

THE UNOFFICIAL SPQR AND GBOALEXANDER RULEBOOK

Version 1.2 (08 mar 2005)

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(1.0) Introduction

This is an UNOFFICIAL work, I did it just because I love this series (again, hats off to Mark Herman and Richard Berg for such a brilliant design) and because I felt the need to put some order. When I started this work, the intent was just to play “Alexander in Italy” scenarios with the feeling of playing it the right way. But when I realized that this was going to be a tiresome and difficult task I told to myself: “why not to offer it also to whoever like to give it try?”. If you like it go for it, if not keep playing the games with their original playbooks. The “Genesis document” contains all the “why” and “how” I built this rulebook the way I did. I took great care in trying no to change the original rules, when there was a conflict between the two versions I used the following steps to set the issue:

1. Is the difference due to a further development of the series or an intended one to take into account the different eras?
2. Does the difference have a significant impact to the flow, flavor or outcome of the battles, or just add complexity?

In this way I melted both versions, but I kept several differences using the year 280 BC (The battle of Heraclea, which is the most ancient SPQR battle) as watershed between Great Battles of Alexander (hereafter referred to as GBoA) and SPQR battles, organizing everything in just one file.

In the rulebook, in order to give the player a better knowledge of all integrations I used the following system: all rules that needed some dressing coming from GBoA rulebook are highlighted in blue, when coming from SPQR rulebook they are highlighted in green and when I slightly changed them from both rulebooks (there are very few changes, most of them are just clarifications based on what I read on Consimworld GBoH folder) they are highlighted in purple.

Apart from paragraphs 2.1 2.3, 2.4, 2.5 and 2.6 (all descriptive paragraphs), all sections are reported in their integrity. So, once you have accepted it as a usable tool there is no need to shuffle from one booklet to another, all you need to play can be found here (besides scenarios obviously).

(2.0) Game Components

(2.1) The Maps

(See original versions)

(2.2) The Playing Pieces

There are three types of playing pieces, or counters: **combat units**, representing the various types of fighting troops; **leaders**, the individuals who command the troops; and **information markers** used to note specific pieces of information necessary for play.

(2.21) Combat units come in two sizes: square (single) and rectangular (double-size), the latter representing larger, linear formation such as the feared, but rather rigid, Macedonian phalanx. Each combat unit is a specific Type and, possibly, Class (as illustrated below), depending on its weaponry and armor/protection. All combat units are rated numerically for their Size, Troop Quality (TQ) and Movement capability. Units that are capable of firing missiles also have a Missile Indicator, indicating the type of missile used (J=javelin; A=arrow; S=stone; B=bolt). The Missile Table gives the ranges available for these missiles. Each combat unit has two sides. All ratings

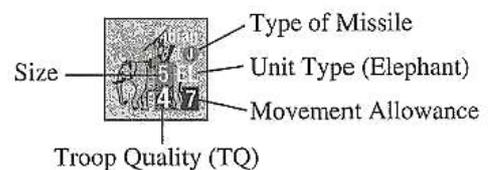
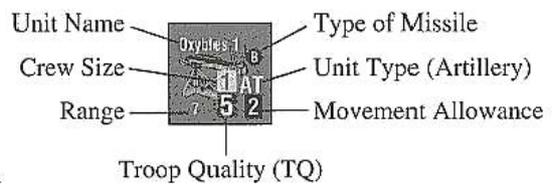
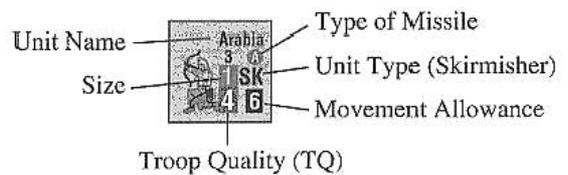
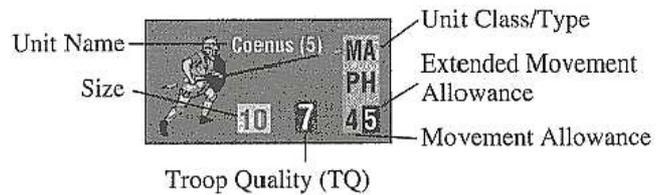
are the same on both sides, except that when a unit is flipped it indicates it has been “Moved” once that turn and will suffer Cohesion penalties when/if moved again that turn; see 6.1.

(2.22) Type and Class:

- **TYPE:** A unit’s Type – e.g., Heavy Infantry (HI), Skirmisher (SK), etc. – is used to determine its relative effectiveness (Superiority) against other, often different, types of units.
- **CLASS:** Sometimes, a Type of unit will be broken down into several classes. E.g., HI in the game comes in two classes: Hypaspist and Hoplite; skirmishers may include archers, slingers or javelinists, etc. A unit’s Class allows for any variation of effectiveness within the Type.

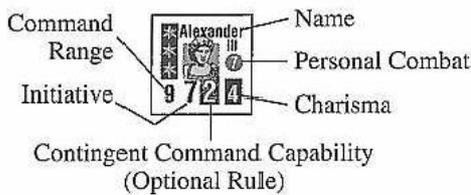
(2.23) Several Macedonian Phalanxes have two names, or a name and a Number. The first type (e.g., Amintas/Simmias) represents the change in commander from one battle to the next. The ID number is used for setup purposes in designated scenarios, such as Chaeronea.

(2.24) Examples of Combat Units

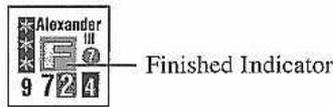


(2.25) Leaders have a variety of ratings, used to rate their Initiative and Command, as well as their fighting capabilities (GBoA battles), both as leaders and individually. These are discussed in 4.0 and 5.0.

Sample Macedonian Leader—Front (Activated Side)



Rear (Finished Side)



PLAY NOTE: Alexander has two counters. The one with the “Chaeronea” designation (CH) is used for that battle; the “III” counter is used for all other scenarios.

(2.26) Information Markers, such as “1’s”, “2’s” (representing Cohesion Points lost), “Routed”, “Finished”, etc., are used to record certain game functions, as discussed below.

C(2.3) Charts, Tables and the Dice

All tables uses a 10-sided die; the “0” is treated as a “0” (not a “10”), and is less than “1”.

8.61 The Missile Range and Results Chart

8.62 Shock Superiority Chart

8.63 Initial Clash of Spears Chart

8.64 Shock Combat Results Table

Use the Charts provided with Consul for Rome, Phalanx etc. The ones coming with GBoA last edition are included in them

Shock and missile fire should be adjusted **when depleted units are involved** as specified in SPQR rulebook and Charts.

8.67 Leaders Casualty Chart

Two options available:

1. Use the GBoA Personal Combat rule (8.4) for battles prior to 280 BC.;
2. Personal Combat rule is not used. Use the Chart from GBoA for casualties due to shock or missile combat (it differs slightly from the SPQR Chart, when you get a die roll of 8).

Use option 1 for battles prior to 280 BC and option 2 for battle after that date. For “Alexander in Italy scenarios” either ignore the rule or use the “Mortality rating” of SPQR Leaders as “Combat Rating”

10.39 Rally Table

Use the one you like, no big deal.

(5.33) The Die roll of Doom

For battles prior to 280 BC: use the one provided with GBoA. For all other battles: use the SPQR Chart.

STACKING CHART

The STACKING CHART provided with SPQR is used, so are all **Stacking rules** (6.9 of this Rulebook)

Movement Cost Chart

Use the GBoA Chart with the following changes:

1. The column reserved to *INFANTRY* will actually be used for **Phalanx and HI**
2. The column reserved to *Skirmishers* will actually be used for **Legion, MI, LI, SK;**
3. Roman legionary, alae infantry and SK* pay a cost of **one movement point to shift any number of vertex;**
4. **SK pay no MP to change facing in any direction.**

Cavalry Pursuit Table

Two options available:

1. If the CAVALRY CHARGE FORMATION is not used: use the **SPQR (Standard for SPQR battles, Optional for GBoA battles);**
2. When using the **CAVALRY CHARGE FORMATIONS** rule; RC are included among those able to form up.

(2.4) Terminology

(See original versions)

(2.5) Game Scale

(See original versions)

(2.6) Game Lengths

(See original versions)

(3.0) Sequence of Play

Players activate each of their leaders in the order determined by their Initiative Rating, as per 5.1. When a leader is activated he gives orders (or, if eligible, Line Commands) which allow units within his Range to move and conduct combat. After all Leaders have been activated and are “Finished”, each player checks for Rout and recovery and Army Withdrawal, after which the game turn is concluded.

A. Leader Activation Phase

1. The player with the lowest-Initiative-rated leader who has not yet been activated activates that Leader. If that Leader is eligible for, and wishes to use, Line Commands, he rolls – when necessary – for that ability at this point
2. Non-momentum Trump attempts (5.41 & 5.42) may be made here.

B. Orders Phase

1. **Movement/Missile Segment.**
 - a. For each Individual Order issued by an activated leader the player may perform any one function listed in 5.22 with any one combat unit.
 - b. For leaders with Line Command capability (4.3), an entire Line of units may Move and/or Missile Fire.
 - c. If players are using the Optional Macedonian Contingent Command system (5.6), MCC Orders are given here.

