

## Salute 2023 Command Decision Special:

### Boeotian War Campaign

This is the campaign that led to one of the most significant battles of the Ancient Greek world. It showed that Greek battlefield strategy and tactics had evolved from the simplistic lines of hoplites pushing and shoving one another. The Battle of Leuctra, featured complicated manoeuvres, oblique formations of hoplites, the combined arms of cavalry and infantry, deft unleashing of reserves and the use of elite troops.

#### Friction between Thebes and Sparta

The region of Boeotia was at the heart of the problems between the two states. Some Boeotian city states appealed to Sparta to free them from control by Thebes. The Spartans demanded that Thebes disband their army and withdraw from the city states. Thebes refused, so the Spartans under King Cleombrotus marched into Boeotia, but the army of liberation quickly became a wave of slaughter and looting. This drove many of the city states back into the arms of Thebes. Historically, Sparta set up their camp at Leuctra and the Thebans under Epaminondas marched to deal with them.

#### The opposing generals

King Cleombrotus had been criticised in the past for letting the Thebans get away with things without challenging them. He had to act against them now or face being replaced by someone that would be more aggressive and firm with the Thebans.

Epaminondas knew that Thebes was fragile and another siege of the city would end them, he also knew that if he showed any kind of weakness, his Boeotian allies would desert him. Besides, an oracle had predicted that the "Lacedaemonians would be defeated".

#### The campaign

The campaign map is a simplified depiction of Boeotia at the time of the war between Thebes and Sparta. Each of the ten key city states is shown, along with tracks linking them together. Troops must use the tracks to move between the cities. Each of the red circles represents a day's march. For example a force leaving Thespia would march for four days before arriving in Thebes (three circles between the two cities and a fourth day to reach Thebes). Forced marches can be made, but all troops only received half of the normal movement bonus when charging (Hoplites would normally get a 2" charge bonus, but after a forced march they only get a 1" bonus, likewise, open order cavalry would get 8", but this is reduced to 4"). In addition to this the Fighting Ability of units is also reduced. For example a Subject Ally Hoplite unit graded D6C is downgraded to D5C. To recover from a forced march, units must rest for a full day.

Each of the cities has an integral 1000 Hoplites (graded as Reserve Hoplites (5 bases) C6C, unarmoured close order) and 500 Light Troops – which can either be javelin or sling men (graded as 2 bases of C1D2 unarmoured, shieldless open order troops). These troops cannot leave the city; they can join a larger Theban force in defence of the city or try and defend the city on their own.

Only half of the cities have any form of defensive walling:

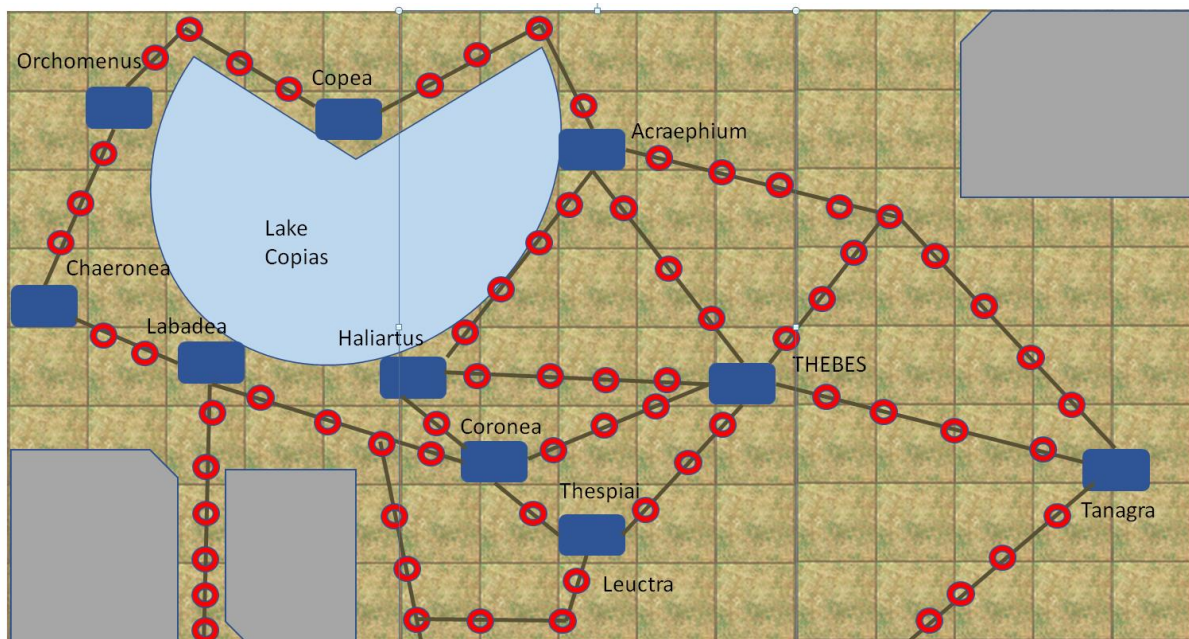
Those with a wall include Thebes, Thespieae, Tanagra, Charonea and Haliartus.

