

The Glory that was GREECE



Tanagra

457 BC



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The Glory that Was

Vol. I: Greece

Rulebook version 1.0

1.0 Introduction

The Glory that was is a series of games depicting several different battles from the ancient world. Volume I, **Greece**, depicts a number of battles from the Persian War to the War of the Successors, while volume II, **Rome**, will have different battles from the Early Republic to the Late Roman Empire.

2.0 Components

Map for each battle may vary in size from a single A4 to up to 8A4. Counters may be from as few as 50 to as many as 600.

Map scale will be variable, depending on the battle depicted, while each unit will normally represents from 100 to 1.000 infantry and from 25 to 250 cavalry or missile units.

2.1 Type of units

In this series of games there are the following types of units: Light, Medium and Heavy Infantry; Light, Medium and Heavy cavalry; Skirmishers (they could be Slingers, Archers, Javelinmen). Each unit has two letters in the top left corner meaning the type, a central silhouette, a single number for its basic strength and a single letter for its morale class.

Leader units have a name in the superior part of the counter, from 0 to 3 stars in the center (meaning rank, with more stars meaning a higher rank), and several different numerical values: in the top right corner there is the Initiative bonus (from 0 to 5); in the low left corner there is the column shift for Melee Combat Table 2, for all the attacking units in a 2-hexes range from the leader; in the low center there could be a black dot, meaning that the leader may automatically recover routed units he is stacked with (during the Rally phase); in the low right corner, there is a number meaning how many dice the attacker rolls in melee combat, for all attacking units in a 2-hexes range from the leader.

3.0 Sequence of play

Each turn is made up by the following phases:

- 1 – **Initiative determination:** Both players roll 1d10 for each battlefield sector (left wing, center, right wing) and add the bonus of the sector leader. The winner of each sector will choose if he will be the first player.
- 2 – **First missile phase** (simultaneous): Both players make missile attack with their units able to do so. Only ordered units with a LOS to the enemy target may fire in this phase.
- 3 – **Action phase:** Following the order given by the Initiative phase, both players alternate in moving and have combat sector after sector, until all units have been activated.
- 4 – **Rally and Morale phase:** Units disordered in the previous phases are automatically rallied, if not engaged in combat. Routed units have to make a morale check.
- 5 – **Second missile phase** (simultaneous): As the first, but only units not involved in movement or combat in the previous action phase may fire.
- 6 – **Victory check:** Both players check to see if they have won the battle. Otherwise, play proceeds to the next turn.

4.0 Initiative

Before the start of each turn, players have to determine the action order in every battlefield sector. Each player rolls 1d10, adding the bonus of the sector leader. Ties are resolved first by considering the bonus of the leader, or with another roll (if two or more leaders have the same bonus). There will be three couples of opposing results (one couple for each sector). The winner of each confront has the right to make actions with his units before the opponent. The best initiative roll of all of the sectors is the first sector to be activated; the loser of each confront will follow the actions of his opponent in the same sector and with his not engaged units able to move. After the conclusion of all the actions in the first sector, play proceeds with the winner of the initiative in the second sector, and so on.

5.0 Missile combat

Missile units, skirmishers of various kinds, are the only units capable of ranged combat. Missile unit types is indicated on each counter, and it depends on the scenario played.

Missile combat uses several different tables: the first one, the Potential Disintegration Table (PDT), determines the maximum range of each kind of weapons and the real combat strength of that unit; the second table, the Tactical Differential Table (TDT), is an optional table used for getting a column shift, positive or negative, according to the target tactical formation; the third and final table, the Missile Fire Table (MFT), is used for resolving Missile Combat and assessing losses and other penalties to the target.

Missile combat is possible only in the two Missile phases, and only missile units may participate. Skirmisher units are automatically eliminated (with a few exception noted in each scenario) when engaged in Melee combat by an infantry or cavalry unit, if they suffer any result other than "no effect/engaged".

