The Die is Cast

Rules for Ancient Wargames

Veni Vidi Vici

Free

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Version

Version 5.3 June 2013

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Front cover picture, a Wargames Foundry centurion painted by James Roach of Olicana painting service

The Die is Cast

© Justin Taylor

Version 5.0 November 2012

Original version April 1992

With thanks to John Holroyd, Martin Stephenson, Drew Waller

Foreword

The Die is Cast rules concentrate on the classical wars around the rise of the Roman Empire. These are the core of ancient wargaming, with battles fought by the famous generals like; Hannibal, Caesar, Augustus, Boadicea and Attila. By focusing on a particular period of ancient history it is easier to bring a sense of realism into the game and whilst it is always a game, to allow the rules to be used to re-fight historical battles instead of purely a game of two equally pointed forces. And that was the reason for creating the Die is Cast rules system.

In this new version of the rules (the fourth in the series) combat is worked out by dice rolls rather than referring to a combat chart. But using D12's instead of the standard six sided dice, to allow greater flexibility in scores required and reduce the number of times dice have to be rolled to get a result. In addition the rules have been further modified to make the game faster to play, whilst keeping to the idea that you can use these rules to play historical games.

One of the differences of these rules compared to other contemporary rules is that play is simultaneous, with both players moving and fighting at the same time. It is harder to organise than the alternative move system that is in common use but does avoid some of the absurdities of one player taking an entire move and the other army standing there watching them do it.

To make the use of figures from other rules systems easy, there are no restrictions on basing so you do not need to rebase your figures, whatever system you use but details of the common base sizes are shown. Troops combat and morale abilities are stressed, probably more than different weapons factors. These rules also bring out the different battlefield roles of light troops, infantry and cavalry. Generals have their own rules section so that historical talents or weaknesses are significant.

In addition to some examples of historical battles, with their army lists and victory conditions, a collection of army lists are available free from the rules section of the Veni Vidi Vici website (see URL below) for club or tournament play.

My thanks go to the late Peter Gilder who showed me that a good set of rules could be simple and fun.

If you have any comments or queries please feel free to contact me

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THE RULES

Caesar crosses the Rubicon and starts a civil war

1.0 GENERAL

1.1. Distances

All distances in the rules are given as numbers. Measure these in centimetres for 6mm, 10mm or 15mm scale figures.

Use inches for 25mm figures.

2.0 TROOP TYPES

2.1. Troops

Models have five characteristics, which will determine how they move and fight:

- Training, 2 options.
- Role, 7 options.
- Morale rating, 4 options.
- Fighting ability, 4 options.
- Weapons carried, 13 options.

The sections below describe how these characteristics are defined in case you need to make your own classifications of troops.

2.2. Training

Split into 2 types, regulars and warriors.

Regulars:

Troops trained to operate as a unit under officers. These tend to be more reliable than warriors and will perform drill manoeuvres better.

Warriors:

Operating as individuals or with no formal training. Sometimes fearless fighters, sometimes losing heart too soon, warriors are unpredictable but tend to be numerous.

2.3. Role

Light:

Cavalry and infantry, with little or no armour, who fight in open formation, usually with some form of missile weapon. Highly mobile, light troops can surround and harass heavier troops.

Light troops are also known as skirmishers and have special rules that apply to them (17.0).

Medium:

Cavalry and infantry, perhaps with some armour, fight in close formation. Because of their lack of armour medium troops are cheap and can be used in large numbers. Mainly for close combat or massed firepower.

Heavy:

Cavalry and infantry, normally with metal body armour, fight in close formation. The standard close combat troop type.

Extra:

Cavalry and infantry, have metal body and extra protection for unshielded limbs. Cavalry may have armour for the front of the horse instead of extra armour for the rider.

Cataphract:

Cavalry only, with full armour covering both horse and man. The ultimate shock troops.

Loose:

An option for infantry. These troops tend to move in a dispersed formation and then re-group for combat. Faster movement than normal infantry, better in difficult terrain and slightly less effective in combat.

2.3. Role (continued)

Others:

Chariots, Elephants, Artillery and Camels, see chapter 21.

2.4. Morale Classes

The ability of troops to continue to obey orders despite the other factors of the battle around them.

Raw:

Troops with little experience, usually poorly motivated.

Average:

The usual standard of most troops.

Steady:

Troops with battle experience or very high standard of soldiering.

Guard:

Troops of high confidence, usually protecting a general.

2.5. Fighting Ability

The effectiveness of the troops with their weapons, dependent on training and their experience.

Poor

Very ineffective.

Seasoned

Standard rating of most troops.

Veteran

Troops of above average fighting ability.

Elite

Selected troops, well trained and experienced. Very rare.

2.6. Weapon classes

Axes

These are of the long handled type swung with both arms. Also covers other two handed cutting or concussive weapons. Smaller axes are classed as sidearms. Shields can be used but not whilst fighting.

Bow

Any sort of normal bow.

Cavalry melee weapons

The normal weapons of troops expected to fight in melee; spears, javelins, swords etc. The side-arm factor will be used by troops mainly armed with missile type weapons like bows, or javelins if they choose to throw them before contact.

Crossbow

Using mechanical assistance to increase the power of the shot, these weapons have slower firing rates than bows but have better armour penetration.

Darts

Small hand thrown missile weapons. They count as javelins for shooting but cannot be used in melee. Because a lot of them can be carried easily they can be used at medium range by all troops not just lights. Troops with darts and javelins, can shoot with darts and still use javelins in melee

Lance

A long spear used by cavalry, seven or more feet long. Some lances require both hands to use but cavalry armed with lances will not count as shieldless in the first round of any melee when fighting any enemy to their front. To count a lance in melee, the users must have charged or pursued this move.

Longbow

Bows of exceptional power. Usually used by troops who have had long training with them in order to develop the strength needed.

LTS (long thrusting spear)

Spears of between eight to twelve feet long.

Initially used by blocks of close order infantry it was later used by peltasts. Best deployed as a two rank deep line.

Pike

A development of the LTS and from fifteen to twenty four feet in length. Requires both hands to fight with, but a shield can be used up until the melee. Best deployed four or more ranks deep.

Pilum or pila

Covers all heavy spears or axes thrown just before melee. Dealt with as a special weapon. Only used by troops in the first round of any melee (21.10).

Sling

A simple weapon either using just stones or specially cast sling-shot. Effective even against armoured targets. Modern thinking is that slings could possibly out-range bows. However skill is needed to be able to hit the target. Staff slings use a wooden staff to increase the range and damage done but at the cost of being even less accurate.

Spears and javelin

Between four and seven feet in length. The main difference between these is that troops must carry a number of javelins to be able to count them as a missile weapon.

Sword

Most troops are armed with a sword or similar weapon but unless trained to use them properly will count them as sidearms. Only troops who used the sword as a primary fighting weapon,like Roman legionaries or Gauls, can use sword weapon factors.
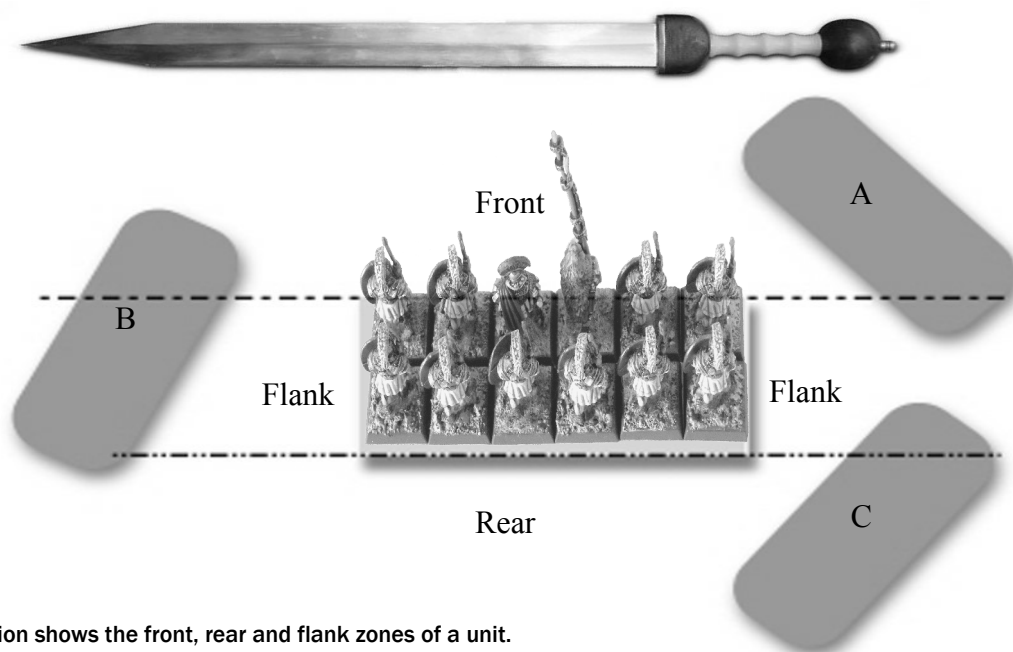
The above illustration shows the front, rear and flank zones of a unit.

Enemy unit A is mostly in the front zone and could only charge the front of the unit.

Unit B is mostly in the flank zone and could charge either the flank or the front of the enemy unit.

Unit C only has the option to charge the rear of the unit as it has no way to make a charge against the front of the unit.

3.0 ORGANISING UNITS

3.1 Basing

Models must be mounted onto bases to give them the correct spacing. Use whatever size bases that you like but it is easier if both sides use the same basing system. Some examples of common base sizes are given in chapter 24.

The models are then grouped together in units at least five models in size and up to sixty. Normally all the models in a unit would be from the same section of the army list example, Roman legionaries but some armies make combined units out of different troops or differently equipped troops.

A unit has a front zone, which is everything in front of an imaginary line running along its front rank. It also has a rear zone which is everything to the rear of a line running along its rear rank. The zones on either side between these two imaginary lines are the flank zones.

An attacking enemy unit needs to have more models in a zone to attack that part of the unit. However attacks to the front of the unit are always allowed unless something else is preventing the enemy from reaching it.

3.2 Organising the units

A unit might have a standard and officer models to distinguish it from the other units but they will play no part in the game rules.

The units will normally be organised into units of ranks, in rectangular blocks with models touching other models to their side, and their front or rear touching the models in front or behind it. All ranks must have the same number of figures except the rearmost rank which may have less models than the previous ranks. As casualties are removed from the rear rank, the rearmost rank may eventually be removed and another rank become the new rear rank.

Even skirmishers (or alternatively called, light troops) are formed into units with the bases touching. That makes it easier to decide where the unit is, even though it is representing a swarm of skirmishers rather than a solid unit. Light troops perform very differently to other units however and have their own special rules (17.0).

4.0 TURN SEQUENCE

4.1 Simultaneous Play

Play is simultaneous with both players active in the same phase. So both players are moving, shooting and fighting at the same time.

4.2 Phase Sequence

The turn is split into phases as follows:

Phase Sequence
1. Compulsory moves.
2. Declare and test morale for all charges.
3. Test morale for all units being charged.
4. Move all charge responses and charges.
5. Move all normal moves.
6. Resolve shooting.
7. Resolve melees and morale from melee.
8. End phase

When all the actions in a phase have been completed by both players, then move onto the next phase.

3.4 Turn End

When all the phases have been completed a new turn can be started.

5.0 VISIBILITY

5.1 Visibility Arc

Troops are assumed to have someone looking around so that the direction a unit is facing does not affect visibility. Maximum visibility is 80. The fact that troops are there or not can be seen after that, but not their type or number. Troops of either side do not block visibility.

5.2 Visibility Blocking Terrain

Only villages, hills or woods block visibility. Individual buildings do not hide troops except those actually inside them. Troops higher than blocking terrain may overlook it. Terrain which overlooks others should be defined before the game starts.

5.3 Maximum Visibility

Troops inside a wood or village cannot be seen until they are revealed. Troops are revealed if they move into the terrain in sight of the enemy, have fired out of the terrain, or the enemy are within 5 of the terrain. Maximum visibility through wood or village is limited to 5, troops further in can neither see or be seen.

6.0 COMPULSORY MOVES

6.1

Sometimes a unit is required to move by the result of a morale test or after a melee. They will then move without the control of the owning player. This is an explanation of the compulsory moves:

6.2 Rout

Troops move at charge speed with no deductions for turns. Directly away from the enemy on the first turn, thereafter towards their own baseline avoiding any enemy. The troops will have their backs to the enemy and will not turn if attacked. Routers do not fight any troops.

Routers will interpenetrate friendly troops they meet except; facing, formed, close order regular infantry who they will try to go round. If they cannot get round in one turn they will try to break-through instead.

- Routers throw one D6.
  Friendly troops throw one D6
- If the Routers score higher they will move through their friends, un-forming them.
- If the Routers score equal to or less than their friends they cannot get through and they move towards the nearest gap they can get through.

A gap must be at least 3 wide in order to go past a unit rather than through it. If still in contact with any enemy and unable to break through the routers will offer to surrender. If the enemy accept then remove the routers, if the enemy refuse they can continue to attack the routers.

A routing unit other than skirmishers, will roll one less die than usual for its morale tests (15.0). So this will mean that it is using the result of two dice rather than three to determine its morale state.