Units capable of Orderly Withdrawal (6.7) and/or reaction Fire may do so throughout this segment.

2. **Shock Combat Segment.** After a leader has finished issuing orders, eligible units engage in Shock combat, using the following sequence:

- b. **Shock Designation:** all non-moving, eligible units that choose to Shock are given SHOCK-No Check markers.
- c. **The Charge** (Pre-Shock TQ Check)
- d. **Resolution of Leader Combat** (GBoA Battles only)
- e. **The Clash of Spears/Swords** (determine Superiority and Shock column)
- f. **Resolve Shock Combat.**
- g. **Check for possible Breakthrough** (GBoA Battles only)
- h. **Check for possible Collapse and Rout**
- i. **Cavalry Pursuit Check**

C. Momentum Phase OR Return to “A”

1. The player for the leader who was activated in the immediately preceding Orders Phase may attempt a Momentum die roll to give that leader another Orders Phase (Phase “B”), or, play returns to Phase “A” for any leaders that remain inactivated.

2. If the player attempts a Momentum die roll, the opposing player may, if he wishes, attempt a Momentum Trump (5.42[2]).

D. Rout and Reload Phase

1. **Remove “Rallied” markers.**
2. **Rout Movement:** Routed units must undergo Rout Movement.
3. **Reload Segment.** Eligible missile unit may get more missiles; 8.18
4. **Flip all “Moved” units and “Finished” leaders to their front sides.**

E. Withdrawal Phase

Each Player totals the Rout Points of all eliminated units, to which he adds points for Killed leaders, to see if his army has reached its Withdrawal level.

(4.0) Leaders

Combat units may not move or missile fire without getting an Order (or Line Command, for those armies for which it applies) from a leader. Those combat units that *had* received such Orders during a turn, *or* that are within Command Range of that same leader, may effect Shock Combat. Each leader counter has two sides: its Activated side and its Finished side. A leader that has concluded its activation is flipped to its Finished side.

(4.1) LEADER COUNTERS

Each leader possesses several ratings:

Command Range: (Activated Side only) Denotes his overall presence on the battlefield as well as the effectiveness of his abilities; the range in hexes over which that leader may exert his Initiative.

Elite Commander: Alexander, Hannibal, Scipio and Pyrrhus has this, the ability to usurp the standard Initiative-based Orders Phase sequence; see 5.5.

Initiative: (Activated side only) Denotes his basic ability to control forces and make rapid decisions. Initiative is used to determine the order of leader activation and the chances of that leader being able to use Momentum. It also defines the number of orders that leader may issue per Order Phase. The higher the rating the better the leader.

Line Command Capability:

GBoA: Those leaders capable of issuing Line Commands have an “L” adjacent to their Initiative Rating;

SPQR: Those leaders capable of issuing Line Commands have number, usually “1”, adjacent to their Initiative Rating.

Contingent Command Capability: [Optional Rule]. Subordinate Macedonian leaders who have a “C” instead of an Initiative Rating. They may be activated by being given Orders, as per 5.6. They may command only those units specifically assigned in a given scenario.

Strategy Rating: (Activated Side only)

GBoA: For selected subordinate Greek, Persian and Indian leaders, only; expresses the ability to issue Line Commands on their own Initiative;

SPQR: For Overall Commanders only. Used to determine which of his subordinates can use Line Command

Personal Combat: (Both sides)

GBoA: This rating is used when opposing leaders are involved in the same Shock Combat, to determine the outcome of the fight between those two leaders. (see 8.4). Indian leaders do not have a PC rating;

SPQR: There is no Personal Combat. For the “Alexander in Italy” scenarios the rule is **optional**, in that case use the Mortality rating instead, for Roman leaders.

Charisma: (Both sides) Denotes a leader’s ability to spur his troops on to greater efforts in combat. The rating is used to adjust the die roll on the Shock Combat Results table in his favor for combat units with which he is stacked.

Movement Allowance: The number of Movement Points a Leader may expend in a Phase. The MA, which is 9 for all leaders, is not printed on the counter. They move using Cavalry costs on the Movement chart, although they never suffer Cohesion hits for any kind of movement.

(4.2) LEADER CAPABILITIES: INDIVIDUAL ORDERS

This section applies to all leaders in the game, except Macedonian Contingent Commanders.

(4.21) A leader may give **Individual Orders** to any friendly combat unit within his Command Range, which is measured by tracing an unobstructed path of hexes equal to or less than the range, between leader and unit. Count the unit’s hex, but not the leader’s. A path is obstructed by hexes occupied by enemy units, an unoccupied hex in an enemy Zone of Control. (ZOC), or terrain a leader could not cross or enter. Friendly units negate enemy ZOCs for purposes of tracing order paths. All other paths are considered unobstructed. Command Ranges are calculated at the instant the Order is given.

(4.22) An individual Order allows a friendly unit to conduct movement and/or missile volley, etc., as per 5.22. without an order, a unit may not move voluntarily. In a given Orders Phase, a leader may issue a number of orders equal to his

Initiative Rating. Once a leader can give no more Orders and cannot be activated again, flip him to his Finished side.

(4.23) Leaders move under the following circumstances:

- They issue an Individual Order to themselves, which counts against the number of orders that leader may issue that phase;
- They may move with any combat unit with which they are stacked and to which an Order or a Line Command has been issued (**either by them or by any other leader**). They do not have to “stay” with the combat unit, **but when dropping that unit, the leader’s movement is concluded**.
- They receive an Individual Order from their Overall Commander;
- A leader who has issued a LC may -not must- move as part of that line, **even if not stacked with any unit of that line**. He does not have to stay with the line.

(4.24) A leader, other than the Overall Commander (see 4.4), in an enemy Zone of Control. May not issue Orders (or Line Commands, for that matter) either to combat units or to himself...and thus may not move out of that enemy ZOC...unless and until he is moved out of that ZOC by an Order from the Overall Commander (4.4). See, also, 5.25.

(4.25) A leader who is “Finished” (5.15) may not issue Orders (or LC’s). However, he may move but only if ordered by an Overall Commander to do so.

(4.26) Leaders do not have-or need-any facing (7.1).

(4.3) Line Command capability

This section applies ONLY to those leaders with an “L” on their counters(GBoA) or with a 1 or 2 Line Command capability (SPQR). Thus, Macedonian Leaders included in the GBoA box, do not use Line Commands.

(4.31) A leader with Line Command Capability, *instead of* issuing any Individual Orders, may issue **Line Commands** – most leaders may only issue one LC per Orders Phase – to all the units in a Line (4.33), if he is eligible to do so (4.34). The units that may comprise “a Line” are listed in the **Line Command Eligibility section/Chart** of each scenario.

(4.32) There is no limit to the number of units in a Line that may be so ordered, and all the eligible units in a Line do not have to take part. (**Exception: 4.24 “Ragged Line” units**). Units in a Line do NOT have to stay together when they move, although to do otherwise is to court organizational disaster.

(4.33) Line Composition

A. In a reflection of training and discipline levels, as well as tactical usage, the units in certain lines must be adjacent. Any space between units ends the line. In other lines each unit must be within two (2) hexes of at least one other unit in the line. If there is an intervening space, it may not be occupied by an enemy unit, a friendly unit from a different line (except for 9.31-last bullet), or an enemy ZOC. The units which may use a Two-Space Line are noted on the Line Eligibility Chart.

B. There are two “forms” of line: **Ragged Line** (in which all units are within the required number of hexes of each other but they are not really in a straight line), and **Rigid Line**, in which the units must be either flank-to-flank OR (but not “and”) Front-to-Rear (see Facing 7.1) to be in the same line. The type

of line units are in effects how many of them may be given a Line Command:

- A LC issued to a **Ragged** Line affects and includes only those units that are within the leader’s range – even if units outside that Range are still adjacent to other units; OR
- A rigid Line may be of any length, without regard to command range.

Exception: Cavalry/Chariot Indian and Persian Lines:

In order for Cavalry or Chariot units, belonging to Persian or Indian Armies, to be eligible for a Line Command

- The units must all be of the same Type/Class listed in that scenario’s Line Eligibility Chart. However, LN (Lancer) units are always considered a separate type.
- They all must be within half the leader’s Command Range, rounded up. They do not have to be adjacent or flank to flank, etc. Units outside that Range are not in that Line, even if they are adjacent to units that are.

(4.34) **Line Command Eligibility:** A leader may issue a Line Command in his Initial (*non Momentum*) Orders Phase under one of the following conditions:

A. SUBORDINATE LEADERS with a Strategy Rating on their counters (GBoA)

1. He starts his Orders Phase within two (2) hexes only of at least one of the units in that “line” with NO intervening combat units. He must have a clear LOS (8.14, and interpreted liberally in the case of disagreements) to that unit. (Elephants do not block LOS); and
2. He starts the phase within either his Overall Commander’s Range or his Wing Commander’s Range (4.5); or
3. He is not within the Overall Commander’s Range, but the Player roll a die, and that die roll is the same as or lower than the leader’s Strategy Rating. If it is higher, he may issue only Orders. **HOWEVER, if any of the units in that proposed line are in an enemy ZOC, the player adds one (+1) die roll.**
4. See Persian Wing Commanders, in 4.5.

