WARGAMES RULES FOR CLASSICAL WARFARE

INTRODUCTION

These rules are designed for playing games set in the period from c. 500 B.C. to c. 700 A.D. They use an alternate movement system and whole figure casualty removal. They are primarily designed for use with 15 and 25 millimetre figures.

A typical two player game should take from two and a half to three hours to set up and play.

I should like to thank Chris Ellins, Andrew Whitmore and Paul Willis for their help in play testing the rules. I have enjoyed developing and testing these rules, I hope you enjoy using them.

        Dave Wareham

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BASIC DEFINITIONS

DICE USED

6 sided dice marked 1,2,3,4,5,6 - Normal dice or D6
6 sided dice marked 2,3,3,4,4,5 - Average dice or Dav
10 sided dice marked 1,2,3,4,5,6,7,8,9,0 - D10 (A throw of 0 on a D10 is counted as 10).

SCALES

GROUND SCALE: All distances in these rules are given in paces. One inch on the table represents 10 paces if using 25 millimetre figures, 20 paces for 15 millimetre figures.

FIGURE SCALE: An infantry or cavalry figure represents roughly 20 to 25 men in four or five ranks. An elephant or chariot model represents four real life equivalents.

TIME SCALE: There is no formal time scale for these rules.

TROOP CLASSIFICATION

Troops are primarily classified by troop type. They are further defined in terms of motivation, training, density of formation and armament.

INFANTRY AND CAVALRY TYPES

ARMOURED INFANTRY (AI):
Troops protected by at least a mail shirt or a metal or leather breastplate.

UNARMOURED INFANTRY (UI):
Troops with no or insignificant armour.

CATAPHRACTS (CAT):
Fully armoured cavalry on fully armoured horses.

ARMOURED CAVALRY (AC):
Troops protected by at least a mail shirt or a metal or leather breastplate.

UNARMOURED CAVALRY (UC):
Troops with no or insignificant armour.

Any non cataphract cavalry may ride barded horses (Bd).

OTHER TROOP TYPES

ELEPHANTS (EL):
Can be TRAINED or UNTRAINED, ARMOURED or UNARMOURED, CREWED or UNCREWED. All elephants are irregular.

LIGHT CHARIOTS (LCH):
Have two or four horses and two crew.

HEAVY CHARIOTS (HCH):
Have two or four horses and more than two crew. They can be ARMOURED (HCH(A)) or UNARMOURED (HCH(U)), this classification depends on whether the chariot horses are armoured, not the equipment of the crew.

SCYTHED CHARIOTS (SCH):
Have four horses and a driver. They can be ARMOURED or UNARMOURED. They count as HEAVY CHARIOTS for movement and, to the enemy, for shooting and melee.

CAMELS:
Count as the equivalent cavalry except where noted otherwise (UCAM & ACAM).

ARTILLERY:
Bolt shooters or Stone throwers

MOTIVATION

Troops are divided into 3 classes according to their commitment and motivation:

A	High class regulars and irregular elite troops eager for hand to hand combat.
B	Average troops.
C	Low quality troops lacking the necessary commitment and/or experience to operate effectively

TRAINING

The rules distinguish between two levels of training:

Regular	Trained to manoeuvre as a unit.
Irregular	Trained, if at all, primarily as individuals.

FORMATION DENSITY

Close Order (C.O.)	Close fighting infantry relying on weight rather than shock, Cataphracts and Elephants
Loose Order (L.O.)	Shock cavalry, chariots, auxiliaries and most irregular warbands.
Open Order (O.O.)	Skirmishers.

WEAPON TYPES

Infantry and cavalry weapons are divided into categories for the purpose of these rules. Weapons can be either melee or missile weapons. Two classes of weapon, javelin and pila, are both melee and missile weapons.
Elephant and chariot crew weapons are not differentiated in the same way, but an elephant can have missile armed crew and chariots may have javelin or bow armed crew.

Melee Weapons

Pike (P)	Macedonian sarissa or similar. Long spear at least 4m. in length and held in both hands.
Long Spear (LS)	Hoplite spear or similar. Usually wielded in one hand.
Spear (S)	Shorter spears such as those used by Carthaginian spearmen or early archaemenid infantry.
Lance (L)	Macedonian xyston or similar long cavalry spear.
Rhomphaia (Rhom)	Thracian rhomphia, also includes two handed swords or clubs and dacian falx.

Missile weapons

Sling (S)	Slings wielded in one hand
Staffsling (SS)	A sling mounted on a pole and wielded in both hands.
Crossbow (Xbow)	Greek and Macedonian belly-bowmen and late Roman crossbows.
Longbow (Lbow):	Indian longbows, powerful but short ranged.
Bow	Other self and composite bows
Darts (D)	Small hand hurled weapons, longer ranged than javelins but of no use in melee.
Stones (St)	Hand thrown, usually by low quality levies.

Multi purpose weapons

Pila	Roman pila, and other heavy throwing spears or axes usually thrown immediately before contact. Cavalry with these weapons count as javelin armed whilst mounted.
Javelins (Jls)	Short throwing spears also of some use in melee.

Notes

Troops armed with javelins count as spear armed in melee but troops specified as spear armed cannot throw them. .
An Elephant with missile armed crew shoots as a javelin armed element. Chariots shoot as elements of either javelinmen or mounted bowmen if the crew are equipped appropriately, scythed chariots never have missile armed crew.

UNITS

All figures except Generals must be organised into units. A unit consists of a number of elements. An element is any one of:
- Four close order infantry or cavalry figures or four regular loose order infantry figures in a single rank.
- Three loose order cavalry or irregular infantry figures in a single rank.
- Two open order infantry or cavalry figures in a single rank.
- A single elephant, chariot or artillery piece model.

Infantry and Cavalry units must contain at least two elements. Heavy or Light chariot units may contain one or more elements.
Each scythed chariot, elephant or artillery piece model is a separate unit. A close order element can lose up to two casualties and still be counted in melee and for after melee tests, a loose order element can lose one casualty and still be counted.

BASING FIGURES

All figures should be based in element sized groups, except that each infantry or cavalry unit should have one element of singly based figures to allow the removal of casualties. An infantry or cavalry general model should be based as a single figure.

BASE SIZES (mm)

	25 m.m. figures		15 m.m. figures	
TROOP TYPE	WIDTH	DEPTH	WIDTH	DEPTH
C.O. Inf	15	20	10	15
L.O. Inf (Regular)	15	30	10	20
L.O. Inf (Irregular)	20	30	13.33	20
O.O. Inf	30	30	20	20
L.O. Cav	20	40	13.33	25
O.O. Cav	30	40	20	25
Cataphracts	15	40	10	25
Artillery, Elephant or Chariot	60	60	40	40

All base depths are minima and may be increased if necessary to physically fit the figures on the base.

SETTING UP THE GAME

Decide on the composition of the two armies. Either one of the players chooses two armies and allows his opponent to pick which of them he would like to use or the players each pick an army to an agreed points total using the points system in Appendix A.

Set up the terrain on the table. If one of the players has selected both armies he should also select and lay out the terrain, allowing his opponent to view the terrain before choosing which of the armies he will use. Otherwise use the system in Appendix B. Once the terrain has been laid out throw a dice to decide which player starts from which of the tables longer sides.

Each player draws a map to show how his troops are deployed within his deployment area. If the armies and terrain have been picked by one player he will also determine the deployment areas, before his opponent decides which army to use, otherwise use the rules below.

Each player deploys all the figures for each unit, all or part of which would be visible from anywhere within his opponents deployment area. (See Visibility below).

Each player writes orders for all his units and records any signals he wishes to use (see Orders below).

Deploy all remaining troops on the table.

Dice to see which side will move first.

Start the first period.

DEPLOYMENT AREAS

Troops may deploy from a players baseline up to 120 paces from the centre of the table. Troops must be deployed within 300 paces of a line running from the middle of one players baseline to the middle of the others baseline. On a table less than 840 paces wide this area should be reduced to allow at least 120 paces between the edge of the deployment area and the side of the table.

VISIBILITY

Visibility is assumed to be infinite unless sight is blocked by terrain or other troops. Troops within woods, villages etc. can see and be seen up to 20 paces away. Troops on the edge of such cover can see out normally and can be seen 20 paces away. If they shoot from the edge of cover troops can be seen by any enemy who can see the edge of the cover from which they shot, and assumed to remain visible unless they subsequently withdraw more than 20 paces from the edge of the cover. Unless determined otherwise by a scenario all hills, woods buildings etc. are assumed to be the same height. Troops on a hill can see and be seen over troops who are on the flat or lower down the slope of the hill. Open order troops do not block sight, all others do.

