the flat terrain between the two.

Play Balance

The Spartans have the numbers and the frontage, but the Thebans have several pluses, including the Theban massed phalanx and The Sacred Band. We have not started the Thebans in their "oblique" advance formation, if alone, because it appears as if the only unit that actually fought was the Theban phalanx... against the Spartans. Difficult game for both sides.

Game Length

About 2 hours.



Initial Deployments

The Army of Sparta and its Allies under King Cleombrotus

The Spartan player receives the following units drawn from the Sparta counter mix:

Design Note: The non-Spartan phalanxes are rated with lower TQ than their depth of rank would normally warrant because they were, for the most part, somewhat unwilling participants.

Units	Hex(es)
Hoplite Command	
Cleombrotus [OC], Royal Guard HO ^[a]	5207
Deinon, Sparta HO (4)	5208-5209
Messene HO (3)	5210-5211
Epidaurus HO (3)	5212-5213
Phocis HO (2)	5214-5215
Phlisia HO	5216-5217
Corinth HO (4-5)	5218-5221
Cavalry Command	
Sparta LC (1-2), Mercenary LC	5106-5108
Peltast-Skirmisher Command	
Thrace PL (1-2), Phocis PL (1-2)	5122-5125
Sparta SK (1-4)	5020-5023

All units face north.

AM: Hoplite, Cavalry, Peltast-Skirmisher, and Momentum

^[a] = This is a single-sized Hoplite unit.

Cleombrotus is the Spartan Overall Commander. Both Cleombrotus and Deinon are Formation Commanders for the Hoplite Command and thus 5.52 applies to this Command. The Cavalry and the Peltast-Skirmisher Commands are “Leaderless Command”; see 5.51.

Design Note: We do have the names of several Spartan leaders, in addition to the ones we give you; for example, Sophridas (or something like that, but can't make out my handwriting), but it appears they were with the hoplites, not the cavalry.

The Army of Boeotian (Thebes) under Beotarch Epaminondas

The Theban player receives the following units drawn from the Thebes/Boeotia counter mix:

Units	Hex(es)
Hoplite Command	
Epaminondas [OC], Thebes Massed HO ^[a]	4309-4310, 4209-4211, 4109-4110
Locris HO (4) ^[b]	4311
Thessaly HO (2) ^[b]	4312
Euboea HO (6) ^[b]	4313
Malis HO (2) ^[b]	4314
Argos HO (6) ^[b]	4315
Cavalry Command	
Thebes LC (1-4)	4507-4510
Skirmisher Command	
Boeotia SK (1-6)	4316-4321
Sacred Band	
Pelopidas, Sacred Band HO	See Sacred Band rule below

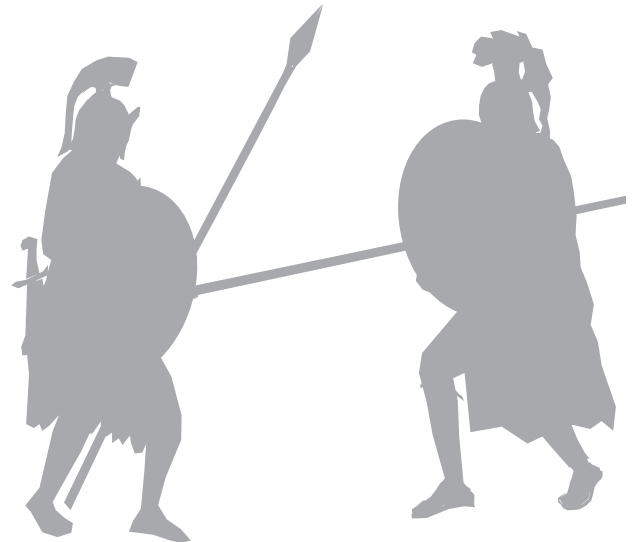
All units face south.

AM: Hoplite, Cavalry, Skirmisher, and Momentum

^[a] = Use the large Theban Massed Hoplite counter; see 9.62.

^[b] = This is a single-sized Hoplite unit.

Epaminondas is the Theban Overall Commander and Formation Commander for the Hoplite Command. The Cavalry and the Skirmisher Commands are Leaderless Command; see 5.51.



Scenario Special Rules

Initiative

No one automatically has the Initiative for the first Game Turn.

The Sacred Band

The Thebans have a counter and a leader—Pelopidas and the Sacred Band—that do not start on the map. The Sacred Band was Thebes’ elite hoplite unit of 150 male couples.