Important Momentum Limitation: Subordinate Leaders in **GBoA** that used their proximity to their Overall Commander to issue a Line Command may not attempt/roll for Momentum.

LC Procedure: They may issue a Line Command in a Momentum-generated Orders Phase as follows:

- Subordinate Commanders that issued LCs in their Initial Phase by die rolling may issue a LC only by rolling against their Strategy Rating, as per their 4.34-A.[3], above;
- Subordinate Commanders that did NOT issue LCs in their Initial Phase may not issue LCs in a Momentum-generated phase, even if they are within range of their OC.

B. SUBORDINATE LEADERS without a Strategy Rating on their counters (SPQR)

1. He starts his Orders Phase within his Overall commander’s Range AND within two (2) hexes of at least one of the units in that “line” with NO intervening combat units. He must have a clear LOS (8.14, and interpreted liberally in the case of disagreements) to that unit. (Elephants do not block LOS), OR;

2. He is not within Range of his OC (but within two hexes of a unit in the line), but the Player rolls a die, and that die roll is the same as or lower than the OC's Strategy Rating. If it is higher, he may issue only Orders. HOWEVER, if any of the units in that proposed line are in an enemy ZOC, the player adds one (+1) die roll.

Exception: See Carthaginian Command, 4.8., which supersedes all of the above.

LC Procedure: They may issue a Line Command in a Momentum-generated Orders Phase as follows:

- Subordinate Commanders that issued LCs in their Initial Phase by die rolling may issue a LC only by rolling against their Strategy Rating, as per 4.34-B [2], above;
- Subordinate Commanders that did NOT issue LCs in their Initial Phase may not issue LCs in a Momentum-generated phase, even if they are within range of their OC.
- Subordinate Commanders that issued LCs in their Initial Phase using their proximity to the Overall commander, can automatically issue LC if still within range of their OC, or by die rolling, as per 4.34-B [2], if not in range.

C. In the first game turn of any scenario, all Leaders (Both SPQR and GBoA) with LC capability may issue a Line Command without resorting to OC Range or die rolling in their initial orders phase (it doesn't prevent GBoA subordinate leaders from attempting momentum).

(4.35) **LC & Leader Movement:** A leader who has issued a LC may-not must-move as part of that LC. He does not have to stay with the line.

(4.36) **Command Restriction:** Certain leaders may issue orders or a Line Command only to the type of units specified on his counter. If, under the name of the commander, there is a Command Restriction word, those are the only units that leader may command (Cf., e.g., Maharbal, the famed Numidian cavalry commander at Cannae). See also 4.7.

(4.4) Overall Commanders

Overall Commanders (OC) are those leaders that command the entire army, as designated in each scenario. OC's function like other leaders except that, when Activated, OCs can:

1. leave enemy ZOCs by issuing an Order to themselves, and
2. they may issue orders to other, friendly leaders (one per leader per Orders Phase) to move them . If the leader to be moved starts in an enemy ZOC it costs the OC two (2) Orders to move that leader. Note that an OC in an enemy ZOC may not issue an Order to move another leader; he must first leave that ZOC.
3. Issue Line Commands-if eligible to do so- either in the initial or any generated Orders Phase, without resorting on a die roll;
4. use their Strategic Rating (for those OC that have one printed on their counter) to allow subordinates to issue Line Commands;
5. use an order (but not a Line Command) to replace eliminated leaders eligible to be replaced;
6. use a single, Individual Order to move all units stacked in the same hex; see 6.94.

(4.5) Wing Commanders

(4.51) Both the Persians and the Macedonians assigned commanders to control large sections of their armies. These "Wing" Commanders acted as quasi-Overall Commanders for their assigned sections.

(4.52) Persian and Macedonian Wing Commanders are listed as per each scenario.

(4.53) Persian WCs may issue Line Commands in their initial, non-Momentum Phase without die rolling even if they are not within range of Darius.

- They may not be used by other Line Capable leaders to issue Line Commands without a DR.
- Their non-DR ability applies solely to the initial Orders Phase.

(4.54) Macedonian Wing Commanders are used to issue Contingent Commands, as per 5.6.

(4.6) Leaders and Enemy Combat Units

This section covers general rules relating to leaders and enemy combat units. For specific rules for personal Combat as well as casualties during Shock, see 8.34 and 8.4.

(4.61) Leaders may enter enemy ZOCs only if stacked with a friendly combat unit (see 4.23) or that ZOC already contains a friendly combat unit. Like combat units, leaders must cease movement for that Order (or Line Command) upon entering an enemy ZOC. A leader may leave an enemy ZOC by itself only if it receives an order from the Overall Commander; see 4.24.

(4.62) The instant any enemy combat unit moves adjacent to a leader alone in a hex (not stacked with a friendly combat unit) the leader can undertake an Orderly Withdrawal (See 7.1). If he does not-or cannot, because he is surrounded by enemy units, ZOCs and/or impassable terrain that leader is eliminated (captured/killed). See, however, 8.45.

Exception to 7.1: Unlike combat units, a leader can always withdraw one MP when approached by enemy combat units with a MA of 9.

In battles fought **from 280 BC on**, a leader can withdraw even when staked with a friendly unit, leaving the same friendly unit behind.

HISTORICAL NOTE: Leaders of Alexander's era used to fight ahead of their troop not behind, where they could safely watch the action to unfold, as they started to do in earlier eras.

OPTIONAL: some players pointed out that not allowing the Leader alone to withdraw when the enemy unit is within two hexes (and not adjacent), leads to the gamey situation where a player end up trying to surround a leader alone cutting any way of escape and then go for the kill. So, if this bothers you, use the SGBOH rule, where a leader can withdraw through enemy ZOCs.

(4.63) If a leader alone moves adjacent to an enemy leader alone, Personal Combat takes place immediately (only for battle fought **prior to 280 BC**) and is resolved before the next Order is given. See 8.4

(4.64) **Killed/eliminated leaders** (valid for **SPQR** leaders only).

Killed/eliminated leaders are immediately removed from play. All leaders, other than the Overall Commander, may be Replaced when killed. This is done by having the OC issue an Order to Replace a fallen subordinate with a “Replacement” leader. (Eliminated Tribunes and Praefects are simply placed back on the map.). The OC does not have to be within range of any particular unit; simply place the Replacement leader (or returning Tribune/Praefect) in any hex containing a unit he is capable of commanding. The Replacement leader is considered “Finished” for that turn; he may not give orders – or initiate shock combat for units within range – until the next turn. The number of Replacement leaders provided is a design intent play limitation. If there are no Replacement leaders available, a dead leader may not be replaced. (This, again, does not apply to Tribunes and Praefects)

DESIGN NOTE: A single, “named” Tribune/Praefect counter – except for Overall Commanders – actually represents more than one “man”. The same may also be said of other named leaders in terms of their presence on the field

(4.65) If an Overall Commander is eliminated he is not replaced; no other leader takes over. **Exception:** see 4.76.

(4.7) Proconsuls, Tribunes And Praefects

In most of the scenarios, the Roman secondary command hierarchy is represented by tribunes and praefects. Each legion actually had six tribunes for the infantry, each ala had six (later three) Allied praefects for the infantry, and the cavalry was usually commanded by a praefect Equitium. Obviously, this is far too many leaders for the game to work smoothly; so, we have applied Occam’s Razor (albeit in a less metaphysical manner).

(4.71) Each Roman army receives (and uses) one or more of the following: Tribunes, Praefects Sociorum (both for infantry) and Praefects Equitium (for cavalry). We have given the Tribunes and Praefects names that are ahistorical and solely for identification purposes. Feel free to use whichever tribunes and praefects you wish. The numbers for each army vary according to the scenario.

(4.72) Tribunes and Praefects Sociorum may issue Individual Orders to any and all type of unit from any one legion or ala during an individual Orders Phase. Unless stated otherwise in the scenario, Tribunes may issue Orders only to legionary troops, Praefects Sociorum only to alae troops. Thus an activated tribune may issue orders to the hastati of the III Legion or the Principes of the V Legion – but NOT both in the same Orders Phase.

Exception: A tribune or Praefect may issue Orders/LCs to any and all velites, regardless of their printed legion or ala designation, as long as velites are the only “class” being given such orders.

(4.73) Tribunes and Praefect Sociorum may issue a Line Command to any single line of infantry listed on the Line Eligibility Chart for that battle. For example, at Zama, a Tribune can issue an LC for all hastati plus any additional alae cohorts; a Praefect Sociorum could issue a LC to a line of alae cohorts and Triari; etc. See, also (9.3)

PLAY NOTE: It is important to distinguish between what troops to which a tribune or praefect can issue Orders, and to which it can give a Line Command. The latter is less restrictive.

(4.74) Praefects Equitium may issue Orders to either legion Or alae cavalry – but only to one group each activation. However, they may issue a Line command to a line of (mixed) legionary and alae cavalry if it is specifically allowed by the Line Eligibility Chart (E.g., it is NOT allowed at Cannae.) Tribunes and Praefects Sociorum may not issue orders to cavalry, and praefects Equitium may not issue orders to infantry.

(4.75) One of the tribunes and one of the Praefects Equitium is not as “good” as his brethren. The Roman player is free to pick the higher-rated tribunes/praefects if a choice presents itself.