ORDERS

Each unit must be given an order, based on one of the order types below but which may also contain further information such as a shooting target priority or which signals the unit must respond to (see below) and the orders it will following after responding to that signal.

PERMITTED ORDER TYPES

ATTACK:
Advance at least 1/2 a move towards the enemy each period until within their own charge range of the enemy. Foot may halt to meet a mounted charge. Others must attempt to counter charge if charged. None may evade.

HOLD:
Defend the units present position. Mounted may charge enemy who advance to within their charge distance. Any may counter charge. None may evade.

ENGAGE:
Only permissible to units with a missile weapon. Advance to within range of the longest ranged missile weapon in the unit, then as HOLD.

SEIZE & HOLD:
Count as attack until the unit has captured a named objective or position, then as HOLD. If the unit is driven from its objective it again counts as having attack orders until it has recaptured it.

HARASS:
Advance to within either their shooting range or their charge reach of the enemy. Foot in the open charged by mounted and any charged by enemy in a closer order must evade. Any may charge the flank or rear of an enemy who would not have time to turn before being contacted. Foot may never otherwise charge or counter charge cavalry, others may charge or counter charge enemy in the same or more open order.

DELAY:
As HARASS except the unit holds its present position until the enemy are within the units shooting or charge range. The unit may fall back before enemy who advance further must remain within shooting or charge range.

RETIRE:
Retreat at least 1/2 a move towards their own baseline each period until they leave the table. May halt and turn to face enemy who approach close enough to charge the unit. In these circumstances open order troops count as having Delay orders, and all others as having Hold orders until there are no remaining enemy capable of charging them when the unit will resume its retreat.

NOTES

Troops whose orders require them to advance will normally move straight forwards, or directly towards their objective if they have Seize orders. If they are to follow a different route the player should show their line of advance on a sketch map.

Loose or open order cavalry and light chariots may evade whatever their orders if charged by elephants, unless subject to an "Uncontrolled" morale result.

CHANGING ORDERS

There are 3 methods by which a units orders can be changed:

The commanding general joins a unit and spends a complete move with it giving it a new order. The unit may start to obey the new order as soon as the General joins it but will revert to its old orders as soon as he leaves if he spends less than a move with it. A subordinate general may similarly override a units orders by joining it but the unit will always revert to its original orders when the subordinate general leaves it.

The unit sees a signal which has meaning for it. Each general has 2 signals available to him at the start of the game. Each of his units may be given a second (or third) set of orders to which it will switch on seeing the relevant signal. A unit must be within 200 paces of the General and within sight of him to see the signal. All units seeing a signal applying to them MUST start to obey their new orders immediately.

The unit is sent a new order by messenger. A General must spend a whole move stationary and not in melee to write the message. A message can only apply to one unit. The messenger moves at 240 paces a move. The messenger cannot fight or be shot at and should be represented by a counter or a spare figure. The unit receiving the message will begin to obey its new order the move after the messenger arrives. The messenger is removed from the table on arrival.

GENERALS

Each side must have a commanding general. An army may also contain subordinate generals. Generals may affect units morale, change units orders, give signals and help units in melee.

Characteristics of Generals
A cavalry or infantry general is represented by a single figure. A cavalry or infantry general may join a friendly cavalry or infantry unit to change its orders or inspire it by his presence. The Generals figure is placed at the rear of a unit when he joins it, it may not be used to make up the numbers for a fighting element or shooting group. A chariot or elephant mounted General may not join another unit and counts as an A class single element unit for morale, shooting and melee. When a General has joined a unit any figure that can see the unit he is with can also see the General (and vica versa).

Giving Orders
As explained above (Changing orders) The commander of an army may change the orders of a unit after joining it. Subordinate generals may not change a units orders permanently, though he may temporarily override a units orders by attaching himself to a unit in the same way as a commanding general can. However as soon as he leaves it the unit reverts to its original orders.

Risk of Death
If an infantry or cavalry General is with a unit when it is pushed back or routed by an after melee test then he may die. Throw a D10, if the unit was pushed back he is killed by a throw of 1, if it was routed he dies on a throw of 4 or less. If the unit suffers further melee loses whilst in rout test again to see if the general dies with a throw of 4 or less on a D10 proving fatal. If the General is killed remove his figure from the table.
An elephant or chariot mounted General is killed when his mount is destroyed.
A cavalry or infantry general, or a messenger, who is not attached to a unit is automatically killed if he is contacted by an enemy unit. The enemy unit does not have to declare a charge on the general to contact him and does not have to halt on contacting him. The unit completes its move as normal and the general is removed from the table.

Routing Generals
A cavalry or infantry general routs when a unit he is attached to routs, an elephant or chariot mounted general routs when his mount does so. The general must remain attached to a routing unit until it gets a rally from rout reaction test result in a morale test. If the unit routs off the table the general is lost with it. A general can attach himself to a routing unit in an attempt to help it to rally. However if the unit fails to rally next time it tests morale the General breaks and must accompany its rout.

PERIOD SEQUENCE

These rules use an alternate move system. The game consists of a series of periods. Each period consists of two moves. Each side takes it in turn to move. Each move consists of 12 phases which are completed in the order given below each move.

  Side A = The side whose move it is.
  Side B = The side who are not moving.

- Player A makes any signals he wishes to.
- Player A declares which of his units he wishes to charge and the target(s) of each charge. Test the morale of each unit attempting to charge.
- Test the morale of each unit of Bs that has been charged. Move any units that respond by evading, routing or counter charging.
- Move As charging units.
- Test morale for any unit of Bs that now has one of As charging units within its counter charge move and is able to and would like to counter charge it. Make any resulting counter charge or rout moves. Take any necessary morale tests for any of As units which have not already tested to charge.
- Remove 10% (rounded up) in figures of each routing unit belonging to side A. Each routing one element unit belonging to A suffers one casualty.
- Make normal moves for As units. Also move any of Bs open order troops being pushed away by As units.
- Dice for the return for any of As units which are off table. Place returning troops on the edge of the table.
- Work out shooting for both sides.
- Work out melees.
- Take after melee tests, then:
    - Move all routing and pursuing units from both sides.
    - Move all units on either side which are being pushed back or are following up.
    - Move back units which have bounced off in melee.
    - Any unit, from either side, which is still in melee and has not been pushed back may expand by one element.
    - Any unit being attacked by enemy to its flank or rear can turn some or all of its figures to face the attack.

NOTE: All melee and shooting casualties, and all morale or after melee test taking place within a single phase are assumed to be simultaneous.

MORALE

Morale tests represent the reaction of units to events on the battlefield Morale tests can be taken at several points during a move, though an individual unit cannot test morale more than once in a single move. Units testing during a single phase are all assumed to be testing at the same time. This means that they take no account of the morale test results of other units testing in the same phase, though the results of tests in earlier phases are counted.

REASONS TO TEST

Troops test their reaction in the circumstances listed below:

1. Wishing to charge or if being charged. Troops being charged must declare what response they wish to make to the charge before testing.
2. Seeing a friend in rout within the testers reaction distance.
3. Wishing to rally from pursuit.
4. Wishing to rally from rout or a panic reaction result and with no enemy in sight within the testers reaction distance.
5. Saw their general in rout or die within the testers reaction distance during the last period.

PROCEDURE
Untrained elephants throw 1D10, other Irregulars throw 2 D6, Regulars throw 2 Dav.
Modify the score by the factors below:

+1   Won a melee in the preceding move.
        Each enemy seen in rout or destroyed within the testers reaction distance during the last period.

+2   Uncontrolled.
        Regulars pursuing and in contact or within 40 paces and in sight of the routers

+4   Irregulars pursuing and in contact or within 40 paces and in sight of the routers.

-1   Testers lost a melee in the previous move.
        Disordered (Doesn't count if the unit is pursuing).
        Each complete 10% of the unit dead (NOT single element units)
        Enemy who are not in rout in sight to the testers flank or rear within reaction distance.
        Each friend in more open order seen in rout or destroyed within the testers reaction distance during the previous move.
        Open order infantry or cavalry wanting to enter a melee with an enemy not in open order.
        Infantry or cavalry with no melee weapon wishing to enter a melee.
        Cavalry who are not accustomed to elephants within 60 paces of an elephant.

