

# Four Battles of the Ancient World

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## Clarifications

**Maps:** none (see Pharsalus for clarification of Victory Areas).

**Counters:** Most of these 20 counters are simply to correct misspelling or otherwise improve the clarity and play of the game. The essential correction for Cannae is that the 3-6 starts on 6803 and the infantry unit noted as starting in 6803 in the original game actually starts at 6808. In Pharsalus, the (2)-4's slingers should have a dot; the (4)-4's should not. In Arbela, the Persian Med 3-5 should not have a dot (note that the dots are included only as an option, normally Rule 11.0 does not apply to Arbela), the Greek (2)-4 is actually a foot archer, and the Greek Cre should be a (3)-4.

## Rules:

These are all of the answers given so far organized by case. Some answers are important while some are obvious from the rules. It is our philosophy to answer as many questions as possible to promote ease of play for as many gamers as possible. An obvious answer to some may not be obvious to others.

**General Rule:** when halving is called for, fractions are retained until the combat odds are calculated, e.g. a 7-3 that is the target of a missile-fire attack is hit, thus it's combat value is halved to 3 1/2 for the ensuing combat phase. Those who desire further simplicity should round 1/2's up to the next whole number (those who desire greater complexity should use one of the methods of continuous odds computation).

## 10.0 Missile Units

The "D" on the "D(x1/2)" markers stands for Disrupted. A missile-fire attack which achieves a "1/2" result on a target places a "D(x1/2)" marker on the target to denote that it defends at 1/2 strength in the ensuing combat phase and may not utilize the Combat Avoidance rule (11.2). After the combat involving that unit is resolved the marker is removed. Additional "D(x1/2)" results have no additional effect.

Missile units with two hex range may fire at adjacent enemy units. Missile units may use missile-fire and then engage in regular combat.

## 11.0 Light Troops and Skirmishers

Units advancing after Combat Avoidance may advance only into the hex vacated.

## 12.0 Charging

Leaders do not double their modifier when accompanying charging units.

## 13.0 Rally

Units do not fail to rally. If a Rally die roll is successful, then the player takes one unit of his choice from those previously eliminated. Elephants and Leaders can not be rallied; all other units may be rallied. Units with one-time pilum capability do not retain or return to this capability when rallied.

## 15.0 Demoralization and Disintegration

Disintegration occurs at the instant the level is reached; the game is over. Demoralization occurs at the instant the level is reached, and the effects of Demoralization take place with the next combat

resolution if in the midst of the combat phase. However, it is possible to "recover" through the rally of a unit which brings the total losses below the Demoralization level. This would nullify the effects of Demoralization (at least, momentarily) until further losses brought the total over the Demoralization level again.

## 16.0 Facing

When using the facing rule, a unit's ZOC extends only into the front three hexes. If a unit is in the ZOC of an enemy unit at the beginning of it's movement, it may change facing in it's hex, but may not leave the hex it started in. If a unit's flank or rear is in the ZOC of an enemy unit at the beginning of the combat phase, then the unit is removed immediately.

A two-hex range missile unit may fire at any enemy unit in it's front three hexes or the five hexes which are two hexes from the firing unit and in it's front arch.

## Exclusive rules

### Arbela

Rule 11.0 is not used in the regular game due to the lack of stirrups at the time of Arbela, therefore disregard the dots on cavalry units (leaders still have disengagement and combat avoidance as options). Players may wish to experiment with the possibility that light cavalry units were capable of disengagement and combat avoidance as an option.

The Greek 9-3's and 7-3's are the phalanxes and receive a -1 die roll modifier against missile-fire.

Darius may not move more than two hexes from 3112 even if the Royal Guard is released.

The Victory Conditions are amended such that if neither side achieves 50 Victory Points than the Persian side wins rather than a draw if neither side scores 100 VP's.

### Cannae

For the movement required in 4.11, the northernmost line of Roman units moves first, then the next northernmost, etc. Roman units must move into the shaded area if they are not already in it by moving laterally and then northwest or northeast once they are lined up with the shaded area. Once in the shaded area, they must move either northwest or northeast unless blocked by other Roman or enemy units; if blocked by Roman units, they must move laterally toward the center of the shaded hex row they are in. There is no displacement in Cannae. There is disengagement and combat avoidance by those units with the dots (Numedians, slingers, and Leaders).

### Pharsalus

Victory Area A is any hexes northwest of the ramparts and west of hex 7011. Victory Area B is any hexes north the ramparts and east of hex 7011 (ie. 7012-7015).

### Teutoburger Wald

2.11 There are 14 Cherusii 4-4's.

4.6 The baggage train adds it's two points for attack and defense, just like a leader.