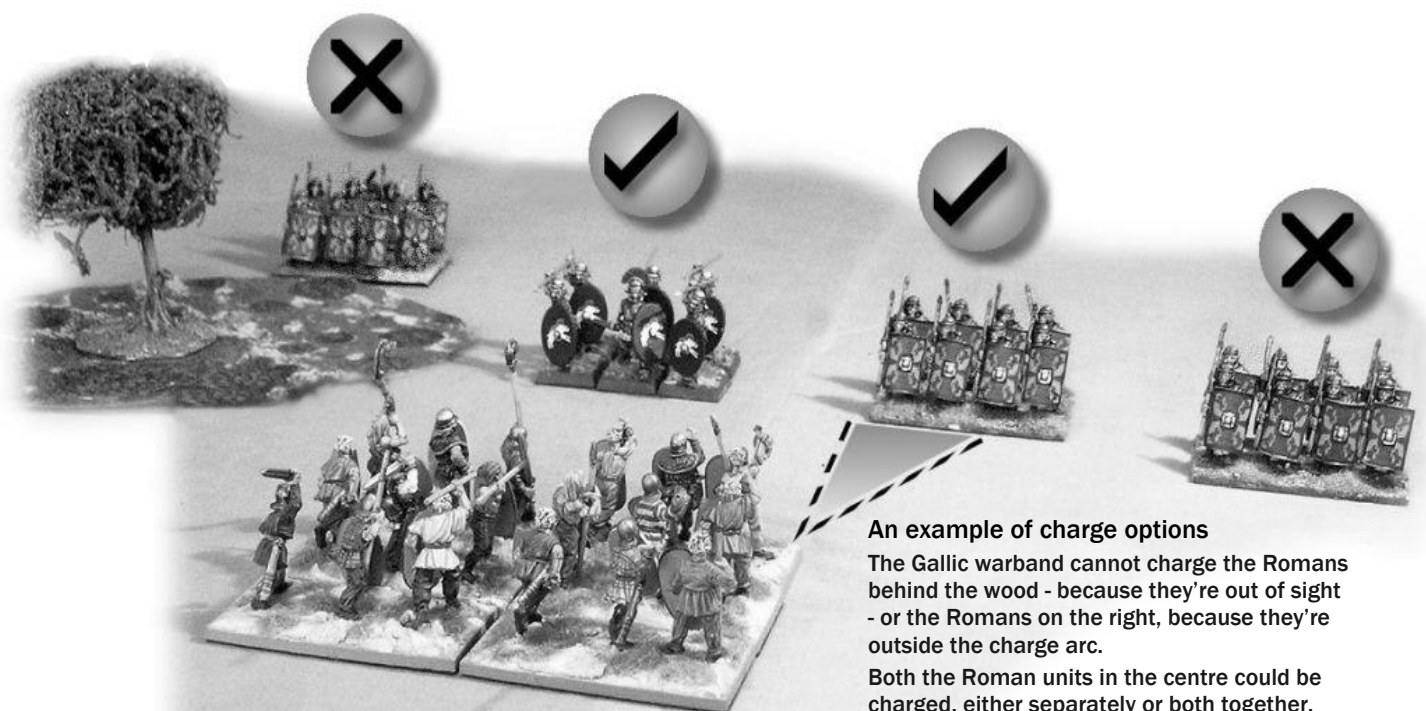


6. CHARGES



6.1 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.*
- *Not have declared a charge on the previous turn, unless currently with Advance morale.*

6.2 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.

6.3

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. CHARGE RESPONSES

7.1

When all the units which are charging have been declared and have been checked to see if they are in reach, the morale of units being charged but are not themselves charging is tested. Providing the morale test does not result in a compulsory move, there are three possible responses to being charged:

7.2 Counter-charge:

- *Not possible for infantry charged by cavalry. Counter-chargers move at charge speed, minus a quarter of a move required to react to the enemy charge. Counter-chargers may change their direction to meet the threat. Light troops can only counter-charge light troops.*
- *Infantry who have had light infantry evade through them may still counter charge. Cavalry may not.*

7.3 Stand:

- The unit may change formation or direction before the enemy contact but if caught before this has been completed they will be unformed

7.4 Evade:

- Not possible for EHI, MI, SHC, elephants or artillery. The 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.
- If a unit that has already moved in the compulsory move phase is charged it cannot move again but will keep any morale result.



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 can declare a charge on unit II, because it can charge them in the flank (light troops cannot charge formed troops in the front) but they cannot charge unit I. If units I and 2 are charging each other, it is unlikely that unit 1 would be able to reach II.

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