6.3 Retreat

Troops move at their normal speed with no deductions for any turns. The troops continue to face the enemy and may turn to face a new direction if charged. They move directly away from the enemy on the first turn, thereafter towards their own baseline. Units in retreat will go through friendly troops they meet except; facing, formed, close order, regular infantry who they will try to go round. They do not attempt to break-through. They will avoid any enemy troops along the path of retreat.

6.4 Shaken

Unit cannot move nearer to enemy, it may change direction but not formation. Unit cannot reform.

6.5 Recoil

If a unit is defeated in melee but is not forced to rout or retreat it may have to recoil. It recoils if it has been beaten by at least 2 to 1. A recoil move is 5 directly away from the enemy and the enemy can pursue.

6.6 Advance

Unit will move toward most easily reached visible enemy at normal move rate, unless within charge reach of any enemy, when they must declare a charge at the most easily reached enemy unit, for which they do not test morale. If charged themselves, they must counter-charge if possible. Troops in this state will always pursue or follow up their enemy and cannot test to avoid doing so.

6.7 Retire

Cavalry who have broken through infantry normally get this result, which is to move back behind their own lines, at charge speed with no deductions for turns, to reform.

6.8 Pursuit

Although a player may choose to allow pursuit, the subsequent moves are made in the compulsory move phase.

- Pursuers move at their charge rate minus 2 for each previous move of pursuit.
- Pursuit is continued until either the enemy starts the turn beyond the pursuers move distance, are destroyed or the pursuers stop the pursuit.
- One attempt to stop the pursuit is allowed (15.3).
- Pursuers must charge any enemy their target goes through but will follow the target if it goes around instead.

If the pursuers cannot follow their target because another enemy unit is in the way, they stop at the point they can reach and spend the rest of the move reforming.

7.0 CHARGES

7.1 Charge Requirements

A charge is an attempt to contact any enemy units. To be able to declare a charge a unit must:

- Be able to see the unit to be charged.
- Have the target of the charge within 22.5 degrees of the front of the charging unit.
- Not to have moved in the compulsory move phase.

If regulars, the prospective chargers must be formed.

7.2 Charge Sequence

Charges should be decided and announced by both players at the same time without pre-measuring the distance between units. If cavalry and infantry declare charges on each other, the cavalry charge has priority and the infantry charge is cancelled (if the charge can be completed). Similarly, if a unit is charged by a unit which it did not declare a charge on, it's own charge is cancelled. If a charging unit cannot reach the enemy, either because they started - or evade - out of reach, it does not charge. Instead it will move a full normal move distance towards the target of the charge. This is done in the charge move phase, not as part of normal movement.

7.3 Charge Declarations

A good way to declare charges is for both players to decide privately how many charges and the targets of the charges, that they are going to make. Once that has been decided, both players announce the number of charges that they are going to make and once that has been done, they each can tell their opponent where the charges will be made.

It is one of the difficulties of simultaneous games, that both players are taking actions that can affect the other player. However it is worth some difficulty to overcome the situation in alternate move games where one player attacks the other player, with no choice for the other player to sit there and watch what happens.

A charging unit is automatically considered to be charging all the enemy units in the path of its charge unless the player who controls it specifies the unit being charged and adds 'only' at the end. For example 'This unit of Romans is charging the light infantry in front of it, only'.

7.4 Test Morale of Chargers

Mostly chargers will be perfectly happy to charge but there are occasions when a charge of desperation is made and the chargers actually have little chance of successfully launching a charge. To guard against this, all charging units (except those currently in Advance compulsory move) are required to take a morale check before their charge can be confirmed.
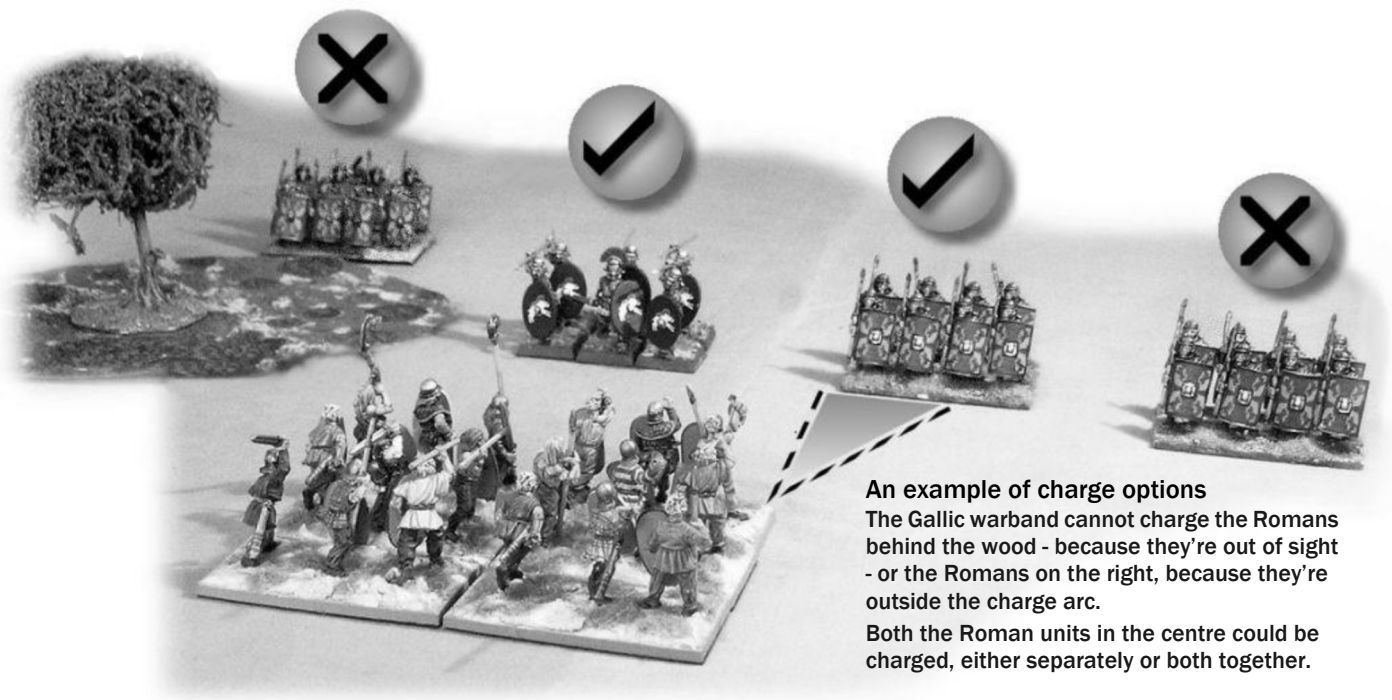
An example of charge options

The Gallic warband cannot charge the Romans behind the wood - because they're out of sight - or the Romans on the right, because they're outside the charge arc.

Both the Roman units in the centre could be charged, either separately or both together.

An example of charge options

In the example shown above, both unit II and unit 3 could charge each other. However, if unit I charged unit 3, then any charge declared by unit 3 would be cancelled (cavalry cancelling infantry charge).

If unit 2 charged unit I, then that would cancel any charge that unit I declared, unless unit I was also charging unit 2 (charge cancelled by a unit which, itself, is not being charged).

Unit 1 cannot declare a charge because light troops cannot charge formed troops in the front.

Comprising (I) unit of Roman Cavalry, (II) unit of Roman Legionaries, (1) Gallic Light Cavalry, (2) Gallic Medium Cavalry and (3) unit of Gallic Warband.

8.0 CHARGE RESPONSES

8.1 When to Make a Charge Response

Once all charges have been confirmed, the morale of units being charged but not themselves charging is tested. Providing the morale test does not result in a compulsory move, there are three possible responses to being charged.

Charge responses are made before the chargers are moved, providing:

- A unit which fails its morale check for being charged cannot make a charge response and instead performs its compulsory move, immediately.
- A unit which is already in melee is charged and passes its morale check, does not make any charge response at all.
- If a unit that has already moved in the compulsory move phase is charged it cannot move again but will keep any morale result.

8.2 Counter-charge

- Not possible for infantry charged by cavalry or fanatics. Or if any of the chargers are within half their charge move of the target unit, there is simply not enough time to react.
- Counter-chargers move at charge speed but only move a quarter move, which must be movement toward the charging enemy.
- Light troops can only counter-charge other light troops.
- Infantry who have had light infantry evade through them may still counter-charge. Cavalry may not.

8.3 Stand

Staying still to receive the enemy charge. If the charging enemy are more than half their own charge distance away, the target unit may spend up to half a move to change formation or direction before the enemy contact.

8.4 Evade

- Only possible for light troops, loose order infantry, or medium, heavy and extra cavalry.

The evading unit will attempt to avoid the enemy with a free turn directly away from the chargers, they then move at evade speed with the object of avoiding contact with the enemy.

- To the standard distance shown for the evade move (10.4), add the roll of a D6 to simulate the unpredictable nature of an evade.

If they can outdistance the enemy, evading troops may turn to face the troops that charged them. This may allow them to shoot at the charging unit in the shooting phase. They must pay any movement penalty for the turn that is stated in the rules (10.7) and cannot turn if doing so would allow the enemy to contact them. Light troops may always turn, even if the enemy is going to contact them.

9.0 CHARGE MOVES

After all charge responses have been made, move the charging units.

9.1 Failed Charge

Either because of a wrong guess of the distance or as the result of a charge response, it may be that the charging unit no longer is able to charge any targets along the path of its charge.

In this case it becomes a failed charge and the unit which had declared it was charging instead makes a full normal move toward the original declared target unit, aiming for the centre of the enemy. It has no option and has to make a full move, including any penalties for difficult terrain. However a failed charge will stop just before crossing rivers, gullies or any other linear terrain features. They will attempt to cross; woods, fords and steep hills as far as possible, if those are along the route of the charge.

9.2 Successful Charge

If the chargers can contact a target enemy unit they must do so. They must also try to get as many figures fighting (of both sides) as it is possible to do.

The charging unit should change direction if needed to maximise the number of figures fighting and then from that position make a move straight forward with its remaining movement into contact with the enemy. But only changes direction if it still remains possible to contact the enemy.

The charge move halts at the point of first contact with the enemy and then makes a free alignment with the enemy unit. Normally the chargers align to the enemy they have hit but if the enemy are light troops and the chargers are not, then the owner of the charging unit can force the lights to align to his unit instead.

9.3 Flank Charge

If more than half the figures in the charging unit are behind the front of the target unit then they can charge into the flank of the enemy. This is liable to devastate the enemy unit. So instead of aiming for the front of the enemy, aim for the flank and look to maximise contact at that point. All the rules for moving a successful charge apply.

9.4 Rear Charge

Similarly if more than half the figures of the charging unit are in the rear of the enemy, they can charge the rear of the target unit.

9.5 Other Charge Targets

If the original target unit cannot be charged, then it is usual to charge any other enemy in the path of the charge.

Another enemy unit can become the new target if a line is drawn from the centre of the original target in its current position and the centre of the chargers. If the other enemy is within a distance of half of the frontage of the chargers, it can be targeted

In the example below, unit C charges unit T which evades away. In the new position C cannot reach T but could charge 1 instead as it is within the frontage of the original charge. But unit 2 is outside the area and could not be charged.
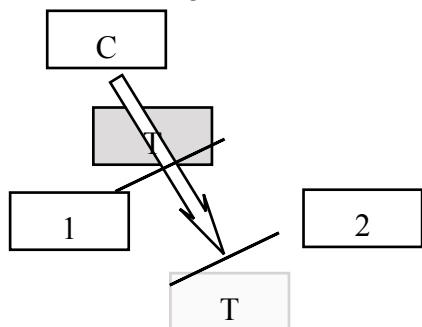
## 9.6 Charges Against Multiple Units

A unit may declare and charge multiple enemy units if its frontage allows it to make contact with all the enemy units it is charging.

In this case after contact the enemy units might have to be aligned to it, rather than it aligning to them.

Align the charging unit as best as can be done to one of the target units, whilst keeping it in contact with all those units it has hit and then align the enemy units to it.

