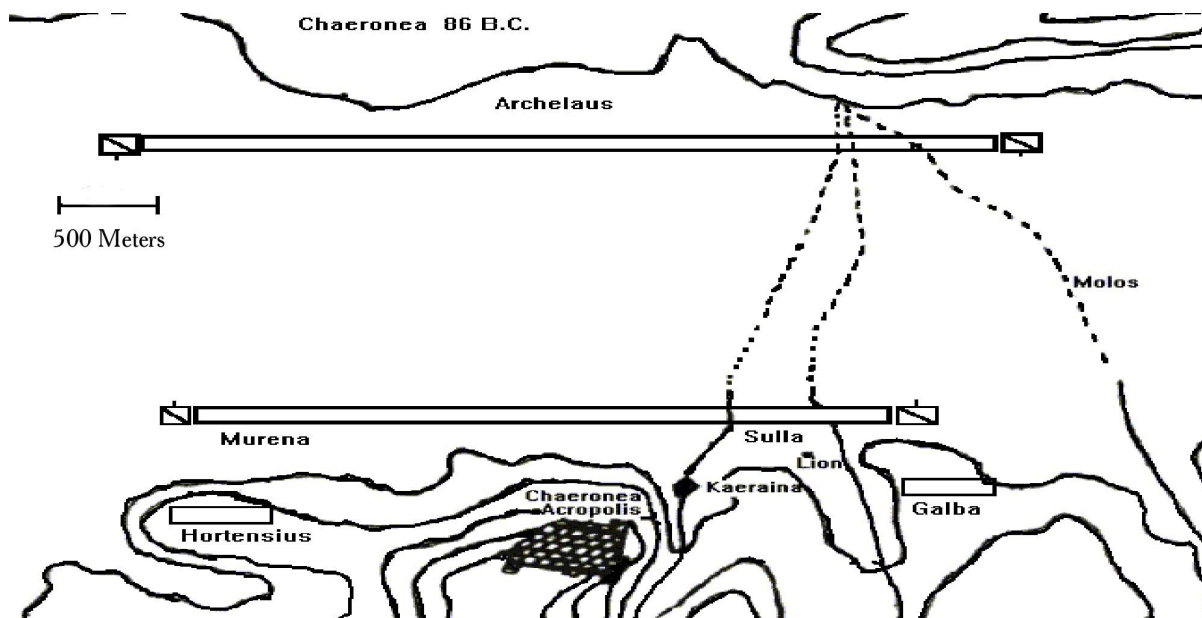


CHAERONEA 86 B.C.

Mithridates¹ invaded Europe in 88 B.C. with a two-pronged attack. One was by land and the other was conducted by sea, commanded by Mithridates best general, Archelaus. Athens turned to the Pontic forces and was given back Delos after Archelaus had overrun it. Archelaus had firmly entrenched a stronghold in Greece by the end of the year.

In the spring of 87 B.C. Rome challenged the Mithridatic forces by sending Sura to meet Archelaus. He met and defeated Archelaus but the battle was inconclusive because Archelaus escaped by sea. This left Athens wide open however and Sura took advantage of it. He marched on Athens only to be forced to retire when Archelaus and his fleet returned to aid the city. Sura marched north and was met by a large Roman force that had just landed at Epirus; Sulla had arrived! Sulla immediately ordered Sura out of Greece. There was to be but one Roman commander of the army and Sulla was making sure it was he!

Archelaus knew he could not match the forces he was now presented with and he retired to the Piraeus² to await reinforcements. Sulla marched from Epirus through Thessaly and Boetia and left a small force about Athens while he proceeded to lay siege to Piraeus. This siege became long and protracted with both sides gaining and losing the upper hand on occasions. As 86 B.C. arrived, Sulla was still before the gates with an army that was growing ever more weary as the siege continued without resolution.



To make matters worse, there was a revolution in Rome in which Marius and Cinna militarily took the city and Sulla's family had to flee to save their lives. Sulla had been declared a public enemy in Rome, his property seized and his house burned to the ground! Sulla realized that he was now on his own and had to therefore demand supplies from local areas. Aetolia, Thessaly, and especially Thebes were levied upon heavily for the badly needed supplies. Sulla did keep strict records of what had been "borrowed" and said that all would be repaid.

Sulla maintained his siege upon Piraeus and also began hammering away at Athens in addition. The city was suffering greatly from famine and fell when Sulla found a lightly guarded point of access into the city. The city was sacked on Sulla's orders. Sulla returned to the Piraeus and through repeated assaults finally compelled Archelaus to abandon the position. He weighed anchor and sailed to meet Taxiles.

