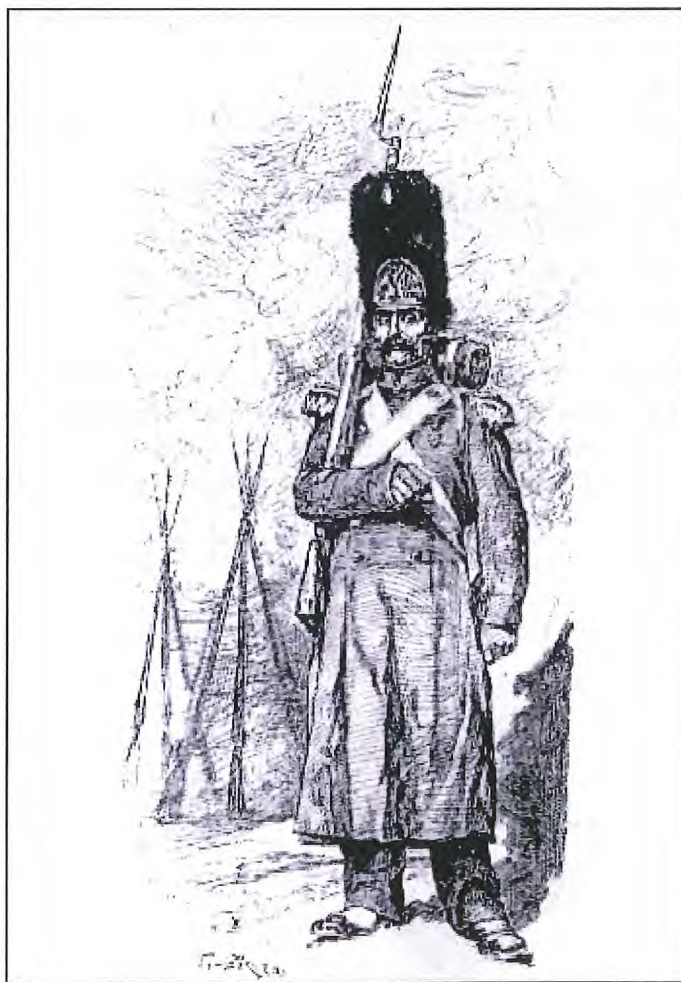




THE GRUMBLER

The Official Newsletter of G.N.H.W.S – July 2007

Vol 7 Part 4



To quote Field Marshall Blucher: **“Vorwärts”**.

Welcome to the July Edition of the Grumbler – the official bimonthly newsletter of the Group North Historical Wargames Society.

After this issue we go to a new schedule – the Grumbler going out at the start of every even numbered month. This way we can get an issue out with details of the AGM at the start of each Jun.

We congratulate the new Committee on it's appointment and include a short message from the President of the Society.. Also, we have reports on the Club activities, and an article on Chaeronea - 338BC. Plus we have our regular items.

Rowland
Editor

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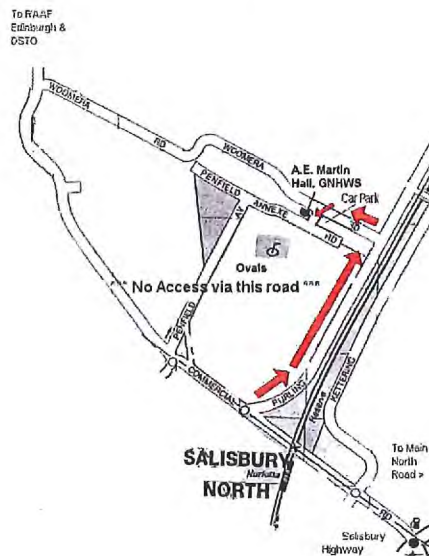
WHO ARE WE? (for visitors)

The Group North Historical Wargames Society first aim is to provide a convivial atmosphere to **play wargames** for those interested in figure, board and computer based wargaming of all periods and genre. We are also interested in research, competition, exchange of information, promulgation of rules, systems, umpiring, preservation of historical military structures and relics, and societies and individuals similarly engaged.

WHERE ARE WE? (for visitors)

The club rooms are located at the A.E. Martin Hall (Building 36), Penfield Ave Edinburgh UBD Ref: 61 E9. Access is by road and rail (Nurlutta Station - five to 10 minute walk). The nearest bus stops are over 1km away (twice as far as the station).