(4.76) Proconsuls – Present at Cannae – were usually ex-consuls who were around to help out the command chores; sometimes they were men appointed to lead a “third” army when the other two consuls were elsewhere. Proconsuls may command ANY troops. In addition:

1. When attempting a Line Command outside the OC’s Range, the player subtracts one (-1) from the die roll.
2. If the OC has been killed, the player may replace him as OC with a proconsul. The latter’s ratings do not change, and his Strategy Rating is “1”.

(4.8) Carthaginian Command

One of Hannibal’s clearest areas of superiority was in his command system. Through extensive briefings and campaigns, Hannibal’s second-in commands were fully capable of acting on their own to carry out Hannibal’s plans. Therefore, ALL Carthaginian, subordinate commanders in battles where Hannibal is Overall Commander – except where indicated in the scenario – are capable of issuing Line Commands during their initial Orders Phases without being within Hannibal’s range and/or resorting to a Strategy Rating die roll. During momentum-generated Phases, 4.25 applies. **Exception:** this capability does NOT apply to Replacement leaders (4.64)

(5.0) Leader activation and orders

Combat units may move and fight only when ordered to do so by their leaders. Leaders issue orders in the Orders Phase. Certain leaders may issue Line Commands or use their Orders to issue Contingent Commands. Leaders may not issue any orders or commands until they are activated. Players may use the Momentum rule to give an activated leader up to two additional Orders Phases. They may also use the Trump Option to activate a Leader sooner than usual.

(5.1) How to activate Leaders

(5.11) All leaders start the turn Inactive, and each has the opportunity to become **Activated** and issue Orders (or Commands, where applicable). After they complete issuing orders, they are then **Finished**. In a rare occurrence (5.33[2]) Finished leaders may be **Re-Activated**.

(5.12) Each game turn starts with one player activating one of his leaders. Leaders are activated in the order of their Initiative rating, starting with the lowest (a possible 2) to highest (Alexander’s 7). In case of ties: roll a die, **unless Alexander is present, in which case the non-Macedonian leader goes first**, with players then alternating among the remaining, similarly-rated leaders. If two leaders on the same side have the same Initiative Rating, the owning player decides which one goes first.

(5.13) Only Inactive leaders that have not previously been activated in that turn are eligible for activation, with the exception of the Momentum (5.3), Reactivation (5.33[2]), or Elite Commanders (5.5).

EXAMPLE: At the Granicus, Macedonians Alexander (7) and Philotas (5) plus Persians Memnon (5), Omars (3) and Arsites (2) are the available, inactive leaders. After Arsites has been activated and finished giving orders, Omars normally would be activated next, after which Memnon would be activated because although he and Philotas have the same rating, Memnon is a Persian.

(5.14) A leader may be activated a maximum of three times in succession in a single game-turn (using Momentum for the last two times).

Exception: Reactivation (5.33[2]) and certain aspects of Elite Initiative (5.5).

(5.15) A leader is Finished when one of the following occurs:

1. The leader has completed an Orders Phase and does not (or cannot) make a Momentum attempt; or
2. The leader is Trumped by an enemy leader; or
3. The leader fails a Trump or Momentum attempt.
4. A player declines to use that leader, in essence, passing. However, see 5.25.
5. Pre-arranged Withdrawal, where eligible, occurs. See 6.8.

When a leader is Finished, flip his counter over to so indicate. A Finished leader cannot undertake any further Orders Phases that turn;

Exception; 5.33[2]

(5.2) The Orders Phase

(5.21) Procedure: Once activated, a leader can give a number of Individual Orders equal to his Initiative rating to units within his Command Range; OR, he can issue Line Commands, as per 4.3. Thus,

- When Alexander is activated he can issue up to seven (7) orders for that activation. He may choose to issue less (or none); he may not issue more in *that* Orders Phase.
- When Bessus is activated, he may, if eligible, issue one Line Command to his cavalry units *or* he may issue 4 Individual Orders.

5.22 Each **Individual Order** allows the player to:

1. Move any one unit. Missile units may also fire at any time during their movement (8.1); or
2. Individual Missile Fire with any missile unit; or
3. Remove two Cohesion Hits, as per 10.14; or
4. Attempt to Rally a Routed unit, as per 10.37.
5. Issue Contingent Commands (Macedonians only; optional rule. Requires up to 3 Orders for each MCC. See 5.6.)
6. Perform Pre-Arranged Withdrawal, as per 6.81.
7. **Replace a killed leader [OC order only] SPQR battles only.**
8. Change Stacking for any one stack of **Roman units only**

Each Line Command allows all units in one Line to

1. Move any/all units in that line, **including Roman Manipular Line Extension** (9.8). Moving units capable of firing missiles may do so; or
2. Any/all units in that line may Missile fire without movement.

Note: leaders may not use LC for order #'s 3-5, above.

3. Pre-Arranged Withdrawal; see 6.81.

(5.23) Although a given combat unit may be ordered to move more than once per game turn, it may not move (or missile Fire) more than once per Orders Phase. (see 6.11 and 6.12)

EXAMPLE: (Chaeronea) A combat unit ordered to move by Demosthenes (who, hopefully, has removed the stones from his mouth) may not be ordered by Demosthenes to move again in that Orders Phase. It may, however, be so ordered in a subsequent phase (in the same turn) by, say, Theagenes, or even by Demosthenes if he gets a second (Momentum) activation.

PLAY NOTE: The above example would not apply to Line Commands, though, because Demosthenes may give commands only to Athenians, and Theagenes to Thebans. See 4.34.

(5.24) Orders/Line Commands are not used to directly precipitate shock combat, which occurs in a subsequent Segment. They can be used for Missile Fire, however. See 8.1 Reaction Fire (8.2) does not require orders; it occurs in response to enemy movement.

(5.25) The EZOC Prohibition: Any leader-other than the Overall Commander-who starts an Orders Phase in an enemy ZOC may not issue orders (as per 4.25). However, his Command Range may still be used to designate units to engage in shock Combat in that segment of the Orders Phase (See 7.25), so he is not entirely useless. In addition, he may still use his Charisma and Personal Combat ratings. He is not Finished simply because he is in an enemy ZOC; However, he is Finished – and unable to be activated – if

- He comes under 5.15, or
- He has used his Command Range to allow units to engage in Shock.

If he is neither of the above, and he becomes eligible to issue orders, the player must activate him before any higher-rated leaders. **However, a leader so activated may not use Momentum.**

PLAY NOTE: The EZOC prohibition also applies to leaders who enter enemy ZOCs during their Orders Phase. And, to clarify, if, say, Parmenion is in an enemy ZOC when it is his turn to be activated, and the Macedonian player uses Parmenion to continue Shock with several units within Parmenion's range, Parmenion is not eligible to be activated if he is later moved out of that ZOC by Alexander.

(5.26) After a leader has issued all of the orders he wishes (or can), friendly units engage in shock in the ensuing Shock Segment, as delineated by the introduction to 8.3.

(5.27) After Shock combat has been completed that Orders Phase is finished. Two things may now happen:

1. The player may attempt a Momentum Orders Phase (5.3) with the same leader who was just activated; or
2. A new leader is activated, returning to Phase “A”.

When all leaders are Finished, the players proceed to the Rout and Recovery Phase

(5.3) Momentum

*PLAYER’S NOTE: Momentum (and Trumping, below) are highly useful and powerful gambits – especially for the Macedonian Player, for whom they are a **major** weapon. However, they have a good chance of backfiring, and when they do they often provide the opponent with major possibilities.*

(5.31) At the conclusion of the Orders Phase, the player may attempt to undertake an additional Orders Phase for the active Leader who just completed issuing orders. In order to do so, that Leader must pass a Momentum die roll, and he may not fall under any one of the following, restrictive situations:

- Is in an enemy ZOC, or was previously in an enemy ZOC, as per 5.25;
- Engaged in Personal Combat in the Orders Phase just undertaken;
- Was previously **trumped or passed over** by a successful trump (5.44);
- **Used his OC to issue a Line Command** (ignore this situation for subordinate leaders without a Strategy Rating printed on their counter);
- Is Finished.

(5.32) The player rolls the die and compares the result to the leader’s Initiative Rating. If it is the same or less than the rating, that leader starts another Orders Phase (Phase B); if the die roll is more than the rating that leader is finished for the turn. Thus, Alexander would need a die roll of 0-7 to gain Momentum; an 8 or 9 would Finish him.

(5.33) **The Die roll of Doom.** If the Momentum die roll is a ‘9’, then the die is immediately rolled again.

1. If the second die roll is a “9”:
- **In battles fought before 280 BC:** the leader has had a Crisis of Faith (or “Second Thoughts”). All friendly combat units within one-half his range, rounded up, must Withdraw two hexes, even if they are in an enemy ZOC. Withdrawing units observe the requirements of 6.72[1] and [3]. The leader also Withdraws, and is now Finished.
 - **In battles fought on 280 BC or after:** no further activation may occur this turn, and play goes directly to the Rout and Reload Phase.
2. If the second die roll is a “0” or “1”, Re-activation is possible. Play immediately transfers to the opposing player who may activate any one of his leaders, regardless of whether they are Finished or not! Such a Re-Activated leader may not use Momentum himself
 3. If the second die roll is a “2-8” the leader attempting Momentum is Finished. Go Back to Phase “A”.