9.7 Charges With Multiple Units

Certainly you can charge with multiple units against an single enemy target. Remember to maximise the number of figures fighting of all units but in the main, the standard rules apply.
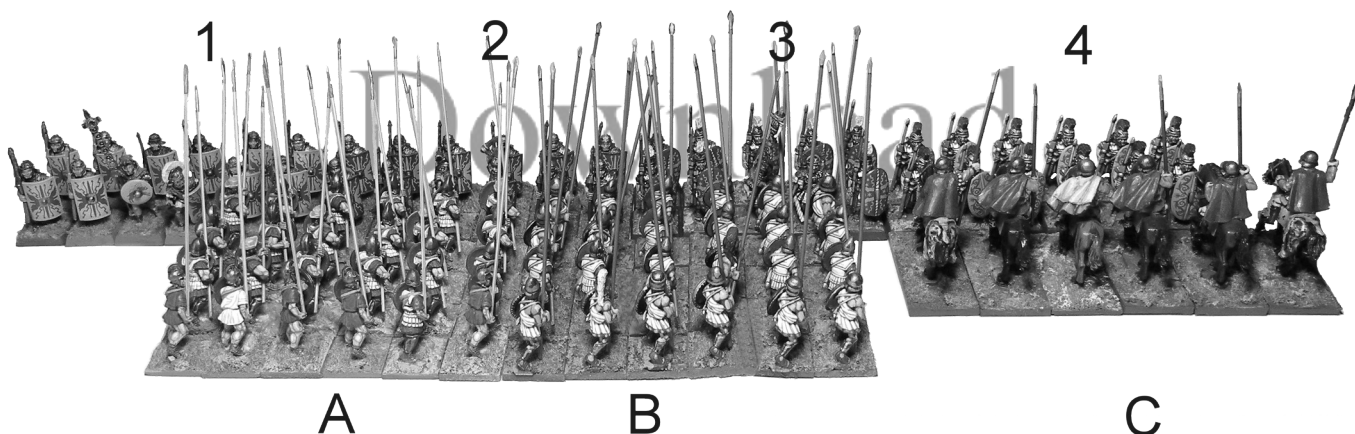
9.8 Mixed Melee

After contact has been made it might be that mixed melees have been formed. This is where several units are in contact with the enemy. Count every unit which is in contact with an enemy unit and those friendly units which it is in contact with, as part of one melee. The hits from all units in the mixed melee are totalled and applied to all the units on each side.

In the example above, units 1, 2 and 3 are in a mixed combat with units A and B. Units 4 and C are not part of the mixed combat as corner to corner contact does not count.

In the melee units 1, 2 and 3 will combine their hits and compare against the totals of A and B to see the result of melee.

In a mixed melee, only one partial die roll is allowed per side, just as in any normal melee.

If an enemy gets a combat result from enemy facing from different directions, take the result directly away from the greater number of enemy. That is the combined total of all the enemy units in contact with it and facing that direction.

If a unit is required to recoil, retreat or rout directly into an enemy unit because another enemy unit is also fighting it but from the other side (in effect the defeated unit is sandwiched between the two enemy units), then it pushes the enemy away if they are skirmishers (just move the skirmishers to one side sufficiently to allow the defeated unit to pass) or if they are instead a formed unit, the defeated unit or units are automatically destroyed and just removed from the table.

10.0 MOVEMENT
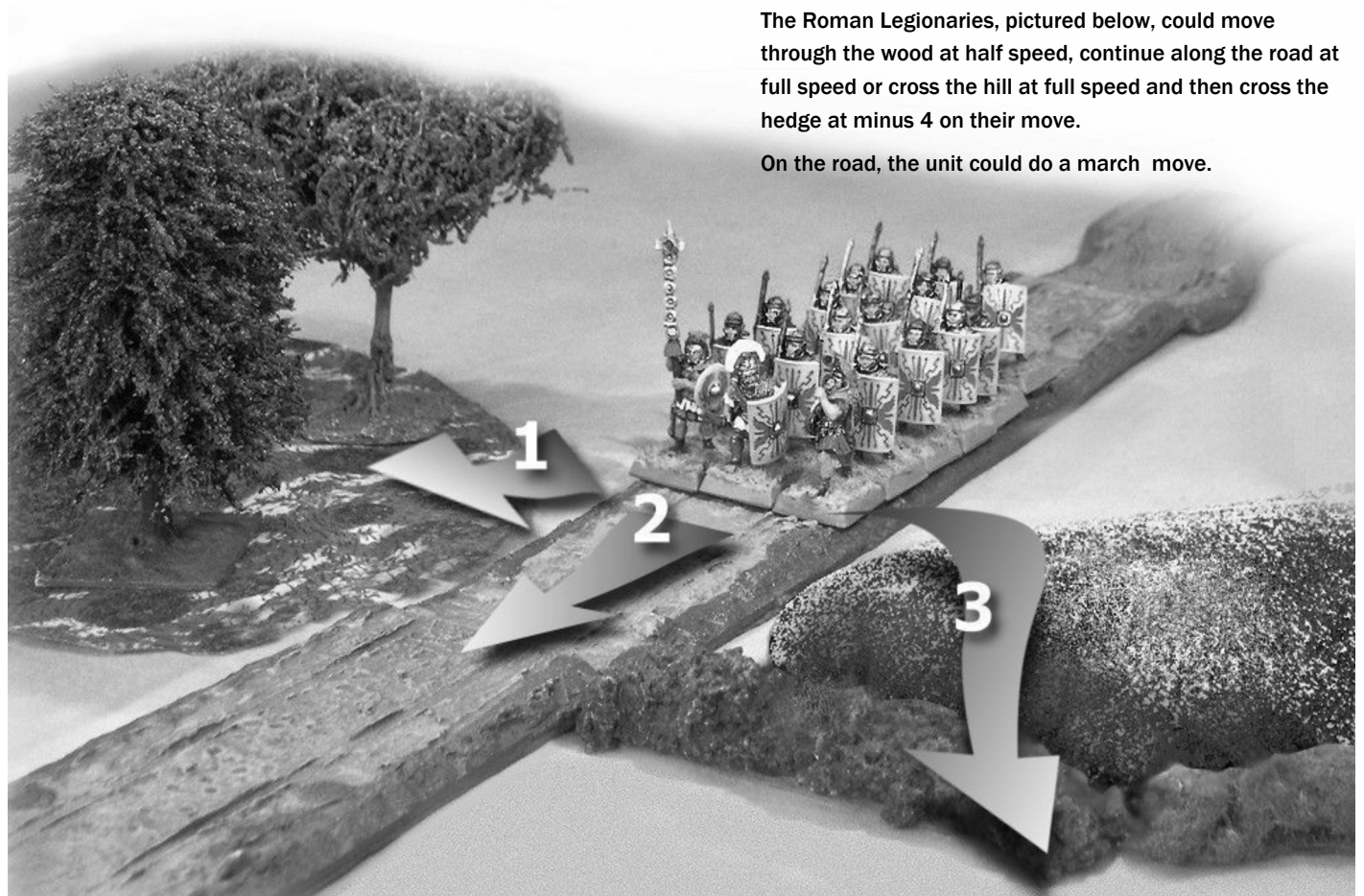
An example of movement options

The Roman Legionaries, pictured below, could move through the wood at half speed, continue along the road at full speed or cross the hill at full speed and then cross the hedge at minus 4 on their move.

On the road, the unit could do a march move.

10.1

Different troop types have different movement rates depending on action they are taking, their role and whether they are cavalry or infantry. The standard movement rate may be affected by terrain and/or special actions.

10.2

Troops cannot move or charge through ground that friendly troops have routed or retreated over in the compulsory move phase. Unless by compulsory move or after declaring a charge, a unit cannot move to within 2 of an enemy unit, it ends its move 2 away.

If both sides troops are moving close to one another and it is uncertain what is going to happen, split the movement into half, if it looks as if both sides cannot complete their full moves, split the distance between them and let each side move half the distance allowing for the minimum gap of 2 between the units.

Once a unit moves to within 2 of a unit it has not been within 2 of this move, movement of both units stops.

10.3 Forced Move

If a player has troops that have not already moved this turn but are within twice their normal movement distance of a slower enemy unit (compare normal move rates) they may force the enemy unit to move before other troops are moved or after, at their choice. This allows a faster army to out-manoeuvre the enemy and is called a Forced move.

10.4 Standard Move Rates

Movement			
Troop type	Normal	Charge	Evade
Light & loose infantry	10	12	5 + D
Other infantry	8	10	n/a
Light cavalry	20	25	15 + D
Other cavalry	15	20	10 + D
Cataphract	10	15	n/a
Carts & baggage	4	n/a	n/a

n/a means that that move is not allowed

In order to be able to Force move an enemy unit, the unit that is forcing the move must,

- be able to move faster than the targeted unit.
- be within twice its normal move of the targeted unit.
- fulfil the conditions of being able to charge the targeted unit (7.1) apart from being within charge reach.

A unit can Force move several enemy units. Another unit in the way, friend or foe, will block the ability to Force move an enemy unit.

10.6 Difficult Terrain

The following terrain reduces the move distance of the unit by the amount specified whilst the unit is in that terrain:

Terrain	Light or loose infantry	Other infantry & Elephants	Light cavalry	Other Cavalry & Chariots	Carts Baggage
Woods, ford	0	½	½	¾	¾
Steep hill	½	½	½	½	¾
River, gully	½	n/a	¾	n/a	n/a
Streams, hedges, walls	-4	-4	-10	-10	n/a
Palisades, ditches	-10	-10	n/a	n/a	n/a

- Roads do not increase movement, but none of the above penalties apply to units on roads. The units must be in a column that does not exceed the width of the road.
- n/a - it is forbidden for that troop type to enter or cross.
- Fixed penalties (e.g. -10) are paid each time the unit crosses this terrain, simply deduct this from the units move when crossing.
- If crossing fixed penalty terrain after a successful melee do not deduct the distance: the difficulty of crossing is factored into the melee.

10.7 Changing Direction

Wheeling

The inner figure pivots whilst the outer figure moves at full speed.

- Regulars and light troops wheel at full speed.
- Other warriors at half speed.
- Unformed troops may not wheel.

Wheel

Turning

Only turns of full 90 or 180 degrees are allowed. So the unit must turn either to a flank or rear.

- Regulars take a quarter move to turn
- Warriors take a half move.
- Unformed troops take a full move.

Exceptions

Light troops do not deduct movement for changing direction.

Pike armed troops may only turn to the rear or wheel to change direction. They cannot turn to a flank.

10.8 Movement Off Table

Sometimes because of limits on table size it may be required to simulate an outflanking action without moving troops on the table. Flanks that can be moved round must be defined before the game starts.

Flank marching forces and defenders must be declared after deploying and are kept off-table. Defenders are those forces left by the enemy to hold up the flank march. The side with the most units on a flank may flank march. If both forces are equal neither may flank march. Marchers are assumed to start at their baseline and move up the table edge at:

- normal speed if the defending units are outnumbered by 3:1, or more.
- half normal speed if defenders outnumbered 2:1, or more.
- quarter speed otherwise.

Marchers may come on up to the point they have reached on the table edge. Defenders may come on at the corner of the table edge and their own baseline. If the marchers reach the defenders baseline the defenders are assumed destroyed.

Troops that rout or retreat off-table are assumed destroyed. Other troops that leave the table can return but if considered unformed must reform before attempting to return.

10.9 Interpenetration

Interpenetration of all the standard troop types is possible for friendly units and does not reduce movement but results in both units becoming unformed, except in the following circumstances:

The unit interpenetrated must be formed and stationary throughout the turn. The interpenetrating unit must not be in retreat or rout.

Providing the above conditions are met these interpenetrations are unpenalised:

- Light infantry and any troops.
- Loose order infantry and any cavalry, chariots or camels.
- Light troops may interpenetrate other light troops without penalty regardless of whether they move or are unformed.

Infantry may still counter charge without penalty if light infantry evade through them.

11.0 FORMATIONS

11.1 Unformed

Units are considered formed until they have been unformed. Units are unformed if they are in a state of confusion, they will have reduced fighting capability and morale penalties. If part of a unit is unformed, the whole unit is.

Units are unformed by these causes:

- Move is reduced by difficult terrain except all light troops or loose infantry, on steep hills. Fixed penalty terrain does not unform.
- Routing, retreating, or contacting fresh enemy unit whilst in pursuit.
- Infantry broken-through in melee by cavalry, camels, chariots or elephants.
- Contacted by enemy whilst changing formation, or in flank or rear.
- Infantry moving whilst contacted by charging cavalry, camelry, chariots, elephants or fanatics.
- Interpenetrating troops other than those listed as unpenalised.
- Recoiled into friends other than light infantry, or through difficult terrain.
- Pursuers who have lost contact with the enemy.
- Cavalry or chariots within unforming distance of elephants.
- Contacted by enemy whilst in column of march.

Troops become unformed when one of the above causes starts and will only become formed again after they have reformed.

To reform troops must take an entire turn without moving, shooting, fighting or being interpenetrated. If prevented from continuing pursuit, only part of the move needs to be spent reforming but all the other restrictions apply.

11.2 Special Formations

Troops mainly operate in lines of single or multiple ranks. Each figure should have at least one side of its base in full contact with another base of the same unit and so on so that there are no 'gaps' in the unit. In a unit of multiple ranks all ranks must contain the same number of figures except the rear rank, which can have less figures than the other ranks. Casualties are also removed from the rear rank.

Light troops have wider frontages than other troops to reflect the fact that they are more spread out, so bases do not need to be moved apart.

Cantabrian Circle:

is a one base wide column of light cavalry where the front of the column joins the rear, in as near as possible a circle. Whilst in this formation the unit is counted as moving at its maximum possible speed when shot at and all of its figures can be calculated as firing at any point. The formed circle may move in any direction at half the available speed, depending on terrain. Only the corners of the base need contact.

Reverts to a two deep line, facing any direction, positioned roughly in the centre of the circle.

Column of march:

must be more figures deep than it is wide and cannot be formed within charge reach of the enemy. Troops in column of march must be declared to the enemy to prevent confusion with ordinary columns. If contacted by the enemy whilst in column of march the unit will be unformed.

A unit in column of march that remains so for its entire move can move at twice its normal movement rate, this is called a March move. Fast but horribly vulnerable.