-2   Each other friendly unit seen routing or destroyed within the testers reaction distance during the previous move.
        Testers General seen dead or in rout within the testers reaction distance during the previous move.
        Being charged by enemy not visible to the testers when the charge is declared upon them.
        Testers in rout.

+/-2   General attached to unit (unless General in rout).

RESULTS

A class	B class	C class	
12+	12+	10+	**Uncontrolled**
3-11	5-11	6-9	**Carry on**
2	3-4	4-5	**Do not charge**
0-1	1-2	2-3	**No Advance**
<0	<1	<2	**Panic**

RESULT DEFINITIONS

UNCONTROLLED:
Advance at full speed, must charge any enemy within reach. Pursuers continue, routers rally. Pursuers who have been charged continue to pursue and ignore the charge, infantry must halt to receive a charge by mounted, others must counter charge if being charged.

CARRY ON:
Obey Orders. Routers and Pursuers both rally.

DO NOT CHARGE:
May not Charge. Elephants break if being charged, halt disorganised if not. Infantry halt if trying to counter charge but others may do so. Stay the same if on No Advance, Routers continue, pursuers rally, others as above.

NO ADVANCE:
The unit as a whole may not voluntarily move closer to known enemy for one period. The unit may change formation even if this means individual figures end up closer to the enemy. None may counter charge.
Break and rout if:
  A) trying to evade or break off
  B) being charged by elephants or heavy or scythed chariots
  C) an elephant or scythed chariot.
Others being charged Halt disorganised.
Become disorganised if being pushed back.
Routers continue, pursuers rally unless being charged in which case react as others (i.e. either halt or beak).

PANIC:
Break and rout if any of the following apply:
1. being charged,
2. an elephant or scythed chariot,
3. counting a minus for a routing or dead General.
4. counting the minus for losing a melee or for seeing a friend in the same or closer order in rout.
Otherwise:
1. If the testers are in melee they continue to fight but become disordered.
2. Others turn 180 degrees then retire at full normal speed disordered until they leave the table or test morale again.

OTHER DEFINITIONS

REACTION DISTANCE:
60 paces for a unit in melee, 120 paces for other troops.

BEHIND FLANK OR REAR:
 In sight and at least partially behind an imaginary line parallel to the front of the unit.

DURING THE LAST MOVE:
Since the beginning of the moving sides previous movement phase.

WON A MELEE:
Inflicted more casualties than suffered overall in melee last move.

LOST A MELEE:
Lost more casualties than inflicted overall in melee last move.

RETIRING:
Moving further away from the nearest known enemy. A unit in rout does NOT also count the minus for retiring.

MOUNTED TROOPS:
Cavalry, camelry, chariots and elephants.

WANTING TO ENTER A MELEE:
Testing when attempting to charge, counter charge, or hold to receive a charge.

MOVEMENT

Units can only make normal and charge moves in their own move. Units can only counter charge or evade in their opponents move. Routers and pursuers move in both moves of a period. Units can be pushed back or follow up in either move. Troops who break after a morale test will make two rout moves in the same move of the game.

	NORMAL	CHARGE BONUS	ROUT	PURSUIT	EVADE
Close order foot	60	20	40	30	-
Regular loose order foot	60	20	40	30	Dav
Irregular loose order foot	60	40	60	40	20+Dav
Open order foot, elephants and Generals on foot	80	40	60	40	60+Dav
Loose order cavalry, open order camels and light chariots	120	40	80	60	100+Dav
Open order cavalry, cavalry generals	160	40	100	80	140+Dav
Cataphracts, loose order camels	100	20	60	50	Dav
Heavy or Scythed Chariots	80	40	60	40	Dav

Dav = The score of one average die times 10 paces.
   (e.g. 40+Dav = 60 to 90 paces depending on the die roll)

SPEED OVER ROUGH TERRAIN AND OBSTACLES

	Close Order Infantry	Loose Order Infantry	Open Order Infantry	Any Cavalry	Elephant
Stream	1/2	3/4	Full	1/2	1/2
Scrub or rough ground	3/4	Full	Full	1/2	Full
Woods, steep hills, soft sand or boggy ground	1/2	3/4	Full	1/4	0

A linear obstacle such as a palisade, wall or ditch deducts 20 paces from a foot units move, 40 paces from a mounted units move. Elephants may not cross walls or ditches or move through woods or boggy ground. Chariots may not cross obstacles or rough terrain. Camels may move at full speed across soft sand.

CHARGES
A units charge move is its normal move plus its charge bonus (E.g. Close order infantry can charge 60 + 20 i.e. 80 paces). When a unit approaches an enemy it must halt 20 paces away unless it is charging or counter charging. Chargers may make an initial wheel or turn to face the enemy they are charging but then should charge straight forwards. A charge on one unit may continue into other enemy units in the chargers path, unless the chargers are not allowed to charge enemy of that type, An uncontrolled unit must continue its charge into any troops regardless of their type. A unit can only declare a charge on a unit which it would be able to contact if the target of the charge stood to receive the charge. When a unit charges in at an angle only the front corner of its base(s) will be touching its opponent at contact. The unit should then wheel the shortest distance necessary to put the front edge of each base is in full contact with the enemy. This wheel is free, it does not count towards the units charge move.

CHARGE RESPONSES
Before a unit which is being charged takes its morale test its player must state how it intends to respond to the charge. There are only three legitimate responses to a charge:

COUNTER CHARGE:
A counter charge move is the same length as a units charge bonus. It can be a response either to a charge declared on the counter charging unit or to a charging unit ending its charge within the counter charge move of the unit. The unit must use as much of its counter charge move as possible but if responding to a charge declared on them

may not cover more than half the distance between them and the charging unit at the time the charge was declared. A counter charging unit counts as charging for shooting and melee. Infantry may only counter charge against mounted troops if they would hit their opponents in the flank or rear.

HOLD:
May not move closer to or further from the enemy. A unit which is already in melee with one enemy unit must hold if charged by another even if charged by a troop type it would normally counter charge or evade from.

EVADE:
An evade is a units attempt to avoid contact when charged by running directly away from the troops charging them. The figures in the evading unit are turned to face in the same direction as the troops charging them and then make a move in the same direction as the chargers. Only troops with HARASS or DELAY orders and loose or open order cavalry and chariots who are being charged by elephants may evade. Close order and uncontrolled troops may never evade. Troops who are contacted by the enemy whilst evading are automatically broken at the moment of contact. The unit which contacts and breaks an evading enemy counts as a pursuing unit from the moment of contact. An evading unit may reduce frontage by one element to avoid interpenetrating a friendly unit, it may not change formation whilst evading for any other reason.

NOTE: A charging unit which is counter charged by a unit other than the target of it's charge (i.e. in phase 6 of the move) cannot make any response to this counter charge. Infantry counter charged in this way by mounted troops are assumed to halt immediately before contact and thus:
Do not count the melee bonus for charging when fighting the mounted unit.
Are not disordered by being hit whilst moving.
The infantry still count as charging against their original opponents and in any after melee test. Infantry counter charged by infantry in phase 6, and mounted by mounted DO count as charging against all opponents.

FORMATIONS AND MANOEUVRES

FORMATIONS
Normally a unit will be formed up with all its figures facing in one direction in one or more ranks, each, as far as possible, containing the same number of elements. Units which have figures facing in more than one direction may not move voluntarily and are disordered if forced to move.

MANOEUVRES
Turning 180 degrees:

Cavalry and Infantry: open order or regular	1/2 move
other irregulars	Full move
Light Chariots and Elephants	1/2 move
Scythed and Heavy Chariots	Full move
Turning 90 degrees (also see below)	Full move
Wheeling (Forward only): Regular or open order	Full speed
Other irregulars	Half speed

Turning through 90 degrees.
For a unit to turn through 90 degrees takes a full period, a unit which was four or less ranks deep ends up in a column one element wide, deeper units in a column two elements wide. A 90 degree turn disorders the unit as soon as it begins to turn.

Expansion and Contraction:
Irregular close or loose order units and all disordered units can expand or contract their frontage by one element per move. Other close or loose order regulars can expand or contract their frontage by one element per half move and open order troops by one element per quarter of a move, A unit may change formation whilst moving forwards but not whilst charging. A unit may only expand its frontage whilst in melee during the "after melee" phase. It may only expand by one element and may not do so if being pushed back. It may expand in either players move.

