



## Historical Background

Following the Persian defeat at the Battle of Salamis (480 BC) Xerxes retreated with some of his army leaving Mardonius with around 70,000 Persians and Boeotian allies to deal with the hostile Greeks.

In the summer of 479 the Greeks assembled a force from all over Attica and the Peloponnese to march against Mardonius. The backbone of the army was 10,000 Spartan and 8,000 Athenian hoplites commanded by Pausanias and Aristides respectively. Many other cities, including Corinth, Megara, and Tegea, provided smaller contingents. They were supported by a small number of psiloi but no cavalry.

After destroying much of Athens, the Persians fell back to plains of allied Boeotia, setting up camp near Plataea. The Greeks kept to the surrounding hills, not wanting to be drawn down onto the open ground which would favour the Persian cavalry. This resulted in an 11 day stalemate with lots of skirmishes but neither side offering battle.

With supplies low and their water source cut off the Greeks decided to conduct a night withdrawal. This went awry. Some got lost and some of the Spartans refused to retreat.

Thinking that the Greeks were in full retreat, Mardonius led his army across the Asopus river to attack. The Greeks turned to face. Pausanias paused to consult the omens as Mardonius re-formed his battle line after crossing the river.



## The Game



The game is played with Alala! rules along with the Persian Supplement which is included at the end of this scenario.

For 20-28mm figures you will need an 8x5 foot table.

Units are deployed as per the map on the following page. The assumption is that the Greeks are on high ground and have stopped their withdrawal to turn and face the advancing Persians. They have 2 disorder points (DPs) on each hoplite unit to reflect their relative disorder.

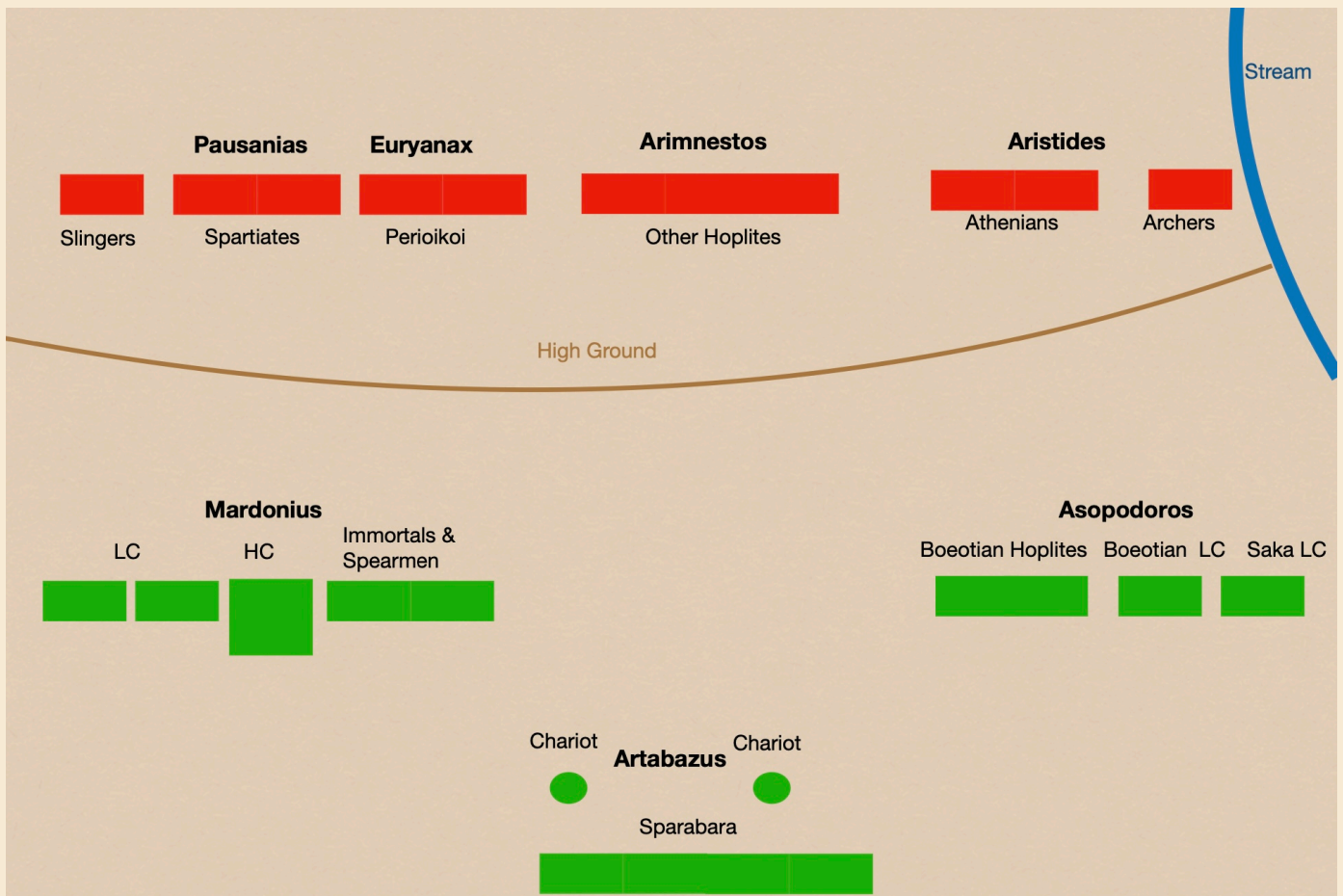
As the Greeks reorder their lines Pausanias will no doubt wish to consult the omens — drawing from the God Pack.

