



'ALALA!

Greek Hoplite Battles 5th-4th C BC

Game Scenario

Second Mantinea

4 July 362 BC

Historical Background

Led by Epaminondas, the Thebans challenged Sparta for supremacy over the Greek city states. Both sides gathered allies from all over Greece, making this one of the largest clashes between hoplite armies. The Thebans has a slight numerical advantage.

The Thebans marched on the Spartan position and then ground arms as if to to encamp. Seeing this the Spartans took a lunch break. Then the Thebans attacked. Their cavalry and light infantry drove back the enemy skirmishers and their hoplites attacked in echelon with a deep phalanx leading the attack on their left.

The Mantineans, holding the right of the Spartan line were driven back but the Spartans held firm. Epaminondas who led the deep Theban phalanx in person was killed in the fighting that ensued. His death turned what would have been a Theban victory into a draw.

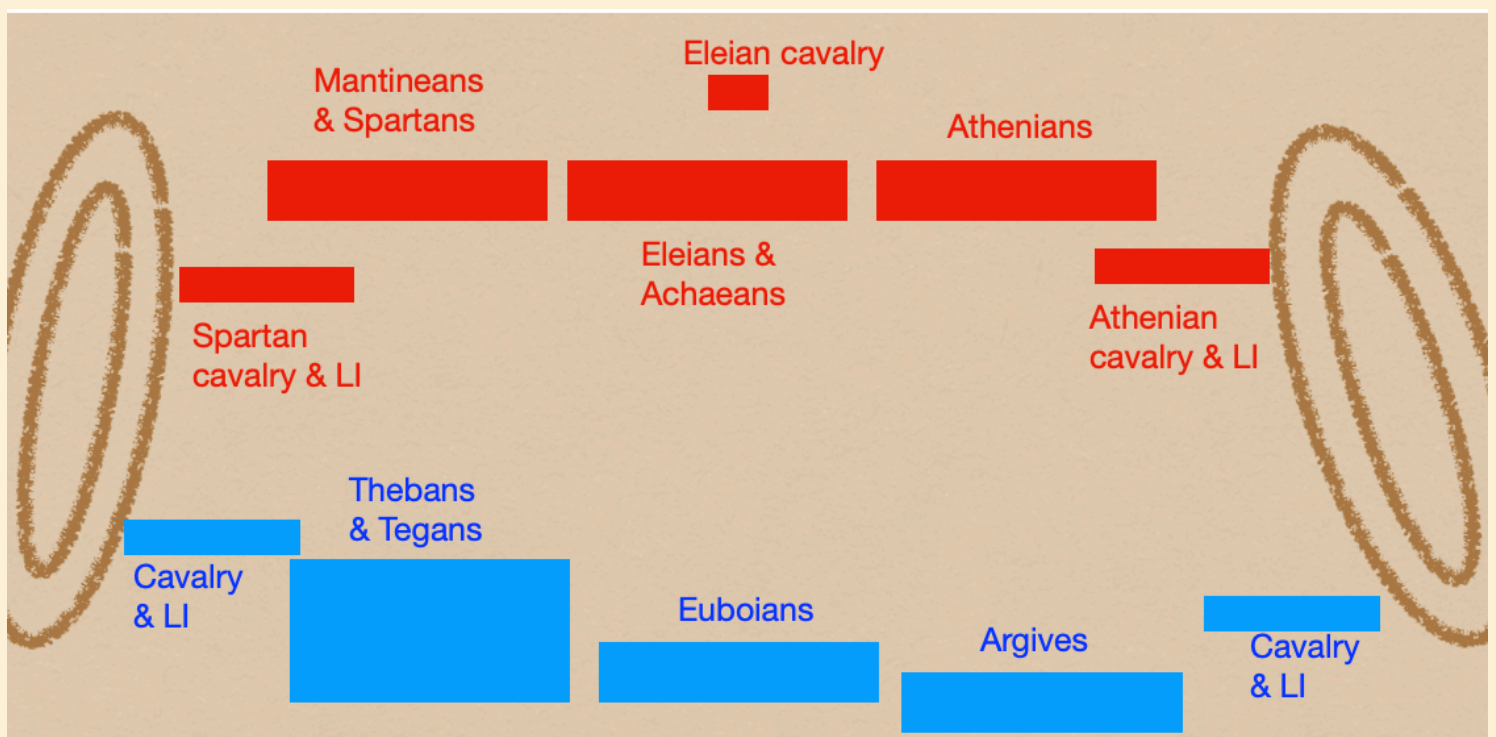


The Field of Battle

For 20-28mm figures you will need at least a 6'x4' flat open playing area. The flanks were protected by hills closing in towards the Spartan position. These could be placed on the table if you have a wider playing area but left off if you have less — assuming the hills to be the table edges. If placed on table the hills are impassable to all except psiloi and peltasts.

There was also a dry stream crossing between the front of the two armies. It had no effect on the battle but could be added for visual effect.

The opposing forces should be deployed as per the map with at least 18-24" separation between the two armies. As this is a large battle it makes for an excellent multi-player game with each player taking command of one of the phalanxes (see briefs below).



Spartan Player Brief

Outnumbered by the Thebans you have deployed your army in a gap between steep hills to prevent outflanking. When it appears that the Thebans are not planning to attack many of your men stand down and leave their ranks to eat lunch.

As a result each of your hoplite units starts with 3 Disorder Points (DPs), your cavalry and skirmishers with 2 DPs each. These may be recovered by remaining stationary as the men redress ranks.

Now it appears that the Thebans are planning to attack with a strongly weighted left wing.