A unit cannot; shoot, declare a charge whilst in column of march, counter-charge or evade.

Reverts to a normal column, formed exactly as currently positioned.

A unit in column of march has its morale dice reduced by one.

Tortoise:

Close order Infantry can form a Tortoise.

Counts as shielded from all sides and behind hard cover when shot at by any weapons except artillery. The formation moves at half available speed and cannot use march rate. Whilst in tortoise the unit cannot shoot and if in contact with an enemy unit the unit returns to normal formation.

Historically only the Romans used this formation. Probably even then never in open battle but they knew how to do it, so the option to use it is available.

Skythian

Only light cavalry with bows can form Skythian. Alternate figures are placed facing the rear of the unit to show that the unit is Skythian. The unit counts as shieldless but also counts as moving over 10. Unlike the Cantabrian formation each figures shoots from where it is. If contacted by enemy or the unit evades, the unit becomes a normal unit of one rank, with all figures facing in one direction.

Wedge

is an arrowhead formation with each successive rank having one more figure than the previous one. The outer figures of the wedge are deemed to be continuing the front rank so that in the right circumstances more figures will be fighting than a normal line. Wedges may only wheel to change direction.

A wedge reverts to a two rank line, with the rear rank based on the previous rear rank of the wedge.

Diamond

is a version of the wedge where the arrowhead is both at the front and back of the formation so that the unit may also turn as well as wheel to change direction.

A diamond reverts to a two rank line, with the rear rank based on the previous widest rank of the diamond.

Square

is a rectangular formation with the troops on each side facing outward. A square has no flanks or rear so these are always secure. Only infantry can form square and it cannot move.

A square reverts as a four rank deep unit, with one of the original faces forming the new front rank and the other three sides of the square filling in behind as the rear ranks.

11.3 Changing Formation

Regulars or light troops may expand their unit frontage by two figures on each flank per quarter turn

Other warriors may expand their unit frontage by one figure on each flank per quarter turn.

To form a special formation requires:

- half a turn for light troops.
- a full turn otherwise.

To break a special formation, just pay for expansion or turns as required.

Dismounting or remounting requires half a turn for all troops. Forget about horse holders but assume the horses are left at the spot. Dismounting is not normally part of the game rules but allow it if you feel that it is historically justified. Moving mounted to the battle to fight on foot is outside the parameters of the rules.

All the above times are doubled if the unit is unformed.

A unit may be deployed at the start of a game, already in a special formation.

12.0 SHOOTING

12.1 Shooting table

	Range			Cavalry				Infantry		
	Short	**Medium**	**Long**	Cataphract	Extra	Heavy	None	Extra	Heavy	None
Javelin/Dart	Up to 5	to 10 *	n/a	1	1	3	4	1	2	4
Sling	Up to 10	to 15	to 30	1	3	4	5	2	4	4
Bow	Up to 8	to 15	to 30	1	2	4	5	1	2	4
Crossbow	Up to 10	to 20	to 38	1	3	3	3	2	3	3
Longbow	Up to 10	to 18	to 35	1	4	4	4	2	4	4
Staff sling	Up to 10	to 20	to 35	1	3	3	3	2	3	3
Pilum	Short range, melee only			1	1	3	3	4	4	6

* only light troops and troops using darts may shoot shoot at this range

12.3 Calculating Shooting Effect

Both shooting and combat use the same system to work out enemy casualties (14.1).

To work out what score is required, cross reference the weapon being used, against the target troop type on the shooting table.

Then use the shooting modifiers to change the basic number depending on circumstances. Example at short range a javelin would need 4 or less to kill a heavy infantry figure.

12.4 Angles of Fire.

Light cavalry can fire all round i.e. 360 degrees. Light infantry can fire up to 45 degrees from the direction they are facing. All other troops can fire up to 30 degrees from the direction they are facing.

12.5 Figures Eligible to Shoot

Units which are in melee and remain so all of the move cannot shoot or be shot at. Those joining or leaving melee including pursuers who lose contact with the enemy, can shoot and be shot at.

A unit which fights in melee can shoot but cannot use the same weapons that they shoot with, in the melee phase. A figure can only shoot with one weapon per turn. Having different weapons gives you the choice of which to use, not the ability to do several things at once.

Charging units of cavalry or chariots, and charging infantry using hand thrown weapons (javelins, darts, pila) can also shoot at the unit they are charging.

12.6 Priority Targets

Units must treat any enemy who is charging them or being charged by them, as a priority target. Otherwise troops will shoot at the nearest enemy unit within their angle of fire. Normally a unit will only fire at one enemy unit but a exception is made when shooting at enemy charging or being charged by the unit. If there are multiple enemy units, divide the dice to be thrown, as equally as possible amongst them.

12.2 Shooting Modifiers

Add 2		
Shooting at short range.		
Add 1		
Target is shieldless.	Shooters are Elite.	
Subtract 1		
Target is skirmishing or in cover. Shooters moved.	Shooters firing overhead.	Shooters are Poor
Subtract 2		
Shooting at long range.	Target moved over 10 or is charging/being charged.	Target behind walls.

Count the factors in one of the boxes above, once only. So for example; a charging unit moving over 10, still only counts as a single minus 2 factor.

The shooters moved modifier only applies to troops on foot shooting with; bows, crossbows, longbows or slings.

12.7 Shooting Overhead

Only formed units may fire over other ranks of their own unit.

- Units that moved (including formation changes) may not fire overhead.
- Infantry bows and longbows may fire over up to two ranks of their own unit.
- Other weapons may fire up to one rank of their own units.

Shooters may also fire over other units providing it is to or from higher ground and the unit being shot over is at least 4 away but not beyond medium range.

13.0 MELEE

13.1 Melee table									
	Cavalry					Infantry			
	Cataphract	Extra	Heavy	None	Light	Extra	Heavy	None	Light
Cavalry									
Lance	3	5	6	6	6	5	5	5	8
Melee weapon	1	2	4	5	5	3	4	5	5
Sidearm	1	1	2	3	4	1	2	3	4
Infantry									
Pike or LTS	3	4	5	5	3	3	3	3	2
Spear or Javelin	2	3	4	5	4	3	3	4	4
Sword	2	3	3	4	3	3	3	4	3
Axe	5	5	5	5	4	4	5	5	4
Sidearm	1	1	1	1	2	1	1	2	2

13.2 Melee Modifiers

Add 2		
Cavalry or fanatics; charging, following up or pursuing .	Each supporting rank for pikes (max 3) or LTS (max 1).	
Add 1		
Infantry; charging, following up or pursuing .	Target is shieldless.	Per level advantage of fighting skill.
Advanced downhill this move.		
Subtract 1		
Facing pike or LTS which have not yet been recoiled or unformed.		
Subtract 2		
Unit is unformed.	Opponents halted on higher ground.	Fighting to cross defended obstacle.

A scene from Trajans column

13.1 To calculate the melee casualties:

Combat is simultaneous, with both sides fighting at the same time. Find out how many figures are fighting for both sides and work out the number of dice to be rolled (14.1). Each group of two figures normally allows one D12 to be rolled but one partial group (a single figure) can be allowed for each combat. If more than one partial group is possible in a combat, the owning player may decide which to use.

- Look up the melee factor against the enemy troops type
- Apply the melee modifiers
- Roll the dice and work out how many hits have been caused.
- Re-roll failed hits if allowed by the presence of generals (16.1). A general leading a unit can re-roll a number of failed hits equal to his combat ability.

13.2 Figures Able to Fight

Figures in contact with the enemy and an overlap may fight (see also cavalry melees 11.9). Contact is where at least part of a side of the models base is touching an enemy base. Corner contact does not count.

In addition an overlap of otherwise unengaged figures may fight. How many depends on circumstances and may occur on either or both flanks of the enemy. Overlapping figures must be in contact with a figure that is counting as fighting because it is in contact with the enemy and also must be in the front rank of its own unit

The permitted overlap is up to one figure on a flank of a square or a unit that is counting charge or follow-up bonus, or up to three figures otherwise.

Wedges count any outside figures of the wedge as continuing the front rank and so may count as overlapping.

Figures which are contacted in their flank or rear may fight, although unformed and possibly shieldless.

No figure can fight against more than one enemy unit.

Routing troops do not fight back..

A figure can only use one type of melee weapon a turn. If armed with different weapons the owning player chooses which to use.

13.3 Definition of Melee Results

- **Win:** The unit has inflicted more casualties than it received. No morale test is required.

- **Lose:** The unit has received more hits than it inflicted and must test morale. If they pass the morale test they may still recoil. If the winner inflicted at least 2:1 on the losers, the losers are recoiled 5 away from the enemy (6.5). Note: even if the losers caused no hits, they are considered to have to have one hit for working out the ratio of the loss (18.4). So the minimum number of hits required to cause a recoil is two.

The enemy normally pursues any recoil and will get a combat bonus in the next melee phase. Troops who want to avoid following up a recoil must test to avoid pursuit.

- **Draw:** Both sides caused equal casualties.. No morale test is required.

13.4 General Rules

- Melees continue until all enemy units leave the melee either voluntarily or compulsorily.

- Whilst in melee a unit may not turn or change formation.

- The only reaction a unit already in melee can make to being charged is a compulsory move as the result of a morale test.

- If recoiled into friends other than light infantry or into a linear obstacle, the unit does not recoil but instead is unformed.

Casualties can be taken from the rear ranks of a unit providing the rear ranks are the same as the rank fighting. It is assumed that the rear ranks are replacing the men killed in the front line.

Battle scene from Alexander's sarcophagus in Istanbul.
Macedonian cavalryman striking Persian infantryman.

13.5 Infantry vs Infantry

Follow all the standard rules above.

13.6 Cavalry vs Infantry melee

Follow the standard rules above, except that if the cavalry get a result of recoil or better against the infantry, they break-through the infantry instead.

In a break-through, cavalry kill half an enemy figure for each cavalryman in contact, in the front rank, multiplied by the number of enemy ranks they pass through. They cannot kill more figures in a rank than there are. These casualties are in addition to the normal melee casualties and will count in the morale test.

The cavalry will continue an additional normal distance move, measured from the opposite side of the infantry they have just broken-through. This may result in fresh enemy units being contacted. If the cavalry remain in contact through to next turn they will count as charging when the melee is fought.

If the cavalry can break-through the enemy from more than one direction, the player can choose only one direction and all cavalry units from that direction break-through. The others must halt and take their cavalry break-through test in their current position.

Cavalry after Break-through

Cavalry Rallying Modifiers	
Steady	+1
Guard	+2
Unit is in wedge	+2
General is with unit	?

Results of Cavalry Break-through	
Up to 10	Unit becomes unformed and must retire
11 to 15	Unit remains formed. Regulars continue with orders. Warriors are in advance morale state
16 or more	Unit remains formed and is in advance morale state

If a cavalry unit has broken through any unit except light infantry this move, the unit must test at the end of the phase to see what its action will be in its next move. Test by throwing three D6 and add the following factors, then compare with the result below:

A general if with the unit testing can choose to add some all of their command ability to the roll.

13.7 Cavalry vs Cavalry

Follow the standard rules except that the melee can be reinforced.

If a fresh unit joins the melee directly against the enemy - not counting as a new rank - then it will count as a normal charge.

After each round of melee an extra rank of cavalry can fight e.g. in the first round of melee the front rank of each unit fought, if the melee continues both units could use a second rank as well and so on. The extra rank can come from the unit itself or from a fresh unit

Note that only one extra rank can be added each move, if it does not then the entitlement is lost.

Reinforcing units do so in the charge phase of each move and follow the rules for charging,except they only move normal move distance, only need be able to reach the rear of friendly units already engaged in the melee and do not count charge bonus. Light infantry may also be used to reinforce - the only infantry who may do so - and they cannot be broken through in this type of melee.

A new fighting rank can either replace the existing front rank or join the rear of the melee. Ranks after the first may only fight on the same maximum width as the front rank figures fighting.

14.0 CASUALTIES

14.1 Calculating Casualties

For both shooting and combat roll a D12 per group of two figures shooting or fighting. One partial group is allowed per target unit. A single figure is a partial group. The owning player can choose which partial group to roll for if there is a choice of different weapons or circumstances.

Use either the Shooting table (12.1) and modifiers (12.2), or the Melee table (13.1) and modifiers (13.2), to work out the score needed to hit the target. You are looking to roll that number or less, to cause a hit.

To work out casualties caused; roll the number of D12's allowed calculated as above, if a D12 rolls equal to or less than the score needed, then that D12 has hit and caused an enemy figure to be removed. There is no armour save to be rolled. The dice roll has already been modified by the targets armour and other factors.

In melee D12's which failed to hit can be re-rolled if a general is involved in the combat (16.1).

If the score need to hit is 12 or more, the hits are automatic and the dice need not be rolled. If the score needed to hit is 1 or less, still roll the dice. Any result of 1 still counts as a hit, a lucky one.

Remember combat is simultaneous, players may roll the dice at different times but any casualties caused by the other side do not change the dice that the other player rolls. Figures are removed from the rear ranks of a unit or the most engaged flank if there are no rear ranks. Remember to keep formations properly organised (3.2).