(5.34) Momentum die rolls apply only to a leader who has just completed an Order Phase. You may not apply Momentum to a

leader who was Finished several phase ago or who was Reactivated, as per 5.33[2]

Exception: an Elite leader activated later on in the turn may still roll for one, additional Momentum; see 5.5.

(5.4) The Trump Option

DESIGN NOTE: This is a game mechanic that is intended to simulate the effect of superiority in the area of command. As such, it is likely to be used almost exclusively by the player with palpably better leaders (such as Hannibal or Alexander). The “inferior” player will often find that, for him, its best application is when it backfires on his supposedly better opponent. To that extent, players should be aware that, simply because this option is available doesn’t mean it should be used indiscriminately.

(5.41) Active Player trump Option

The player whose turn it normally would be to activate his lowest-rated leader may, instead, attempt to activate any other, inactive leader with a higher initiative rating. To do this, the player must roll the latter’s Initiative rating or less on the die. If successful, that leader is now activated; if unsuccessful, the originally designated leader is activated and the one who is attempting the Trump is Finished.

EXAMPLE: In Granicus, the Persian player, instead of activating Omars, could attempt to activate Memnon by Trumping. If he rolled a 0-5 he would be successful; a 6-9 and the Trump attempt fails, Omars is activated and Memnon is Finished.

(5.42) Inactive Player Trump Options

The opposing player has two Trump options, each usable under different circumstances.

1. **Trumping the Trump:** if – and only if – the Active player is successful with his trump (5.41) the opposing player then has the option of attempting to trump that first trump activation with his own, inactive leader – if that leader has an equal or higher Initiative rating. If successful this leader is immediately activated; if unsuccessful the initial trump-activated leader goes and the leader attempting the trump is Finished.

EXAMPLE: Using the leaders in 5.41, the Persian player is successful in activating Memnon instead of Omars. The Macedonian Player now attempts to trump-the-trump by rolling for Philotas (5). However, he rolls a “7”, so Memnon remains the activated leader and Philotas is Finished for the turn.

2. **Momentum Trump:** If the active player is successful attempting a Momentum die roll, the opposing player may attempt to trump in the same fashion as # 1, above.

EXAMPLE: still following the above examples, the Persian player is successful in his having Memnon undergo a second Orders Phase (Momentum). The Macedonian Player attempts to trump Memnon’s Momentum Phase with Alexander. He rolls a “6” and, instead of Memnon going, it is now Alexander’s Orders Phase – and Memnon is Finished.

After the successfully Trumping leader has finished his set of Orders (or LC’s), play reverts back to the standard, lowest-available-leader-goes procedure... with one major exception, as per 5.44.

(5.43) Each side is allowed only one Trump attempt per activation.

(5.44) a leader who fails a Trump Attempt or has been trumped when trying for Momentum is Finished. An inactive Leader who is passed over by a successful Trump – a Bypassed Leader – is still eligible for activation (he'll probably still be next in line as the lowest – rated leader), but he may not use Momentum that turn. (Use the “Trumped/No Momentum” markers to indicate this). There are, thus, two basic premises:

- A Trumped leader is Finished;
- A bypassed leader (one who had the same or lower Initiative rating as a leader who successfully trumped) is still eligible to “go”, but he may not use Momentum.

PLAY NOTE: The No-Momentum restriction means that if, at Issus, Aristomedes attempted to gain Momentum, did so, but was then Trumped by Alexander, not only would Aristomedes be Finished, but all remaining Persian (and Macedonian) leaders who had yet to go would get only one Phase (after Alexander completed his turns). They could not attempt Momentum! This is an important consideration when one is formulating “game” tactics.

(5.45) A leader may be activated only once per game – turn, although that activation may be extended by momentum (Exceptions; 5.44, 5.5). Finished leaders may not be activated again that turn, except by reactivation (5.33[2]).

(5.46) A leader that successfully trumps cannot pass. He must issue an order to a unit to move or fight, or he must use his range to have units attack. A unit is considered to have moved for the purpose of this rule if it ends the phase in a hex different from the one in which it started.

(5.47) A leader that is in an enemy ZOC may attempt to Trump. However, if successful, he must obey 5.46, otherwise the trumping action is considered to have never occurred.

(5.5) Elite Commander Initiative (When dealing with Alexander: Optional)

DESIGN NOTE: This rule simulates the marked superiority of certain commanders – such Hannibal and Alexander – to “get going” before their opposition.

A player with an Elite Overall Commander has the option to start each turn with a single Elite Initiative Orders Phase. This EI Orders Phase may be undertaken either by:

- The Overall Commander, or by
- Any one subordinate leader, regardless of Initiative Rating, as designated by the player. For a subordinate leader to use the EI Phase, he must be within the OC's Command Range at the start of the turn.

Exception: On the first game turn, the player with the Elite Commander may give his EI Phase to any leader, regardless of location.

That Elite leader may not use Momentum to continue this EI Phase. After that Phase is completed, the chosen leader or OC reverts to inactive (but not Finished) status. He has undergone only one Orders Phase for purposes of 5.14 and may be activated again, using normal activation rules. Use the “Elite initiative/1 Phase” marker to so indicate.

(5.6) Macedonian Contingent Commanders (Optional rule)

This rule simulates the superiority of the Macedonian command system by allowing Alexander and his other Wing Commander to delegate tactical authority with greater efficiency. The Macedonians did not use a strictly hierarchical system ... although Alexander usually commanded the right wing. Parmenion the left.

We have made it optional for two reasons:

- It adds to the complexity of the game (albeit not that much);
- It helps the Macedonians...and they don't need much help.

(5.61) Macedonian Contingent commanders (MCC) are identified by having a “C” In place of an initiative Rating. All other ratings are similar to other leaders.

(5.62) MCC's are not activated under 5.12 (...if only because they have no Initiative Rating). Instead, they are activated by any one of the Macedonian “wing” commanders – those leaders with a Contingent Command Rating next to their Initiative... as designated in each scenario.

(5.63) A Macedonian Wing Commander may activate an MCC when it is the former's Orders Phase if:

- The MCC is within one-half (rounded up) of the Wing Commander's Range; and
- By expending a number of Orders equal to one less than the number of units in the MCC's control, to a maximum of three (3) and a minimum of one (1). Thus, if Attalus is MCC for two Agrianian Javelinists, it costs the Wing Commander one Order to activate Attalus.

(5.64) A Wing Commander may activate as many MCC's per Order Phase as his Contingent Command Capability rating allows. Alexander can activate up to two MCCs; Parmenion only one.

(5.65) Once activated, an MCC may issue a Line Command per 5.22 to all units of the Type listed on his Command Restriction line (see 4.37) that are within his Command Range. The restrictions of 4.33 do not apply. The MCC may move per 4.36.

(5.66) MCC' do not get to try for Momentum; that's up to Alexander or that Wing commander to do.

(5.67) Each scenario lists which – if any – Macedonian Contingent Commanders are available. (Some scenarios do not use Contingent Commanders and thus have no Wing Commanders: cf., Charenoea).

EXAMPLE: [Issus] Philotas (who was usually the nominal commander of the Companions), as an MCC, is in 4614 (See the Issus scenario). The Companion cavalry are all in their initial deployment hexes. Alexander is in 4214, so Philotas is within ½ his range. It is Alexander's Orders Phase, and he uses 3 of his 7 Initiative points to Philotas. Philotas now issue a Line Command to all the Companion Heavy, as they are all within 4 hexes, and off they go. When the companions have finished their phase, Alexander has 4 points left to use.

PLAY NOTE: just because they are in play, on the map, does not mean that a player has to use ,or even to attempt to use, an MCC. They are not part of the Initiative chain.

(5.8) An MCC that is stacked with a combat unit that moves due to an order or OW, etc., may accompany that unit and participate in any subsequent Shock Combat.

(6.0) Movement

(6.1) Movement Allowances

(6.11) A combat unit's printed Movement Allowance is the basic allowance for a single Order or Line Command. A combat unit receiving an Order may move up to its printed MA. Most units may move less than the printed MA. (However, see 6.14 for an important optional exception).

(6.12) There is no limit to the number of times a combat unit may move in a single turn; **however**; it may move only once per Orders Phase. Thus, a phalanx ordered by Alexander to move in Alexander's first Orders phase may move again; but, to do so, it must wait for an order from either a different leader or from Alexander in a Subsequent, Momentum Phase.

(6.13) After the first time a unit moves in a turn, flip it to its "Moved" side. "Moved" units may use their full MA. However, each time a "Moved" unit is moved, it earns a Cohesion Hit (see 10.1). This does not apply to advance after combat (8.5) or Orderly Withdrawal.

PLAY NOTE: Missile Fire is not Movement (although it usually takes place as part of the movement segment); Changing Facing IS Movement.

(6.14) **The Hellenic Law of Inertia [OPTIONAL]**: Normally, players may choose how far to move a given unit. However, most (non-professional) heavy infantry, upon being given an order to move, didn't stop until they reached the enemy. Therefore, in each movement order, **Hoplite Heavy Infantry (HO/HI)** units must move until they can move no further, within normal movement rules. This does not apply to Macedonian Phalanxes and Hypaspist, Greek Mercenaries, or Spartans.