You have four leaders each in command of one of the four phalanxes (see below). You will need to dice (1 AvD) for their command points (CPs) +1 to die roll for the Spartan leader (max 5). The Mantinean commander is in overall command of the whole army. Leaders must be attached to a Hoplite unit.

Spartan Order of Battle

Your hoplites are formed up in four phalanxes as follows from right to left:

Mantineans

- 1 unit Mantineans B Grade
- 1 unit other Arkadians C Grade

Spartans

- 1 unit Spartiates, A Grade
- 1 unit other Laconians, B Grade

Eleians & Achaeans

- 1 unit Eleians, C Grade
- 1 unit Achaeans, C Grade

Athenians

- 2 units Athenians, C Grade
- 1 unit Athenian Epilektoi, B Grade

Your cavalry and skirmishers are deployed on the wings and in reserve as follows:

Right Wing

- 1 unit Spartan cavalry
- 1 unit mercenary peltasts
- 1 unit Cretan archers

Left Wing

- 1 unit Athenian cavalry
- 1 unit Athenian psiloi

Reserve

- 1 unit Eleian cavalry



Theban Player Brief

You have deceived the enemy into thinking that you do not intend to attack. As a result, many of their men have left their ranks to enjoy lunch whilst your deployment was screened by your left wing cavalry and skirmishers.

Now, with a heavily weighted left flank you are getting your men ready to attack.

You have four leaders each in command of one of the four phalanxes (see below). You will need to dice (1 AvD) for their command points (CPs). Add one to the die roll for the Theban commander who is in overall command of the whole army (Max 5 CPs). Leaders must be attached to a Hoplite unit.

Theban Order of Battle



Your hoplites are formed up in four phalanxes as follows from left to right:

Thebans

3 units Thebans in 3 deep phalanx, B Grade

Tegans

2 units Tegans and other Arkadians in 2 deep phalanx, B Grade

Euboians (units 1 deep)

1 unit Sikyonians, C Grade

1 unit Euboians, B Grade

1 unit Messenians, C Grade

Argives (units 1 deep)

1 unit Argive Eparittoi, B Grade

2 units Argive citizens, C Grade

Your cavalry and skirmishers are deployed on the wings as follows:

Left Wing

1 unit Theban Hamippoi

1 unit Thessalian heavy cavalry

1 unit Thessalian light cavalry

1 unit Thessalian archers

1 unit Malian slingers

Right Wing

1 unit Theban cavalry

1 unit Mercenary peltasts

1 unit Ainianan psiloi