Access from the South along Penfield Ave is blocked. So access is from the North, off Woomera Rd. Drive down Purling Avenue and take the first left, (Woomera Road). Penfield Ave is the only access to the compound on the left (South). The Society's clubroom is right next to the entrance. (If coming from the North it is down West Ave then left on Woomera Rd)



Diary

Group North Activities

- 7 July - **Northern Heresy 40K** – Organiser Owen Barstch. Details TBA
- 11 & 18 July **Trojan War Campaign** – Organisers Ross Dawe & Rowland Dickinson (see below for details)
- 15 & 22 August **DBA tournament** with 25mm figures – Organiser Ross Dawe & Marcus Tregenza (see below for details)
- 29 August to 24 December **Companion DBM tournament**: Organiser Ross Dawe round robin starts 29 August and runs until Christmas. (see below for details)
- 28 October **Open Day** Organiser Marcus Tregenza

Other Organisations¹

- 12 & 19 Aug **DBM Doubles Tournament** - League of Ancients (Melbourne)
- 25-26 Aug **Games Workshop** – Adrian (GW Marion)
- September **Lionheart (DBM)** – The Northern Suburbs Games Assn (Melbourne)
- November **De Bellis Melbournian** -

¹ I have included all South Australian competitions I can find and Victorian (because it is only eight hours by car). Australian Championships located further afield will also be included, if I know about them. - Ed

Notices/Announcements:

Gaming Nights:

A reminder to everybody gaming nights are:

- every Weds and Fri evenings and
- every 2nd, 4th and 5th Sunday afternoon.

Weds and Fri the hours are: Doors officially open at 7:00 pm and close at 11:00 pm.

- On Weds people often start arriving from 6:30 pm and a key holder might be there to open up. If you plan to be early please speak to a committee member (beforehand) to get access.
- Closing time is 11:00 pm. Please schedule your game to finish with enough packing up time to be out of the doors by 11:00 pm.

Sundays (2nd, 4th and 5th): Noon to 6pm. Attendance fluctuates at the moment so if you plan to come along it may pay to ensure someone has a key to get in. Otherwise email the Society (attention Mike Allen) on : <mailto:groupnor@groupnorth.asn.au> , check the Society's website at www.groupnorth.asn.au

New Committee

Congratulations to our new Committee of Management voted in at our Annual General Meeting. The positions are:

President:	Harry Dunn
Vice President	Vacant
Secretary	Martin Foreman
Treasurer	Rowland Dickinson
Committee Member	Heinz Schroeder
Committee Member	Stephen Wold
Committee Member	Simon O'Brien

Honorary Librarian	Andrew Cameron
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We thank the outgoing Committee for their efforts and look forward to the new Committee leading our Club.

Next Committee Meeting

The Committee meets every second month, the first meeting for the new Committee is provisionally 10th July at 7:30pm at the Club Rooms (unless advised otherwise). An agenda will be distributed separately.

If members have specific issues they wish discussed please advise a committee member by that date.

Some Statistics:

As at the 30 June 2007 we had 40 adult members and 11 juniors.

There are quite a few costs associated with running the Society, but for electricity, water, cleaning consumables and waste removal it costs an average of about \$25 to open the club doors for a normal membership Wednesday/Friday/Sunday activity. This equates to 11 full and 3 junior members per session.

During the year from the 2006 AGM to the 2007 AGM the Clubrooms were open as normal wargaming nights as follows:

Wednesdays : 48
 Fridays: 35
 Sundays: 4

Added to the above are the AGM night, the Open Day, five competitions that took in a weekend, and three competitions that were played on normal wargaming evenings.

Wednesday nights continue to be the most general night with a mix of wargames from all periods and forms and with gamers of all ages. Fridays seems to be of most interest to the fantasy and Sci-Fi players reflecting its position at the end of the week. Hopefully their use of the Hall will increase to the level of the Wednesday nighters. Hopefully, Sunday will see a greater demand.

Society members who wish to use the Society's rooms at other times should be aware of the need for numbers to cover the associated costs of opening the club rooms, particularly in the non-daylight saving months.

The facilities were leased for nine external activities. These are important as the monies from them help keep our fees down.

Subscriptions Due 1 July

A reminder to everyone that subscriptions fall due on 1 July as required by the constitution. Unless paid up, as of then we all automatically become non-financial. Your attention is drawn to sub-clause 4.5 with regard the grace period for payment and the effect of non-payment within the grace period.

Most of our big bills fall due early in this period as well, so it is important for the Treasurer's ease of mind that payments come in quickly.

In the AGM fees were not changed so they remain at:

\$70 for an Adult Member,
 \$30 for a Junior Member.

