

CHAERONEA 338 BC

MACEDONIANS

King Philip II, Macedonian general, **5 CPs**

Prince Alexander (& Parmenio), Macedonian contingent commander, **4 CPs**

Antipater, Macedonian subordinate commander, **3 CPs**

Antigonus, Macedonian subordinate commander, **3 CPs**

Hypaspists (**A2/D2/S** arm. javelinmen, A Grade, MV +2): 4 stands

Asthetairol I (**A1/D1** phalangites, A Grade, MV +1): 4 stands

Asthetairol II (**A1/D1** phalangites, A Grade, MV +1): 4 stands

Asthetairol III (**A1/D1** phalangites, A Grade, MV +1): 4 stands

Pezhetairol I (**A1/D1** phalangites, B Grade, MV 0): 4 stands

Pezhetairol II (**A1/D1** phalangites, B Grade, MV 0): 4 stands

Pezhetairol III (**A1/D1** phalangites, B Grade, MV 0): 4 stands

Dorians (**A2/D2** hoplite spearmen, C Grade, MV 0): 4 stands

Phocians (**A2/D2** hoplite spearmen, C Grade, MV 0): 4 stands

Locrians (**A2/D2** hoplite spearmen, C Grade, MV 0): 4 stands

Aetolian peltasts (**A2/D2/S** javelinmen, B Grade, MV +1): 3 stands

Aetolian psiloi (**A1/D1/S** skirmishers, C Grade, MV +1): 2 stands

Agrianes (**A1/D1/S** skirmishers, B Grade, MV +1): 3 stands

Archers I (**A0/D1/S/L** missile troops, B Grade, MV 0): 2 stands

Archers II (**A0/D1/S/L** missile troops, B Grade, MV 0): 2 stands

Hetairoi (**A4/D1** shock cavalry, A Grade, MV +2): 3 stands

Thessalian cavalry (**A3/D1/S** heavy cavalry, A Grade, MV +1): 3 stands

Paeonian cavalry (**A2/D0/S** light cavalry, B Grade, MV +1): 2 stands

ATHENIAN/THEBAN ALLIANCE

Chares, Athenian general, **2 CPs**, on foot

Stratocles, Athenian subordinate commander, **3 CPs**, on foot

Athenians I (**A2/D2** hoplite spearmen, C Grade, MV +1): 4 stands

Athenians II (**A2/D2** hoplite spearmen, C Grade, MV +1): 4 stands

Athenians III (**A2/D2** hoplite spearmen, C Grade, MV +1): 4 stands

Athenians IV (**A2/D2** hoplite spearmen, C Grade, MV +1): 4 stands

Mercenary peltasts I (**A2/D2/S** javelinmen, B Grade, MV 0): 3 stands

Mercenary peltasts II (**A2/D2/S** javelinmen, B Grade, MV 0): 3 stands

Cretan archers (**A0/D1/S/L** missile troops, B Grade, MV 0): 3 stands

Athenian cavalry (**A3/D1/S** heavy cavalry, C Grade, MV 0): 2 stands

Theagenes, Theban allied contingent commander, **4 CPs**, on foot

Sacred Band (**A2/D2** arm. hoplite spearmen, A Grade, MV +2): 1 stand

Thebans I (**A2/D2** hoplite spearmen, B Grade, MV +1): 4 stands
Thebans II (**A2/D2** hoplite spearmen, B Grade, MV +1): 4 stands
Boeotians (**A2/D2** hoplite spearmen, B Grade, MV 0): 4 stands
Theban cavalry (**A3/D1/S** heavy cavalry, B Grade, MV +1): 3 stands

Lysicles, confederate allied contingent commander, **3 CPs**, on foot

Corinthians (**A2/D2** hoplite spearmen, C Grade, MV 0): 4 stands
Euboeans (**A2/D2** hoplite spearmen, C Grade, MV 0): 4 stands
Achaean (**A2/D2** hoplite spearmen, C Grade, MV 0): 4 stands
Megarans (**A2/D2** hoplite spearmen, C Grade, MV 0): 4 stands

Terrain

The river Kephisos counts as a major obstacle and is in the Macedonian left/Allied right flank sector, at an angle towards the Macedonian centre. A gentle slope (the foothills of Mount Thurion) are in the opposite flank sector, angled towards the Allied centre and bisected by the dried stream bed (see below). Olive groves (broken ground/light cover) are scattered along these hills. There is also a separate gentle hill in the Macedonian right flank sector. The town of Chaeronea can be positioned (for decoration only) close to the Allied left flank table corner. In front of the Allies is a long, narrow patch of broken ground (1-2 JTs wide) - a dried stream bed, running from the high ground to the river and just in front of the Allied deployment position (see below). The terrain on the far side of the river is mostly steep slopes (difficult terrain).

Deployment

Deploy both armies a bowshot (5 JTs) back from the centre line. The Allied front line extends along the bank of the dried stream bed. Players can deploy according to their plans, as very little definite is known about this battle.

Foot leaders must be attached to hoplite units. Theagenes must be attached to the Sacred Band at the start of play. Lysicles' contingent must be deployed adjacent to Chares' one.

Special Rules

- The Athenian hoplites are overwhelmingly inexperienced and over-enthusiastic new recruits, classed here as impetuous and therefore prone to 'spontaneous advance' if or when control is lost. Note the effect on the leader CPs required to control them.
- The hoplite battle supplement should **not** be used for this scenario.

Victory Conditions

The Macedonians must achieve a decisive victory over the Allies in 6 turns (the end of Turn 6 is assumed to represent nightfall), or they lose the scenario.