The Theban player may bring the Sacred Band into play at *any* time he plays his Momentum AM. When doing so, he places Pelopidas and Sacred Band counters atop any hex occupied by the Theban Massed Phalanx, assigns the same ADVANCE marker (if any) as the Massed Phalanx, and immediately moves them off and away using normal movement rules. The Band gets to go in addition to any Formation that may be activated with the AM; however, the Band’s entry and movement must occur before any other unit undertakes any orders. The counters then remain in the game and activate when the Theban Hoplite AM is drawn. The Band is its own Formation with Pelopidas as Formation Commander.

Be creative with it. Historically it moved out and attacked the flank of the far right Spartan phalanx, routing it and the Royal Guard.

Retreat Edge

The Spartan units retreat toward the south (60xx) map edge, the Theban units toward the north (36xx) map edge.

Victory

The Spartan army withdraws when units with Rout Points totaling at least **40** have been eliminated. The Theban army withdraws when units with Rout Points totaling at least **40** have been eliminated. The Theban Massed Phalanx is worth three times its TQ in Rout Points.

Army Size and Troop Quality				
Army	Units	Rout Pts.	Rout Ratio	Avg. TQ
Theban	17	96	45%	4.6
Spartan	19	124	30%	4.9



Simple GBoH Version

Leuctra (371 BCE)

Deploy both armies as indicated in the standard scenario.

Playing Time: About an hour.

Balance: Even.

Spartan Formation Chart

Commander	Formation
Cleombrotus [OC]/2	Hoplite Command
Deinon	Hoplite Command
(auxiliaries)	Cavalry Command
(auxiliaries)	Peltast-Skirmisher Command

Theban Formation Chart

Commander	Formation
Epaminondas [OC]/4	Hoplite Command
Pelopidas	Sacred Band Hoplites
(auxiliaries)	Cavalry Command
(auxiliaries)	Skirmisher Command

Special Rules

First Player: By die roll.

The Sacred Band: The Theban player may bring the Sacred Band into play during any Formation activation. The Band gets to go in addition to the activated Formation. When doing so, he places Pelopidas and the Sacred Band counter atop any hex occupied by the Theban Massed Phalanx and immediately moves them off and away using normal movement rules. The counters then remain in the game and activate separately or whenever the Hoplite Command is activated. Pelopidas is the Formation Commander for the Sacred Band only and cannot command any other Boeotian unit.