Troops hit in flank or rear:
Troops hit in the flank or rear must remain facing in their original direction until after the first round of melee. If they survive to fight in a second round of melee they may turn to face their assailants in the after melee phase of the move. A unit may turn some or all of its figures to face such an attack.

Interpenetration:
Open order infantry may interpenetrate (i.e. pass through) any troops without penalty, and vica versa. All others disorder all involved. Troops who interpenetrate another unit may only do so if they have fully cleared the other unit by the end of their move. Troops who are forced to interpenetrate friends by an evade or rout move have their move increased to allow them to just clear the back of the other unit. They suffer no penalty for this. Troops can never interpenetrate with an enemy unit.

EXCHANGING RANKS

Different ranks of the same unit can swap places. This costs half a normal move. A unit which is charging or in melee cannot exchange ranks.

PUSHING AWAY SKIRMISHERS

Infantry who are not in open order can force enemy in more open order with Harass or Delay orders to give way before them. The infantry advance at half speed with the enemy falling back facing them. Open order infantry with closer order infantry supporting them within 30 paces can similarly push back enemy open order infantry who are not similarly supported. The troops pushed back can still move normally in their own move.

DISMOUNTING AND REMOUNTING

There are two ways in which a cavalry unit may fight dismounted. The unit may be fielded as an infantry unit from the start of the game or a unit may dismount during the game. A player may only dismount a cavalry unit if he has suitable dismounted and horseholder elements available.

A player can field any cavalry unit as an equivalent infantry unit at the start of the game. Swap each mounted element for a foot element of the equivalent type and same order. Cataphracts dismount as close order armoured infantry. The unit counts as an infantry unit throughout the game.

It takes a full move for a cavalry unit to mount or dismount. The unit is disordered by doing either. The unit can change its facing whilst mounting or dismounting.

If a cavalry unit dismounts during a game each pair of cavalry elements is replaced by one infantry element and one horseholder element, an odd element becomes a horseholder element. The infantry and the horseholders are treated as two separate units until the unit remounts. All horseholders are irregular. Horseholders break if charged. They count as shieldless close order unarmoured infantry if shot at or in melee. Horseholders move as close order infantry except in rout when they move as open order cavalry. Routing horseholders may never rally.

When a unit remounts if there are any infantry elements without an equivalent surviving horseholder base they may not remount, they are removed from play and count as casualties.

MOUNTED BREAK OFF MOVE

This may be compulsory or voluntary (see the after melee section). A compulsory break off move disorders the unit. A voluntary one does not. A break off move is the same length as a rout move. The move ends with the unit facing the enemy it has broken away from. A unit needs to rally after a break off move whether disordered or not.

LEAVING AND RETURNING TO THE TABLE

Troops may never leave the table in a normal move unless they have Retire orders. Troops may however be forced to leave the table by morale, or rout, charge, pursuit or evade moves. A unit is removed from the tables at the instant that any part of it crosses the table edge. Troops that rout off table or retire off because of bad morale or Retire orders never return. Others can dice each move starting with their second move after leaving the table. Throw one D10 per unit each period after the movement phase until the unit returns or the game ends.

Score needed:	Pursuers	8
	Chargers	6
	Evaders	6
Modifiers:	Irregular pursuers	2
	Irregular chargers	+1
	'A' class evaders	+1
	'C' class evaders	-1

A unit which evades off table but would have been caught by its chargers counts as routing, the unit which charged it as pursuing. Other evaders followed off by the enemy may not start dicing until the period after the unit which chased them has returned. Units are in good order when they return.

A unit must return at the same point on the table edge as it left the table, or if its point of return is blocked by enemy troops 20 paces away from that enemy.

ROUTERS

A unit which breaks whilst in melee will rout directly away from the enemy it was fighting, If pursued it will continue to rout in a straight line unless it has to avoid another unit in its path, leaves the table or the pursuers fall more than 80 paces behind. All other routing units will head for the nearest table edge, other than their opponents base line.

No routing unit will voluntarily approach within 20 paces of an enemy unit. A routing unit which cannot make a rout move because it is surrounded by enemy units will surrender and is removed from the table, this does not apply to elephants or scythed chariots (see below).

All routers move in both moves of a period. A routing unit which leaves the table may never return. Routers contacting friends in the same or closer order will flow round them if there is a 30 pace gap within 30 paces of all figures in the routing unit. If there is no such gap or the friends are in more open order they will burst through their friends, sweeping those in more open order away in rout. Routing troops may interpenetrate other friendly routers without further penalty.

A routing elephant or scythed chariot does not avoid or break through friends or sweep units away in rout. Instead it will charge any unit, friend or foe, in its path without having to test morale. It will pursue any unit it routs for as long as it remains in contact, reverting to rout as soon as contact is lost. A unit charged by a 'friendly' routing elephant tests morale and reacts as if charged by an enemy, it still counts the unit charging it as a routing friend.

Units which break on a morale test when seeking to evade make an evade move rather than a normal rout move, but then make a normal rout move at the end of the move.

Routing units lose casualties at the start of each of their sides moves as defined in the period sequence.

PURSUERS

Like routers pursuers move in both of a periods moves. They follow the routers, striking at them for as long as they are in contact. Infantry rally automatically after losing contact unless Uncontrolled, any troops who have already made one pursuit move stop after getting Obey Orders or below in a reaction test or after leaving the table. Ignore charges if still in contact or uncontrolled, otherwise react normally.

Troops pursuing a unit which interpenetrates other, non routing, enemy will carry on into the fresh enemy if still in contact with the routers at the start of their move or subject to an Uncontrolled reaction result, otherwise they will halt 20 paces short of them. Enemy hit in this way by pursuers do not test reaction for being charged and may not counter charge or evade.

If the pursuers move would bring them into contact with an enemy unit under other circumstances they will instead halt disorganised 20 paces short of the enemy.

If the pursuers path is blocked by a friendly unit the pursuers will reduce frontage by one element and continue pursuit if this would allow them to avoid interpenetrating their friends. If the pursuers path would still be blocked they halt disordered at the point of contact in their original formation.

DISORDER

Disordered troops have lost their normal formation and order. They remain disordered until they have rallied. Troops become disordered in any of the following circumstances:
- Being involved in a penalised interpenetration (see page 14).
- Troops other than loose or open order infantry who are in or have crossed difficult terrain, stakes, caltrops or pits and pots.
- Having been contacted by enemy troops in the flank or rear, or whilst carrying pavises or stakes.
- Foot who have been either been contacted by mounted enemy whilst moving or pushed back by mounted enemy.
- Mounted troops caught stationary by a charge.
- Pursuing.
- Being in rout.
- Having made an evade move. (i.e. the unit is not disordered whilst it is evading, unless some other cause applies, but does become disordered at the end of its evade move).
- Having been pushed back or moving when the unit has figures facing in more than one direction.
- Cavalry or chariots in melee with camels, Cavalry, chariots or camels in melee with an elephant or within 60 paces of an elephant and not accustomed to them.
- Being within 10 paces of a friendly elephant or scythed chariot when it routs.
- Making a 90 degree turn.
- Regathering stakes or caltrops.
- Having charged but not contacted any enemy.
- A single element unit which suffers two shooting hits in the same phase or any other unit which has 1/3rd or more of its figures hit by shooting in the same phase.
- Cavalry mounting or dismounting.
- Cavalry or chariots who broke off after losing a melee to infantry.

EFFECTS OF DISORDER

- Disordered close or loose order troops can only shoot with their front rank.
- Disordered troops suffer penalties when shooting and in melee.
- Disordered troops also suffer a minus on their morale tests.
- Disordered troops are penalised when expanding or reducing their frontage.
- Mounted troops fighting in terrain which disorders them may not count charging lance melee factors or the charging tactical melee factor.

RALLYING

Troops must rally in the following circumstances:

- After ceasing to rout or pursue.
- To recover from disorder.
- After fighting a melee if unable to follow up when their opponents break contact, or after breaking off themselves.

Troops may change formation or shoot whilst rallying but may not move or fight. Troops rallying from rout, pursuit or after a melee must rally on the spot. Other disordered troops can choose whether to rally or to continue moving and remain disordered. Troops who are rallying only because they cannot follow up a beaten opponent are not disordered and may react normally if charged (though they may not move otherwise).