Competitions

As Editor I try to keep up to date as to what is being planned in the Club, however unless I am told I do not know. So if your are planning a competition please let me know either

by emailing me on <mailto:groupnor@grouppnorth.asn.au>, dropping a soft copy on disc of your competition blurb into my box at the club rooms or even a note. Verbal notification is dicey as I offer no guarantee of remembering anything after I leave the club rooms.

Companion 07 (approval pending)

See expanded detail P9.

Trojan War Campaign (approval pending)

Wednesday 11 and 18 July, 7pm onwards both nights. **Entry is free.** The organisers are Ross Dawe and Rowland Dickinson.

This two-session campaign will recreate two of the major battles of the Trojan War, as described by Homer and other classical writers. Rules and armies will be DBM but with minor changes to suit the 'epic' style of Homer's *Iliad*.

Figures will be provided by Ross and Rowland. Please contact either of them if you want to participate.

DBA Tournament

Wednesday 15 and 22 August, 7pm onwards both nights. This two-session DBA tournament will use 25mm figures. Three games per night. **Entry is free.** The organisers and playing umpires: Ross Dawe and Marcus Tregenza.

This year we are doing the army allocation differently. Each game board will consist of a matched pair of armies (e.g. Romans versus Ancient British, Romans versus Dacians, Hundred Years War English versus French). Players will be assigned a game board and roll 1d6 each: high roll chooses which of the two armies for that game board to use. The normal DBA game sequence continues with players rolling for attacker/defender. Terrain for each game board will be preset by the organisers.

Players with 25/28 mm scale DBA armies are welcome to bring them along so they can be used in the tournament. Ross and Marcus will be contributing armies, but we would greatly appreciate other players contributing some additional variety in the matched army pairs.

Tidiness

Please tidy up around your gaming area after you have finished your game and place terrain neatly back in the correct shelf in the terrain room. We are all forgetful at times so please be generous by doing a little bit extra when you do tidy up.

Also please remember to check before your game (with a committee member) about whether or not you need to put tables/chairs away in case there are other activities in the hall before the next club event.

Open Day

Our Open Day is scheduled for the last weekend in October – 28/10/07. Marcus Tregenza has volunteered to be the organiser. If you are willing to take responsibility for running a particular game/event/table/catering/thing, please contact Marcus and let him know. More details will follow closer to the date.

Tattoo

While details of our Annual will be in the next issue of the Grumbler we had quite a few entries in the categories of:

Juniors Table;

Terrain;

Fantasy – single model, unit or squad and large model;

Science Fiction – single model, unit or squad and large model; and

Historical – single model, unit or squad and large model.

Buy & Sell Session

This year, preceding the AGM, we had a buy and sell session. We had some of those who were in the figures and games industry along as well as quite a few members who had items for sale. All seemed quite satisfied with the brisk trade and the story is that those members who were selling did not walk away with much cash as they were also buying quite heavily.

Looking for Opponents or Got Wargamers Visiting?

I know planning two or more months ahead is an anathema to most wargamers, but if you want to play someone outside your current circle then why not advertise in the Grumbler? Put a note in my (Editors) tray in the library or email: <mailto:groupnor@groupnorth.asn.au>

Ladders

DBA, DBABB and DBM ladders – contact Rowland Dickinson

New Members

We continue to have a small but steady flow of visitors to the Club Rooms. So keep your eyes open and if there is someone you don't recognize go up and say 'hello' to them and make them feel welcome.

Items for 'The Grumbler'

Email address for articles: <mailto:groupnor@groupnorth.asn.au> . Alternatively hard or soft copies can be dropped into Rowland Dickinson's tray in the Society's Library room. Please feel free to include any photo's.

The 'Cut off date' is two full weeks before the effective date of the next issue. Articles/Items received after this date and before the edition goes to print may get in but that cannot be guaranteed. Next Edition is the August September issue. So the 'cut off date' is 21 July.

COMPANION 2007¹

Starts Wednesday 29 August and runs until Christmas. Entry fee: \$10, payable to the Society's Treasurer (Cheques to Group North Historical Wargames Society). The organiser is Ross Dawe. This competition is open to both Society members and the general public.

This tournament uses 15mm scale figures with DBM v3.1 rules with a maximum 378 army points. It is a round robin format, in that each player can play everyone else once. Game duration is 3 hours 30 minutes maximum. It is an open competition available to non-club members

This year the theme of allowed armies is: "any army that fought in the Holy Land". The following is a list of armies that meet this criteria (or were close enough that they have the benefit of the doubt). Format is book number then list number. Some lists are limited in options to remain within the theme.