Taxiles wished to meet the Romans in combat while Archelaus wanted to wage a war of attrition on Sulla. Archelaus was convinced that victory could be obtained by avoiding combat and concentrating on the Roman supply line. While he was quite correct, he would be forced into combat by circumstances.

Sulla moved into Boetia due to supply reasons where he also received reinforcements. With these additional troops he turned to meet Archelaus. Archelaus again did not wish to fight but this time was overruled by his other commanders. The Pontic army was at least three times the size that of Sulla and Sulla had moved into the plain of Elatea and occupied Philoboeotus. This was a strong defensive position and when Archelaus drew up his army in battle order to the south in the plains, Sulla wisely refused to fight.

Archelaus, seeing that Sulla would not come to meet him in the open moved to cut Sulla's lines of communications by attempting to seize the Acropolis of Parapotamii. Sulla foresaw the move and occupied the position first but did not realize that Archelaus had already foreseen that Sulla would guess his move and sent an additional Pontic detachment to the plains south towards Chaeronea. Archelaus then withdrew his army south so that he occupied the plains on both sides of the area northwest of Chaeronea and finally took position between Mt. Hedyllion and Mt. Akontion, on the north bank of the Kophissos River. Sulla would now be forced to move to secure his communications!

Sulla detached Gabinius with one Legion plus the levy of Chaeronea and succeeded in occupying it before the Pontic arrival. The Pontic detachment attacked Gabinius but was repelled.

Sulla was however, in a serious position for he was now a Legion weaker and his position had for all purposes been turned. Two miles separated Gabinius and Sulla's positions now and when Sulla marched to join Gabinius, the Battle of Chaeronea had begun!

Archelaus decided to cross the Kophissos. In this, Murena was partly successful for Sulla did link up with Gabinius but Archelaus was successful in crossing the Kophissos and now Sulla was forced to turn and meet him in battle. Murena formed the left side of Sulla's line while Sulla took the right.

Archelaus positioned his "Freed Men Phalanx" in his center with his chariots in front and the Brazen Shields to their right with the Greek hoplites to their left. He split up his cavalry on his flanks with infantry in reserve of them and to his center. Sulla formed up four Legions to his center with Hortensius and Galba each taking personal command of five cohorts each as a reserve to try and counter the strong Pontic cavalry.

Sulla attacked from this position and overran the Pontic Scythed Chariots before they could charge. Archelaus countered by sending forward the Brazen Shields along with cavalry to flank Murena. Hortensius came to Murena's aid but was compelled to fall back to the safety of the foothills. Murena must have likewise fallen back to secure this line while Sulla took charge on the right. Sulla attacked, threatening to break through the Pontic left center. Archelaus saw the danger and rode to the threatened sector but could not close the gap. Sulla broke through and the result was the complete rout of the Pontic army.

The Scenario

The following scenario is intended for use with *Ancient Empires* 2nd edition rules.

The preceding map illustrates the battle area. Players may set up their armies freely within the general set up areas outlined on the map. The Molos and two other streams on the map are represented by dotted lines. The Kophissos River runs the breadth of the battlefield directly behind Archelaus' line.

The foothill to the rear of Sulla's line is considered Rough Terrain. In addition to the normal penalties for ascending elevations, units move through this terrain with a 50% movement penalty.

ROMAN ARMY:

Army Commander - Lucius Cornelius Sulla (Excellent)

Sub-Commander - Murena (Good)

Reserve Units:

Command 1 - Five Cohorts at 4 figures each. Morale Grade 16. One Major Unit Commander (Hortensius - Good).

Major Unit 2 - Five Cohorts at 4 figures each. Morale Grade 16. One Major Unit Commander (Galba - Good).

The Main Line:

Command 3 - Nine Tactical Units at 4 figures each (Morale Grade 16) and one Tactical Unit at 8 figures (Eagle Cohort – Elites – morale grade 18). One Tactical Unit of two light dart throwing ballista models.
One Major Unit commander.

Command 4 - Nine Tactical Units at 4 figures each (Morale Grade 16) and one Tactical Unit at 8 figures (Eagle Cohort – Elites – morale grade 18). One Tactical Unit of two light dart throwing ballista models.
One Major Unit commander.

Command 5 - Nine Tactical Units at 4 figures each (Morale Grade 16) and one Tactical Unit at 8 figures (Eagle Cohort – Elites – morale grade 18). One Tactical Unit of two light dart throwing ballista models.
One Major Unit commander.