Troops must halt for one or more of their sides movement phases to rally. How long rallying takes depends on why the unit needs to rally and whether the unit is regular or irregular, as shown below:

Reason for rallying	Troop training	
	Regular	Irregular
Rout	2	3
Pursuit	1	2
Other causes	1	1

SHOOTING

A shooting target must have been within the range and shooting arc of the shooting unit at some point since the beginning of the immediately preceding movement phase.
Shooting ranges are measured for each front rank figure. A second or third rank figure counts the range to the front rank figure immediately ahead.
Shooting is a two part process, the firers dice first to achieve hits. Hits can disorder the target but do not remove figures. if the shooters achieve at least one hit they dice again for possible casualties.

PRIORITIES
A figure must shoot at the highest priority target available to it. The priorities are listed in order of importance:

- An enemy which has charged the shooters.
- An enemy which is advancing and close enough to charge the shooters.
- An enemy that killed a figure in the shooting unit in the preceding move.
- An enemy of a troop type nominated as a target priority in the units orders.
- The nearest enemy to the shooting element.

SHOOTING RANKS
Normally the first two ranks of a shooting unit may shoot. The exceptions to this are:
Close order troops throwing javelins or pila can only shoot with their front rank.
Disordered troops can only shoot with their front rank.
Chariots can only shoot with their front rank.
A third rank of regular close or loose order infantry can shoot with bow, crossbow or longbow at an enemy which contacted the shooting unit in this move, unless the shooters unit counter charged.
Troops within a wood or village can only shoot with their first rank.

SHOOTING ARCS
Skirmishing cavalry figures can shoot in any direction. Close order infantry can shoot at targets within 22 & 1/2 degrees of their front, others at those within 45 degrees.

MOVING AND SHOOTING
Troops using crossbows, longbows or staff slings may not shoot if they moved in or since their last movement phase. No troops may shoot in a move in which they charge, counter charge or are in rout.

SHOOTING OVER OTHER FRIENDLY UNITS
A unit can only shoot over another friendly unit if either the shooting unit or its target is on higher ground than the intervening friends. There must also be a gap of at least 40 paces between the shooters and the intervening friends and also between the intervening friends and the target.

PROCEDURE
Throw one D10 for every shooting group. The number of figures or models needed to form a group varies by type and range:

SHORT RANGE	LONG RANGE
4 Infantry or Cavalry	6 Infantry or Cavalry
1 Chariot	2 Light chariots
1 Elephant	1 Heavy Chariot
1 Artillery piece	1 Artillery piece

The final shooting group of an infantry or cavalry unit may still shoot if one figure short. If the score needed for a hit is greater than 10 increase the size of the group of figures for which a D10 is thrown by one for each one the score needed is above 10. (E.g. if the score needed is an 11 a group of 7 figures is needed at long range to score a hit with a 10). The number of figures in a shooting group may NOT similarly be increased to take the score needed

below 10. Only infantry or cavalry shooting groups may be expanded in this way, other troop types may not hit. All of a shooting groups figures must come from the same unit.

RANGES

	Short	Long
Artillery	160	420
Crossbow	100	240
Bow or staff sling	80	200
Longbow	80	160
Sling	120	
Dart	0	60
Javelin	40	
Mounted bow or crossbow	60	120
Pila	20	
Stones	0	30

Basic score needed to hit   7

MODIFIERS
Shooters disordered	+1
Shooters throwing stones	+1
Shooters being charged	+1
Target in cover	+1
Target in open order	+2
Artillery or Heavy Chariot at short range	-2

The scores above are those needed to cause a shooting hit, shooting hits may disorder the target but do not of themselves kill figures. Throw another D10 for each shooting unit which has achieved at least one to convert hits to kills:

SCORE NEEDED TO CONVERT A HIT TO A KILL

	CAT	AC	UC	AI	UI	El	LCH	HCH (A)	HCH (U)
Javelin, stones dart or bow	0	8	7	8	7	8	7	9	7
All others	8	7	7	7	7	7	7	7	7

MODIFIERS TO SCORE NEEDED
Any but artillery firing at shieldless close order enemy	-2
Any but artillery firing at other shieldless enemy	-1
Javelins, darts or bow shooting at barded cavalry or armoured elephant	+1
Each hit achieved after the first	-2

A kill removes an infantry or cavalry figure and causes a casualty on an elephant or chariot model.
A final score needed of 1 or less means an automatic kill. If the result is 0 or less add the result to 10 to get the score needed on a D10 to get a second kill. (e.g. If the final score is -1 one kill is automatic and a score of 10 + -1 = 9 is needed to get a second kill.)

MELEE

To be able to fight in melee a front rank figure must be part of an element the front of whose base is in contact with an enemy or form an overlap of one element to one which is in contact. Overlapping elements may only fight in the second and subsequent rounds of a melee and only then if their unit was not pushed back in the previous move, or in any move versus an opponent who cannot fight back. When opposing units enter a melee the bases of the opposing figures should be aligned so that full elements fight one another as far as possible. When an element is in contact with more than one enemy element it may choose which to strike at.

Normally in melee a D10 is thrown for each element fighting on each side. There are three exceptions to this:

- Two dice are thrown for a elephant fighting any troops except open order infantry.
- Two dice are thrown for a close or normal order infantry element if there is another element of the same unit in base to base contact with the fighting element immediately to its rear and facing in the same direction.
- Three dice are thrown for a close order pike armed element if it is similarly supported by two ranks of its own unit. and it is not disordered.

FACTORS

	CAT	AC	UC / LCH	AI	UI	HCH (A)	HCH (U)	El
Charging cavalry lancer	3	4	5	4	4	3	4	0
Mounted spear or javelin in 1st period	0	3	4	3	4	2	4	1
Other mounted	0	2	3	1	2	1	2	0
Foot pike until disordered or pushed back	3	4	4	3	4	4	5	3
Foot long spear in 1st round	2	3	3	3	4	2	3	2
Foot spear or javelin in 1st round	1	2	2	4	5	1	2	3
Foot Pila in 1st round	1	2	2	6	6	2	2	3
Rhomphaia	2	3	3	5	5	3	4	5
Other foot or Artillery	0	1	1	2	3	0	2	1
Light Chariot	2	4	4	3	4	2	3	0
Scythed Chariot	6	4	4	4	4	3	3	0
Heavy Chariot	4	3	4	3	3	4	5	0
Elephant	6	5	5	4	4	6	6	3

TACTICAL FACTORS

Lead by a General	+1	
Charging (not close order infantry)	+1	
Following up a push back	+1	
Infantry fighting an uncrewed elephant	+1	
Foot defending a palisade, wall or other obstacle	+1	
Fighting shieldless infantry or cavalry	+1	
Non pikes fighting pikes in the second or subsequent move of the melee (unless being pushed back)	+1	
Cavalry fighting open order foot	+3	
Mounted fighting disordered close or loose order foot	+2	
Pursuing or fighting against enemy facing the wrong way	+2	
Disordered loose or open order	-1	
Facing infantry stood uphill	-1	
Infantry fighting against long spear or pike	-1	*
Mounted fighting against long spear or pike	-2	*
Mounted troops except elephants fighting close order foot	-1	*
Loose order cavalry or infantry	-1	
Infantry fighting barded cavalry (not cataphracts)	-1	
Any fighting an armoured elephant	-1	
Disordered close order	-2	

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Open order cavalry or infantry	-3
Mounted fighting to cross a wall, ditch, palisade or line of stakes, caltrops or pits & pots defended by foot	-3
Chariot which is halted or being pushed back	-4

* = These deductions do not apply if fighting against disordered enemy or enemy who cannot fight back and only count in the first move of a melee.

SCORE NEEDED TO HIT PER ELEMENT

Difference in factors	Advantaged Troops	Disadvantaged Troops
0	7	7
1	6	7
2	6	8
3	5	8
4	5	9
5	4	9
6	4	10
7+	3	10

PROCEDURE

Work out the factor for each side, compare the two, read off the score needed for each, then throw the dice. Troops who are unable to fight back count as having a basic melee factor of zero to their opponents when calculating the difference in melee factors but throw no melee dice themselves. Each hit inflicted kills an infantry or cavalry figure or an artillery element, or causes a hit on an elephant or chariot unit.
If a unit inflicts more hits in melee than it suffers it has won, if less it has lost, if the same it has drawn.