More than one unit can attack the same hex, cumulating their disintegrated attack potential. To resolve each attack, roll 1d6 after taking in account the modifications from the PDT and the TDT (optional) and apply the result found in the MFT.

5.1 Potential Disintegration Table (PDT)

Weapon Type	Range				
	1	2	3	4	5
Javelin	Normal	Halved	P	P	P
Shortbow	Normal	Halved	1/3	P	P
Longbow	Double	Normal	Halved	1/3	
Composite Bow	Double	Normal	Normal	Halved	1/3
Sling	Normal	P	P	P	P

Result Explanation

Double: The attack strength printed on the unit is doubled.

Normal: Use the strength printed on the unit

Halved: Use one half of the printed strength (rounded down; minimum 1)

1/3: use one third of the printed strength (rounded down; minimum 1)

P: prohibited. No attack from this range

5.2 Tactical Differential Table (TDT) (optional)

Target Formation	Column Shift
Hoplitic Phalanx	1 left
Macedonian Phalanx	3 left
Early Legion	1 right
Roman Legion	2 left
Barbarian Tribe	3 right
Skirmishers	2 right
Cavalry	2 right

Explanation

The column shifts are applied on the MFT, after the calculation of the PDT.

5.3 Missile Fire Table (MFT)

Die	Disintegrated Attack Potential									
	1	2	3	4	5	6	7	8	9	10
1						D	D	D	R	R
2					D	D	D	R	R	R
3				D	D	D	R	R	R	R
4			D	D	D	R	R	R	R	E
5		D	D	D	R	R	R	R	E	E
6	D	D	D	R	R	R	R	E	E	E

Result Explanation

D: Disordered: affected units can't move nor attack

R: Routed: affected units must immediately take a morale check; if this is failed, they are routed and have to move immediately 3 hexes toward the rear; otherwise, they are simply Disordered.

E: Elimination: affected units are eliminated.

5.4 Line of Sight (LOS)

To be able to fire against a target unit, a missile units has to be a LOS toward his target. A LOS is a row of hexes free of obstacles from the firing hex to the target hex; a LOS is blocked by friendly or enemy units in the path, or any hex containing wood, town, or other obstacles (see the Terrain Effect Chart, from now on TEC, for an explanation). A unit on a higher level than the target unit may fire on it, even if the LOS pass through an obstacle, if the latter is not adjacent to the target or the firing unit.

6. Movement

In this series of games, each type of unit has a fixed number of movement points (MPs), as noted in the TEC, if not otherwise stated in the special rules for each scenario.

As a general rule, each unit takes its actions individually, moving and then having combat, if it arrives adjacent to an enemy unit. Disordered units can't move. Routed units use a special kind of movement.

There is no stacking in this series of games and it is not possible to move over a friendly or enemy unit during movement. Units can only move through hexsides that are not prohibited to its type (see Facing) and so they may only attack through such kind of hexsides.

6.1 Facing

A unit has always to face a corner of its hex. Medium and Heavy infantry and heavy cavalry may only move/attack through the two hexsides making the corner they face. All other types of units have no facing for movement, but they have a facing for combat reasons.

A unit may change facing inside the hex they occupy, spending all its movement points for that activation.

6.2 Zone of Influence

In this game there are no zones of control, but a few units have a zone of influence projected in the two frontal hexes (the hexes forming the corner they look at). These units are: all cavalry units, light infantry and all skirmisher units. These zones of influence prevent an enemy unit of any type to change facing inside them.

6.3 Basic movement and Terrain Effect Chart

Unit Type	Basic Movement	Clear	Rough	Swamp	Uphill	Downhill	River	Wood
Light Infantry	4	1	1	3	+1	0	+2	1
Medium Infantry	3	1	2	3	+2	+1	A	2
Heavy Infantry	2	1	2	P	P	P	A	P
Light Cavalry	8	1	1	5	+1	+2	+2	2
Medium Cavalry	7	1	2	6	+2	+3	+2	4
Heavy Cavalry	6	1	3	P	+3	+4	+4	P
Skirmishers	4	1	1	3	+1	0	+1	1

Explanation

Basic Movement: indicates the MPs of a unit of that kind.