- I/1 Early Sumerian
- I/4 Zagros and Anatolian Highlanders (Guti only)
- I/6 Early Bedouin
- I/9 Early Syrian
- I/11 Akkadian (not Third Dynasty of Ur)
- I/15 Later Amorite
- I/16 Hittite Old and Middle Kingdom
- I/17 Hyksos
- I/19 Mitanni
- I/20 Syro-Canaanite and Ugaritic
- I/22 New Kingdom Egyptian
- I/24 Hittite Empire
- I/25 Middle Assyrian and Early Neo-Assyrian
- I/27 Early Hebrew
- I/28 Sea Peoples
- I/29 Philistine
- I/31 Neo-Hittite and Later Aramaean
- I/34 Later Hebrew
- I/35 Cypriot and Phoenician (Not colonial armies in the West)
- I/37 Mannaian and Other Taurus and Zagros Highland States
- I/38 Libyan Egyptian
- I/39 Urartian
- I/43 Kimmerian, Skythian (not Early Hu)
- I/44 Neo-Babylonian (Not the revolts)
- I/45 Neo-Assyrian Empire
- I/46 Kushite Egyptian

¹ Please note that final details still need to be worked out, and permission is required from the club committee for these tournaments.

- I/51 Neo-Assyrian Later Sargonid
- I/53 Saitic Egyptian
- I/60 Early Achaemenid Persian
- II/7 Later Achaemenid Persian
- II/12 Alexandrian Macedonian
- II/15 Alexandrian Imperial
- II/16 Asiatic Early Successor
- II/19 Seleucid
- II/20 Ptolemaic
- II/22 Arabo-Aramaean (Not Characene/Mesene)
- II/23 Later Pre-Islamic Arab (Not Yemen or Oman)
- II/28 Early Armenian (Tigranes the Great only)
- II/33 Polybian Roman (Late 2nd century BC only)
- II/37 Parthian
- II/43 Maccabean Jewish
- II/44 Commagene
- II/49 Marian Roman (Eastern options only)
- II/50 Hasmonean Jewish
- II/51 Late Judaeae
- II/56 Early Imperial Roman (Eastern options only)
- II/59 Jewish Revolt
- II/64 Middle Imperial Roman (Eastern only)
- II/69 Sassanid Persian
- II/74 Palmyran
- II/78 Late Imperial Roman (Eastern only)
- II/83 Patrician Roman (Eastern only)
- III/4 Early Byzantine
- III/17 Maurikian Byzantine
- III/25 Arab Conquest
- III/27 Rshtuni Armenian
- III/29 Thematic Byzantine
- III/31 Umayyad Arab (Only options appropriate to Syria, Arabia or Egypt)
- III/37 Abbasid Arab
- III/49 Tulunid or Iqshidid Egyptian
- III/50 Bagratid Armenian
- III/53 Dynastic Bedouin
- III/60 Dynastic Kurdish
- III/64 Nikephorian Byzantine
- III/65 Fatimid Egyptian
- III/70 Georgian (Crusades era only)
- III/73 Seljuq Turk
- III/75 Konstantinian Byzantine
- IV/1 Komnenan Byzantine
- IV/2 Cilician Armenian
- IV/6 Syrian
- IV/7 Early Crusader

- IV/17 Later Crusader
- IV/20 Ayyubid Egyptian
- IV/24 Khwarizmian (From 1231 AD onwards)
- IV/26 Lusignan Cypriot
- IV/45 Mamluk Egyptian
- IV/46 Ilkhanid
- IV/49 Anatolian Turkoman
- IV/55 Ottoman
- IV/56 Order of St. John
- IV/75 Timurid

Other lists could be added if evidence is provided to the tournament organiser. For the purpose of this list, the 'Holy Land' is defined as being the area currently containing Israel, Lebanon, western Syria, Jordan and the western part of the Sinai.

While most of the games for Companion will be played on Wednesday nights, can prospective players please let me know if they can play one or two games on a Friday night. The reason I ask is that two prospective players can only play on Fridays and I would like to give them the option to join in the tournament.

Tournament Results/Diary Events

Adeladium 2007

A report for the August September Issue of the Grumbler is anticipated.

Berserker 2007 Big Battle DBA Tournament

By Ross Dawe

Nine players entered this year's 'Berserker' round robin ancients tournament. Ross Dawe with his 7th century Silla Koreans built up a lead out of the starting blocks, with Chris Young and his successor army of Pyrrhus giving a strong pursuit. Rowland Dickinson with his Mycenaean also started well, but had a disastrous patch in which his army was massacred twice in one evening. In one epic debacle against Marcus Tregenza, Rowland remembered too late that chariots just aren't hard enough to frontally charge a wall of pike men.