NOTES

A unit can end up on a negative melee factor. E.g. If a unit with a final factor of +2 fights one with a final factor of -2 there is 4 difference in factors.
Each second or third rank element of close or loose order infantry unit can only give one front rank element an extra D10.

AFTER MELEE

If an elephant loses a melee it automatically routs. Cavalry, camels or chariots losing a melee against an elephant automatically rout. A Scythed chariot or artillery piece which loses a melee is destroyed. Otherwise a losing unit will throw one D10 and compare its score with the table below to see how it reacts:

BASIC SCORE NEEDED   5

MODIFIERS TO SCORE NEEDED

Each previous consecutive push back suffered by close order or regular loose order infantry	+1	
Each previous consecutive push back suffered by any other troops	+2	
Less than a twentieth of the testing unit is dead	-2	#
Less than a tenth of the testing unit is dead	-1	#
At least one fifth of the testing unit is dead	+1	#
One third or more of the unit is dead	+2	#
Half or more of the unit is dead	+4	#
Two thirds or more of the unit is dead	+7	#
Hit in flank or rear and unable to fight back	+2	
C class	+1	
A class	-1	
Close order foot in two ranks	-1	
Close order foot in three or more ranks	-2	
Loose order foot in three or more ranks	-1	
Pushed enemy back last move	-1	
Charged in this move	-2	
Lost to enemy unable to follow up or pursue	-3	

= Count only the most extreme applicable factor

If die score less than modified total needed BREAK. Otherwise cavalry or chariots who charged into stationary infantry this move break off disordered to rally, others are pushed back 20 paces.

A unit which stood to receive a charge may not follow up or pursue. A unit which is pushed back or held by one opponent may not follow up another.

Cavalry or chariots who charge infantry and either push them back or draw with them can voluntarily break off from the melee. They are not disordered but must rally the period after falling back.

Otherwise a unit which wins its melee must follow up and a unit all of whose opponents break must pursue if it stood to receive a charge. A unit which is at or below 50% strength will pursue an enemy which routs but may not follow up a push back. A unit all of whose melee opponents are destroyed and any unit whose opponents break off without it being able to follow up will halt for a period unless charged (when it may react normally).

For a rank to give the unit any benefit in the test it must contain the same number of elements as the first rank after melee casualties have been removed.

SHIELDS AND SHIELD USE

Troops using Rhomphaia always count shieldless in melee but pikemen with shields may use them. Shieldless Cataphracts suffer no penalty in melee or when shot at by javelins, darts, hand hurled stones or bows. Charging cavalry do not count as shieldless in melee against infantry. Elephants and chariots count no melee opponent as shieldless and never count as shieldless themselves. Troops who have shields but who shoot with count as shieldless if shot at.

Troops who have shields count as shieldless if shot at from their rear or from behind their shieldless (right) flank. They also count shieldless in melee if hit in their rear or on their shieldless flank.

PAVISES

A pavise counts as cover to enemy shooting. A pavise counts as an obstacle in melee to an enemy attacking across one. It takes a full move to set up or take down a pavise. A unit contacting or contacted by the enemy whist carrying its pavises is disordered. Units are not disordered by crossing a line of pavises. A unit behind its pavises still counts as shieldless in melee but not if shot at across its pavises. A figure may not use a missile weapon whilst carrying a pavise.

REMOVING CASUALTIES

If a unit is more than 1 rank deep all casualties are removed from the rear rank. If in one rank casualties may be removed from either flank but in melee figures forming an overlap must be removed before those in contact. Casualties are assumed to die at the end of the part of the move in which they are killed.

E.G. A figure killed in the melee phase would still count as fighting itself but would be removed before the after melee test.

CALTROPS, STAKE AND PITS AND POTS

An element carrying stakes or caltrops carries enough to cover its own front. It takes a full period to set up stakes or scatter caltrops, two moves to regather them. The unit may not move, shoot, rally or fight whilst doing either. Regathering them disorders the unit. A unit cannot shoot whilst carrying stakes and is disordered if contacted whilst doing so. Pits and pots are similar but are deployed at the start of the game after orders have been written and cannot be moved. All should be represented in model form and mounted on bases 5 paces deep.

SPECIAL RULES FOR CHARIOTS AND ELEPHANTS

CASUALTIES ON CHARIOTS AND ELEPHANTS
Each chariot model takes two hits to kill it and each elephant three. Record 'spare' hits on a chariot unit or elephant by marking the model with a counter. When calculating percentage casualties on a chariot unit of two or more elements count each model as two figures.

SCYTHED CHARIOTS
Must be deployed at the forward edge of the deployment area and given Attack orders. A routing scythed chariot will charge any unit in its path, friend or foe, without testing morale. All scythed chariots are C class and irregular.

ELEPHANTS
All Elephants count as irregular. Any unit within 10 paces of a friendly elephant when it routs is disordered. Once an elephant has routed it cannot be rallied. A routing elephant will charge any unit in its path, friend or foe, without testing morale.

OTHER MOUNTED TROOPS AND ELEPHANTS
Cavalry, camels and chariots suffer penalties within 60 paces of any elephant, friendly or enemy, if the cavalry are not accustomed to elephants. They suffer a deduction on morale and become disordered. All Indian mounted troops are accustomed to elephants. Mounted troops of other nationalities are accustomed to elephants if their army contains at least one elephant, otherwise they are not.

COUNTERS

Different coloured counters can be used to mark uncontrolled, disordered, routing and pursuing units on the table. They can also be used to record hits on chariots and elephants. The use of counters makes it easier to remember what is happening on the table.
Tiddlywinks can be used but the look of the game is improved if casualty figures, spare shields or similar are painted up and used.

APPENDIX A: A POINTS SYSTEM

For a friendly game I would suggest one of the players works out two armies and a terrain, the other player then picks which of the armies he wishes to use. However for those who like them here is a points system for picking armies.

Each side should have the same number of Generals, only one should be used for "competition" style games. A cavalry or infantry general is free. For an elephant or chariot mounted general pay for one normal element, no unit cost needs to be paid.

Armies of 1000 points should give a reasonable game of two to three hours length.

Heavy Infantryman	4
Light Infantryman	3
Cataphract	10
Heavy Cavalryman or camel rider	8
Light Cavalryman or camel rider	7
Light Chariot armed with javelins only	12
Heavy Chariot armed with javelins only	20
Shield or Pavise	+1
Each weapon type carried after the first	+1
Irregular cavalry or infantry figure	-1
Irregular chariot	-2
C class infantry or cavalry figure	-1
A class chariot	+2
C class chariot	-2
Armour for Heavy Chariot	+4
Bard for a heavy or light cavalryman	+1
Extra cost to be paid for each unit of cavalry,camels or chariots which is accustomed to elephants	+30
Extra cost to be paid for each other independent unit	+20

POINTS COSTS FOR SPECIAL TROOP TYPES

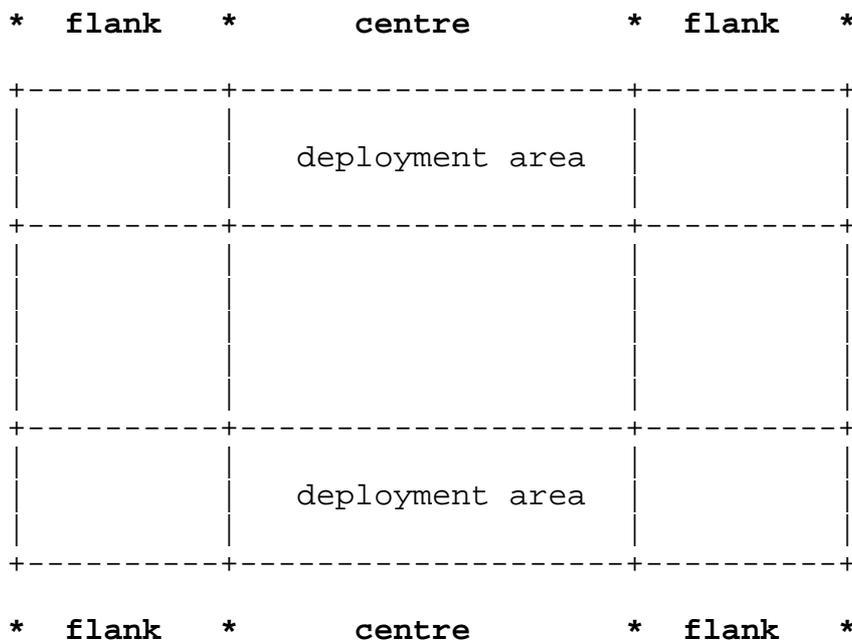|	
Scythed chariot	30
Armour for scythed chariot	+4
Elephant	30
Trained elephant	+20
C class elephant	-10
A class elephant	+5
Armour for Elephant	+5
Uncrewed elephant	-5
Artillery piece (always regular and B class)	30
Enough caltrops to cover the front of one element	10
Enough stakes to cover the front of one element	8
Enough pits & pots to cover the front of one element	6

NOTES
1) Elephants, artillery and scythed chariots do not have to pay unit points.
2) All costs except unit points are per figure / model.