Those with no wall include Orchomenus, Copae, Coronea, Acraephium and Lebadea.

It was rare for troops to assault walled cities, but if a walled city is besieged for 5 turns without relief from other cities, roll 1d6 to determine the actions of the garrison:

D6 Roll	Result
1-2	The garrison surrenders immediately to the besieging force
3-4	The garrison evacuates via unguarded route, if not possible then surrenders
5-6	The garrison determines to stick it out.

Besieging a city simply means that a field army is sitting on the same part of the map as a city. Leuctra is marked on the map; it is not a city and does not have a garrison.



### Campaign Set Up

Historically the Theban and Boeotian force were aware that the Spartans were advancing into the region towards Thespiæ; they moved to lure them away and the key engagement took place at Leuctra between Thespiæ and Thebes. To hamstring the Thebans a little, their force is split into three groups:

Thebes and her allies (a generous 10800 men)		Start Location
Sacred Band and Epaminondas	Around 800 men	Thebes
Theban Hoplites	Around 1500 men	Thebes
Theban/Boeotian Horse and Gorgidas at Labadea	Estimated at 1500 men	500 each at Thebes, Thespiæ and Labadea
Boeotian Hoplites and	Approximately 5000 from, Thespiæ,	2000 at Thespiæ, 2000 at

Pelopidas at Thespias	Tanagra, Orchomenus, Haliartus, Copae, Coronea, Acraephium, Lebadea and Charonea	Labadea and 1000 in Thebes
Peltasts	Around 1000	Half in Thebes, half in Labadea
Light Troops	Possibly 1000 (including baggage guards)	Half in Labadea, half in Thespias
Sparta and her allies (around 14000 men)		Start Location
Spartiate Hoplites and King Cleombrotus I	Estimated at 700 men	Mountain pass entry point
Lacedaemonian Hoplites and Teleutias	Up to 2300 men	
Spartan/Allied Horse	Estimated at 1000	
Spartan Peltasts	No more than 1000	
Allied Hoplites and Gorgidas	Around 8,000 Phocian and other allied city states	Track leading to junction between Labadea and Coronea
Light Troops	Probably around 1000	

### How to play the campaign

Both players will need three counters, one for each commander and the troops with them. Units cannot move without a commander. Cavalry and Light Troops only commands can make two marches per turn; all other commands that include Peltasts or Hoplites can only make one march per turn. The campaign finishes at the end of turn 36. Once a city has been taken (or retaken), a nominal 2 bases of C1D2 unarmoured, shieldless open order troops garrison the city under the command of the new owner of that city.