HISTORICAL NOTE: Part of the power of HI formations of the day – mostly Hoplites – was a function of mass times speed. That, plus the fact that most Greek hoplite armies – if not all were amateur "militia", made it almost impossible to stop them after they got going.

(6.15) Leaders may move any number of times in a turn or Orders, Phase, but they may not exceed their 9 point MA per phase; see 4.23. All other restrictions and allowances apply, including the ability of leaders to use Orderly Withdrawal before any opposing unit. A leader who has used his 9 MPs in a phase is not "Finished"; he simply may not move again that phase...although he may still Withdraw. See 4.62. Each different time a leader moves requires an order.

(6.2) Terrain

HISTORICAL NOTE: The objective of most ancient-era commanders was to fight on terrain most favorable to them. With the strengths of the Macedonian army anchored in their phalanx and cavalry, and with Persian tactics and weapons system reliant upon maneuver, a flat, featureless battlefield was what they were looking for. Great care was also taken, when possible, in using natural barriers to secure flanks; see Issus and Chaeronea, for example. However, when dealing with the tribal peoples of the Balcans and west of the Indus, that all changed...as the game-maps for those battlefield reveal.

(6.21) **Procedure**: A unit expends Movement Points for each hex it enters, as per the Movement Costs Chart. For example, it costs 1 MP to enter a Clear hex but 2 MPs to enter a Woods hex. Most units also pay extra Movement Points to move into a hex of different elevation. Thus a hoplite unit on the Issus map in hex 5015 would expend 3 MPs to move into 5115 (2 for the woods, one for the higher elevation). Units also pay movement pint costs (and possible cohesion penalties) to change facing; see 7.1.

(6.22) **Cohesion Penalties**: It didn't take much to disorder a formation that had to cross any type of terrain which wasn't open and relatively smooth. Certain units (determined by Type; see 6.29) receive a cohesion point penalty whenever they enter or change facing in certain kinds of terrain – usually anything other than clear – and/or change elevation. All cohesion penalties for movement (including all advances after combat) and facing changes are applied the instant they occur. Leaders never suffer cohesion penalties.

(6.23) **Elevation**: There are limitations on the levels of elevation that may be changed at any one time:

1. Cavalry (light or heavy) may never change more than one elevation level at a time; i.e., it may not move directly from a level – 1 hex to a level – 3 hex (treated as "Steep Slope"), or *vice versa*.
2. Only skirmishers may change three levels in any one hex move (with a concurrent 3-point cohesion penalty).

PLAY NOTE: *Major Rivers – the Granicus and the Pinarus – are considered to be at Level – 1 elevation*

(6.24) A hex containing two types of terrain uses the "majority" terrain. Thus hex 4426 in Issus is a level – 4 Open hex, although there is some level – in the hex.

(6.25) A moving unit must have enough MPs to pay the terrain cost of entering a hex; if it doesn't, it cannot enter that hex.

(6.26) **Impassable hexes**: no unit may enter such hex. The Aufidus River and the town of Cannae (both on the Cannae map); the city walls of Chaeronea and Pelium are all impassable hexes. Chaeronea and Cannae is absolutely restricted, even through gates. Units may use the gates of Pelium to cross the hex side (as if it were a road) if there is no enemy unit in that hex.

PLAY NOTE: *This is obviously a simplification, mostly because this game does not cover siege warfare, etc.*

(6.27) Terrain also affects shock combat results by adjusting the column under which the players roll to determine losses, as per the Shock Combat Results Table. Units in woods also gain some protection from enemy missile fire; see (8.61).

(6.28) **Rough Terrain**: The term "Rough" Terrain, used throughout, applies to any hex which costs one or more Cohesion Hits to enter, excluding elevation costs.

(6.29) **The Movement Cost Chart**: This chart gives the Movement and Cohesion penalty costs for each type of unit moving (or changing facing in) into/across a specific type of terrain.

(6.3) Movement Procedures

(6.31) As a unit moves, it traces a path of contiguous hexes through the hex grid, paying the cost of each hex entered. One unit's movement must be completed before another can begin, even if both started in the same hex.

(6.32) A unit may be moved in any direction or combination of directions (see, though, 6.5). However, a unit may only enter a hex which is to its front. In order for a unit to change direction it must first change facing (7.1) by pivoting in the hex it occupies.

(6.33) Double-sized units do not change facing within a hex; they do so by moving ... pivoting as per 6.43. Double sized units incur an extra cost when pivoting.

(6.4) Double-Sized Units

HISTORICAL AND DESIGN NOTE: The Double – sized units reflect formation and tactical use, as exemplified by the Phalanx ... although not all double-sized units are Phalanxes (in the game sense). Their better ratings and increased capabilities reflects the Macedonian Phalanx system at its height, as well as the high levels of training and professionalism in the Macedonian army.

Premise note: The exception to 6.43 credited to Macedonian Phalanxes will not apply to those “Macedonian” and “African” Phalanxes fighting under Pyrrhus or any other OC from 280 B.C on.

(6.41) There are three Types of double sized units:

- Macedonian **Egyptian**, **Seleucid**, and **African Phalanxes**
- Hoplite **Heavy Infantry** (usually Greeks)
- Cardaces **Light Infantry peltasts**

Because of the nature of the geometric shape of the counters, these units have some special rules. Most of the good ones, as you shall see, apply only to phalanxes.

HISTORICAL NOTE: There is much argument as to what the Cardaces actually were. Devine, the most insightful of the modern, military-minded Alexandrians, is rather noncommittal on them, although he does say they were rather mobile than we have made them. It's kind of hard to say what the Cardaces were: they appear only at Issus, and they don't seem to have been very involved in the fighting.

(6.42) **Basic movement premises:**

- When a double-sized unit moves and enters two hexes of different terrain/elevation it expends the greater of the two possible terrain costs both for movement and cohesion penalties.
- Whenever either half of the unit would receive a cohesion penalty because of the terrain entered then the entire unit suffers the effects. (This also applies to combat –oriented hits).

(6.43) **Front-to-Flank Maneuver:** A double-sized unit can either go forward with both halves of the unit entering new hexes, or one half of the unit can enter a hex while the other half pivots in the space it occupies (in essence changing the facing of the unit). This is also called **Pivoting**. For each hex entered while undertaking this Front-to-Flank maneuver, the

unit earns one Cohesion Hit, in addition to any other terrain-induced costs.

Exception: The Cohesion hit does not apply to Macedonian Phalanxes.

(6.44) **The Reverse Face Maneuver:** At a cost of 3 movement points, a double-sized unit may be re-faced in the opposite direction (180°) in the same two. There is no cohesion penalty for this maneuver, but it may not be performed if any part of the unit is in an enemy ZOC or in Rough terrain.

(6.45) **The Wheeling Maneuver:** If one side of a double-sized unit is in an enemy ZOC the other side may still move forward (in essence, using front-to-flank, as per 6.43). However, because of the difficulty in performing such a wheeling maneuver, the unit pays the 1 Hit F-t-F Cohesion cost (except for Macedonian PHs, as above) and then, after completing the pivot (even in an advance after shock), the player performs a TQ check. If the die roll is higher than the TQ, the unit takes Cohesion hits equal to the difference, with a minimum penalty of 1 (additional) hit, regardless of die roll.

Exception: If the enemy unit exerting the Zoc is a Skirmisher, there is no TQ check.

EXAMPLE: (Gaugamela) A Persian unit is in 3118 . A Macedonian phalanx is in 3218/3217, with the part that is in 3218 in the Persian ZOC. That phalanx may pivot 3217 to 3117 (while the 3218 portion remains in place), paying whatever movement costs apply. The phalanx (with a TQ of “7”) then undergoes a TQ check. If the die roll were a “9”, it would take two hits, all other results would cause one hit.

(6.46) **Augmented Movement:** The following movement capability is available only to Phalanxes. Because of their lighter armor and better training, phalanxes could move somewhat faster than their (double-sized) Greek counterparts – although this added rapidity sometimes created cohesion problem (several historians go so far as to state that the Macedonian phalanx moved at about the same tactical speed as light infantry!). Therefore, the player may increase his phalangite MA to “5” in any Movement Order. If he does so the first time the unit moves in a turn, the unit must undergo a TQ check (as per 8.33) at the end of the increased movement. If a “Moved” phalanx uses its 5 MA in any subsequent move it suffers a two-point Cohesion penalty (as opposed to the normal 1-point penalty if it uses its MA of 4).

(6.5) Drift to the Right (Optional rule)

HISTORICAL NOTE: Hoplites usually marched in tight formations, the soldiers holding their shields with their left arm. With the hoplite's right side less protected the formation had a tendency, when advancing, to drift to the right as the hoplites, perhaps subconsciously, sought to gain whatever further protective edge, they could from their neighbor's shield. We should point out that, while it is mentioned in several ancient sources, rightward drift is not a proven fact – and was certainly more prevalent with the amateur Greek hoplite armies of the Athens-Sparta era than with the professional, trained Macedonian phalanxes. Therefore, the rule is optional and recommended solely for the Greeks at Chaeronea or Persian – and their mercenary – hoplite and Cardaces units.