14.2 Casualty Results

Casualties can be thought of as reducing the combat effectiveness of units rather than of men killed. So a unit defeated in combat is losing its ability to fight rather than simply being massacred.

Once a unit other than skirmishers, has suffered half or more of its original unit strength as casualties then it is automatically Shaken and can never have a morale result of better than Shaken for the rest of the game. Also it will roll one less die than usual for its morale tests (15.0). So this will mean that is is using the result of two dice rather than three to determine its morale state.

If a unit reaches half unit strength casualties during a charge, it completes the charge but is considered Shaken from that point on.

14.3 Mixed Units

Normally units are just composed of a single type of figure but some have one than type of troop in the unit and perhaps have different armour protection. In this situation work out which of the unit has the majority armour and use that to work out what is being hit. If there is no majority, use the best armoured troops as the target.

For shooting, work out the majority armour in the entire unit.

For melee, work of the majority armour of those figures actually in contact (and therefore fighting).

When you have worked out the proper target value in a mixed unit, just proceed to work out casualties as normal.

Only those figures with the armour type being attacked can be removed as casualties. That may mean removing figures from the front of the unit rather than the rear and in that case move the figures behind them forward to replace them (and reorder the unit as necessary to maintain a proper formation). If there are not enough figures of that armour type to satisfy the number of casualties caused, then the extra casualties must be taken from any other remaining figures in the unit.

As an example, say a unit in melee with a front rank of eight figures, four of which were heavy infantry and four were unarmoured. The enemy would attack the heavy infantry. If five casualties were caused, all the heavies would be removed and an extra unarmoured infantry as well.

15.0 MORALE

In battle units may behave differently than the commander wishes. This test simulates the effect of panic or overconfidence. It is a wise general who knows the limits of his men and does not put them in situations where they break and run, or where they advance rashly against the foe.

15.2 Light Troops

Light troops do not use this morale test (see Light Troops 15.2) and are ignored when resolving morale using this test. They do however test under the same circumstances as the reasons to test below.

15.3 Reasons to test - all tests at end of phase		
When charging		
Declared valid charge.		
When being charged		
Target of valid charge.		
In movement phase		
Cavalry unformed by elephants.	Received new orders.	
In shooting phase		
Testers lost a figure from shooting.		
In melee phase		
Testers lost a melee phase.	Attempting to stop or avoid pursuing.	
End phase		
Seen new friendly unit rout or destroyed within 15.	A unit may also take a voluntary test.	General in command of unit has been killed or captured this move.

So in different phases, a morale test may be taken. The results of a morale test are applied immediately. For example; a unit which was charging that fails its test and routs, makes a rout move instead and will no longer charge.

After declaring charges, all those units which will be charging must test.

Units that are actually being charged, also need to take a morale test. If they pass then they can go on to make a charge response (8.0).

After moving, those units who have had; new orders or cavalry unformed by elephants, must also test.

In the shooting phase if a unit has suffered one or more casualties then it must test.

At the end of the melee phase all units that have lost the melee must test and then any units either attempting to avoid pursuit or wanting to end a pursuit that they are doing.

Then in the end phase we tidy up. Units test if they have seen a unit from their own side either destroyed or start to rout this turn. Units may also take a voluntary test if they are not required to take another test in this phase and are not; in melee or have lost a melee this turn. A voluntary test is most often used to rally a unit from rout, retreat or being shaken. And all units under the command of a general who has been killed or captured this turn must test.

The army general commands the whole army, so if he is killed or captured, the whole army must test.

If more than one reason to test in a phase applies, only one test is taken.

Often it is obvious after the dice have been rolled that the unit taking the test is going to pass. In that case both players may just agree that the unit is happy and not bother working it out. A feel for how the units behave will come with experience.

15.4 Mixed Unit Morale ratings

If a unit contains more than one morale class, treat it as the lowest class in the front ranks if it is; declaring a charge, the target of a charge or lost a melee phase. Otherwise test as the lowest morale class in the unit.

15.5 Morale test procedure

If more than one unit is required to test, start testing right to left. Results of a test just taken effect the next units to test as well.

Throw a number of dice.

- Regulars throw four D6 and choose which three to use - they must discard one die.
- Warriors simply roll three D6.
- However routing units, units in column of march or units which have been reduced to half or less of their original strength, roll one die less than normal. So a warrior unit would roll two dice, and a regular unit roll three dice and discard one of them.

Add the following factors to the score and use result table (15.7) to see what happens:

15.6 Morale modifying factors

Add 3

Testers are in advance morale state or are currently pursuing.

Only applies in current melee phase. If losers of a melee, out-number their enemies by at least 2:1 at end of combat., if the unit is formed. Not loose foot.

Add 2

Capable of charging enemy flank or rear.

Each enemy unit routing or destroyed within 15.

Testers are fanatics.

Testers won in last melee phase.

Add 1

Any friends charging, pursuing or in advance morale state within 15.

Any enemy retiring within 15.

Subtract 1

Each friendly unit within 15 retreating or shaken.

If advancing enemy cavalry are within 15.

Any of the testers armed with bows or slings.

Subtract 2

Testers lost in last melee phase.

For each multiple lost the melee phase by.

Each friendly unit routing or destroyed within 15

Testers broken-through this move.

Enemy elephants or chariots advancing within 15 or in melee with testers..

General in command has been killed, captured or routed.

Optional modifiers

May add a generals command ability if they are with unit, or half of if it within 15 of testing unit.

May add or subtract 2, if testers have hold orders.

Notes on the morale modifiers

The Advance morale state is a compulsory move.

Count the number of models for outnumbering at the end of combat. For chariots count each member of the crew including drivers, but do not count chariot horses. Elephants count as four models each, regardless of the number of crew figures.

Capable of charging an enemy flank or rear, means that the unit must be; in the right zone (3.2), currently unengaged in combat, within distance to charge and not to have an obstruction or other unit in the way that would prevent charging,

When considering friendly units; advancing, retiring or routing, count the testing unit as well. Example, if it was charging, it would add one to its own score.

Retiring includes; routing, retreating, recoiling or evading.

Bows or slings, includes all types of bow or sling. So crossbows, longbows and staff slings are included.

In multiples of melee casualties (18.4), the enemy is always to have considered to have caused one hit (even though they may have not inflicted any). So for example if a unit inflicted two hits and was not hit itself, it would have a multiple of 2:1 and enemy a morale modifier of minus two. That is because 2:1 is one higher level than 1:1 and is one multiple of the combat.

In a combat where the a unit inflicted thirteen to three the multiple would be 4:1 and the enemy a morale modifier of minus 8 (lost the melee and lost by three multiples).

A general must be commander of the testing troops to be counted. The army commander leads all the troops in the army. You may choose to add all or none of the generals command ability if they are with the unit or up to half of it if instead they are within 15.

Within means that they must be within sight (5.0) as well as within distance. Troops of either side do not block sight.

Picture of Wargames Foundry Gauls fighting Roman legionaries.

15.7 Morale Results

Result	Raw	Average	Steady	Guard
Rout	5 or less	3 or less	1 or less	-1 or less
Retreat	6 to 7	4 to 5	2 to 4	0 to 4
Shaken	8 to 10	6 to 7	5 to 6	5
Obey orders	11 to 14	8 to 13	7 to 11	6 to 11
As required	15	14 to 16	12 to 18	12 to 18
Advance	16+	17+	19+	19+

A unit will keep its morale result until the next test changes it.

Warrior guard troops treat an 'As Required' result as Advance.

16.0 GENERALS

16.1 Generals' Abilities

Each general has a command / combat factor to represent their abilities. Command aids giving orders and in morale tests. Combat ability inspires troops in melee if the general fights with them. Generals do not count as figures for fighting or shooting, only as a bonus to the troops around them. They do not take morale tests but can get carried way by units (16.6).

- A general can add up to their whole command ability to a unit when it is taking a morale test if they are with the unit. If they are within 15 and not with the unit, then they can add up to half (round fractions down) of their command ability.

- In combat a unit that has a general leading them can choose to re-roll a number of dice up to the value of their combat ability, that failed to hit in melee. A die can only be re-rolled once.

16.2 Generals Movement

Generals move at light cavalry movement rate regardless of their actual mode of transport.

A general can join or leave a friendly unit in normal movement but cannot do so if they have already moved that turn or if the friendly unit is charging this turn.

16.3 Generals Taking Wounds

Each general has a chance of being wounded in battle. Generals can take three wounds before dying, unless you want to simulate a sick general! Each wound reduces both factors by one.

- A general may be injured by missile fire. If with a unit and the unit loses at least a figure from missile fire roll a D6 and on a result of 1, the general has been wounded.

- If the general is on his own, then he may be shot at as a separate target. Treat him as an skirmishing target and each figure lost as a wound.

- A general may also be wounded in normal melee. If the unit he is with has received at least one hit, then throw a D6 and on on a score of 1 and he takes one wound.

If a general receives a wound in melee and the unit he is with routs in the same move, he is captured by the enemy. The general can be released by routing the unit which has captured him.

If a general is with a friendly unit and the unit is completely destroyed, the general is killed as well.

16.4 Historic General Ratings

The system in these rules is designed to bring out the historical strengths and weakness of the generals. There is nothing to help the player plan a battle winning strategy but you know with Alexander the Great leading there is more chance of succeeding. For the value of each of the characteristics work on the following ratings:

Poor 1, **Average** 2, **Excellent** 3, **Genius** 4.

16.5 Cost of Generals Ratings

In each point in generals' characteristics is worth 25 points. Thus a 2/2 general is worth 100 points. To provide some historical examples:

Personality	Rating	Points
Alexander the Great	3/4	175
Hannibal	4/2	150
Julius Caesar	3/3	150
Darius III	2/1	75

In the army lists, each army is given a standard 2/2 general for free. Other generals can be chosen or modified, if the list allows.

16.6 Sacred Standards

Sacred and other standards can also be represented by this system. They cannot of course give orders but their morale or other benefits can be simulated with the appropriate values.

16.7 Generals Behaviour

Generals are not units and cannot fight on their own. If they are counted as being with a unit at any point in a turn they must remain with the unit for the rest of the turn. If the unit they are with moves in the compulsory move phase they must remain with it on that first move but are free to leave thereafter. Generals leading a bodyguard unit may never leave them.

17.0 LIGHT TROOPS

17.1 Light Troops Special Rules

There are special rules to cover the use of light troops. These allow them to screen their own forces and harass the enemy.

- They cannot charge facing formed troops other than other lights - players may agree to ignore this if they prefer.
- Light troops make no deduction for turning to change direction.
- All light troops can freely interpenetrate friendly lights, regardless whether the units are moving or unformed
- Lights must always pursue or follow up if they have the chance.
- Light troops have their own morale test.
- They test in the same circumstances as other troops and count other light troops as well as normal troops.

17.2 Morale Test for Light Troops

Throw one D6 per six figures or part of six figures of original unit strength at the start of the battle. If after adding the factors below, the unit scores more than the number of figures remaining in the unit it routs, otherwise it is OK.

17.3 Light Troops Morale Modifiers
Add 1
Each friendly unit routing in 15 (including self).
Being Charged.
Lost melee.
Each multiple lost melee by.
Unformed.
Testers are Raw troops.
Subtract 1
Testers are Steady.
General within 15.
No enemy within 30.
Unit started game with only a part of a full six figure group in it.
Subtract 2
Testers are Guard

18.0 GLOSSARY AND DEFINITIONS

18.1 Dice

Normal die (D6) is a die numbered 1 to 6.

D12 is a die numbered 1 to 12. Used for working out hits on the enemy.

18.2 Shieldless

Troops who have no shields, who are attacked from behind an unshielded flank or when attacked are whilst using a weapon or tool requiring the use of both hands. A shield could be used by axemen when not using the axe.

Cataphracts without shields only count shieldless when shot at by slings or crossbows, or if in melee and attacked by axes.

Units of formed pikes count as shielded when attacked or shot at from the front even though a pike requires both hands to use. This is because the pikemen did have small shields strapped to their arms and the mass of pikes offered some protection.

18.3 Supporting Rank

To count as a supporting rank the unit must be formed infantry and the rank facing the same direction as the front rank, armed with the same weapons, at least half the strength of the front rank and behind either the front or another supporting rank. Loose infantry cannot use this bonus.

LTS are allowed a maximum of one supporting rank, pikes are allowed up to three.

18.4 A Multiple Win in Melee

Is the ratio of hits in a melee. Causing two hits where the enemy caused one is said to be winning by 2:1 and will be another -2 morale factor for the losing unit. Four hits to two hits would also be a 2:1 multiple. Round factions down.

Even if the enemy cause no hits they are considered to have caused one hit for calculating the ratio of hits, otherwise the multiple becomes an infinite number!

Some examples:
Four to two hits, would be a 2:1 multiple, one multiple advantage.
Seven to four hits, would be a straight 1:1, no advantage.
Seven hits to two hits, would be 3:1, two multiples advantage.

18.5 Defended Obstacle

A wall, hedge or other barrier behind which the defenders are sheltering. The defending unit must be touching the obstacle to count this bonus.

18.6 Unit is formed

The normal state of a unit in good order. See unformed (11.1) for the causes of a unit losing the status of formed.

21

19.0 SETTING UP THE GAME

When using points to fight your game use the following rules.