Army Withdrawal Levels

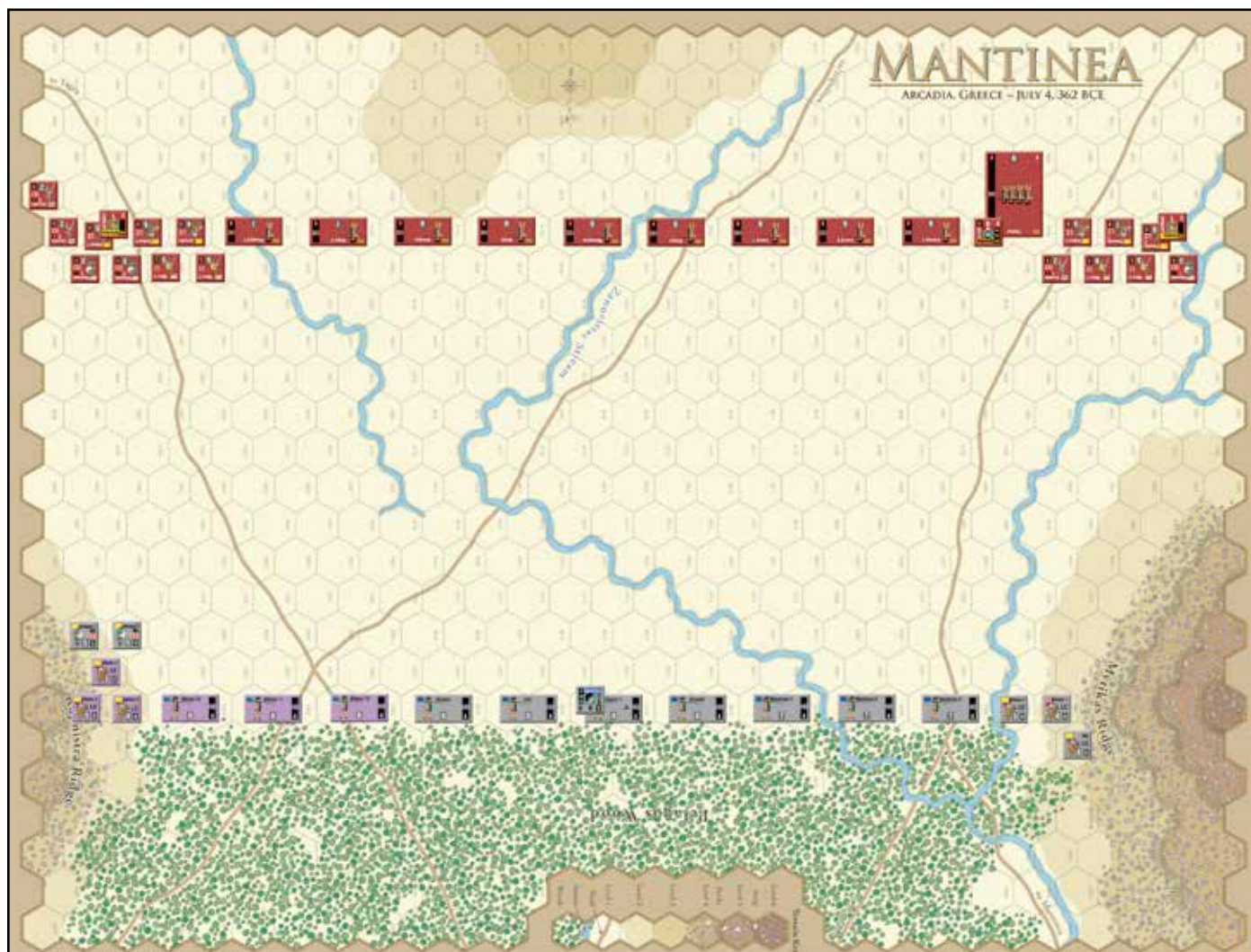
Spartan: 40 Rout Points

Theban: 40 Rout Points

MANTINEA

**The Arcadian and Boeotian Leagues (Thebes) under Epaminondas vs.
Sparta and Lacedaemonian Allies under King Agesilaus II**

Arcadia, Greece ~ July 4, 362 BCE



Mantineia Scenario 1

Historical Background

In 362 BCE, after the Battle of Leuctra had shattered the foundations of Spartan hegemony, Thebes' chief politician and general Epaminondas attempted to build a new hegemony centered on his city. The Thebans set up the Arcadian League, a federation of city-states of the central Peloponnesian plateau, to contain Spartan influence in the Peloponnese and thereby maintain overall Theban control. In years prior to the Battle of Mantinea, the Spartans had joined with the Eleans (a minor Peloponnesian people with a territorial grudge against the Arcadians) in an effort to undermine the League. When the Arcadians miscalculated and seized the Pan-Hellenic sanctuary of Zeus at Olympia in Elis, one of the Arcadian city-states, Mantinea, detached itself from the League. The Spartans and Eleans joined the Mantineans in a military attack on the Arcadian League.

Athens decided to support the Spartans, as she resented the growing Theban power. The Athenians also recalled that at the end of Peloponnesian War, the Thebans demanded that Athens be destroyed and its inhabitants enslaved; the Spartans had resisted these demands. An Athenian army was sent by sea to join the Spartan-led forces, in order to avoid being intercepted on land by Theban forces. Epaminondas then led a Theban army into the Peloponnese to restore order and re-establish Theban/Arcadian hegemony there.

Epaminondas led a coalition of forces deep into the Peloponnese, threatening Sparta directly. Foiled in a surprise attack on the unwall city, Epaminondas moved northwards to threaten the city of Mantinea, which had sided with the Spartans. Unfortunately for him, some Athenians, now openly in alliance with Sparta against the Thebans, had just arrived in time to

repel the Thebans' advance guard, giving the Spartans time to organize a relief force.

The Spartans and allies occupied the 1.2 mile-wide gap between the Mytikas and Kapnistra ridges south of the city. Since the battle was to be fought outside their city, the Mantineans occupied the position of honor at the right end of the allied phalanx, near the Mytikas ridge. Next came the Arcadians, then the Lacedaemonians (Spartans) and their associates, then the Eleans and the Achaeans in the center, with the Athenians taking the left flank position. The Mantinean and Athenian contingents fielded cavalry, which guarded the flanks of the phalanx at the foot of the hills, and, unusually for a battle in this era, some Elean cavalry was held in reserve.

