

# SPQR SCENARIO

## The Battles of Lamia and Ells, 208 B.C.

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### The Battle of Lamia - Historical Background

(Phillip V of Macedon vs. The Aetolian League under Chief Magistrate Pyrrhias)

In 210 B.C., Marcus V. Laevinus went to northern Greece to try and form an alliance with the Aetolian League. After the promise of assistance in taking coveted territory for them, the Aetolians agreed. For Rome, the alliance with a Greek State was important. It provided her the opportunity to become involved in Greek affairs, thereby keeping powerful Macedonia, led by King Phillip V, too busy to involve itself again in the Second Punic War.

In 215 B.C., Phillip attempted to capitalize on the early successes of Hannibal by forming an alliance. However, before Macedonia could actively participate against Rome she had to attack her

neighbors, an action Rome did not sit idly by and watch. Moving into Illyria, Phillip was able to quickly seize the port of Oricum. He then continued on to Apollonia, another port, and laid siege.

The control of these ports could have been used by Phillip for crossing the Adriatic into Italy. Rome's response, though small, was quite effective. After retaking the lightly garrisoned Oricum, Quintus Naevinus Crista was sent to Apollonia to reinforce the town and hopefully lift the siege. With 2,000 hand-picked men, Crista slipped past the besiegers under the cover of darkness. On the next night he led a successful raid on the Macedonian camp, killing and capturing many men. Phillip escaped the attack, but with his army dispersed, he returned to Macedonia.

Several years following the alliance between Rome and Aetolia, the Achaean League was being harassed from the  
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### THE BATTLE OF LAMIA, 208 BC

**MAP:** Use the **Zama** Map from **SPQR**.

**COUNTERS:** You can find all the counters you need in **SPQR**. In an attempt to use the properly labeled counters for the forces

represented, units of the same color appear on both sides. If this causes you undue stress, replace them with other counters of similar unit types and combat values.

**VICTORY:** The Aetolians win if the Macedonian army incurs 40 Rout Points. The Macedonians win if the Aetolian army incurs 34 Rout Points.

### Initial Deployment

#### Macedonian Army of Phillip V

Unit(s)	Hex(es)/With any...	Use SPQR Counter(s)
<b>Phillip V [OC]</b>	Stacked with any unit	
Cavalry Commander (a)	Stacked with any cavalry	<i>Repl. Ldr. (pink)</i>
Infantry Commander (b)	Stacked with any infantry	<i>Philocles</i>
Thessaly Cavalry	1611	<i>Thessalian Cav. HC (1)</i>
Companion Cavalry	1612-1613	<i>Macd. HC, Guard HC</i>
Macedonian Infantry	1615-1618	<i>Macd. LI (1-4)</i>
Phalanx	1619-1624	<i>Macd. PH (1-3)</i>
Agema Infantry	1625-1627	<i>Epirus HI (1-3)</i>
Thracian Infantry	1628-1629	<i>Thrace LI (1-2)</i>
Archers	1820-1823	<i>Crete SK-A (1-2)</i>

- (a) Leader may only command cavalry units
- (b) Leader may only command infantry units

#### Aetolian League Army of Pyrrhias

Unit(s)	Hex(es)/With any...	Use SPQR Counter(s)
<b>Pyrrhias [OC] (a)</b>	Stacked with any unit	<i>Alexander</i>
Cavalry Commander (b)	Stacked with any cavalry	<i>Repl. Ldr. (purple)</i>
Infantry Commander (c)	Stacked with any infantry	<i>Milon</i>
Aetolian Cavalry	3211-3213	<i>Aetolia LC, Grk Mrc LC (1-2)</i>
Psioli Levy	3215-3216	<i>Crete &amp; Applnia LI</i>
Romans (d)	3217-3219	<i>AS/XIV Cohorts (a-c)</i>
Aetolian Hoplites	3220-3223	<i>Aetolian HI (1-4)</i>
Aetolian Peltasts	3224-3231	<i>Aetolian LI (1-4)</i>
Pergamene Slingers	3019-3025 (every other hex)	<i>Bal'ric SK-S (1-4)</i>