19.1 Game Scales

Each turn is assumed to represent half an hour in real time.

All distances in these rules are given as cm for 6mm, 10mm and 15mm scale figures.

Use inches for 25mm figures.

19.2 Choosing Terrain

The easiest and probably fairest system is for one player to layout the battlefield and the other player to choose his own baseline, whilst the player who set out the terrain uses the table edge opposite as his baseline. Baselines are usually the long table edges and each is that players starting position.

19.3 Disputed Terrain

If the player choosing the sides disagrees with the layout he may challenge the designer.

If the designer insists on his layout assume that he is fighting a defensive battle and he reduces his army by half points values.

If the challenge is accepted the designer can either change the layout until the other player agrees or else offer the job of laying out the battlefield to the other player.

If the other player accepts assume he is fighting a defensive battle with half his original army and the original designer chooses the baselines.

If he refuses then the battle is fought with the current terrain.

19.4 Scouting (optional)

After terrain has been decided both sides should announce their scouting points. Points arise from each cavalry figure - ignoring generals and messengers as follows:

Scouting Factor Table	
Light cavalry	2
Heavy and medium cavalry	1
Extra and cataphract cavalry	0

- If one side has at least twice as many points as the other they out scout the enemy.
- Out scouted forces must deploy all their troops before the enemy.

On a heavily wooded or rocky battlefield, do not count any points for cavalry. Instead use one point for each light infantry figure in each army.

19.5 Deployment.

In a normal battle each army must deploy light troops at least 15 from the centre line of the table, towards its own baseline. Others may deploy at least 20 from the centre line. No troops should be placed within 20 of the sides of the battlefield.

In a defensive battle the defenders may start up to the centre line whilst the attackers start 15 further back than normal.

Troops deployed in buildings or woods need not be placed on table until they are revealed (5.3).

Flank marchers are not placed on table but are announced when the army deploys.

If an army has been out scouted it deploys first, although troops hidden in buildings or woods should be marked on a map.

Armies, which have not been out-scouted (19.4), should make a map of their initial deployment and then deploy. Obviously a map is not required against an out-scouted opponent except for hidden troops.

An opposing player may ask for any troops to be defined after they have been deployed.

19.6 Starting the Game

After both sides have deployed, orders should be written if using the optional rules (20.0) and then the game proceeds in phase sequence (4.2).

19.7 Ending the Game

The game should continue either until an agreed number of turns have been played or until one side has lost half its original number of units. A unit is considered lost when it has been totally destroyed or has left the table when routing or retreating. A player can of course also concede at which point their entire army is considered destroyed.

19.8 Example of standard deployment zones

Player A

Player **B**
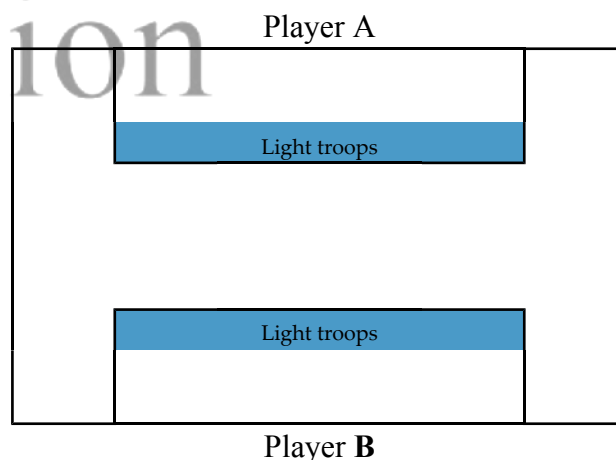
19.9 Winning and Losing

Use the points values of the enemy units to determine your own points scored. A unit which is; destroyed, routing or stampeding elephants, is worth its full points total. A unit which is; retreating or at half or less of its original unit strength, is worth half its points value (round fractions down).

Destroying the enemy army commander is worth a bonus 200 points in addition to any actual points value.

Occupying an enemy table quarter is worth 100 points. Divide the table area into four equal quarters, a quarter is occupied by your troops if only your troops are in it. The only scoring table quarters for each player are the two on the enemy side of the table. Only; medium, heavy, extra, cataphract and loose troops are considered for occupying a table quarter. Light troops (of either side), elephants or artillery are ignored. Breaking or destroying the entire enemy army, gives you a double bonus for occupying the entire table (400 points) but do not score table quarters in this case.

Points may also be part of the game for achieving game objectives like holding or capturing features on the table or getting troops off the enemy table edge, as the players choose.

A victory is where one side gets a difference of more than 10% of the original army point value over the enemy score. A major victory is getting over 50%.

20.0 ORDERS (optional rules)

20.1

The rules are designed to operate without orders being written down but players are unlikely to win without a battle plan. For small games, players may wish to write down their orders to get a better feel of how to plan their battles.

20.2 Initial Orders

To speed up the order writing process a limited number of single word orders are provided. If players agree they may add their own orders to the following list.

Attack

Units must spend at least half their available movement moving toward the enemy baseline. If they are within their own charge distance of an enemy unit they may stop.

Forward

Units may move up to half their available movement toward the enemy baseline, they may stop at any time. If they declare a charge or are subject to a compulsory move, the movement restriction does not apply.

Hold

The unit must stay where it is. Formation and direction changes are allowed but not in order to move the unit. If a unit is ordered to hold a specific place it can also be ordered to attack or advance to get to there, the hold order only applies once the place is reached.

Harass

This order may only be given to light troops. Unit must move forward toward enemy as per attack until within its own missile range of the enemy

20.3

A unit keeps its orders and continues to act on them until they changed. Only generals may change orders either in person, by messenger or by signal.

20.4 Changing Orders

This requires a unit morale test in the turn that the orders are received. An 'As Required' result is required to successfully obey the new orders. All other results have their usual meanings.

Warrior Guard troops can never have their orders changed since they treat 'As Required' as compulsory Advance.

A unit cannot receive new orders in the same turn that it moves in the compulsory move phase.

20.5 Personal Orders

These are given by a general riding to the unit.

If the general stays with the unit then they will get the generals command bonus for the morale test.

The unit continues testing until the order is

obeyed or it gets some other compulsory result.

20.6 Messengers

Orders sent by messenger are treated in same

way as orders given in person, except that the unit will only get up to half the issuing generals command bonus - even if out of normal command range.

The messenger will stay with the unit until it receives the order, he may then be removed.

A general may only have a number of messengers on the board equal to his command rating.

Messengers move at light cavalry speed and are treated as shielded light cavalry generals able to take one wound, with command and combat ratings of 0/0.

20.7 Signals

All eligible units within 15 of the general receive signals.

Units receiving a signal only test on the turn it is made.

21.0 SPECIAL RULES SECTION

21.1 Artillery

Artillery was occasionally used in battles notably by the Romans and Alexander the great. The effective range and power of these machines changed as they were developed further but we will base the effectiveness on those of the early Roman empire, designs that remained unchanged for over two hundred years. Artillery is split into three classes; light bolt shooters firing arrow like projectiles of 3 spans or 1 cubit in size (69 to 45cm), heavy bolt shooters firing larger 'arrows' and stone throwers. The bolt shooters were preferred against men, probably as their flatter trajectory made them easier to aim. Stone throwers were better at demolishing buildings and walls.

Heavy bolt shooters and all stone throwers cannot be moved in normal course of a battle. Light bolt shooters can be moved and have the same move as carts, but cannot move and fire in the same turn. Some light bolt shooters were mounted on carts and these can both move and fire.

Artillery are individual models and are not organised into units, so do not pay a unit points cost.

21.2 Artillery Ranges and Effect

Roll a D12 for each machine firing, the chances of killing a figure, depend on the range to the target and the modifiers to be applied. However so long as the target is within range, a throw of 1 will always hit. Note that armour has no effect against artillery.

Bolt shooters cannot damage constructions. Stone throwers require five hits to destroy a section of palisade (a section can be considered 4 long), ten hits to destroy a section of stone wall.

Artillery Table			
	Short	**Medium**	**Long**
Light Bolt Shooter	up to 18	to 30	to 48
Heavy Bolt Shooter or Stone Thrower	up to 18	to 30	to 58
Chance to hit	10	6	4
Artillery Modifiers			
Subtract 2		**Subtract 4**	
Target is skirmishing, except elephants.		Stone thrower firing at target which moved over 10 or charged or is charging.	
		Bolt shooters target is behind wall or construction.	

Each piece of artillery requires crew to man it, light bolt shooters start with two crew, heavy bolt shooters with three and stone throwers with four. So long as each piece has at least one crewman left it can continue to fire. Treat crew figures as unshielded, skirmishing light infantry when shooting at them. If artillery are contacted by enemy no melee is fought, instead the artillery crew are ruled automatically killed, cavalry do not breakthrough. Artillery crew cannot get a morale result of Advance, treat this as 'Obey Orders'. If they get a result of Retreat or Rout only the crews moves, at light infantry speed. A rallied crew can return to man their weapons, other troops cannot be used instead.

21.3 Battlefield Defences

These are the various devices people have used to provide nasty surprise for the enemy. Most often used during sieges they have also been used during battles, so here are some simple rules for their use. There are two types; Fixed (pits, underground pots etc.) which must be set up before the first move after orders have been written, and Mobile (caltrops, stakes etc.) which can be carried.

Fixed defences cannot be removed in normal game time, mobile can be Mobile take one move to deploy across the frontage of the troops laying them. They can be picked up by troops on foot in one move, doing nothing else, no movement, shooting or melee.

All field defences have the same effect regardless of type. Moving across them will uniform all troops, even elephants. Units moving across field defences take casualties rolling a D12 for each group of two figures crossing them (count the wounds on an element as figures if using the element rules). On a roll of 1 a hit is caused. If the unit is charging add its charge factor so that infantry are hit on 1 or 2's, cavalry on 1, 2 or 3. There are no other modifiers or random factors. Use the number of chariot horses crossing, not the chariot models and one D12 per elephant, counting as cavalry if charging.

21.4 Camels

Camels were commonly used as a beast of burden, horses being preferred for welfare wherever possible. Camels are divided into the same roles as cavalry; light, medium, heavy, extra heavy and cataphract using the same classifications.

Camels are always treated as Warriors regardless of the army they are in. If regulars riding camels dismount, they become Regular again. All camels move at the same rate as cataphracts regardless of their role. However camels are excellent for long distance travel, with much better stamina than cavalry, so their march move is four times their normal move.

21.5 Chariots

Developed before proper cavalry, chariots remained in use, although declining , for hundreds of years. The main use of the chariotry arm was against cavalry but disordered infantry could also be attacked.

Chariots are divided into two types, light, of light construction and with no more than two crew and medium, all others. The types only differ in their mobility, in all other respects they are equal.

Light chariots move at other cavalry rate, and are treated as light troops, except they test and are treated for morale as normal troops. Medium chariots move at cataphract rate. All chariots move through difficult terrain as per other cavalry.

All chariots have a vulnerability equal to shielded, skirmishing, heavy cavalry. Each chariot takes as many hits as it has chariot horses.

Chariots fight with all crew figures, including driver who are treated as the infantry armed with the weapons of the majority of the crew, if there is no majority the owning player may choose which to use with the following additional factors: use the cavalry charge bonus, plus an additional +1 factor for each chariot horse if the chariot is charging, following up or pursuing.

- Chariots may only overlap in melee by a maximum of one model per side.
- Chariots can shoot all round (360 degrees).
- Chariots count as cavalry for the purposes of determining melee. Any chariots which achieve breakthrough against infantry will cause one casualty per chariot per rank broken through.

Troops with enemy chariots advancing within 15 or that they are in melee with have a minus 2 morale factor.

Exception: Scythed chariots were normally set to run into enemy infantry formations to break them up, the driver (normally the only crew) baling out before contact, they are classified as Medium chariots, warrior, guard, seasoned and fanatics. Since there are no armed crew to fight, count each chariot horse of a scythed chariot as if it were armed with an axe. Because there was nobody left driving them light infantry found it easy to duck out of the way , scythed chariots only kill half a casualty per rank per chariot when breaking through against light infantry. Also if scythed chariots retreat or rout, they automatically become Routers with no chance to rally and will fight friendly units as well as enemy.

21.6 Elephants

Elephants were used in ancient armies as an early form of tank. Their size and armoured hide made them very difficult to kill, and they had the added advantage of terrifying horses.

Unfortunately elephants were inclined to panic easily, when they could do as much damage to their own side as to the enemy.

Elephants always operate as single figures. Each one tests for damage and panic separately. They are not organised into units so do not pay a unit cost.

Although to calculate the damage they inflict, treat all those fighting an enemy unit as one unit of elephants. They cannot be unformed. Because of their unpredictable nature elephants are considered warriors.

Elephants move at the speed of cataphracts. Their difficulty of moving in difficult terrain is the same as other infantry. When attacking, an elephant take its vulnerability as shielded skirmishing light cavalry. An elephant takes four hits before being killed. Elephants attack in combat with two D12's using the same melee factors as infantry armed with LTS, but count as cavalry if charging, following up or pursuing, do not count any opponent as shieldless and get a plus 2 melee factor against light troops, plus 4 otherwise.

