

The Battle of Melitea 322BC

Scenario 14 for Conquerors and Kings ancient battle rules.

Setting the scene

This battle takes place during the Lamian war.

Greek states had banded together in order to oppose King Antipater. Antipater was one of Alexander the great's successors (Diadochi).

The campaign was not going that well for Antipater. They had just lost a battle at 2nd Thermopylae.

The Greeks were keen to get to grips with Leonatos and his successor army before it could be joined by Antipater's other successor army.

ADVICE

Do not read up on this battle. Enjoy playing it and **then** look up the details.

Deployment

- ◆ Skirmishers can be deployed in any zones wished by the players. Subject to the normal zone capacity and army deployment area.
- ◆ Where units have extra qualities such as armour, veteran etc the player can **choose** which particular units these are applied to.
- ◆ Generals do not roll for gifts. They must use those listed in the army make up. Replacement generals have the usual 1D6 per gift.
- ◆ No scenario generator is applied to this battle.
- ◆ Lates and losses are not applied.
- ◆ No piggy chase
- ◆ Normal victory conditions apply.
- ◆ The given battle tactics can be applied by the player as he sees fit.
- ◆ Assume all units are trained and have shield unless specified otherwise.
- ◆ The battle layout uses a normal CK battle table.

Special scenario rule

No general of either side can move away from units in their first turn. He stay with cavalry or foot as appropriate. Die hard battle tactics can only be given to close order foot units.

Greek army

3 x cavalry (No shields) (1x elite, 1 x veteran, 2 x armoured)
 1 mounted skirmisher
 2 x Foot skirmishers
 2 x Auxiliary (spear and shield)
 8 Close order foot (1x Veteran,1x levy)

General1= Antiphilos **Gifts** = Fight
General 2= Menon of Pharsalus **Gifts** = Fight, valiant
Battle tactics= Advance x2, Die hard x1, Brace shields x1

The battlefield was fairly flat and open.
 There were some gentle hills and nearby rough ground.

Greek army (Attacker)

| | | | | | |
|------------------------------|----------------|-------------------------------------|-----------------|---|------------|
| 2x Auxiliary Rough ground | 2x Close order | 3 x Close order General 1 | 3x Close order | 3 x Cavalry General 2 | |
| Rough ground | | | | | |
| | | | | | |
| 2 x Auxiliary | | 3 x Close order General 2 | 3 x Close order | 2x Cavalry General 1 Gentle hill | Rough hill |
| | Rough ground | 1x Close order | 1 x Auxiliary | | |

Successor army (Defending)

Successor army

2 x cavalry Spear and shield (2 x armoured)
 1 x mounted skirmisher
 7 x Close order pike and shield (2 x Veteran, 2x levy)
 4x Auxiliary(2 spear and shield, 2 bow and no shield)
 4x Foot skirmishers

General 1= Leonatos **Gifts** = Morale
General 2= Commander of foot **Gifts** = Fight

Battle tactics= 3x Brace shields, 1 x Hold fast, 2 x die hard

What really happened at the battle of Melitea

This is written in Portuguese so that you are less tempted to read the result and try to emulate it.

After the game ends put this text into a translator program and see what happened. Also you can read up on this battle through Wikipedia or similar.

Portuguese

O exército sucessor comandado por Leonatos foi forçado à batalha por Antífilo. Antiphilos precisava trazer o sucessor para a batalha antes que ele pudesse ser totalmente acompanhado pela outra parte do exército sucessor sob o comando do rei Antípatro. Esses sucessores tinham acabado de aliviar o cerco de Lâmia (Antífilos sitiou a cidade depois de derrotar o exército sucessor na 2ª Termópilas).

A ala superior da cavalaria grega derrota a ala da cavalaria Sucessora. Ao mesmo tempo, os blocos de lanças sucessores centrais estavam vencendo a infantaria central grega.

A cavalaria sucessora foi empurrada de volta para terreno elevado e também perdeu seu general Leonatos devido a um ferimento de estilingue.

Depois de uma longa luta, os sucessores retiraram-se, pois haviam perdido o flanco da cavalaria e o general líder.

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