- (a) Pyrrhias has a Strategy Rating of 2.
- (b) Leader may only command cavalry units
- (c) Leader may only command infantry units
- (d) These represent about 1,000 Roman reinforcements

### Army Size and TQ Levels

Army	Size	TQ	Rout Level (b)	Quality Ratio (c)
<b>Macedon</b>	88	115	35%	6.26
<b>Aetolian</b>	69	84	40%	5.25

- (a) All figures exclude Skirmishers.
- (b) The rout levels are high to reflect the level of confidence felt by the participants, and (more importantly) takes into account the small number of units involved. (We didn't want an army to rout after losing just 3 counters.)
- (c) We are using a new method to determine this ratio: average TQ per unit (not per SP).



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south by the Spartans, and being raided from the north by the Aetolians. Adding to their troubles was the possibility of Pergamum also entering into an alliance with Rome. Threatened by all of this, the Achaens called upon Phillip for help. He responded by raising an army and setting off across Thessaly.

With Phillip on the march, the assembly of the Aetolian League sent their Chief Magistrate, Pyrrhias, with an army to intercept them. They met near the town of Lamia in north-central Greece and fought two battles. Phillip and the Macedonians were victorious in both.

**Pre-Game Notes**

This scenario is small by GBoH standards. Because of this, it makes a very good

learning scenario for new players. It is also relatively unique for SPQR in that there are no Roman legions fielded — a few cohorts, but no legions.

**Balance:**

Favors the Macedonians. However, due to its small size a missed trump or momentum can easily sway the battle one way or the other.

**Difficulty:**

It is not going to get much easier than this.

**Playing Time:**

An hour, maybe two, depending on the type and volume of beverage consumed.

**The Battle of Elis, 208 B.C.**

(Phillip V of Macedon vs. The Aetolian League and Sulpicius Galba)

**Historical Background**

After defeating the Aetolians at Lamia, a thirty day truce was proclaimed and Phillip moved his army to Achaea. Once a garrison was in place, he left to attend the Nemean games and further his political position within the region.

During this time, the Achaean Chief Magistrate, Cycliadas, conspired against the city of Elis in retribution for the city's refusal to enter the Achaean League. Fearful of losing to the Achaens should they attack, the Eleans requested assistance from the Aetolian League. The Aetolians quickly accepted and sent a garrison to Elis. This in turn provoked

**THE BATTLE OF ELIS, 208 BC**

**MAP:** Use the Zama Map from SPQR.

**COUNTERS:** You can find all the counters you need in SPQR. In an attempt to use the properly labeled counters for the forces

represented, units of the same color appear on both sides. If this causes you undue stress, replace them with other counters of similar unit types and combat values.

**VICTORY:** Either side wins when the other has suffered 47 Rout Points.

**I n i t i a l   D e p l o y m e n t**

*Macedonian Army of Phillip V*

*Aetolian League Army and Roman Army*

Unit(s)	Hex(es)/With any...	Use SPQR Counter(s)
Phillip V [OC]	Stacked with any unit	
Cycliadas	Stacked with any infantry	<i>Mago</i>
Cavalry Commander (a)	Stacked with any cavalry	<i>Repl. Ldr. (green)</i>
Thessaly Cavalry	1609	<i>Thessalian Cav. HC (1)</i>
Companion Cavalry	1610-1611	<i>Maced. HC, Guard HC</i>
Trallian Infantry	1613-1614	<i>Illyrian LI (1-2)</i>
Achean Hoplites	1615-1620	<i>Bruttm. HI (1-6)</i>
Phalanx	1621-1624	<i>Maced. PH (1-2)</i>
Agema Infantry	1625-1627	<i>Epirus HI (1-3)</i>
Thracian Infantry	1628-1629	<i>Thrace LI (1-2)</i>
Skirmishers (b)	1817,1820,1823,1826	<i>Crete SK-A (1-2), Epirus SK-S (1-2)</i>