### Winning the campaign

The **Spartans** win the campaign if they can do one of the following:

- **Capture 6 cities** (not including Thebes)
- **Capture Thebes**
- **Defeat a Theban force** in excess of 8,000 men

The **Thebans** win the campaign if they can do one of the following:

- **Defeat a Spartan force** in excess of 8,000 men
- **Kill or capture** King Cleombrotus I
- **Rout or destroy** the Spartiate and Lacedaemonian Hoplite force

# Hoplite Warfare Quick Reference

## Movement

Troop Type	Normal Movement	Charge Bonus
Hoplites	6	2
Peltasts	7	2
Light Troops	8	2
Close order cavalry	12	6
Open order cavalry	16	8
Generals	6 or 7 /12 or 16	2, 6 or 8

## Drill manoeuvres

Unit Training Class	Time taken to perform manoeuvre
A	Quarter Turn
B	Half Turn
C	Three Quarters of Turn
D	Full Turn

## Turns and Generals

Die Roll	Type of General	Characteristics	Turn Order Modifier
1	Heroic and Inspiring	Must be attached to a front line unit, allows one unit to ignore morale test each turn. Will not rout if attached unit is lost, will reattach to nearest friendly unit.	+1
2	Heroic	Must be attached to a front line unit, will stand ground and fight if attached unit is lost *	+1
3	Maniacal	Must order the army to close to hand-to-hand at earliest opportunity. Cannot order a friendly unit to withdraw	+2
4-6	Normal	No additional impact	None
7	Inspiring	In encounter battles will always choose table edge to set up the army.	+1
8	Cowardly	May not engage in hand-to-hand combat. Will withdraw if unit attached to is charged	-1
9,10	Figurehead	As above, but choose table edge to set up the army.	

\* When in solitary combat, the general will roll a D6. 1-3 no effect, 4-6 kills one base of enemy. Attacker then rolls, 1-2 no effect, 3-4 General withdraws, 5-6 General killed

### Reaction to General's death

Dice Roll	A Morale	Y Morale	B Morale	C Morale	D Morale	X Morale
1	Rout	Rout	Rout	Rout	Rout	Rout
2	Obey Orders	Rout	Rout	Rout	Rout	Rout
3	Obey Orders	Rout	Obey Orders	Rout	Rout	Rout
4	Obey Orders	Revenge	Obey Orders	Obey Orders	Rout	Rout
5	Revenge	Revenge	Revenge	Obey Orders	Obey Orders	Revenge
6	Revenge	Revenge	Revenge	Revenge	Revenge	Revenge

### Morale Tests

When to take:

First time in charge distance	The unit wants to charge or is being charged or is being fired at for the first time	A unit has lost a round of hand-to-hand combat
A unit sees a friendly unit rout within 15 inches	A unit has already routed and wants to rally	A target has lost a base from shooting or combat

For A and B class morale units use three average dice, for C, D, X and Y units use three ordinary D6s.

Morale modifier for each	Factors
+1	Unit advancing Each enemy unit retiring within 12"
+2	Each enemy unit routing within 12"
+3	Attempting to charge into contact General is with unit (or within 6")
-1	Infantry pushed back once in combat Each enemy unit charging the unit Unit is halted due to morale test
-2	Infantry pushed back twice in combat Cavalry pushed back once in combat Unit trying to recover from rout Unit is disorganised  Enemy charging to flank or rear and unit engaged frontally
-3	Infantry pushed back three or more times in combat Cavalry pushed back more than once in combat

## Morale Results

Modified Die Roll	Result	Effects on different units
16+	Unit must advance to contact. Unit rallies from rout.	C/D class trained units will become disorganised in second or subsequent advance to contact
6-15	Unit obeys orders. Unit rallies from rout.	
4-5	Unit halts Unit rallies from rout.	Open order units may evade if they are charged.
3	Unit retires. Unit breaks and routs if it has been pushed back in hand-to-hand combat	Routers reduce fighting ability by 1 for the rest of the battle (to a minimum of 1).
1-2	Unit retires. Unit breaks and routs if it has been pushed back in hand-to-hand combat	Routers reduce fighting ability by 2 for the rest of the battle (to a minimum of 1).
0	Unit retires. Unit breaks and routs if it has been pushed back in hand-to-hand combat	Routers reduce fighting ability by 3 for the rest of the battle (to a minimum of 1).
-1 or less	Unit retires disorganised. Unit breaks and routs if it has been pushed back in hand-to-hand combat	Routers reduce fighting ability by 4 for the rest of the battle (to a minimum of 1).