The Theban coalition advanced north up the road from Tegea; deployed across the plain, which is intersected by a few small streams, virtually dry in the late summer season the battle was fought in; and ground arms. The Thebans held the left of their line, arrayed in a 50-deep block, then came the Tegeans and then the Argives. Next were the Euboeans, Locrians, Sicyonians, Messenians, Malians and Aenianians, and then the Thessalians and remaining allies. The white-helmeted Theban cavalry was deployed on both wings, and their left wing had Thessalian cavalry. The whereabouts of the Arcadian cavalry is unknown. The Theban cavalry was supported by hamippoi (aggressive light infantry), which gave them the edge over their enemy opposites.

Seeing that the forces of the Theban coalition had ground arms, the Spartans and their allies called a lunch break at which point the Thebans rapidly attacked across the plain. During the course of the battle, the Mantinean cavalry was pushed back by the Theban and Thessalian cavalry, while on the eastern flank, the Athenian cavalry was defeated by the Theban cavalry, hamippoi and slingers deployed along the Kapnistra ridge, aided by Thessalian javelinists.

The Theban phalanx crashed into the allied phalanx and, aided by their victorious cavalry, broke it. At his moment of victory Epaminondas was struck down, and the pursuit was not pressed. The Theban leaders Iolaidas and Daiphantus, whom he intended to succeed him, were also killed. On the eastern flank, the victorious support troops had dispersed to plunder and were in turn defeated by the Athenian foot.

On his deathbed, Epaminondas, upon hearing of the deaths of his fellow leaders, instructed the Thebans to make peace, despite having won the battle. Without his leadership, Theban hopes for hegemony faded. The Spartans, however, having been again defeated in battle, were unable to replace their losses. The ultimate result of the battle was to pave the way for the Macedonian conquest of Greece by ensuring the weakness of both the Thebans and the Spartans.

Pre-Game Notes

Map

Use the Mantinea map.

Play Balance

Fairly balanced numerically, but the Thebans have more and better auxiliary units, and if they use them wisely, they will help nicely. The hoplites are closely matched except for Big Boy Theban unit. The Spartans have a slight edge in TQ. The Thebans have a slight edge in command: Epaminondas is a historical hero, but Agesilaus was a good soldier and leader. The Spartans are fighting on their home soil, so their Withdrawal Level is higher in terms of percentage of loss. Slight edge to the Thebans.

Game Length

About 2-3 hours.

Initial Deployments

The Army of Sparta and its Lacedaemonian Allies under King Agesilaus II

The Spartan player receives the following units drawn from the Sparta and Athens (*) counter mixes:

Units	Hex(es)
Hoplite Command	
Mantineia HO (1-3)	5406-5411
Arcadia HO	5412-5413
Agesilaus [OC], Sparta HO (1)	5414-5415
Elis HO	5416-5417
Achaea HO	5418-5419
*Athens HO (11-13)	5420-5425
Cavalry-Skirmisher Command	
*Athens LC (2-4)	5426-5427, 5326
Achaea SK (1-2)	5226-5227
Mantineia LC (1-2)	5404-5405
Elis LC	5503

All units face south.

AM: Hoplite, Cavalry-Skirmisher, and Momentum

Agesilaus is the Spartan Overall Commander and Formation Commander for the Hoplite Command. The Cavalry-Skirmisher Commands is a Leaderless Command; see 5.51.

The Army of the Arcadian and Boeotian Leagues (Thebes) under Boeotarch Epaminondas

The Theban player receives the following units drawn from the Thebes/Boeotia counter mix.

We offer two different versions of the Theban deployment—that player's choice.

Theban Waiting Deployment (Scenario 1)

Design Note: This deployment allows all you seated Epaminondians to come up with your own plan of attack.

Units	Hex(es)
Hoplite Command	
Epaminondas [OC], Thebes Massed HO ^[a]	4104-4105, 4004-4006, 3904-3905
Euboea HO (1)	4106-4107
Locris HO (1-2)	4108-4111
Sicyon HO	4112-4113
Messenia HO	4114-4115
Malis HO	4116-4117
Aeniana HO	4118-4119
Argos HO (5)	4120-4121
Thessaly HO (1)	4122-4123
Cavalry Command	
Iolaidas, Thebes LC (2), Thessaly LC (1-2)	4101-4103
Daiphantus, Thebes LC (3-4), Arcadia LC	4124-4126
Light Infantry-Skirmisher Command	
Mercenary LI (1), Arcadia SK (1), Thessaly SK (1), Mercenary LI (2)	4201-4204
Thessaly SK (2-3), Arcadia SK (2-3)	4127, 4028, 4226, 4227
Mercenary LI (3-4)	4224, 4225

All units face north.