Whenever any double sized Hoplite HI unit moves a second time (as per 6.13), for the 1st, 2nd and 4th movement point(s) it

expends for actual movement (not changing facing) it must move into the right front hex, unless so prohibited by the presence of other units or impassable terrain. In addition, it does not have to “drift right” for any movement point that would place it adjacent to an enemy unit. Drift applies only when both “hexes” of a two – hex unit move; it does not apply when one portion moves so that the unit may “pivot”.

EXAMPLE: An Athenian Hoplite unit with a “1st Move” marker is in hex 2217/2218. The Greek player wishes to move the unit again. The 1st MP it expends it must move into 2317/2318. It must then move 2418/24110. it may then move 2517/2518. It may then move 2517/2518 but its last MP would take it into 2618/2611.

(6.6) Column Movement

DESIGN NOTE: On the battlefield, formed Infantry – which here includes anything from PH’s down to LI’s – moved in a battle formation that would, in later centuries, be called “Line”. They were capable, however, of using much looser, more mobile formation (in modern terms, “Column”) for more rapid movement. In addition, because the units were not in an extended line that constantly needed dressing to be effective, the effects of movement upon a unit’s “cohesion” were not as drastic.

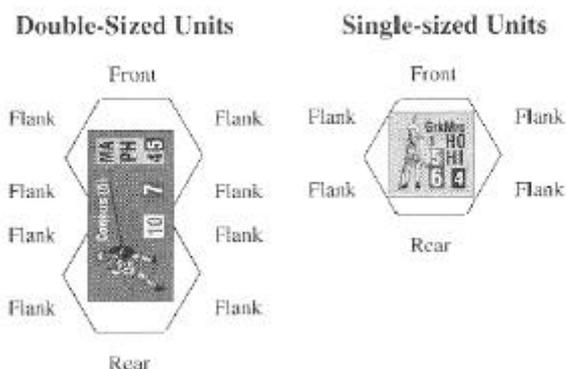
(6.61) On being given a move order, any PH, HI, LG, MI or LI unit that is not in an enemy ZOC or Routed may change to (or from) “Column” at the conclusion of its Movement. **It costs one (1) Movement Point to change formation.** In order for a unit to use Column Movement it must start the Orders Phase in Column. Use the “In Column markers to indicate this status.

(6.62) Units In Column increase their MA by one (usually from “5” to “6”). In addition, **terrain Cohesion Hit costs for a unit In Column are decreased by (-1)...to a minimum of “0”.**

EXAMPLE: Normally a unit would incur 2 cohesion hits for moving across a Minor River into a woods hex; In Column it incurs only 1 Hit.

PLAY NOTE: Phalanxes use the higher of their two MA’s, so their In Column MA would be “6”.

(6.63) **Column Facing:** Unit In Column must face the hex side (not the vertex) and only the hex directly in front of them is frontal. The change in facing is effected when the change to (or from) In Column status is announced.



When changing formation from column to normal for double-sized units, the unit is not moved in any way. Thus, a phalanx that is in Column that changes to normal is now facing in the

direction indicated by the “top” (name) of the counter. The unit may only be moved/refaced during a subsequent Orders Phase.

When changing formation from In Column to normal for single-sized units, adjust the unit 30 degrees to the left or right (your choice) so that it faces a vertex.

(6.64) **Column Movement Procedure:** Column units move into either their frontal hex or the flank hexes adjacent to the frontal hex. Movement into the frontal hex is not considered a change of facing. In column units wishing to move into a rear-flank hex, for example, must change facing. PH’s may not change facing; they may only move. All flank/rear combat penalties apply.

(6.65) **Combat Penalty:** Units in Column have their TQ ratings temporarily reduced by two (-2). Units in column may not attack or fire. The only thing they do is move. If attacked by an enemy unit other than skirmishers), the attacking unit is automatically Attack Superior, regardless of Position or Weapon System.

(6.66) If an In Column unit is shock attacked, at the conclusion of that Orders Phase the unit automatically goes back to its non-column formation (i.e.: remove the in Column marker) at the cost of one additional Cohesion Hit – even if that hit were to cause it to Rout! Double-size units don’t reface, but single-size units must be adjusted 30 degrees to the left or right (your choice) so that it faces a vertex.

(6.67) **Column Restrictions:** In Column units may not stack, nor may they use Orderly Withdrawal or **Manipular Line Extension**

(6.7) Orderly Withdrawal

DESIGN AND PLAY NOTE: OW is an extremely valuable maneuver (as the Persian player, with all those lighter-but-faster clowns he’s got out there, will soon realize). Therefore, we have gone to great lengths to explain this rule; the extended example at the end should help clarify any opaqueness. See 4.62 for OW rules for Leaders.

(6.71) During an enemy Movement Segment, any friendly (unrouted) combat unit that is not in an enemy ZOC (7.2) may avoid contact with an enemy unit (even a Rampaging elephant - and this apply to friendly cavalry about to be trampled by a friendly elephant; see 9.1) the instant it moves within two hexes of the friendly, “defending” unit - or if it starts movement two hexes distant – as long as the “defending” unit has a higher movement allowance than the attacking combat unit. (Exception: see Skirmishers, 9.3). To do this, the friendly, defending unit Withdraws up to a number of Movement Points (not hexes) equal to the difference between movement allowances away from the advancing unit. Withdrawal must occur the instant the enemy unit moves into two hex range (stop moving the enemy unit temporarily), or the option is lost. Regardless of how many hexes they may actually move, double –sized unit (but not Phalanxes) use their “4” MA for purposes of MA comparisons for Orderly Withdrawal. Phalanx units use the “5” Movement Rate when a unit is attempting to withdraw in the face of a Phalanx approach. See, also, 6.77.

EXAMPLE : A LI unit with an MA of “5” may not Withdraw up-level when approached by double-sized HI (MA of “4”), because it would cost the LI 2 MP’s to so move – and it is only allowed a 1 MP withdrawal.

PLAY NOTE: Yes, it says within two hexes, so any (eligible) friendly unit can Withdraw if an enemy moves within two hexes – even if that unit doesn't actually move in his direction. Thus the friendly player must make his decision to withdraw before the moving enemy makes his full intentions clear!

(6.72) The Withdrawing unit maintains its original facing throughout withdrawal at no “facing change” cost in cohesion hits. It does, however, pay any of the usual cohesion penalties for movement. At the completion of withdrawal, if it changes facing it pays any Cohesion penalties inherent in such change. There are three (possible) additional penalty situations:

1. Withdrawing foot units and chariots suffer an immediate and automatic 1 point Cohesion penalty after moving. Withdrawing skirmishers, legion type units, velites, cavalry and elephants do not suffer this automatic penalty.

2. If the Withdrawing unit was being approached from a rear or flank hex it suffers a 1 point Cohesion penalty before withdrawing. **Exception: the penalty applies to skirmishers and velites only when approached from the rear – not their flank.** This is cumulative with # 1.

3. At the conclusion of the withdrawal:

- In battles fought prior to 280 BC, a withdrawing unit (including the units excepted in #1) must undergo an immediate TQ check. If the die roll is higher than the TQ the unit suffers a further 1 point Cohesion penalty.
- In battles fought from 280 BC on, only legion type units must undergo an immediate TQ check. If the die roll is higher than the TQ the unit suffers 1 point Cohesion penalty.

HISTORICAL/PLAY NOTE: Orderly Withdrawal is a “retreat” in the face of an approaching enemy, long before that enemy can close. This is why the withdrawing unit can return to the original facing (with minimum cohesion cost) it had before the enemy approached. In play/game terms, you simply move the counter backwards.

PLAY NOTE: Aficionados of SPQR and Julius Caesar will note the somewhat more “restrictive” nature of OW herein – more chances for cohesion losses; this reflects the less “professional” standing of most of these units.

(6.73) If a Withdrawing unit reaches its TQ Rating in Cohesion hits it Routs; see 10.31.

(6.74) A unit may withdraw an unlimited number of times during a game turn. The 6.72 penalties apply each time, however. No movement points are expended – and that includes Leaders – and no orders are needed for combat units.

(6.75) A unit may not withdraw into an enemy ZOC or Rough hexes, and a withdrawing missile unit may not fire as it withdraws. Stacking restrictions (6.9) apply during withdrawal.

Exception: Mounted Archers may fire as they withdraw. The range is always treated as two (2) hexes and they use the +1 die roll modification for firing while moving (to account for the haste).

(6.76) Orderly Withdrawal takes place during the opposing player's Movement – a unit may not Withdraw in the Shock Combat segment. The attacking/moving unit may (must, if

heavy infantry, as per 6.14) continue to complete its movement in the face of such withdrawal.

Exception: Cavalry OW in the face of rampaging elephants may take place any time.

(6.77) Cavalry Line Withdrawal. Under certain circumstances an entire “Line” of cavalry (as defined by 4.33) may have all its units withdraw at the same time. Standard OW rules apply, but here, if an enemy approaches, and if the units in that individual “Line” have at least one unit within two hexes of an eligible commander (meaning one who is capable of leading those troops), the entire Line may withdraw. All units in the Line must withdraw; the player may not pick and choose. In addition, once a single unit in the line uses an individual OW, the line is not eligible for Line Withdrawal.

