

“Battle Line” Ancient Battles Addendum

Shared with Grogard.com by creator **Christopher Salander**

2/18/2018

Addendum for Chris Salander’s “Battle Line” Variant

The way the rules work now, when a unit with F only movement reaches the last row, it cannot do anything else. The idea is that elephants and large blocks of infantry rarely had the nimbleness and the tactical sense to turn and roll up an enemy’s battle line. This is when light troops become valuable, with their ability to move sideways.

However, I think a new rule is needed for the situations when big units **did** turn sideways and win the battle.

Capturing the Enemy Camp

If a player has a card in his opponent’s last row that has an F move only, that card may move one position sideways or attack sideways if a) the player plays a Leader card, or b) the card has a Troop Quality card on it, or c) the player does not move any other cards this turn. Cards with F-L-R moves can always attack sideways when in the opponent’s last row. Double (stacked) infantry units can never move or attack sideways, ever.

If, at the end of an enemy turn, all of the positions in a side’s back row are empty, and at least one position is occupied by a non-light enemy unit (card), that side has lost the game. (It has been surrounded and/or cut off from its supplies.) [Note: You must always have someone guarding your baggage!]

Clarifications

- Chariots can attack infantry head-on. Optional Light Chariots cannot. Chariots cannot attack elephants.
- Skirmishers and Peltasts cannot evade Skirmishers and Peltasts (and cavalry and chariots).