Theban Attack Deployment (Scenario 2)

(See page 43 for Mantinea Scenario 2 Deployment.)

Design Note: This deployment is the historical tactic of Epaminondas, attacking in echelon, leading with his Theban phalanx while his cavalry and light infantry circled into the hills to engage the opposing cavalry.

Units	Hex(es)
Hoplite Command	
Epaminondas [OC], Thebes Massed HO ^[a]	4905-4906, 4805-4807, 4705-4706
Euboea HO (1)	4808-4809
Locris HO (1-2)	4710-4713
Sicyon HO	4613-4614
Messenia HO	4515-4516
Malis HO	4416-4417
Aeniana HO	4318-4319
Argos HO (5)	4220-4221
Thessaly HO (1)	4122-4123

Cavalry Command

Iolaidas, Thebes LC (2), Thessaly LC (1-2)	4902-4904
Daiphantus, Thebes LC (3-4), Arcadia LC	4921-4923

Light Infantry-Skirmisher Command

Mercenary LI (1), Arcadia SK (1), Thessaly SK (1)	5002-5004
Arcadia SK (2-3), Thessaly SK (2-3)	4924-4927
Mercenary LI (2-4)	4918-4920

All units may be faced as desired.

AM: Hoplite, Cavalry, Light Infantry-Skirmisher, and Momentum

^[a] = Use the large Theban Massed Hoplite counter; see 9.62.

Epaminondas is the Theban Overall Commander and Formation Commander for the Hoplite Command. Iolaidas and Daiphantus are both Formation Commanders and both activate with the Cavalry AM; see 5.52. However, they and their respective units are considered separate Commands for Momentum and Trump purposes. The Light Infantry-Skirmisher Commands is a “Leaderless Command”; see 5.51.

Scenario Special Rules

Initiative

The Thebans have the Initiative for the first Game Turn.

Terrain

The two ridges on each side have steep slopes and lots of rocky terrain, which are all considered Rough per 6.35, and the woods are Rough as well. The streams have no effect on anything. They, and the roads, are there for visual entertainment and detail.

Retreat Edge

The Spartan units retreat toward the north (60xx) map edge, the Theban units toward the south (36xx) map edge.

Victory

The Spartan army withdraws when units with Rout Points totaling at least **65** have been eliminated. The Theban army withdraws when units with Rout Points totaling at least **65** have been eliminated. The Theban Massed Phalanx is worth three times its TQ in Rout Points.

Army Size and Troop Quality				
Army	Units	Rout Pts.	Rout Ratio	Avg. TQ
Theban	26	203	30%	5.2
Spartan	18	161	40%	5.6

Simple GBoH Version

Mantineia (362 BCE)

Deploy both armies as indicated in the standard scenario.

Playing Time: About 1½ hours.

Balance: Thebans are favored.

Spartan Formation Chart

Commander	Formation
Agesilaus [OC]/3	Hoplite Command
(auxiliaries)	Cavalry-Skirmisher Command

Theban Formation Chart

Commander	Formation
Epaminondas [OC]/4	Hoplite Command
Iolaidas	Cavalry Command
Daiphantus	Cavalry Command
(auxiliaries)	Lt. Infantry-Skirmisher Command