P: prohibited to enter that kind of terrain

number: MPs spent to enter that kind of terrain

+number: additional MPs spent to use that kind of movement

A: a unit must spend all of their MPs for that activation to cross the river. A unit simply moves from its hex to another hex on the other side of the river. Both hexes must be clear terrain.

7.0 Melee Combat

Melee combat is based on two factors: number of men and troops morale. Each unit fights individually. On each counter, there is a number for the strength of that unit and a letter meaning morale. There are two different Melel Combat Table. MCT1 compares the strength ratio and the morale ratio of both units involved in combat and, without using dice, gives you a letter that tells the column you have to read the combat result in MCT2, where the attacker rolls one or more d6 to get the combat result.

Melee Combat Table 1 (MCT1)

Strenght Ratio	Morale Ratio													
	1-4	1-3	1-2	2-3	1-1	3-2	2-1	5-2	3-1	4-1	5-1	6-1	7-1	8-1
1-3	A	A	A	A	A	B	B	B	C	C	C	D	D	D
1-2	A	A	A	A	B	B	B	C	C	C	D	D	D	E
1-1	A	A	A	B	B	B	C	C	C	D	D	D	E	E
3-2	A	A	B	B	B	C	C	C	D	D	D	E	E	E
2-1	A	B	B	B	C	C	C	D	D	D	E	E	E	F
5-2	B	B	B	C	C	C	D	D	D	E	E	E	F	F
3-1	B	B	C	C	C	D	D	D	E	E	E	F	F	F
4-1	B	C	C	C	D	D	D	E	E	E	F	F	F	G
5-1	C	C	C	D	D	D	E	E	E	F	F	F	G	G

Melee Combat Table 2 (MCT2)

Dice	A	B	C	D	E	F	G
1-	E/-	R/-	D/-	D/-	-/D	-/D	-/D
2	R/-	D/-	D/-	D/D	-/D	-/D	D/R
3	D/-	D/D	D/D	-/D	-/D	D/R	Eng.
4	D/D	D/R	D/R	-/R	Eng.	Eng.	-/R
5	-/D	-/D	D/R	D/R	Eng.	-/R	-/E
6	-/D	-/D	-/D	Eng.	Eng.	-/R	-/E
7	-/D	D/R	-/D	Eng.	D/R	Eng.	Eng.
8	-/R	-/R	Eng.	-/R	D/R	Eng.	Eng.
9	-/R	Eng.	Eng.	D/R	-/R	D/R	D/E
10	-/R	Eng.	-/R	-/E	-/E	-/E	D/E
11	Eng.	Eng.	-/R	-/E	-/E	D/E	-/R
12	Eng.	D/R	-/R	-/E	D/E	D/E	-/R
13	Eng.	-/E	-/E	D/E	D/E	D/E	-/R
14	-/E	-/E	D/E	D/E	D/E	-/E	-/E
15+	-/E	-/E	D/E	D/E	-/E	-/E	-/E

Result explanation

Results on the left of the bar are applied to the attacking unit; those on the right are applied to the defending unit.

Eng.: Engaged: both units are engaged in melee. The defending unit at the time of the result is forced to attack in its Action phase and cannot disengage other than through a melee combat result.

-: No effect

D: Disordered: affected units are disordered; they can't move nor attack

R: Routed: affected units must immediately take a morale check; if this is failed, they are routed and have to move immediately 3 hexes toward the rear; every friendly units in the path of retreat is immediately disordered . If the morale check succeeds, they are simply Disordered.

E: Elimination: affected units are eliminated.

Melee combat modifiers

Disordered unit: a disordered defending unit shifts its morale 2 column in favour of the attacker.