Elephants count as cavalry for the purposes of deciding what type of melee to use. Elephants who break through infantry kill half a figure per elephant per rank against light infantry, one figure otherwise. Light infantry fighting elephants in melee may count half a second back rank (if present) as well, this is to reflect the thrown weapons also being used against these large targets.

Cavalry who are used to elephants are unformed by them within 10, cavalry who are not used to elephants are unformed within 15. If currently unformed by elephants cavalry must test their morale in the morale phase. If cavalry are used to elephants it will be mentioned in their army list, otherwise they are not.

Picture of Wargames Factory Gallic chariot.

Elephants do not take normal morale test; instead if they receive casualties and survive they must take a panic test , as below: Roll a D12, if the score is equal or less than the factors below, or a 12 is rolled the elephant has panicked, otherwise it is OK.
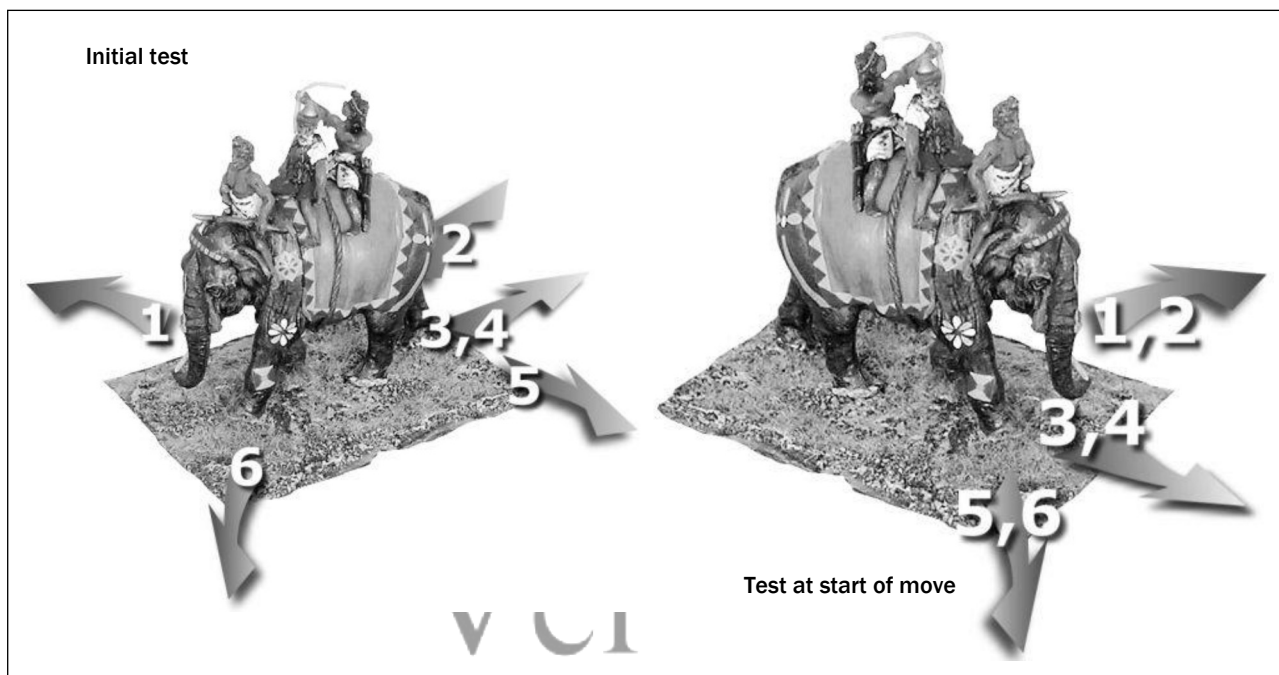
Troops with enemy elephants advancing within 15 or that they are in melee with have a minus 2 morale factor. Enemy elephants include those on their own side which have panicked.

Drivers were sometimes equipped to kill their elephants in case of panic. If so equipped throw a D12 after the elephant panics, on a score of 1, 2 or 3 the elephant is killed instead.

Elephants usually had a fighting crew but because of the small numbers involved we will assume they cannot hurt normal troops but instead can only fight against elephants and their crew. Crew shoot and fight in melee with the weapons they were armed with. Count enemy elephant crew as light infantry, shielded if in howdah, unshielded if not, all with an additional factor of -4. Whether the elephant or crew is being attacked must be stated before the attack is made. The crew of a panicked elephant are all assumed killed.

Elephant crew can shoot in any direction.

Elephant Panic Modifiers
Add 2
Each casualty point currently on the elephant.
Driver is dead.
Each other panicking elephant within 10.
Attacked by incendiary weapons this turn.
Attacked by incendiary weapons this turn.
Minus 1
Elephant is Steady.
Minus 2
Elephant is Guard.

Panicked elephants cannot recover and will attack any troops in their path except other elephants. If the elephant panics, roll a new die immediately to determine its new direction - there may be remaining movement left to finish. Thereafter test for a new direction at the beginning of each move.

Panicking elephants move in the compulsory move phase , at charge speed. See illustration above for new direction of movement;

21.7 Fanatics

In some ancient armies there were soldiers who fought without regard for their own protection , in a frenzy so that wounds did not seem to bother them. This was naturally frightening and the shock of a fanatic charge could easily overwhelm enemy troops. Troops recoiled by or in melee with fanatics have a minus 2 morale factor. Fanatic troops have a plus 2 morale factor at all times.

- Charging, following up and pursuing fanatics use the cavalry charge bonus.
- Infantry caught moving by charging fanatics will be unformed and therefore will not counter charge them.
- Troops recoiled by fanatics are unformed.
- Fanatics who are recoiled in melee are unformed . Fanatics will also always pursue a defeated enemy.

Apart from their status as fanatic, troops should use the normal rules for their type.

21.8 Incendiary Weapons

Although fire was commonly used in sieges it has also been used on the battlefield. Fire tipped arrows were used against elephants and the Spanish used fire tipped javelins. They can also be used by troops on foot. Non artillery incendiary weapons cannot be used in rain.

Troops using incendiary weapons cannot move and fire. Incendiary weapons use the same factors for their weapon type and the target being shot at. A unit including animals (cavalry, camels etc.) will be unformed by losing a figure from incendiary weapons. If mixing fire from normal and incendiary weapons, dice for each separately. Elephants add 2 to any panic test they are required to take if also attacked by incendiary weapons this turn. It requires one casualty to set woods or wooden constructions alight, use the same factors for these targets as open order medium infantry. A wood or wooden construction takes an extra hit per turn if already alight or adjacent to something alight

Five hits will destroy a section of palisade or unprotected wooden construction, ten hits will destroy a 5 x 5 section of wood or protected wooden construction, Any troops still in a wood or construction destroyed by fire are themselves destroyed.

21.9 Legion

The Romans adopted a very flexible formation of the legion which allowed them to replace troops in combat with fresh ones. This system along with excellent training made them difficult to beat.

The legion is simulated by allowing Roman close order infantry to replace close order infantry from their own legion who are already in melee.

- Roman legionaries with the Legion special rule are able to freely interpenetrate (10.9) without unforming each other, unless one of the units is retreating or routing.

They may also replace a legionary unit already in melee. The replacing unit must be able to charge the enemy but ignoring any intervening legionary units. Declare as per a normal charge which must be tested for but the enemy do not test for being charged and do not make any response.

- If successful the replacing unit moves through the unit already in combat and takes over the melee. If the replacing unit has shooting weapons it may use them but does not count any bonus charge factor in the melee.
- The unit which was in melee is moved back, up to its full normal move distance, with no deductions for turns and facing the melee it has just left. This counts as its entire move for this turn.

21.10 Pilum or pila

The pilum was a type of heavy javelin adopted by the Roman army but also used in similar versions by other armies. Its method of use was different to the normal javelin, in that it was thrown just before contact and even if it failed to kill, could encumber an opponents shield.

Although a shooting weapon, pila can only be used by figures about to fight in melee. Work out the figures armed with pila, who are eligible to fight in melee with an enemy unit which contacted them this move. These models and the figures in a rank behind them (subject to normal overhead fire rules) may fire their pila. For effect use the pila shooting factors (10.1) and follow the rules for shooting at an enemy before melee.

Casualties caused by pila are counted as casualties caused in combat, not as shooting casualties. So the combat result for the unit using them is both its shooting and hand-to-hand hits caused.

21.11 Phalanx/Shieldwall

A formation of interlocking shields to maximise the protection of the soldiers. This was classically used by the Greeks in a formation called the phalanx but a similar system was used in the Dark Ages and called shieldwall.

To simulate the effect of either phalanx or shieldwall, count it as a minus one factor to either melee or shooting from the front of the formation. Attacks from the side or rear offer no additional protection. The formation must be declared by the player using it, for each unit which is using it. Another limitation is that the unit must be formed; extra heavy, heavy or medium infantry, who historically used this type of formation. The units movement rate is reduced by half whilst in this formation.

21.12 Spara (shield barrier)

A large wicker shield which can be propped up to protect the soldiers behind. Typically used by the Persians as it suited their armies use of massed firepower to win battles.

The shields are carried by the troops and are declared when deployed. Setting up or retrieving the sparas takes an entire turn for each action. Once the spara have been set-up, the unit counts as shielded and behind walls for when shot at, from the front, by any missile weapons except artillery. Artillery will go though these shields as if they were not there! In combat the spara barrier lasts for one round of combat only. At the end of the round of combat it is destroyed and cannot be used again for the rest of the battle. In melee, enemies trying to attack across the barrier, count it as a defended obstacle (16.8). A unit which routs loses the ability to carry these large shields, they are dropped in the haste to get away.

21.13 Allies and Mercenaries

It was not uncommon for armies to include mercenaries or allies. These often supplied capabilities that the native army lacked or were a way of providing a quick boost to army numbers. However they were also often unreliable. Troops in the army that have the Allies and Mercenaries rule cannot use any of the armies generals bonuses for command or combat. Unless it is a general specifically for those troops, mentioned in the army list.

21.14 Wild Charge

Some troops had a charge which was considered particularly effective. If successful their initial charge could sweep the enemy way. Troops with this rule , who beat their enemy in melee will reduce the morale of the enemy they have beaten in combat. When the losers take a morale test for losing the combat, after the result has been established, move the morale result one level up the table (towards Rout). For example, that would change an Obey Orders result into Shaken.

Fanatic troops automatically have this ability as well as their other special abilities.

However there is a penalty for this rule and that is that the troops are more difficult to control. Any unit with the wild charge rule that is not already subject to a compulsory move (6.0) or in melee or behind fortifications, must roll one D6 at the start of the compulsory move phase of the turn (4.2), on a roll of 1 the unit must charge the most easily reached enemy allowing for terrain and distance if any can be charged (7.1). Or if no enemy can be charged, move a full move towards the most easily reached enemy.

21.15 Stubborn

Some troops were known as being particularly hard to break. Any unit with this ability who has lost a round of melee , can move a bad result one level down towards Obey Orders.

Note that the rule for Stubborn effectively cancels out any benefit that enemy troops get for Wild Charge.

22.0 RULES FOR ELEMENT BASED FIGURES

An alternative system for basing figures is rather than base the figures individually on bases of different frontages depending on type. To base on bases of a standard width but with the number of figures varying on the bases. This can be called element basing. It is especially useful for the smaller scales of figures like 6mm and 10mm where keeping track of individual figures would be difficult,

To accommodate this style of basing a few modifications are needed to the standard rules but apart from these modifications, the rules for the Die is Cast remain the same. You may also find that the game plays slightly differently, we did during play-testing and rather enjoyed the experience.

Each element is considered a rank, not the figures which are on the base. It is therefore wise to have multiple lines of elements in units.

22.1 Forming Units

Units are formed of between one and twelve elements with elephants always being in units of a single element. The elements in a unit should be arranged as normal bases would be (3.1).

22.3 Elements Statistics

Each element has a fixed number of attacks and wounds. The attacks are the number of D12's it rolls when shooting or in melee. The wounds are the number of hits that it can take before being removed. Keep track of the number of hits a unit has suffered and remove elements from the unit when the number of hits taken means that an element should be removed. Hits remain on a unit until elements are removed to reduce the total. A unit with outstanding hits does not reduce the number of attacks that any element has. There are no partial dice when using this system.

Element Stats	Attacks	Wounds
Skirmisher	1	2
Cavalry except cataphracts	2	3
Everything else	2	4

An element which has an enemy fighting on its flank or rear, has its number of attacks reduced to one regardless of the troop type.

Elephants, chariots and artillery continue to use the standard game rules for the number of dice used and wounds taken, not the element statistics.

For cavalry break-through's use the attack dice of the cavalry elements to work out damaged caused. If a cavalry element is moving through more than one enemy elements simultaneously it only damages one of them - cavalry players choice.

22.4 Casualties

Keep track of the total hits a unit has taken both in elements removed and any outstanding hits that have not been enough to remove an element. The original unit strength is not the number of figures but the number of wounds that the unit started with so a unit of cavalry that started with four elements, started with twelve wounds. If it had lost one element and an additional outstanding hit, it would have suffered a total of four hits, 33% of its original strength.

In melee there will be no overlaps, instead if one side has more elements in contact that the other, shift them slightly so that the side with the most elements in the front rank gets an extra base fighting. Remember that corner to corner is not considered a contact in these rules.