Special Rules

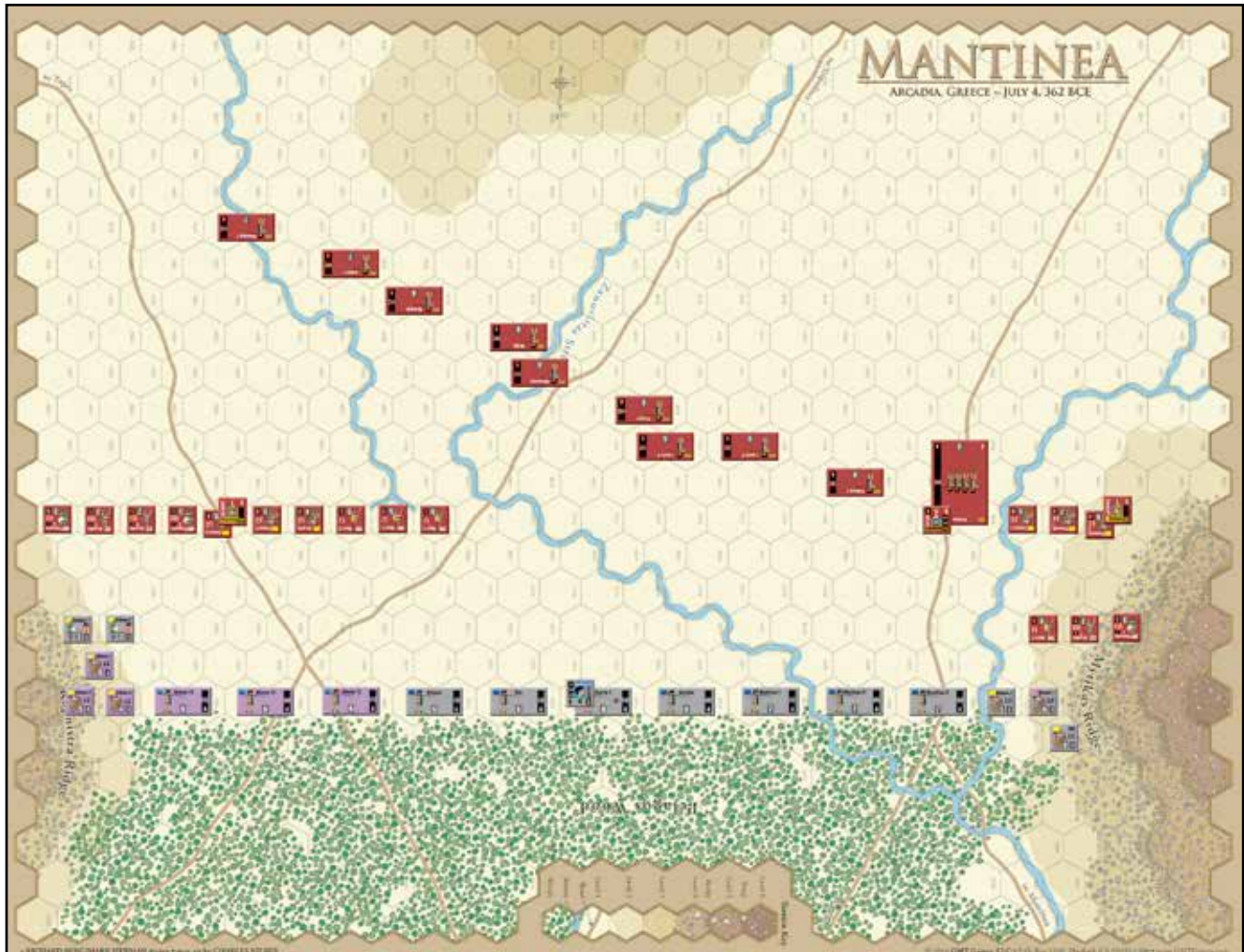
First Player: The Theban player goes first; there is no die roll.

Terrain: Use the standard scenario rule.

Army Withdrawal Levels

Spartan: 65 Rout Points

Theban: 65 Rout Points



Mantineia Scenario 2

SIMPLE GBoH Rules Changes for *Hoplite*

The following SIMPLE GBoH rules modifications are applicable to all battles in *Hoplite* (Hop). All other SIMPLE GBoH rules apply unless specifically adjusted below or by a scenario special rule. SIMPLE *Hoplite* has its own set of Charts and Tables. Those from the original game are not used.

(2.0) Components & Terms

(2.2) The Playing Pieces

The combat units in SIMPLE *Hoplite* have ratings for TQ, Movement Allowance, and where applicable, a Missile Indicator. Size is not used. Refer to section 2.5 of the standard rules for a description of the unit types. Ignore any SIMPLE GBoH rules and references to Elephants, Artillery, and Romans—none of these units are present in any of the battles. Note that type PL is the same as LP. Those *Hoplite* counters having a red triangle indicator are considered Spartan Hoplites.

(2.3) Charts, Tables & the Die

SIMPLE *Hoplite* has its own set of Charts & Tables; those included with the SIMPLE GBoH rules are not used.

(2.5) The Military Units

The game scale is the same as given in the standard game rules.

(4.0) Leaders & Command

(4.1) Formations

If a Formation has more than one Commander, all Commanders activate.

(4.11) Units in enemy ZOC that are outside their leader's Command Range are Out of Command. If the Formation has more than one Commander, any may be used.

(4.13) Auxiliaries: A unit in an Auxiliaries Formation is In Command if it is within two hexes of another unit in its Formation at the start of the activation. A unit not within two hexes of another unit in the Command is Out of Command. If there is only one unit in the Command in play, that unit is Out of Command.

(4.14) When more than one Formation is activated in a single player turn, each Formation must complete its movement and fire attacks before units in another eligible Formation may move and fire.

