



# 'ALALA!

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

Game Scenario  
Choosing your army  
5<sup>th</sup> - 4<sup>th</sup> C BC

## The Scenario Idea

This scenario is designed give players a different and interesting way to chose their 'Alala! armies for a non-historical or semi-historical battle. In many ways it offers the equivalent of a 'points system' used in other wargames rules. It will give relatively balanced armies with a realistic proportion of troop types.



The idea is that 2 city states are at war. Each have a core of citizen troops available to them.

Before battle is joined the two states each seek to encourage allies and/or hire mercenaries. To do this they each have a pot of cash to spend.

## Core Troops

Each army starts off on campaign with its core troops (below) drawn from the citizens of their city state. All are the same unless Spartans are one of the combatants.

### Spartans

- 1 unit Spartiate Hoplites, A Grade
- 2 units other Laconian Hoplites, B Grade
- 1 unit Helots (Psiloi)

### Other states (Athens, Corinth, Thebes etc)

- 1 unit elite citizen Hoplites, B Grade (Sacred Band Eparittoi, Epilektoi etc)
- 2 units other citizen Hoplites, C Grade
- 1 unit poor citizens (Psiloi)
- 1 unit citizen cavalry, or another of psiloi

The core hoplites will form a single phalanx.

Other allied and mercenary hoplites purchased later will form one or two additional phalanxes.



## The Cash Pot

Each side has a pot of 20 *Talents*. Players could use counters or pennies to represent these. From this pot each side may pay out to hire mercenaries or to encourage allies to join their army.

Shuffle a deck of cards and deal out from the top. One side is designated 'red', the other 'black'. When the player's card colour is drawn from the deck he may purchase any of the available units from the pool below until he runs out of money.

Dice off if a joker is drawn — high roll gains 1 additional talent.

Keep going until the all the players' money has been spent or the available troops for hire have run out. If one player's money runs out first, the other player may purchase any remaining units with his remaining cash without the need to draw cards.

## The Pool of Mercenaries and Allies

The units available to hire will need to be based on the units the game organiser has. So adjust as need be. The numbers of troops should be limited as noted below. If the organiser has fewer Hoplite units than listed, the cash pot should be reduced by 3 talents for each unavailable Hoplite unit.

If you have lots of troops and wish to play a bigger battle, increase the talent pool to 25 talents, and increase the minimum Allied Hoplites to 8 and perhaps allow one more Mercenary Hoplite unit.

**Allied Hoplites**, C Grade. 5 talents each. At least 6 units with no upper limit other than troops available to the organiser.

**Mercenary Hoplites**, B Grade. 7 talents each. No more than one unit.

**Mercenary Peltasts**, 3 talents each. No more than two units.

**Cavalry**, C Grade. 2 talents each. No more than 2 units.

**Psiloi**, C Grade. 1 talent each. No more than 4 units.

### Variations

If you have the troops available you could also add into the pool:

**Hamippoi** (maximum 1 unit). 3 talents

**Heavy Cavalry** (maximum 1 unit). 3 talents

Increase the cash pot by 2 talents for each of these added to the pool of available troops.

You might also consider giving an unequal number of talents to each side. For example cash poor Spartans might have 2 or three talents less than rich Athenians.

### Note

Players will soon realise that they need to snap up the troops with limited availability so as to deny them to their opponent. As the choices will be determined by drawing cards it may be that one side has several choices in a row before the other side gets to choose. Once again the gods have intervened! The resulting choices made by both sides will produce armies that are not the same but will be roughly equal in strength — one may end up with more cavalry and skirmishers, the other with more hoplites.