APPENDIX B: A TERRAIN SYSTEM

Each player picks a number of terrain pieces, three if the table is of up to 24 square feet in size, four if larger. A terrain piece can be any on of:

A)   A shallow hill, up to 180 paces by 120 paces in size.
B)   A wood, up to 180 paces by 180 paces in size.
C)   A steep hill, up to 180 by 120 paces in size.
D)   A stream, up to 480 paces in length and 20 paces across.
E)   A piece of scrub, up to 120 paces by 120 paces in size.
F)   A village, up to 120 paces by 120 paces, either open or surrounded by a low palisade.
G)   Nothing.

The players then take it turns to place the pieces of terrain. A player can place a piece of terrain picked by his opponent. Any village after the first is discarded. A stream must run from table edge to table edge. After all the terrain pieces have been placed throw a D6 for each piece to se if it remains. A piece needs a score of 3-6 to remain if placed wholly within either flank area. If at least partly within the central area a 6 is needed to keep a village or steep hill, a 5 or 6 for any other terrain piece.

```
   *   flank   *       centre        *   flank   *

   +---------+------------------+---------+
   |         |                  |         |         |
   |         |  deployment area |         |         |
   |         |                  |         |         |
   +---------+------------------+---------+
   |         |                  |         |         |
   |         |                  |         |         |
   |         |                  |         |         |
   |         |                  |         |         |
   |         |                  |         |         |
   +---------+------------------+---------+
   |         |                  |         |         |
   |         |  deployment area |         |         |
   |         |                  |         |         |
   +---------+------------------+---------+

   *   flank   *       centre        *   flank   *
```

APPENDIX C: SAMPLE TROOP CLASSIFICATIONS

To give an idea of how historical troop types fit into the classifications in the rules some examples are listed below, though these are not comprehensive either in terms of armies or of troop types within armies. Optional weapons and equipment are bracketed.

ABBREVIATIONS USED
(These are in addition to those listed at the beginning of the rules).
Regular - r, Irregular - i, (e.g. Ar = A class regular). Shield - Sh, Pavise - Pa.

All classifications follow the same pattern:

NAME	TYPE	MORALE	WEAPONS	DENSITY

EARLY ACHAEMENID PERSIAN

NAME	TYPE	MORALE	WEAPONS	DENSITY
Immortals	AI	Ar	Jls,B,Pa	C.O.
Persians/Medes	UI/AI	Bi	Jls,B,Pa	C.O.
Cavalry	AC	Bi	Jls,B	L.O.
Bactrians	UC	Bi	Jls,B	O.O.
Skythians	UC	Bi	B	O.O.

HELLENIC ARMIES

NAME	TYPE	MORALE	WEAPONS	DENSITY
Hoplites	Any class	AI (a few UI)	LS,Sh	C.O.
Thracians	UI	Bi	(Rhom),Jls,Sh	L.O.
Peltasts	UI	Br	(LS),Jls,Sh	L.O.
Psiloi	UI	Ci/Bi/Br	Jls/S,(Sh)	O.O.
Citizen Cavalry	AC	Bi/Br	Jls	L.O.

ALEXANDRIAN MACEDONIAN

NAME	TYPE	MORALE	WEAPONS	DENSITY
Companions	AC	Ar	L	L.O.
Phalangites	AI	Br	P,Sh	C.O.
Hypaspists	AI	Ar	LS,Sh	L.O.
Thessalians	AC	Ar	Jls	L.O.

INDIAN (4th Century B.C.)

NAME	TYPE	MORALE	WEAPONS	DENSITY
Elephants		Ai	Crewed, Trained	
Chariots	HCH(U)	Ai/Ar	Bow armed	
Cavalry	UC	Bi	Jls,Sh	L.O.
Infantry	UI	Ci/Bi/Cr	Lbow,(Rhom)	C.O.
Infantry	UI	Ci/Bi/Cr	Jls,(Rhom),Sh	C.O.
Tribesmen	UI	Ci/Bi	Lbow	O.O.

LATE SELEUCID

Companions	AC	Ar	L,(Bd)	L.O.
Agema	CAT	Ar	L	C.O.
Cataphracts	CAT	Br	L	C.O.
Argyraspids	AI	Br	P,Sh	C.O.
Phalangites	AI	Cr	P,Sh	C.O.
Elephants		Bi	Crewed, Trained	

CARTHAGINIAN (Second Punic war)

Poeni cavalry	AC	Cr/Br/Bi	Jls,Sh	L.O.
Spanish cavalry	UC	Bi/Br	Jls,Sh	L.O.
Moors	UC	Bi/Ai	Jls,Sh	O.O.
Poeni	UI	Bi/Br	Jls,Sh	L.O.
Libyans	AI	Cr/Br	Spear,Sh	C.O.
Spanish veterans	UI	Br	Pila,Sh	C.O./L.O.
Spanish levies	UI	Ci	Pila,Sh	L.O.
Elephants		Ci/Bi	(Crewed),(Trained)	

REPUBLICAN ROMAN (Second Punic Wars)

Roman Principes	AI	Br/Ar	Pila,Sh	C.O.
Roman Hastati	AI	Br/Ar	Pila,Sh	C.O.
Roman Triarii	AI	Ar	LS,Sh	C.O.
Roman velites	AI	Br	Jls,Sh	O.O.
Roman cavalry	AC	Br	Jls,Sh	L.O.

NOTE: Class Latins as Romans except that Latin infantry can be C class.

EARLY IMPERIAL ROMAN

Legionaries	AI	Br/Ar	Pila,Sh	C.O.
Auxiliaries	AI	Br	Jls,Sh	L.O.
Cavalry	AC	Br	Jls,Sh	L.O.

BRITISH

Chariots		Ai	Jls	
Cavalry	UC	Bi	Jls,Sh	O.O.
Warband	UI	Bi	Jls,Sh	L.O.
Slingers	UI	Bi	S	O.O.

DACIAN

Sarmatian allies	AC	Ai	L,B,(Bd)	L.O.
Cavalry	UC	Bi/Ai	Jls,Sh	L.O./O.O.
Warband	UI	Bi	Jls,Sh	L.O.
Falxmen	UI	Bi/Ai	Rhom,(Sh)	L.O.

LATE ROMAN

Legionnaries	AI	Cr/Br/Ar	(Pila), Jls,(D),Sh	C.O.
Legionary archers	UI	Cr/Br/A	B,Sh	C.O. or O.O.
Auxiliaries	UI	Cr/Br/Ar	Jls,(D),Sh	L.O.
Auxiliaries	UI	Cr/Br/Ar		L.O.
Cataphracts	CAT	Br	L	C.O.
Cavalry	AC	Br/Ar	Jls,Sh	L.O.
Mauri etc.	UC	Br/Ar	Jls,Sh	O.O.

SASSANIAN

Cataphracts	CAT	Ai	L	C.O.
Clibinarii	AC	Bi	(L),B,(Bd),(Sh)	L.O.
Levies	UI	Ci	LS,Sh	C.O.
Elephants	El	Bi	Trained, crewed,(Armoured)	

APPENDIX D: EXAMPLES

Example 1

Side A:	1x9 Sassanian clibinarii AC Bi L B Bd L.O. in 1 rank of 3 elements.
Side B:	1x24 Roman Auxiliaries UI Cr B Sh L.O. in 2 ranks of 3 elements.

In the Sassanian move the clibinarii move up to 120 paces away from the Romans. The auxiliaries have four six man shooting groups.