(4.2) Leaders

(4.21) For Formation Commanders, the Capability Rating is used whenever an Initiative die roll is required.

(4.3) Leader Movement & Combat

(4.37) Replacement Leaders: There are no replacement leaders for those Overall Commanders who do not also command a Formation (i.e., there is no replacement on the reverse side of the counter). The replacements for the Formation Commanders are on the reverse side of the counter.

(4.4) Turn Seizure

(4.41) A leader that is off map cannot be used for a Seizure attempt.

(4.42) Only one Formation may be activated in a player turn won by Seizure.

(5.0) Movement

Use the SIMPLE GBoH Terrain Effects Chart included with this game.

(5.3) Stacking

(5.32) With the exception of Loose Formation Hoplites (see 10.75 below), no combat unit may end any type of movement stacked.

(5.33, 5.35-5.36) These rules are not used.

(5.4) Hoplite Advance to Combat



(5.41) A Hoplite unit that will move closer to any enemy unit for the first time in the battle must have its rate of advance determined. The player rolls the die and consults the Hoplite Advance to Combat Table to find the rate (Walk, Trot, or Run). There is no roll for a Spartan Hoplite unit; the unit's rate is automatically Trot. Once the rate is determined, place an ADVANCE marker atop that unit to note the rate. The ADVANCE marker is removed once the unit is adjacent to an enemy unit. After the marker is removed, the unit moves at its printed MA for the rest of the battle (5.43 being a minor exception).

(5.42) The effects of the determined rate are as follows:

- **Run:** The unit's MA is 5. After each move, the owning player must make a TQ. If the check fails, the unit incurs 1 Hit. The unit receives a +1 Shock DRM on its next Shock attack.
- **Trot:** The unit's MA is 4. There are no further effects.
- **Walk:** The unit's MA is 3 and does not incur Hits for terrain effects.

(5.43) If a unit advancing towards the enemy at a Walk or Trot is attacked by enemy missile fire (whether effective or not), roll the die to again determine the rate (5.41), applying a +1 DRM to the die roll. If the result changes the rate to Run, do so. Otherwise, ignore any change. This roll is made for all Hopliters without exception.

(5.44) Hoplite units advancing toward the enemy, i.e., having ADVANCE markers, must move toward the enemy at the rate given on the marker. All MP must be expended in forward movement towards the enemy within normal movement rules. They cannot change formation (Column, Square, LSWF), but may pivot as long it's in the direction of the enemy. Spartan Hopliters may expend some, none, or all of their MP; however, any movement must be in the direction of the enemy. Advancing Hopliters must move adjacent to an enemy unit even if Out of Command.

(6.0) Zones of Control (ZOC)

(6.22) A unit must cease movement the instant it enters an enemy ZOC (5.24 is an exception). An In Command unit that starts the phase in an enemy ZOC may leave the hex but may not move adjacent to an enemy unit during that Movement/Missile Fire Phase. Enemy ZOC have no effect on a unit's ability to change facing, whether in command or not (but see 4.12). Combat units leaving or entering a missile unit's ZOC are subject to Reaction Fire (7.2).

Play Note: 6.22 is replaced in its entirety by the above rule. This change reflects the Disengage mechanic in the standard rules.

(7.0) Combat

(7.1) Missile Fire

Use the SIMPLE *Hoplite* Missile Range and Results Table included with this game.

(7.16) Javelin armed LI cannot use Hit & Run Tactics.

(7.3) Shock Requirements

(7.31) **Exceptions:** Skirmishers may/must Shock attack Chariots. Light Infantry Archers and Light Cavalry Archers cannot and are never required to Shock attack.

(7.4) Shock Resolutions

Use the SIMPLE *GBoH* Weapons System Matrix included with this game.

(7.6) Cavalry Pursuit

Ignore this rule.

(7.8) The Combat Tables

Use the SIMPLE *GBoH* tables provided with this game.

(9.0) Army Withdrawal

A unit is worth RPs equal to its TQ, with the following exceptions:

- All Skirmishers (SK) are worth 1 RP
- Chariots (CH) are worth 2 RP
- Hoplite Phalanx units are worth twice their TQ rating
- The Theban Massed Phalanx is worth three times its TQ rating
- Overall Commanders are worth five times their Charisma Rating
- Formation Commanders are worth their Capability Rating

(10.0) Special Unit Capabilities

Rules 10.1 through 10.4 do not apply to any battles in *Hoplite*.