Mardonius' non-light units also each have 2 DPs as he too is forming his battle line and no doubt also consulting the gods. The Persian left and right wings are deployed 18" from the Greeks. Artabazus, commanding the Persian centre held back historically and therefore is deployed just in from the Persian table edge.

The stream is fordable but will cause cavalry crossing it to incur 1 DP.

In our game we included two non-historical chariots on the Persian side for no better reason than they are fun. If you also include chariots then divide the cards into Greek and Persian decks, giving the Greeks two *Open Ranks* cards (see Persian Supplement below). No other special cards are needed.

## The Field of Battle



## Greek Order of Battle

Right

**Pausanias (CinC).** Dice for CPs, re-roll 2 once only.

Attached to right hand Spartans.

2 units Spartan Hoplites, A Grade

1 unit Helot psiloi (slingers or javelinmen)

**Euryanax.** Dice for CPs Attached to right hand unit

2 units Spartan Perioikoi (non-citizen) Hoplites, B Grade

Centre

**Arimnestos.** 3 CPs. Attached to centre unit.

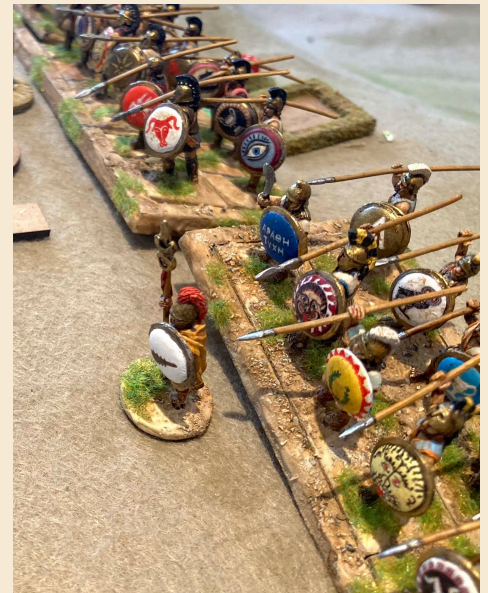
3 units other Hoplites (Megarans, Tegeans, & Corinthians), C Grade

Left

**Aristides.** Dice for CPs, re-roll 2 once only. Attached to right hand hoplite unit

2 units Athenian Hoplites, B Grade

1 unit Athenian psiloi (archers or javelinmen)



### Deployment

Greeks all deployed 9" from centre line. They are on high ground which may give advantage of ground in combat.

The Greeks have 2 DPs on each non-psiloi unit to reflect that fact that they were withdrawing and it was probably their withdrawal which prompted the Persian attack. The psiloi would not be unduly affected by turning around.

### Victory Conditions

Defeat the Persians!