Command 6 - Nine Tactical Units at 4 figures each (Morale Grade 16) and one Tactical Unit at 8 figures (Eagle Cohort – Elites – morale grade 18). One Tactical Unit of two light dart throwing ballista models.
One Major Unit commander (Gabinus – “Good”).

Command 7 - Two Tactical units of Light Javelin armed cavalry (Thessalian?) at six figures each (Morale grade 16).
One Major Unit commander.

- Command 8 - Two Tactical units of Light javelin armed cavalry (Boetian?) at 6 figures each (Morale Grade 16). One Major Unit commander.
- Command 9 - Two Tactical Units of javelin armed light infantry (Chaeronians?) at 4 figures each (Morale Grade 14). Two Tactical units of light infantry archers (Rhodians?) at 4 figures each (Morale Grade 14). One Tactical unit of light infantry slingers (Aetolian?) at 4 figures each (Morale Grade 14). One Major Unit commander.

PONTIC ARMY:

Army Commander - Archaelus (Good)

Sub-Commander - Taxiles (Mediocre)

- Command 1 - Three Tactical Units of 48 figures of "Freed Men Phalangites" (Morale Grade 13). One Major Unit Commander
- Command 2 - Two Tactical Units of 3 models of Scythed four-horsed chariots (Morale Grade 16). ("Battle status"). One Major Unit command chariot.
- Command 3 - One Tactical Unit of 36 figures of pike armed Hoplites (Brazen Shields) (Morale Grade 18). One Tactical Unit of javelin armed light infantry at 4 figures. One Major Unit Commander.
- Command 4 - One Tactical Unit of 36 figures of pike armed Mercenary Hoplites (Morale Grade 16). One Tactical Unit of 4 figures of javelin armed light infantry (Morale grade 13). One Major Unit Commander.
- Command 5 - Three Tactical Units of Thracian peltasts at 9 figures each (Morale Grade 16). Two Tactical Units of 6 figures each of javelin armed peltasts (Morale Grade 13). One Major Unit Commander.
- Command 6 - Three Tactical Units of Galatian Warriors at 9 figures each (Morale Grade 16). One Tactical Unit of light infantry slingers at 4 figures (Morale Grade 16). One Tactical Unit of light infantry archers at 4 figures (Morale Grade 16). One Major Unit Commander.
- Command 7 - Three Tactical Units of Pontic infantry at 9 figures each (Morale Grade 16). Two Tactical Units of javelin armed peltasts at 4 figures each (Morale Grade 14). One Tactical Unit of light infantry archers at 4 figures (Morale Grade 14). One Tactical unit of light infantry slingers at 4 figures (Morale Grade 14). One Major Unit Commander.
- Command 8 - Two Tactical units of Armenian cataphracts at 4 figures each (Morale Grade 16). Two Tactical units of Scythian cataphracts at 4 figures each (Morale Grade 16). (All cataphracts are "battle status") One Major Unit Commander.
- Command 9 - Two Tactical Units of Pontic unarmored cavalry at 6 figures each (Morale Grade 16). Two Tactical units of Median unarmored cavalry at 6 figures each (Morale Grade 16). One Major Unit Commander.
- Command 10 - Two Tactical Units of Scythian horse archers at 6 figures each (Morale Grade 14). One Major Unit Commander.

Command 11 - Two Tactical Units of Cappadocians javelin armed light cavalry at 6 figures each (Morale Grade 14). One Major Unit Commander.

VICTORY CONDITIONS

Once Archelaus had decided to fight, either side could only win victory by destroying their enemy's army. In the real battle, Sulla did just that, even though he was at a disadvantage. Even so, he still had another battle fight! With the resources of Mithridates and those of Rome, this battle was just a beginning.

To win the battle, either side must eliminate a number of enemy units from play that is three times their own loss, while avoiding no more than 20 percent overall casualties themselves. Any other result is a draw. Routed units, broken units not rallied, and troops that have evaded off the board and pursued and not yet returned to play, all count as figure losses at the battle's conclusion. The battle length is a maximum of ten hourly rounds.

Mithridates VII, surnamed Eupator and The Great was called, "the greatest monarch that ever sat on a throne", according to Cicero. He is said to have conquered some twenty-four nations. According to some, he was finally put to death on the orders of his son, Pharnaces!

A celebrated harbor at the mouth of the Cephisus River, about three miles from Athens.

"The Freed Men Phalanx" was men that had been freed by proclamation by the Royal Commanders. See Plutarch's Lives.Sylla.