Other notable events include Harry Dunn having an up and down roller coaster performance with his Feudal Spanish. The dice gods were particularly fickle in Harry's game against Ross, with Harry having some decent troop matchups rapidly turn to custard when he kept on rolling strings of 1's for combats. Chris Young had one of those "Oops!" moments when the general of his flank command was squashed flat due to being behind an elephant that was recoiled from bow fire.

Michael Grant's Mongol Conquest army kept coming unstuck against a variety of armies, but came good against Marcus Tregenza's Later Swiss wall of pike men. The Mongol cavalry and light horse just kept charging, bouncing off and fleeing, then charging in again. Eventually the pike men started having a few accidents (those pesky "1" rolls again) and we all know what Genghis and the lads usually did to armies that had gaps in their lines: a few dead pike men soon turned into a lot of dead pike men. Marcus's Swiss recovered from the disaster in later games and put in a very strong performance.

Martin Foreman's Seleucid army terrorised everyone with its massed elephants, scythed chariots, wall of pikes and armoured lancers. Last year this army was almost unstoppable, but this year some players managed to confound it.

Richard Moriarty's Pre-Feudal Scots had the right camp to encourage the troops: three witches brewing something in a cauldron, complete with speech bubbles quoting lines from Shakespeare's 'Macbeth'. This impressed everyone except Richard's own troops, who often performed like they thought they were fighting on behalf of MacBeth in the final scene as Birnam Wood approaches Dunsinane.

Andrew Jacobi's New Kingdom Egyptians did well in their few appearances, being the only army to rout Ross's Koreans. Andrew also fought a nail biting tussle with Chris's Pyrrhics in a battle that saw both camps under threat from troops that broke through the

other side's battle line. While Chris's troops sacked Andrew's camp, just one die roll different would likely have seen Andrew's troops burning Chris's camp.

The final placings are based on the best six game scores and not the overall total. Maximum score per game is 18 points.

Player	Army	Total Score	Best Six
Games Score			
Ross Dawe	Silla Korean	132 (8 games)	108
Chris Young	Pyrrhic	117 (8 games)	103
Marcus Tregenza	Later Swiss	93 (6 games)	93
Martin Foreman	Seleucid	73 (6 games)	73
Harry Dunn	Feudal Spanish	62 (6 games)	62
Michael Grant	Mongol Conquest	56 (7 games)	54
Rowland Dickinson	Minoan & Early Mycenaean	53 (7 games)	52
Andrew Jacobi	New Kingdom Egyptian	49 (3 game)	49
Richard Moriarty	Pre-Feudal Scots	27 (5 games)	27

We also had a prize for 'Unluckiest Player', based on having generals killed, camps sacked and generally having awful movement and combat die rolls. The prize (an Osprey book on Medieval Germans donated by Ross) had several contenders as some players just seemed to have bad luck follow them from game to game. The title of 'Unluckiest Player' went to Michael Grant, who often had good matchups but the dice seemed to be consistently cruel to him (except when he played Marcus).

The tournament organiser, Ross Dawe, would like to thank the players for making the whole thing run smoothly. The round robin format allowed players to take breaks for holidays or work commitments, so we will use it again next year.

Many thanks to Ross for his efforts and this update. Once again we are indebted to his enthusiasm - Ed

Rimmer's War Diaries

Rimmer's War diaries are composed so that, for future generations of tabletop commanders, the experiences and insights of successful (and not so successful) commanders can be made available to them. Through such magnanimous generosity of their predecessors, the future commanders can be suitably informed and over-awed by the brilliance of those who have gone before.

The DBABB and DBM competitions were not able to meet the timings for this issue but I have been assured that there will be at least one commentary in the next issue. With Northern Heresy on the 7th of July the August/September Grumbler may be blessed with two articles.

Articles

Among the Society's aims are:

“To advance the avocation of Historical Wargaming in the State of South Australia by means of research, ... exchange of information, promulgation of rules, systems ...”
and

“To widen public awareness of historical military heritage by ... publishing reports and manuscripts of military history...”

This section provides the forum for the publication of articles and thoughts of our members to share with each other and the wider public. This issue we have the second in the series of articles on Alexander's campaigns- his first recorded battle Chaeronea.