## Persian Order of Battle

Left

**Mardonius (CinC).** Dice for CPs, re-roll 2 once only. Attached to Immortals or Heavy Cavalry.  
2 Persian Heavy Cavalry, B Grade (formed two ranks deep as a single unit)  
2 Persian Light Cavalry  
1 unit Immortals (spearmen) A Grade  
1 unit other Persian spearmen, C Grade

Centre

**Artabazus.** Dice for CPs re-roll 5 once only. Attached to one of the centre Sparabara units  
4 units Sparabara, C Grade  
2 chariots in front (Optional. Not historically accurate but fun)

Right

**Asopodoros.** Dice for CPs re-roll 5 once only. Attached to Theban hoplites  
1 unit Theban Hoplites, B Grade  
1 unit other Boeotian Hoplites, C Grade  
1 unit Boeotian light cavalry  
1 unit Saka light cavalry

### Deployment

Mardonius and Asopodoros deployed 9" from the centre line. Artabazus deployed on Persian base line to reflect the fact that he held back from joining the attack. There are no scenario restrictions to him attacking but he will have difficulty encouraging and controlling his four sparabara units. The Chariots of course can be sent forward with no complications.

The Persians have 2 DPs on each non-light cavalry unit to reflect the fact that they have just crossed the Asopus River and are re-forming their ranks. This includes chariots.

### Victory Conditions

Defeat the rebellious Greeks!



## Alala! Persian Supplement for Plataea

**Horse archers** are treated as normal light cavalry (units of 6 on 30 x 40 bases) with the same 4" missile range.

**Persian heavy cavalry** are treated as other heavy cavalry (units of 9 on 20 x 40mm bases) with the same combination of missile weapons and hand to hand capability, with the following exceptions:

- they are influenced by leaders like hoplites
- they have aggression levels and training grades like hoplites
- they require the signal to advance in order to move forward.
- they move and shoot in the phalanx manoeuvre phase.
- they may be formed 2 ranks deep and if so count rear support (like Theban hoplites).

Horse armour -2 shooting dice when shot at from front like hoplites

**Persian Sparabara** (spear & bow close order infantry) are treated as hoplites with the following exceptions:

- they may not have aggression higher than Ready unless raised as a result of combat success.
- instead of moving they may shoot at up to 12" range with 1 die per 2 men in the unit (round up and count all figures (not just those with bows). This done in the phalanx manoeuvre phase. +1 die if shooting at 4".
- -2 dice when shooting at hoplites frontally.
- they may not charge but may walk into combat if they did not shoot that turn.
- -2 dice in combat to reflect the fact that there are less hand to hand fighters than an all spear unit.
- They may halt at anytime after the initial move following the signal to advance. This will not cause an aggression level drop.

**Persian HI without bows:** as above but do not shoot and do not get the -2 dice in combat.

### Scythed Chariots

Move as cavalry: 2 AvD first movement, + 1 D6 (not optional) subsequent moves. Incur 1 DP whenever a 6 is rolled on move die. Move in Skirmish Phase without signal to advance (like light troops as chariots went ahead of the main body). No aggression levels. May wheel freely.

Chariot drivers bail out before contact so they are a one shot weapon

If contact enemy roll 3 D6 per model -1 die per DP on chariot. Hit on 5-6 if charging Hoplites or HC (and if moved 5"+), 6 otherwise. Each hit inflicts 1 DP on opponent. Combat does not actually take place. Simply see if the chariot inflicts any disorder on enemy then roll for rampage/destruction as below.

Stationary chariots contacted by enemy are destroyed.

### After chariot makes contact or for each missile hit roll 1 D6

1-2 Rampage in random direction. Face chariot to cause of rampage. Roll 1 D6 and move maximum dice as per diagram. Pass through friends or enemy. Then destroyed

2-3 Destroyed

5-6 Destroyed in contact, no effect from missile hit

If chariot passes through any troops (friends or enemy) roll again for contact hits counting as charging.

### Chariot on Chariot Combat.

Each roll 1 D6. Difference of 0-2 = Mutually assured destruction, both chariots destroyed. Difference of 3-4 = Both test for rampage. Difference of 4-5 = loser destroyed, winner unaffected.

### God Cards if using Chariots.

Divide cards into separate Greek and Persian decks with equal number of good, bad and neutral cards. Include two *Open Ranks* cards in the Greek deck.

**Open Ranks.** Charging chariots harmlessly pass through ranks of any Hoplite unit. Chariots destroyed. May be retained to use later.