**Shooting at a General (must be 3" from a friendly unit)**

Shooting Ability	1-2	3-4	5	6
1	Missed	Missed	Missed	1 hit
2	Missed	Missed	General forced to retire	1 hit
3	Missed	General forced to retire	1 hit	2 hits

For each hit scored roll 1D6:

D6 score	Result
1-2	General wounded; if mounted is unhorsed, if on foot may only move at half speed
3-4	General wounded and is captured.
5-6	General killed

**Weapon Ranges**

Weapon	Maximum Range
Javelin	6"
Sling	12"
Horse bow	12"
Foot bow	18"

Shooting Ability	Shooting Against			
	Armoured Infantry	Unarmoured Infantry	Armoured Cavalry	Unarmoured Cavalry

3	2	3	3	4
2	1	2	2	3
1	0	1	1	2

Shooting modifier for each	Factors
+1	Armoured infantry that cannot use shield
+2	Unarmoured infantry that cannot use shield Target is more than 1 base deep
-1	Target has moved over 6" Target in open order Cavalry with horse armour
-2	Target in cover (woods, wall, building etc.)

Training Effect on Firing	1 Thrown	2 Thrown	3 Thrown	4 Thrown	5 Thrown	6 Thrown
A	-1	0	0	+1	+1	+2
B	-1	-1	0	0	+1	+1
C	-2	-1	-1	0	0	+1
D	-2	-2	-1	0	0	+1



## Casualty Table

Number of Bases	Final Factor								
	-2	-1	0	1	2	3	4	5	6
1	No effect	No effect	No effect	Target halts	Target disorganised	Target fighting ability reduced by 1	Target Retires	Target Retires	Target Routs
2	No effect	No effect	Target Halts	Target disorganised	Target fighting ability reduced by 1	Target Retires	Target Retires	Target Routs	Target loses base
3	No effect	Target Halts	Target disorganised	Target fighting ability reduced by 1	Target Retires	Target Retires	Target Routs	Target loses base	Target loses base
4	Target Halts	Target disorganised	Target fighting ability reduced by 1	Target Retires	Target Retires	Target Routs	Target loses base	Target loses base	Target loses 2 bases

## Combat

Infantry Fighting Ability	Fighting Against			
	Armoured	Unarmoured	Armoured	Unarmoured
	Infantry	Infantry	Cavalry	Cavalry
9	9	10	6	7
8	8	9	6	7
7	7	8	6	6
6	6	7	5	6
5	5	6	5	5
4	4	5	4	4
3	3	4	3	3
2	2	3	2	2

1	1	2	1	1
<b>Cavalry Fighting Ability</b>	<b>Fighting Against</b>			
	<b>Armoured Infantry</b>	<b>Unarmoured Infantry</b>	<b>Armoured Cavalry</b>	<b>Unarmoured Cavalry</b>
4	6	7	8	9
3	5	6	7	8
2	4	5	6	7
1	3	4	5	6

<b>Combat modifier for each</b>	<b>Factors</b>
+1	Fighting armoured infantry unable to use shields
+2	Fighting unarmoured infantry unable to use shields Close order cavalry fighting open order cavalry Fighting enemy that has been pushed back
+3	Fighting against troops unable to fight back Close order cavalry fighting open order infantry
-1	Fighting cavalry that has horse armour
-2	Fighting whilst disorganised Fighting up a slope

<b>Training Effect on Combat</b>	<b>1 Thrown</b>	<b>2 Thrown</b>	<b>3 Thrown</b>	<b>4 Thrown</b>	<b>5 Thrown</b>	<b>6 Thrown</b>
A	-1	0	0	+1	+1	+2
B	-1	-1	0	0	+1	+1
C	-2	-1	-1	0	0	+1
D	-2	-2	-1	0	0	+1

### Combat Result Table

Difference in scores	Higher scorer	Lower scorer
60+	Advance full charge move	Loses two bases and remainder routs
50-59	Advance full move	Loses one base and remainder routs
40-49	Advance 3"	Loses one base and falls back 6"
30-39	Halt	Loses 1 fighting ability
20-29	Advance 3" disorganised	Pushed back 3" disorganised
10-19	Disorganised	Disorganised
1-9	Falls back 3"	Falls back 3"
0	No effect	No effect