Battle of Chaeronea 338 BC

Marcus Tregenza & Rowland Dickinson

The battlefield of Chaeronea is sited on one of the two land access routes into the Peloponnese. It is South of the coast road from the Dardanelles of Thermopylae fame and located in the watershed of the Cephissus River (Modern Kifissos). As indicated by the sources given there are historical references supported by archeological digs on the site, in particular two mass graves which are taken to mark the general dimensions of the battlefield. (See Figure 1). The battle occurred as part of Philip II of Macedon final subjugation of the Greek City States and is one of the first battles recorded for Alexander III (the Great). The relative position of the forces is recorded in the sources, but the exact positions are the subject of conjecture. Figure 1 gives the layout of the battlefield.

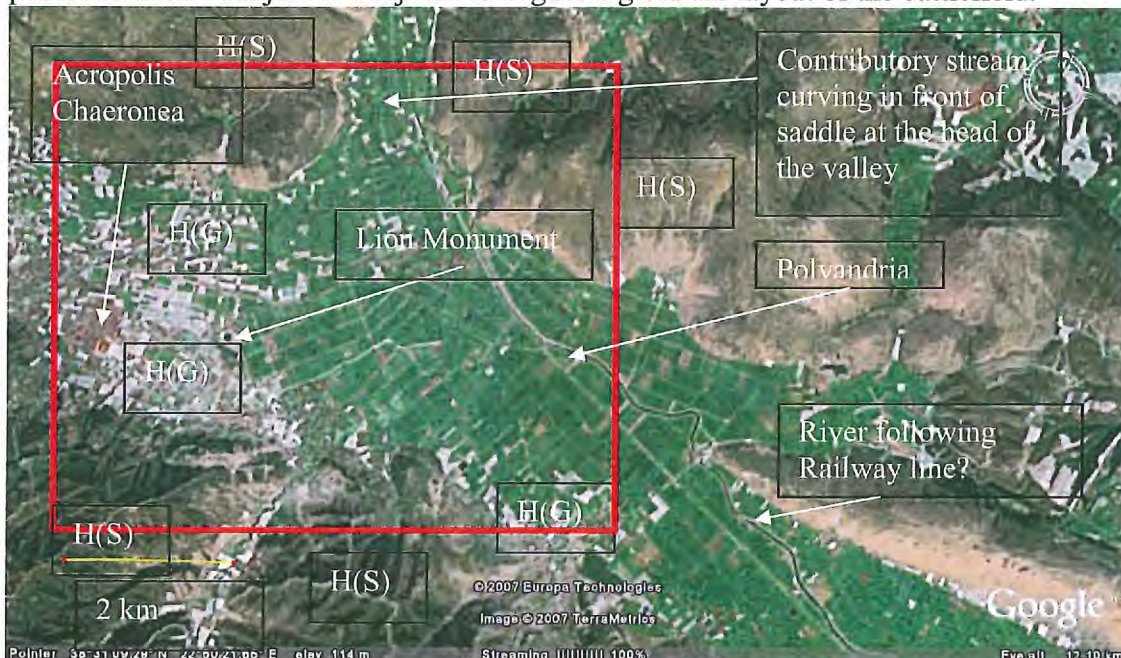


Figure 1- The Battlefield¹

¹ Base map Google_Earth accessed 23 Apr 2007.

To assist the understanding of the where in the area the battle occurred we discuss the tactical significance to the opposing sides. The Greeks would have selected a site that was advantageous to themselves, forced Philip to give battle, limited his options of approach and prevented his movement further South. At Chaeronea the River Cephissus cuts close to Mt Akontain on its north east bank, while there is a broad plain ascending into the hills of Chaeronea to the South West and Lebadeia on the road to the South. Anchoring one wing on Chaeronea and the other on the Cephissus near Mt Akontian¹ would seem to give the option with the shortest frontage. However, this places the river Haimon to the rear of the Greeks, which though minor, with the push and shove of phalanxes, may not have been wise – better it was to the Macedonians rear. Further South² along the road, and barring the route South to Lebadeia, the access route of the Macedonians is still constricted as well as the battle front, in addition to the disorder the Haimon would impose on the defeated Macedonians, Chaeronea could disgorge its population to fall on the fleeing Macedonians. The two mass graves³ suggest the limits of the flanks and historical evidence indicates some of the Greeks camped ‘near’ the Haimon – one would expect behind their battle position rather than in front of it (unless, of course, an outpost). This option places the Greek left flank about 1.5 kms and the right about 2.7 kms South of the first position suggested with a line at more of an angle to the Cephissus. Figure 2 gives a simplified picture of the battlefield giving an area in which the Greeks probably deployed.