Routed unit: If a routed unit is attacked in melee combat, it is immediately eliminated.

If a routed unit is attacked in missile combat, it is eliminated if it fails a morale check.

Tactical differential for TC1 in the Strength ratio column (Optional)

Attacker	Defender					
	Light Infantry	Medium Infantry	Heavy Infantry	Light Cavalry	Medium Cavalry	Heavy Cavalry
Light Infantry	-	-	-3	-1	-2	-3
Medium Infantry	+1	-	-1	-	-1	-2
Heavy Infantry	+3	+1	-	-2	-1	-1
Light Cavalry	+2	-	-1	-	-	+1
Medium Cavalry	+2	+2	+2	-	-	-1
Heavy Cavalry	+2	-	-1	-1	+1	-

Advance after combat

An ordered unit that wins a combat may advance in the hex left vacant by the enemy, but it has to stop there.

8.0 Morale

Each army has a specific morale value, established by the scenario played. Morale checks are made on units hit during the missile phase, or when they are routed, during the rally phase, to prevent their elimination.

Each unit has a morale class, indicated by a letter; on the scenario instructions, you see what numerical value equals that letter; roll 1d10 for every unit that must check morale, and if the result is equal or inferior to that number, unit is recovered from rout (or doesn't rout), but it is simply disordered (during the missile phase). If the result is superior, unit suffers the effect of the failed roll.

Disorder

During the rally phase, disordered units still adjacent to enemy ordered units check for morale: if the roll succeeds, they recover order, otherwise they don't suffer other cumulative effects. Same way, a disordered unit can't suffer additional disorder results during some other phase.

Rout movement

Routed units that fails a morale check in the rally phase, are forced to move 5 hexes in the most direct path toward their map edge. If they reach the edge, they are removed from play (they count as eliminated for Morale losses reasons).

9.0 Leaders

Leaders have several effects on play: initiative, combat and morale.

Leader Rank

Leader with most stars in a sector is the only active leader of that sector, if more than one leader is present.

Leader movement

Leaders move as Light Cavalry or Light Infantry, as noted in the scenarios. They are the only units that may stack over another combat unit. They may also stack over each other.

Leader Elimination

When they participate in a Melee combat or a Missile Combat, leaders may suffer elimination.

In missile combat, when the unit a leader is stacked on suffers an "E" result, roll 1d10: 8-9 means the leader is wounded, 10 means he is killed.

In melee combat, when the unit a leader is stacked on suffers any result other than "-", roll 1d10 and refers to this table:

Die	Eng	D	R	E
Wounded	9	7	6	7-8
Captured	-	8-9	7-8	4-6
Killed	10	10	9-10	9-10

Results explanation

Wounded: A wounded leader is removed from play for 3 turns. It re-enters play during the Initiative phase of the fourth turn following is elimination on any ordered unit of his original sector.

Captured and Killed leaders are removed from play and not re-enter play.

Replacement leaders

A few scenarios list replacement leaders, in case one or more of them are eliminated or captured. If not stated otherwise, when a leader is eliminated from play, the owner may replace him with a 0 star leader from his army.

10.0 Victory Conditions

In each scenario, both armies have a Rout level: when an army reaches that level of losses during a Victory Check phase, that army routs and the other army is the winner. If both armies rout during the same phase, the game ends in a draw. Normally, play proceeds until one army routs.

Morale loss points

These are the morale points an army may lose:

Eliminated unit: equal to the basic strength of the unit.

Routed unit: 3 morale points less than the basic strength (minimum 1)

Disordered unit: 1 morale point

Leader captured: 4 x stars (a 0 stars leader counts 3)

Wounded leader: 2 x stars (a 0 stars leader counts 1)

Killed leader: 5 x stars (a 0 stars leader counts 4)

Advanced Rules

All the following rules are advanced and optional variations to the original basic system. You may choose which one to use, if any. In some cases, they greatly alter the game, making it more challenging and complex.