22.5 Formation Rules

Modify the formation rules (11.0) as follows:

- Expanding or contracting frontage by one element on either flank takes a half a move, regardless of training. All other elements of the unit form up behind the new front line, as complete ranks with only the last rank of the unit having less than a complete rank.

- A column of march is formed by placing all the elements of the unit behind a single element. Units which have only one element cannot form column of march.

- A square can only be formed by a unit that has at least four elements.

- Skythian, Catabrian, Wedge and Diamond formations are not used. Optional, if you feel these formations are important, allow them to be used.

22.6 Points Values

When using the army lists to work out an army, use the number of wounds that an element has instead of the number of models. This will apply to both the minimum and maximums allowed in the army. Exception, elephants, artillery and chariots are already pointed as if they are elements, so each one bought is an element and the cost is not multiplied by the wounds.

But minimums and maximums can be extended to allow a element to be used that might fall outside the number normally allowed. Example; where the minimum number of medium infantry in a list would be ten and the maximum fifty, that would be a minimum of three elements and a maximum of thirteen.

The wounds that an element has are also used to work out points values. Multiply the cost of the model by the wounds that the element has. That gives you the cost of the element and then add on the unit cost when the elements are formed into units. The points values of element based armies can end up

23.0 WHAT YOU WILL NEED TO PLAY

First of all you need an opponent. Wargames clubs often have websites and an internet search for wargamers should find you people not only to play against but also with years of experience.

Can I recommend the Society of Ancients, an international wargaming society covering the history and gaming of ancient warfare.

23.1 Measuring

A standard three metre retractable tape measure is useful for measuring all distances in the game, movement and shooting. One with both metric and imperial measures is best.

Do not measure the distance between units before charges are declared, likewise do not measure the distance to other units in normal moving other than when you need to stop 2 away. It adds a bit of guess-work to the game.

23.2 Dice

Are commonly available. For the Die is Cast, four D6's and twelve D12's should be enough. A range of colours is useful as then you can in a single roll, throw dice requiring different scores and easily distinguish them. Usually a single die roll is all that is required to get a result but re-rolls of failed rolls are possible. A die may only be re-rolled once, if the re-roll is a fail, that is the result. Obviously both sides should use a fair set of dice and if there is any doubt, then simply use the same dice for both players.

23.3 A table

For 28mm scale figures the standard size table is six foot by 4 foot. This will cheerfully give you a game of a couple of hundred figures a side. A similar sized game for 6mm or 10mm scale figures could be played on a 4 foot by 4 foot table.

Whilst many ancient battles were fought in relatively open terrain it is often interesting (and sometimes relevant to an historical battle) to include woods, hills and other terrain, which provide tactical challenges.

23.4 Models

The common wargaming scales are; 6mm, 10mm, 15mm and 28mm. The smaller scales are cheaper, allow an army to played in a smaller area and take up less space to store. Larger scale figures can be painted beautifully. It comes down to what you prefer and indeed you can have a collection of armies and in different scales.

There is a wide variety of models available, either in metal or plastic. Plastic is cheaper but often only the most common figures in an army are available, for the odd figure metal will still be needed.

Included in these rules are some adverts from popular figure manufacturers but there are others and they are easily searchable on the internet. Often manufacturers give discounts to members of the Society of Ancients.

23.5 Choosing an Army

These rules are designed for historical ancient battles which is basically pre-gunpowder warfare. But further to that they are designed to follow the rise and fall of the Roman Empire from 753 BC to 1057 AD, about 1800 years. The reasons for the limitation is outside of that period and area there are many other styles of army organisation and warfare to possibly attempt to cover in one set of historical rules. But if you are willing to accept some inaccuracies, feel free to use them outside these limitations, perhaps to cover biblical warfare for example.

On the Veni Vidi Vici website there is a support page for the rules, with downloadable quick reference aid for playing the game, some historical scenarios and points based army lists.

When choosing an army to field you have a wide variety of choices; the Roman army as it changed, or their enemies; from the empire of Carthage, the tribes of France, Spain and Germany, the kingdoms of the Middle East and the invaders from the East, the Goths and the Huns.

When choosing the army you want to use think infantry or cavalry. Cavalry armies are more mobile, cost more points per figure and are unlikely to be able to break through infantry frontally. Infantry armies are less mobile but fantastic in melee. Also do you want regulars or warriors? a warrior army is likely to be larger than a regular army. And for the exotic troops, elephants or camels perhaps. Look through the army lists and see what appeals.

Picture of Wargames Foundry gladiator figures, part of a

**Spartacus Slave revolt army. Using Veni Vidi Vici transfers.**

24.0 BASING MODELS

There are many different basing sizes in use at the moment and with the Die is Cast, feel free to use your existing figures with the rules.

However if you are basing new figures you might like to use the common base sizes. So have listed them here to make it easier.

28mm figures are usually based individually. But again that does not mean that you cannot combine a number of figures onto a single larger base, that could be for ease of moving them or indeed to create miniature dioramas! Magnetically basing figures and then using movement trays lined with steel paper allows an entire unit to be moved in one go but still have the flexibility to remove single figures as
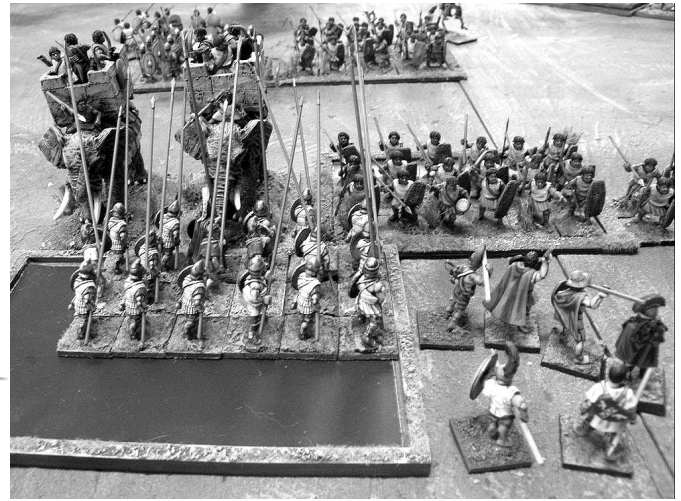
Individually based figures on a large movement tray, fighting elephants and enemy spearmen.

28mm Model Basing		
Model type	Individual base size	
	Width	Depth
Standard infantry	20mm	20mm
Light infantry	30mm	30mm
Cavalry	25mm	50mm
Light cavalry	30mm	50mm
Light chariot	40mm	80mm
Heavy chariot	60mm	80mm
Elephants	60mm	80mm
Artillery	40mm	60mm
Carts	60mm	80mm

10mm figures based as elements, 4 to a base.

casualties.

Elements are a number of figures based on a base of a standard width. Normally used for the smaller scale figures where individually based figures would be too fiddly. The number of figures on a base will vary depending on the size of figures used.

The standard frontage for element basing is 40mm so the only differences are the depths of the bases

Element Basing - depths		
Model type	15mm	6 or 10mm
Infantry	20mm	20mm
Cavalry	30mm	20mm
Chariots	40mm	40mm
Elephants	40mm	40mm
Artillery	40mm	40mm
Carts	40mm	40mm

depending on troop type.

How to use the rules

The most common way to play is for two players to agree army point limits and then play a game lasting two or three hours. The armies do not even have to be ones that fought historically.

On the Veni Vidi Vici website you will find a number of different ancient army lists, all prepared using a consistent points value system. But be aware that terrain can change the effectiveness of an army's performance, so whilst the points are equal a favourable battlefield can change the balance of the game. Rocky or woody will aid an army with lots of light infantry, whilst cavalry armies will do better on bare battlefields.

Using the army lists

Each army regardless of size starts with a basic 2/2 general for free.

Then additional troops should be added up to but not over the agreed point limit.

Some troops are compulsory and these must be bought and added to the army before choosing any troops from the optional troop choices.

Minimum and maximum limits on the figures chosen are specified. These are designed for 1,000 point games. If you play battles of 1,500 points or more, change the minimum and maximums in the list. For a game of 1,500 points double the minimum and maximum values (excluding the army general), for 3,000 triple them and so on. When designing armies for element based armies, it is the wounds an element has that are considered as models, so an element of heavy cavalry is considered as three figures choices from the list (22.6).

Feel free to set your own unit strengths within the limits set in the rules, between five and sixty figures strong (Organising units 3.0). However it is best to organise light troops into units of multiples of six figures (or multiples of 3 elements if using the element rules). Other units should be at least twelve figures (or 3 elements) otherwise they are very vulnerable to taking losses. There is a cost of ten points for each unit chosen, this is to represent the advantages of the extra flexibility of small units but larger units have the advantage of extra endurance.

An example 1,000 point Early Imperial Roman army:

Army general 2/2 free
Three units of 12 veteran legionaries at 118 pts each
A unit of 12 equites alares, 142 pts
Two units of 12 auxiliaries at 82 pts each
A unit of 6 light cavalry javelinmen, 46 pts
Three light bolt shooters at 22 pts each
A unit of 12 Praetorian infantry at 142 pts
A unit of 15 auxiliary archers at 85 pts

Total points value: 999

Fighting historical battles

The original purpose of these rules was to fight games of historical battles. The main difference is that points values for the armies is unimportant, the commanders just used the troops they had available. So it is a matter of estimating the number of troops in each army and their classifications.

On the Veni Vidi Vici website there are a number of scenarios for historical battles that we have already fought. To take one of them as an example, the battle of Cannae in 216 between the Romans and the Carthaginians under Hannibal. A battle that Hannibal won despite being heavily outnumbered.

The Romans had eight double strength legions but were short on cavalry;

80,000 Romans and Italians become,

24 units of 8 regular, heavy infantry, pila, sword, shield, steady and seasoned. With the legion rule.
5 units of 8 regular, heavy infantry, pila, sword, shield, steady and veteran (the Triarii). With the legion rule.
12 units of 6 regular, light infantry, javelins, sword, shield, steady and seasoned.
2 units of 6 regular, heavy cavalry, spear, shield, steady and seasoned.
2 units of 6 regular, medium cavalry, spear, shield, steady and seasoned.

The Carthaginians with 20,000 Gallic warriors, 4,000 Spanish, 8,000 Africans, 8,000 lights, 6,000 cavalry and 4,000 Numidian light cavalry become,

Gauls 7 units of 12 warriors, medium infantry, javelin, sword, steady, veteran.
Spanish 2 units of 9 warriors, medium infantry, pila, sword, steady, veteran.
Africans 4 units of 8 regulars, heavy infantry, spear, sword, steady, veteran.
Lights 3 units of 12 warriors, light infantry, javelin, steady, veteran.
Cavalry 4 units of 6 warriors, medium cavalry, spear, shield, steady, veteran.
Numidians 3 units of 6 warriors, light cavalry, javelin, shield, steady, veteran. Elite shots.

But if you had less (or indeed more) figures available you could decrease or increase the number of units that each side had, keeping the same proportions but allowing you to fight with the figures that you have.

In a game of this size it is often worth having several players on each side, each player commanding part of the army.

wargames FACTORY

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Available in the UK and Europe from Veni Vidi Vidi
www.3vwargames.co.uk

Resources - where you can get the stuff to play with

The Rules

Veni Vidi Vici website

www.3vwargames.co.uk

On the website you will find downloadable; army lists, a quick reference sheet and a FAQ. Helping you to play the rules.

Suppliers

Figure Suppliers

A range of manufacturers with figures and terrain for different scales and armies.

Veni Vidi Vici - my business, the one that wrote the rules. Selling my own range of water-slide transfers for various scales of figures, the Wargames Factory range of plastic figures and other wargames accessories.
www.3vwargames.co.uk

Baccus 6mm - 6mm figures and terrain
www.baccus6mm.com

The Dice Shop - where I bought the D12's from.
www.thediceshoponline.com/

Essex Miniatures - 15 and 25mm figures plus an extensive range of range of wargames accessories.
www.essexminiatures.co.uk

Magister Militum - 6, 10, 15, 20 and 25mm figures plus an extensive range of range of wargames accessories. They also sell D12's.
www.magistermilitum.com

Pendraken Miniatures - 10mm figures and wargames accessories
www.pendraken.co.uk

Spirit Games - a selection of wargames figures, accessories and reference books.
www.spiritgames.co.uk

Wargames Factory - see the ad on page 33. A wide range of 28mm plastic wargames figures that Veni Vidi Vici supplies in the UK and Europe.
www.wargamesfactory.com

Gaming centres and shops

Firestorm Games in Cardiff
CF10 5DT

North West Gaming centre in Stockport
SK2 6PT

Portcullis Games in Bolton
BL1 4AD

Stafford Games & West Midlands gaming centre in Stafford
ST16 3HT

Worthy Gaming in Preston
PR1 1DD

The Society of Ancients

The Society of Ancients is an international amateur society for the promotion of the study of ancient and medieval military history and wargaming the period 3000 BC to 1500 AD.

www.soa.org.uk

Wargames, Soldiers and Strategy magazine

Up to date information on wargaming and excellent articles on military history.

www.wssmagazine.com

Die is Cast Index