Figure 2⁴ Boundaries of Greek Deployment

¹ This is the preference of John Drogo Montagu in ‘Battles of the Greek and Roman Worlds’ p99.

² This is the preference in Atlas of Classical History ed Richard J A Talbert p61

³ A polyandriion (polyandria) or monument over a common grave identified as Macedonian possibly that referred to by Plutarch, and the Lion Monument without inscription (the same lion sculpture is also found in the Macedonian city of Amphipolis).discovered 1881AD and rebuilt 1902AD This monument is a Macedonian Lion atop a grave of 254 skeletons laid out in pairs in seven ranks with weapons excavated 1881 AD – attributed to the Theban Sacred Band (strength 300). Some claim the Sacred Band were buried where they fell (see Fildes and Fletcher page 27) – a reasonable conclusion. However, if this is the case they were either on the Greek left flank to start with or in the course of the battle they advanced diagonally across the battlefield from their initial position on the right flank. Of this latter there is no evidence in the sources, unless this rather than being slaughtered where they stood on the right, was the reason for Philip’s admiration.

⁴ This is based on the map by CJ Tulpin at p61 in Talbert op cit

The relative strengths¹ and their DBABB equivalents are given in Table 1

<u>The Macedonians - Phillip II of Macedon</u>	<u>DBA Elements (3 Commands)</u>
Hypaspists (3,000 Hypaspists, 3000 Peltasts) 3 x Ps – 10 Elm	1 x Sp (Gen - CinC), 3 x Sp, 3 x Ax,
Phalanx (12,000 Pzetairoi, 3000 Peltasts) – 16 Elm	1 x Pk (Gen), 11 x Pk, 2 x Ax, 2 x Ps
Mounted Wing (2,000 Heavy / 500 Light Cavalry) – 10 Elm	1 x Kn (Gen), 2 x Kn, 3 x LH, 4 x Ps
<u>The Greeks - Demosthenes of Athens</u>	<u>DBA Elements (3 commands)</u>
Athens (10,000 Hoplites, 5000 Peltasts)	1 x Sp (Gen - CinC), 6 x Sp, 4 x Ax, 3 x Ps – 14 Elm
Thebes (12,000 Hoplites) – 12 Elm	1 x Sp (Gen), 2 x Cav, 8 x Sp, 1 x Ps
Greek City States (8,000 Hoplites) – 10 Elm	1 x Sp (Gen), 1 x Cav, 5 x Sp, 3 x Ps

Table 1 Relative Strengths

The relative positions and hence tactical layout of the opposing forces is well documented.

The Greek Alliance force consisted of mainly Theban and Athenian contingents with a polyglot contingent from other polis in Greece². The Thebans were on the right, Athenians in the centre and other Greek polis troops on the left. In the position of honour on the extreme right was the Theban sacred Band.



Deployed Athenian-Theban Army

¹ M Tregenza "Archon to Legate - Scenarios for Ancient Battles for Wargamers" in preparation and subject to copyright ©

² Diodorus implies there were only Athenian and Theban contingents Bk XVI 84.5

The Macedonian force was disposed with the heavy cavalry on their left under Alexander, the phalanx in the centre and a right wing of their Hydaspists under Philip for the more difficult terrain. The relative strengths are as indicated in Table 1 above.



Deployed Macedonian Army

Details of the actual progress of the battle are sketchy. The Macedonians commenced the battle with a general assault. The Macedonian right gave ground – whether pushed back by the Allied city states, to deliberately to break up the Greek line, to gain later advantage of a charge from higher ground or as part of a general alignment with the Greek battle front is not clear. The Athenians (Greek polis allies) apparently responded by advancing their left in pursuit. Whether or not the Macedonian left was seriously engaged at this time is not clear but it appears the young Alexander conducted an energetic assault which had discomfited the opposing Thebans.



Disruption Athenian Centre

A significant gap now appeared between the contingents of Athens (moving forward and extending to their left) and the Thebans (in disarray). The Macedonian right and left (with Alexander at the head of the Companion cavalry) appear to have charged at about the same time. The loss of cohesion among the Greek allies and Athenians on the left and the gaps on the right resulted in both wings being routed by their Macedonian opposites. A valiant stand by the Sacred Band did not prevent the ensuing disaster¹.



The Rout of the Theban Right Wing

For a DBABB refight of Chaeronea we have already identified the two army components, the following² provides the forces and special rules for a DBABB replay of this significant battle. The Figure 3 provides the most northern option for the lay down of the troops in the battle box described at Figure 2 with the Greek Allies defending the line Chaeronea – Mt Akontain.