11.0 Tactical Cards

Immediately after the initiative determination, both players choose simultaneously and secretly a tactical card for each sector of their army. Cards are revealed simultaneously.

Possible cards are:

1 – Furious Assault (Morale +3): All types of units less Heavy Infantry (HI). All units in the sector are forced to attack. If even a single unit can't attack, tactical card is wasted.

2 – Controlled Assault (Morale +1): All types of units. All units in the sector that may melee attack an enemy unit, are forced to do so.

3 – Stalled (Morale 0): All types of units. Units may move a maximum of 2 hexes forward, while the total melee attack of the entire sector is limited to 3.

4 – Controlled Retreat (Morale -2): All types of units. All units are forced to retreat 1 or 2 hexes (owner choice), if they are not otherwise engaged in combat. No melee combat is permitted (other than for Engaged units). Units don't change facing at the end of the retreat.

5 – Hit and Run (Morale -1): Only Light Infantry (LI) and Cavalry (LC). Units are capable to normal movement, but they may only make 1 single attack in all of the sector.

6 – Charge (Morale +3): Cavalry only. All units must melee attack, and roll 1 more die on the MCT2. At the end of the charge, they are automatically disordered.

7 – Encirclement (Morale 0): Cavalry only, less Heavy Cavalry (HC). All units must terminate their movement on the rear of the enemy line, and at least 2 of them must attack the enemy.

12.0 Tactical Points

Every scenario gives both players a number of tactical points, that may be used by the player in several ways during the play.

1) Spending 1 point, a player may add +1 to a die roll (of his choice), up to +3 in a single roll, before he rolls the die.

2) Spending 2 points, he may shift 1 column in his favour the odds on MCT1

3) Spending 5 points, he may shift 1 column in his favour the odds on MCT2, after the roll, or add 1 die to the roll on MCT2, before the roll.

It is possible for the defending player to cancel option 2, spending the same points of his opponent.

13.0 Morale of a sector

In a few bigger scenarios, the scenario lists even the morale for each sector of an army. When a sector of an army reaches its rout level, all the remaining units of that sector can't melee attack any more, and each suffered "Rout" result is treated as an "E".

If you use Tactical Cards, each card may modify the Morale of that sector for the turn of use (from +3 to -2). This bonus/malus is applied during the Victory Phase of that turn.

Credits

Game Design: Roberto Chiavini

Game Graphics: Giulia Canova

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Episode I: The Battle of Tanagra (457 BC)

Historical Note: This battle is part of the so-called First Peloponnesian War, and involves a Spartan/Peloponnesian army against an Athenian/Allied one. Ancient sources (mostly Thucydides and Diodorus Siculus) are scarce in details, saying only that the battle was fought near Tanagra, in Beotia, probably on a plain field, and was very harsh for both sides. In the end, the Spartans prevailed and gained the first important field victory in what was to become more than half a century of wars against Athens.

Special Rules: This introductory battle is different from most of the others in this series of wargames. Map uses only clear terrain (don't consider other features, like bushes, over the map – they are there only to add color).

There are no wings or central sector in both armies, but only a single sector. So, all the units are under a single leader (Nicomedes for the Spartans, an unnamed one for the Athenians).

In this battle there are no skirmisher units, so Missile combat is not used.

In this battle, the only advanced rule we suggest to use is Tactical points: Spartans have 8, Athenians 6.

Army morale

Army morale break level for the Spartans is 43

Army morale for the Athenians is 39

Morale Classes

Spartans: A= 8, B= 6, C= 5

Athenians: A= 7, B= 6, C= 5, D= 4

Credits.

Game Design: Roberto Chiavini

Game Graphics: Giulia Canova

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MORALE LOSSES

1	2	3	4	5	6	7	8	9
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10	20	30	40	50	60	70	80	90
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TANAGRA