(10.5) Chariots

Ignore 10.51 and 10.53. 10.52 applies.

(10.7) Hoplite Tactics

(10.71) The Theban Double Depth Phalanx unit has a Size of 20.

(10.72) The Theban Massed Phalanx has the following additional properties:

- Unit Size is 40.
- It may use 5.23 to change facing but not 5.24.
- It may not use 6.13 to reverse it facing.
- It may not use Column Movement (11.2), or enter Square (10.74) or Locked Shield Wall Formation (10.73).
- all terrain induced hits are doubled.
- it may never move through a friendly unit nor may friendly units move into/through it under any circumstances.



(10.73) **Locked Shield-Wall Formation:** A Hoplite unit with a move order may enter Locked Shield-Wall Formation (LSWF) by expending all its MP. Hoplite Heavy Infantry may change facing by one hexside/vertex. The unit must be at least two hexes distant from an enemy combat unit of any type, and it does have to be In Command. Place a LOCKED SHIELDS counter atop such a unit. All Hoplite units in LSWF cannot do anything except defend. However, while in LSWF, they receive the following benefits:

- Receives a +2 DRM to all Missile Fire die rolls against such target that are fired through the LSWF unit's frontal hexes.
- Receives a -2 Shock DRM when defending if attacked from the front. This DRM does not apply if attacked by Hopliters.

A Hoplite unit may leave LSWF by expending its entire MA. It does not have to be In Command to do so, although it may not do so if it is in an enemy unit's ZOC. Simply remove the LOCKED SHIELDS marker.



(10.74) Square: Hoplite units may form “square” to give it “all around” protection. To form or leave Square, the unit must expend all of its Movement Allowance. Use a SQUARE marker to indicate its new formation. Square formation has the following effects:

- The Movement Allowance of a unit in Square is 1 MP. The unit can move in any direction.
- All hexes adjacent to the unit in Square are front hexes—the unit has no flank/rear hexes.
- A friendly combat unit can never enter a hex containing a unit in Square.
- A unit in Square cannot initiate Shock combat, although it may move adjacent to an enemy unit.

(10.75) Loose Formation: Any Loose HO unit (see scenario rules) may stack with a SK unit that is either a Javelinist or Slinger (but not archer), and the two are considered one unit for all purposes.

- The MA, TQ, and the facing of the two is that of the HO.
- There is no cost in MP to stack, unstack, or for the SK to change facing to conform to the Hoplite unit’s facing.
- The stacked SK may missile fire per the 7.0 rules.
- The stacked SK may conduct a special Missile Fire attack prior to the Shock Resolution DR (7.51) when attacking or defending. Use the procedure in 7.14 to resolve the fire. The SK player chooses the target which must be involved in the same Shock combat. The target cannot use Return Fire (7.23).
- The SK unit adds nothing to the Shock value of the units in any way, nor does it incur Hits in the usual way while stacked.
- If the stacked units suffer two or more Hits in any combat, *after* applying the first Hit to the Hoplite unit, the player may, if he wishes, take any additional Hit by eliminating the SK unit. However, the SK unit may not be used to incur the final Hit that would Rout the unit. The SK unit is eliminated if the Hoplite unit Routs.

(11.0) Special Rules

(11.1) Fortifications

This rule is not used.

(11.2) Column Movement

Hoplites are the only units that can use Column Movement, though there are exceptions in some of the scenarios.

Scenarios

The individual SIMPLE *GBoH* scenario descriptions follow the same format: Deployment, the Formation Charts, Seizure Ratings, Army Withdrawal levels, and the scenario special rule modifications.

Deployment

SIMPLE *GBoH* uses the standard rules deployments in all scenarios.

Formation Charts

Both players have a Formation Chart that describes the overall organizational capabilities of that army. Each row of the chart lists the units in the Formation(s) and the leader that is eligible for activation in a single Player Turn. Some Formations may be led by the same Commander but are not Multiple Formations and cannot be activated simultaneously. See the individual scenario instructions for Multiple Formation eligibility and restrictions.

Leaders eligible to use Turn Seizure are listed in the Formation Chart with a number to the right of the slash (/) indicating the number of attempts that that Commander may make per game. Although some leaders may command more than one Formation, each has one Turn Seizure rating applicable for the entire game, regardless of which Formation they choose to activate after seizing the turn.

Army Withdrawal Levels

SIMPLE *GBoH* generally retains the same Withdrawal Levels as the standard game. They are repeated for the players’ convenience.

Special Rules

Some scenarios have a unique set of Special Rules.

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