¹ The Greek losses were very heavy, particularly the Theban Sacred Band which historical sources state was wiped out but archeological evidence indicates 46 were taken alive.

² M Tregenza "Archon to Legate - Scenarios for Ancient Battles for Wargamers" in preparation

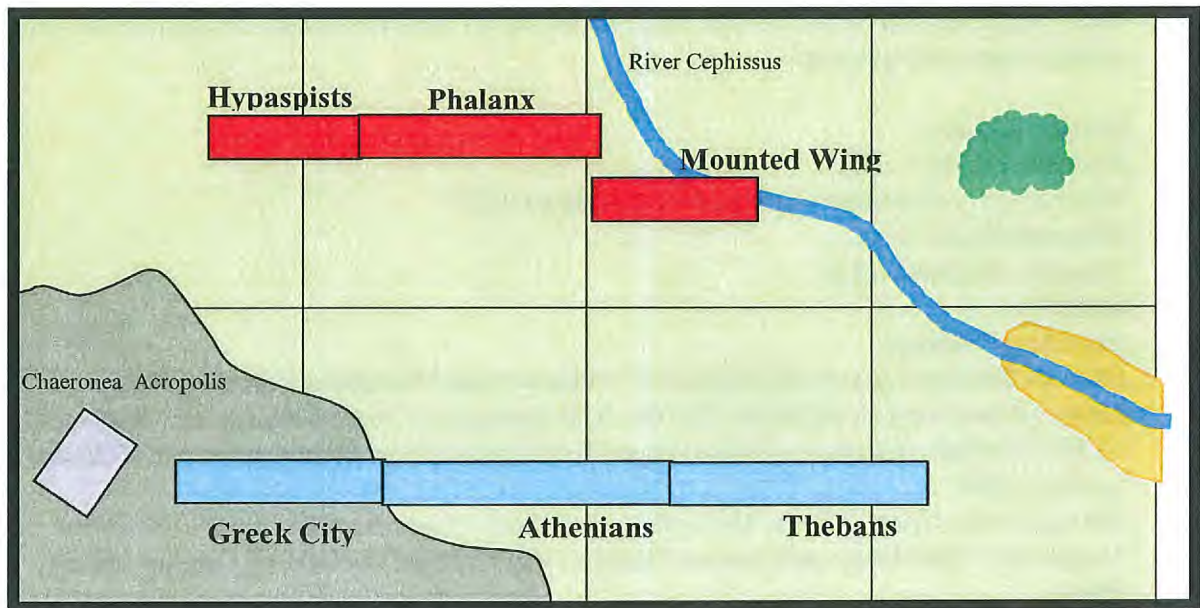


Figure 3 - Initial Layout © M Tregenza

Some special rules¹ need to be applied from the general DBA approach.

- The army lists are fixed so there is no option for swapping two elements.
- The Greeks are the defenders and so deploy first, the Macedonians move first.
- The victory conditions are: one third of a command lost breaks a command. Loss of half of Army total loses game. Broken elements do not count as lost – only those destroyed or that have fled off table are lost.

Some optional Rules² are:

- Deployments (Greek advantage) – Free deployment:
 - Greeks deploy in box with left and right flanks as indicated. Greeks deploy first. Macedonians deploy with historical match-ups. Macedonians move first.
 - Greek and Macedonian Commands are deployed alternately anywhere within 600 paces of the home base edge. There are no restrictions on distance from side edges. Greeks deploy first. Macedonians move first.
- Sacred Band (Greek advantage / Macedonian advantage) – The Theban Sacred Band is represented by 1 x Spear element. This element adds +1 if its combat roll is less than opponents. If lost the Sacred Band counts as 2 normal elements for calculating command and Army break points.
- Alternate Victory Condition: Macedonians break through to Lebadeia. This is represented by the Macedonians gaining control¹ the right centre quarter of the Greek's home base edge.

¹ © M Tregenza

² © M Tregenza

Enjoy replaying this battle and feel free email Group North Historical Wargames Society to let us know how it went.

Primary Sources:

Diodorus 16.84.5 - 86;

Frontius, 2.1.9 essentially repeated in Polyaeus 4.2.7

Polyaeus 4.2.2, 4.2.7

Plutarch, *Alexander* 12.3;

Justin 9.3.

Secondary Sources:

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Pictures, figures and diorama by M Tregenza.

Many thanks to Marcus and Rowland Ed ;-)

¹ That is by having it contiguously occupied by Macedonian elements – this takes at least eight elements.