

Turn Sequence (players take alternate 1/2 turns)

1. Rally, 2. Missile Fire, 3. Moves, 4. Melee, 5. Morale Clock (loser of 1/2 turn reduces by 1)

Missile Fire

1d10 dice roll as modified

UNITS	1-2	3-4	5-6	7	8	9	10	11+
1	NE	NE	NE	NE	D	D	D	K
2	NE	NE	NE	D	D	D	K	K
3	NE	NE	D	D	D	K	K	K
4+	NE	D	D	D	K	K	K	K

Elite or Veteran (Combat) unit firing +1
Inexperienced (Combat) unit firing -1
Target unit has Heavy Armour -1
Light Artillery (12" range) +1

Melee Combat

Opposing units roll 1D10 and add base Combat Factor, modified as below.

- Unit with lower score gains one DMZ marker, unless higher score is double or greater when losing unit is destroyed.
- NB Skirmishers do NOT count towards Morale Clock – either when taking or giving casualties

Units with 2 DMZ must retreat a base depth or be destroyed – cannot retreat through another unit (exception Skirmishers & Roman Drill units losing)

Modifying Factors

Support etc.

Unit in line and on flank & can give support +1
Attacked in flank by any but Light Horse -1
Attacked in flank by Light Horse -2
Attacked in rear by any but Light Horse -2
Attacked in rear by Light Horse -4
Phalanx attacked in flank or rear additional -1
NB Skirmishers & mounted cannot give Support

Charge Bonuses

Pike, Warband or Heavy Horse unit +1
Wild Charge unit +1
Elephant unit +3
Scythed Chariot unit +6

NOTE Wild Charge unit winning 1st combat of battle inflicts 2 DMZ or eliminates Skirmishers

Terrain Penalty if in Rough Terrain

Archers, Spears or Light Artillery -1
Mounted other than Light Horse -2
Scythed Chariots (replaces above) -3
Pikes -4
Uphill / Charging down slope +1
Defending Stream's bank +1
NOTE Troops in Dense Woods double terrain penalty unless Skirmishers

Weapon / Formation

Hand Thrown Missiles Charged +1
Or Charging
Pila first round of combat in battle +2
Shieldwall (if stationary this turn) +1
Phalanx (stationary or moving) +1
Spears vs Mounted +1
Pikes vs Mounted +2
Camels or Elephants vs Horse +2

Unit Type

Inexperienced (Combat) unit -1
Veteran (Combat) or Elite unit +1
Tribal unit not yet had DMZ +1

Other Factors

Each DMZ unit has -1
Leader attached plus leader CF
Target has Heavy Armour -1
vs Hand Thrown missiles and Pila only

Rallying

NOTE first action each 1/2 turn & must test during movement phase to charge fearsome enemies
Basic rally score is 6+ (7+ for Rabble, Medium Horse, Elephants, Scythed Chariots, Camp; 8+ Baggage Train; 5+ Warband)

That score is modified as below:

Each DMZ minus 1
Inexperienced (Rally) unit minus 1
Elite / Veteran (Rally) unit plus 1
Tribal unit not yet had DMZ plus 1
Shieldwall or Phalanx plus 1
Leader with unit plus leader RF
Attempting to charge Fearsome minus 2

NOTE only if unit he is with destroyed in melee

Roll 1D10:

1-3 Killed – remove plus immediate lower Morale Clock by 1

4-5 Captured – remove from play / to enemy camp if on table plus immediate lower Morale Clock by 1

6+ Escape to any friendly unit within 6”

Movement / Orders

Basics

Armies may issue a number of orders equal to or less than the current Morale Clock score.

One order commands any number of units if they are in a line and in contiguous contact – this also includes second ranks etc. - or a single isolated unit. Generals may issue one free order (does not count towards Morale Clock total) including a group of any size. Subordinates may issue one free order as General above, except the maximum group size is 4 units.

Some stratagems require one or more orders to activate.

Limits to Movement

1. Individual units / groups may move to their front and may incline by up to 45 degrees in either direction.

- Phalanxes may only incline to the right
- Units may not enter prohibited terrain

2. Individual units / groups may wheel forward at no penalty, but the outside unit must not exceed its movement allowance. NOTE for a single 40mmx40mm unit to wheel 90 degrees is 2 ½ inches

3. Individual units may change face i.e. turn 90 or 180 degrees in place for ½ total movement. NOTE they cannot turn to adjust angle of the unit – this must be accomplished with a wheel. Free Facing units (Skirmishers, Light Horse, Generals) may change face / angle of face without penalty.

4. If any part of a unit’s movement is in rough going then the whole move is limited to the rough going rate (second figure under movement)

5. Units may not interpenetrate friendly or enemy units unless:

- Roman Drill troops may interpenetrate other Roman Drill troops; Skirmishers and Light Artillery may interpenetrate friendly units; Light Horse may interpenetrate other friendly Mounted units; Generals may interpenetrate friendly units.
- Interpenetrate works both ways i.e. light cavalry can be passed through by other cavalry etc.

6. Sidestepping or retrograde movement is limited to 1” only

7. Columns (three or more units in front to rear contact) move at +2” but count flanked if meleed.

8. Any movement that results in contact is a charge, and a unit can charge any enemy it can reach even if this includes face changes and wheels (see 2. & 3. above for wheels and changes of face). May also charge flank if they have sufficient movement.

9. Rear attacks can only be made if the attacker starts the move wholly behind the rear edge of the target

10. Defending units automatically turn to face the attacker, who must conform to the defender to create a full-base contact.

11. Skirmishers and cavalry may disengage from enemy infantry. Take a full move directly away from the enemy and take a DMZ – not possible if attacked in rear.

12. After all orders are given any un-ordered units may at commander’s discretion either change facing in place i.e. turn 90 or 180 degrees; or dress ranks by moving up to 1” to join or form a group. Neither action may be used to enter combat or give support.