Unit(s)	Hex(es)/With any...	Use SPQR Counter(s)
Elean/Aetolian [OC] (a)	with any non-Roman unit	<i>Alexander</i>
Infantry Commander (b)	Stacked with any infantry	<i>Milon</i>
Cavalry Commander (c)	Stacked with any cavalry	<i>Repl. Ldr. (purple)</i>
Sulpicius Galba [OC] (d)	with any Roman unit	<i>Dentatus</i>
Tribune	with any Roman unit	<i>Any Tribune</i>
Aetolian Cavalry	3009-3011	<i>Aetolia LC, Grk Mrc LC (1-2)</i>
Aetolian Hoplites	3018-3021	<i>Aetolian HI (1-4)</i>
Elean Hoplites	3022-3023	<i>Merc HI (1-2)</i>
Aetolian Garrison	3024-3027	<i>Aetolian LI (1-4)</i>
Elean Peltasts	3028-3029	<i>Iberia LI (1-2)</i>
Slingers	2818-2826 (every other hex)	<i>Bal'ric SK-S (1-5)</i>
XIV Roman Legion	2812, 2814, 2816, 3014, 3016, 3213, 3215, 3414-3416	<i>Velites (a-c), Hastati (2/hex), Principes (2/hex), Triarii</i>

(a) Leader may only command cavalry units  
 (b) SK's may have 3 spaces between them for Line Command purposes.

(a) The Elean/Aetolian commander has a Strategy Rating of 2. In addition, he can not give orders to a Roman unit, or Leader.  
 (b) Leader may only command non-Roman infantry units  
 (c) Leader may only command cavalry units  
 (d) Sulpicius is considered an OC when commanding the legion. He and the Tribune cannot give any orders to a non-Roman unit.

**Army Size and TQ Levels**

Army	Size	TQ	Rout Level	Quality Ratio (b)
Macedon	92	133	35%	6.61
Aetolian	114	157	30%	5.41

(a) All figures exclude Skirmishers.  
 (b) We are using a new method to determine this ratio: average TQ per unit (not per SP).

## SPQR Scenarios: The Battles of Lamia and Elis

the Achaean Assembly which raised their own army. King Phillip was now summoned and came back to fight along side Cycliadas against the Eleans and Aetolians. This last escalation was viewed as too dangerous by Rome which thereby decided to send troops to Greece.

The Achaean and Macedonian armies crossed the Elean border and devastated the surrounding lands. Upon nightfall they retired to their camp and planned to advance on Elis the next day. That night, Sulpicius Galba landed on the Elean coast with about 4,000 men, approximately one legion (half a double legion), and entered the city unbeknownst to the enemy.

In the morning, the Achaean and Macedonian armies formed up for battle and advanced on the city. Some cavalry was sent forward to provoke the garrison. In response, the combined forces of Aetolia, Elis, and Rome left the city and formed up themselves. The sight of the Roman standards came as a shock to Phillip, and his initial reaction was to withdraw. But, the fighting had already begun and it was too late to extract his army. As the battle started to turn against his troops, Phillip personally led a cavalry charge against a Roman cohort. Thrown from his horse, it was thought he had died. However, this was not the case, and a melee ensued between the Romans trying to get at him and his own men trying to protect him. Phillip survived, yet his efforts, though brave, were not enough. The Achaean and Macedonian armies were defeated and forced to retreat.

Even worse for Phillip, the rumor of his death spread faster than he could prove otherwise, causing several of his allies



and subjected peoples to abandon him. He in turn was forced to return to Macedonia and recover these losses. For Rome, it was exactly what she wanted. With Phillip out of the way, she could concentrate on subduing Carthage.

### Pre Game Notes

This is another small scenario by GBoH standards, though it is larger than the previous one. It is still a good learning scenario for new players and the addition of a Roman legion (half a double legion) allows players to gain a little experience commanding Romans.

### Balance:

Favors the Aetolian/ Roman despite their disjointed command structure. However, due to its small size, a missed trump or momentum can sway the battle one way or the other.

### Difficulty:

Easy

### Playing Time:

A few hours at the most