The archers need:	To hit	7

They throw 4 dice scoring 3,6,8,9

Two hits, so dice to kill:	v's AC	8
	v's shieldless loose order	-1
	v's bard	+1
	Second hit achieved	-2
		i.e. 6

They throw a D10 getting 0 (counts as 10). One clibinarius is killed.

The clibinarii have one six man shooting group.
The clibinarii need:	To hit	7

They throw a 6 and miss.

In the Roman move neither side suffers shooting loses.

In the Sassanians next move the clibinarii charge into the archers. The archers hold and shoot at the cavalry as they charge:

At short range the archers comprise six four man shooting groups.

They need	To hit	7
	Target charged	+1
		i.e. 8

The dice are 9,7,5,3,0,8   i.e. 3 hits

To kill:	Bow v's AC	8
	v's shieldless loose order	-1
	v's bard	+1
	Three hits achieved	-4
		i.e. 4

They throw 3 so do not achieve a kill but as a third (3 of 8) of the clibinarii have been hit by shooting the clibinarii become disordered.

In the ensuing melee both the Romans and the Sassanians have 3 elements fighting, but the Romans get six dice as each of their elements has a supporting second rank element..

The clibanarii are at a factor of:	Charging Lancer v's UI	4
	Charging	+1
	Loose order	-1
	Disordered loose order	-1
		i.e. 3

The archers are at:	Other foot v's AC	1
	Fighting v's barded AC	-1
	Loose order	-1
		i.e. -1

There are 4 factors difference so the cavalry need 5 to hit, the archers 9.
The cavalry throw 5,9,8   i.e. 3 hits,   3 auxiliaries are killed.
The infantry throw 2,7,0,4,6,8   i.e. 1 hit,   1 clibinarius is killed.

The infantry have lost so take an after melee test.

They need:	Basic score needed	5
(3 from 24 dead = 1 in 8)	No casualty modifier	
	Foot beaten by mounted	+1
	C class	+1
		i.e. 7

They throw 6 so break and rout back 40 paces. The cavalry must pursue, their pursuit move is more than 40 paces so they end up in contact with the rear of the archers.

NOTE: The infantry do not count as disordered at the time of the test, despite losing to a mounted unit. If the infantry had passed the test and so only been pushed back they would then have become disordered.

Example 2

Side A: 45 Gauls UI Bi Jls Sh L.O. in 5 ranks of 3 elements.
Side B: 24 Romans AI Br Pila Sh C.O. in 3 ranks of 2 elements.

The Romans are uphill of the Gauls who charge into them. The Romans stand. In the melee each side has 2 elements. The Gauls do have an overlap but this cannot fight in the first round. Each element is supported so throws 2 D10, i.e. 4 D10 for each side.

The Romans are at a factor of:	Pila v's UI	6

The Gauls are at a factor of:	Jls v's AI	4
	Charging	+1
	Facing foot stood uphill	-1
	Loose order	-1
		i.e. 3

There are 3 factors difference so the Romans need 5 to hit, the Gauls 8.

The Romans throw:	5,8,7,3	i.e. 3 hits.
The Gauls throw:	2,6,5,7	i.e. 0 hits.

The Gauls have lost so take an after melee test, they need:

Basic score needed	5
Charged in this move	-2
Lost to enemy unable to follow up	-3
L.O. foot in 3 or more ranks	-1
	i.e. -2

The Gauls cannot fail this test so are only pushed back. The Romans must rally after losing contact, though they are not disordered.

Example 3.

Side A: 4 British LCH Ai with Javelins in 1 rank.
Side B: 24 Romans AI Br Bow L.O. in 2 ranks of 3 elements.

The chariots move to 100 paces from the archers. The archers shoot in four groups of six.

They need	Basic score	7

They throw 8,1,0,9 i.e. 3 hits. Each chariot counts as two figures so 25% of the unit has been hit by shooting, this is less than a third so it is not disordered. The archers then throw to kill.

They need:	Bow v's LCH	8

They throw 9,4 i.e. 1 kill. This means that 1 casualty is marked on the chariots. Another shooting "kill" or melee hit will remove a chariot model.

Example 4

Side A: 1 Seleucid Elephant Bi Trained, Crewed
Side B: 12 Roman Hastati AI Br Pila Sh C.O. in 3 ranks of 1 element.

The elephant charges the hastati who stand. The hastati throw pila at the elephant as it charges in. They have one four figure shooting group:

To hit:	Basic	7
	Shooters being charged	+1
		i.e. 8

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They throw 7 and miss.

In melee the elephant has a
factor of:

El v's AI		4
Charging		+1
		i.e. 5

The hastati have a factor of:

Pila v's El	3

There is a 2 factor difference so the elephant needs 6, the hastati 8.

The romans throw 8,0	i.e. 2 hits	
The elephant throws 6,7	i.e. 2 hits	

Because the melee was a draw no after melee test is needed. Two of the hastati are removed and two hits are marked on the elephant.

In the after melee phase the hastati expand by one element. This element can fight in the Roman move because it is now the second round and the hastati have not been not pushed back.

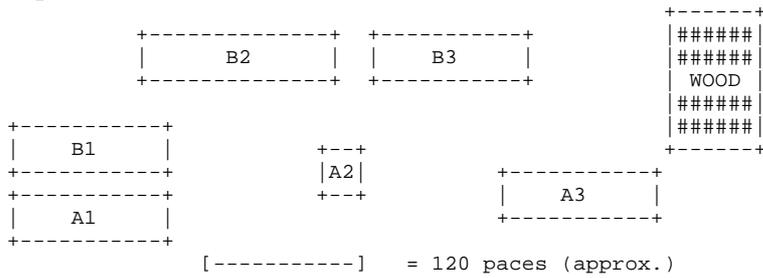|		
The elephant is now at:	El v's AI	4
The Romans are at:	Other foot v's El	1

There are 3 factors difference, the elephant needs 5, the hastati need 8.

The elephant throws 5,7	i.e. 2 hits
The hastati throw 3,8	i.e. 1 hit

The hastati have lost but the elephant takes a third hit and dies. The hastati stand and do not have to take a melee losers test because all their melee opponents have been destroyed.

Example 5

```
                                                    +------+
      +--------------+  +-----------+                |######|
      |     B2       |  |    B3     |                |######|
      +--------------+  +-----------+                | WOOD |
                                                     |######|
   +-----------+                                     |######|
   |    B1     |           +--+                       +------+
   +-----------+           |A2|
   +-----------+           +--+         +-----------+
   |    A1     |                        |    A3     |
   +-----------+                        +-----------+
                [-----------]   = 120 paces (approx.)
```

SIDE A: CARTHAGINIANS

    Unit 1   9 MOORS UC Bi Jls Sh O.O.   (IN ROUT)
       2   1 ELEPHANT Ci Crewed, Untrained
       3   12 NOBLES AC Br Jls Sh L.O.

SIDE B: ROMANS

    Unit 1   10 MOORS UC Bi Jls Sh O.O.   (PURSUING)
       2   12 VELITES UI Br Jls Sh O.O.
       3   12 ITALIANS AC Br Jls Sh L.O.

It is the beginning of the Carthaginian move. The Carthaginian player declares two charges, the elephant will try to charge the velites and the nobles will attempt to charge the Italians.

The elephant is untrained so throws a D10 for morale:

The elephant throws	5

The following tactical factors apply:

Enemy to flank within reaction distance	-1
Friend in more open order in rout within reaction distance	-1
Giving a final total of	4

For C class this is a NO ADVANCE result. As the testing unit is an elephant it breaks and routs back 60 paces.

The nobles are a regular unit so throw 2 Dav for morale. As they are testing at the same point in the move as the elephant they will not count its rout in their reaction test.

The nobles throw 3+4	7

No tactical factors apply:

This is a CARRY ON result for A class so the nobles may charge.

The unit of Italians now needs to test morale for being charged. The velites do not have to test because though a charge was declared on them the charging unit failed its morale test and did not actually charge.
Before the test is taken the Roman player must specify which charge response the Italians should make. He declares that they will counter charge.

The Italians are a regular unit so throw 2 Dav.

They throw 2+2	4

The following tactical factors apply:

Enemy unit in rout within reaction distance	+2
	i.e. 6

This gives a CARRY ON result for a B class unit so the Italians can counter charge. Note that as they are testing in a later phase than the elephant they count its rout in their test.