PLAY AND DESIGN NOTE: This is not a Line Command rule; it is a rule that allows mass withdrawal of cavalry, something which often happened. However, we define its allowability through the definitions for cavalry “lines”. Units incapable of receiving line commands may still use this.

(6.78) **An Example of Withdrawal:** (Cannae map). A Roman Cavalry unit (MA of “8”) is in 3214, facing NW. A Roman Velite (MA of “6”) is in 3216, facing SW. An African Phalanx is in 2912/3012. The Carthaginian player moves the phalanx towards the cavalry. As the phalanx enters 3112/3013 (having expended 1 of its 5 MA), the Roman Player withdraws the cavalry two hexes (he could have withdrawn up to three hexes) to 3415. The cavalry does not take a TQ check, and suffers no automatic cohesion hits, as it was not being approached from a flank or rear hex. The phalanx now moves one hex to 3113/3213, and again into 3114/ 3214, placing it within two hexes of both the cavalry and the velite. The cavalry withdraws again, this time one hex into 3515. The velite withdraw one MP (6-5=1), and so moves to 3316 (maintaining the same facing they had when in 3216, retaining its SW facing). The phalanx, with two MP's left, continues to move into 3215/3314, where it is again within two hexes of both units, which retreat to 3616 and 3417, respectively. The phalanx spends its final MP to move into 3315/3415. Although it is again within two hexes of both Roman units, they choose not to withdraw, as the phalanx has expended its movement allowance.

(6.8) Pre-arranged Withdrawal

A player may attempt to anticipate the battle of his opponent by using Pre-arranged Withdrawal. PW allows units to Withdraw in the face of enemy movement even though they do not have a higher MA.

(6.81) The only units that may use PW are PH and HI with a TQ of “6” or more, unless that army has an Elite Commander or an OC with an Initiative of “6” or higher, in which case MI or any type of LG may also use PW. In addition, those units must either have an OC to issue the PW, or a leader capable of infantry Line Commands or a Macedonian Contingent Commander.

Commanders may issue only one PW Line Command per turn. Even if they have “2” capability, such Hannibal. If any PW “Orders” ARE issued, the Overall Commander has **only two** possible activations that turn; **not three** (5.14)

(6.82) The “P” in PW means just that: the move must be pre-arranged at the start of the turn, before any other units have moved. For each eligible line a player wishes to (possibly) use

PW, he places a “Pre-Arranged Withdrawal” marker under the leader. Now, let’s face it, doing this will alert the opponent that something is up, so a player is always free to insert the “No PW” side of the marker under any leader.

(6.83) A unit may not PW into a Rough hex.

(6.84) When a Leader is activated, or when the line wishes to use its PW capability (at the approach of enemy units), the marker is revealed (and removed). Depending on which happens first:

- A line with a PW “order may withdraw one hex the instant any enemy infantry would normally trigger OW, had the units in the line (with PW) the capability to do so (6.71). PW may be undertaken any number of times in a turn, as long as the line commander has a PW Order. When PW is triggered, *all* units in the line *must withdraw together* (as in 6.77), and they all must withdraw the same distance. All effects of OW apply.
- If it is the Leader’s turn to be activated and his line has a PW “Command”, the line may NOT move. It can do anything else. The PW marker remains in effect, though, for the remainder of the turn.

(6.85) Once a “line” has used PW, its Leader is Finished...even if he has not yet been activated! The units can still PW that turn, though, as needed.

PLAY NOTE: It is important to remember that PW may not be used against cavalry or elephants; it is purely an infantry vs. infantry maneuver.

(6.9) Stacking

Stacking refers to having more than one unit in a hex at any one time. The Basic rule is: one combat unit per hex. The main exception concerns most foot units in Roman legions/ala. In addition, Skirmisher units, trained in avoidance and dispersal tactics, have certain advantages over other units in this area, specifically in terms of moving into/through other units. For the Romans, the stacking rules make express use of the distinct color borders all Roman foot units have.

(6.91) The Basic, non-Roman Stacking Rule: A hex may contain, without penalty, one combat unit (or one half of a double-sized combat unit). Leaders and informational markers do not count for stacking purposes. A hex may contain any number of leaders/markers. There are two exceptions to this basic rule: Roman Manipular Flexibility (see 9.81), and the special rule on double-depth phalanxes (9.62).

(6.92) A unit may never move into or through a hex containing an enemy combat unit. Exception: see Elephant Pass-Thru; 9.11.

(6.93) The restrictions, allowances and Cohesion Hit penalties for stacking are all given on the two Stacking Charts. The actual chart used depend on the type of movement – voluntary or mandatory – being undertaken by the moving unit. The following premises and terms are used:

- **Basic:** All units other than Skirmisher, Velites and other Roman foot;
- **Different Color:** Applies to Roman Foot units from different Legion or ala, denoted by color bands around the counters. Note, that units from the I Legion and the I ala are “*same color*”.

- **Different Type:** HA, PR, TR, etc.;
- **DR:** Die roll
- **Roman:** This refers to the possibility of two Roman foot units stacking. If two are already in a hex, treat any third, moving unit as a “Basic” unit on the chart. Roman cavalry are treated as “Basic”.

Play Note: *If you are reading the rules for the first time, we strongly suggest you take a look at this important chart. You will notice that Roman foot units have much greater flexibility – and with fewer penalties – than the other unit types and classes. This section – and chart – should be read in conjunction with 9.3.*

Clarification: *The essential elements to consider here are:*

1. *Is the movement voluntary/withdrawal or rout/retreat?*
2. *What Border Color and CLASS of unit is moving /attempting to stack?*
3. *What Border Color and CLASS of unit is stationary in the hex?*

It is very important to understand that a Legion and its Ala are SAME COLOR and that CLASS refers to HA, TR, PR, CO, etc.

To give you some help here, we are going to take you through Voluntary Movement Stacking Chart with a few examples. The following examples, while NOT ALL INCLUSIVE, should help you understand this very important aspect of the game.

Stacking Example #1: BASIC

<u>Moving Unit</u>	<u>Stationary Unit</u>	<u>Move Through?</u>	<u>Stack?</u>
Any non-Roman	Any non-Roman	Yes, +1 Cohesion	NO
Roman Cavalry	Any Unit	Yes, +1 Cohesion	NO

Stacking Example #2: Skirmishers

<u>Moving Unit</u>	<u>Stationary Unit</u>	<u>Move Through?</u>	<u>Stack?</u>
Any SK	Any Unit	Yes, No Penalty	NO

Stacking Example #3: Roman LG/CO/HI – Same Color/same Type

<u>Moving Unit</u>	<u>Stationary Unit</u>	<u>Move Through?</u>	<u>Stack?</u>
III HA	III HA	Yes, No Penalty	Yes
I AS/TR	I TR	Yes, No Penalty	Yes

Stacking Example #4: Roman LG/CO/HI – Same Color/Diff Type

<u>Moving Unit</u>	<u>Stationary Unit</u>	<u>Move Through?</u>	<u>Stack?</u>
III HA	III PR	Yes, No Penalty	Yes, but +1to all TQ checks
V/AS CO	V TR	Yes, No Penalty	Yes, but +1to all TQ checks

Stacking Example #5: Roman LG/CO/HI – Different Color

<u>Moving Unit</u>	<u>Stationary Unit</u>	<u>Move Through?</u>	<u>Stack?</u>
V PR	Any Unit not in V Legion or V/AS	Yes, +1 Cohesion	Yes, but +1to all TQ checks

Stacking Example #6: Velites-Same Color

Moving Unit	Stationary Unit	Move Through?	Stack?
I/AS VE	I/AS CO	Yes, No Penalty	NO
I/AS VE	I PR	Yes, NO Penalty	NO

Stacking Example #7: Velites-Different Color

Moving Unit	Stationary Unit	Move Through?	Stack?
I/AS VE	Any unit not in I Legion or I/AS	Yes, +1 Cohesion	NO

Design and Historical Note: *The vaunted Roman Flexibility – their “Manipular tactics” – wherein one line was allowed to pass back and through the rear line, was not so much a result of the units’ ability to pass through each other as to their unusual “checkerboard”, quincunxial deployment. There is not much benefit to stacking “front line” units that will be involved immediately in combat. However, if the rear lines are stacked and spaced it allows retreating and withdrawing units to move “through” them without any problems, while that stacked line then moves “up”, spreads out, and goes into battle. (See the Manipular Line Extension Rule in 9.81).*

(6.94) It takes two individual Orders to move two units stacked in the same hex. **Exception:** a single Order from the Overall Commander may move every unit stacked in a hex with the OC. See, also, 5.22.

(6.95) Combat units may enter a hex containing only a leader at no movement or cohesion cost, and vice versa. A combat unit stacked with a Leader may Withdraw (6.7) together, or the leader may withdraw and the combat unit remain. If they withdraw together, they may withdraw to separate hexes or the same hex. See, also 4.62.

(6.96) If two units are stacked in the same hex, the stacking order, - who’s on top – may be changed/switched only by an Individual Order; it may NOT be part of movement or a Line Command. If the player desires to move only one unit from a stack, only the TOT unit may move. A unit moving into a hex to stack is always placed on the bottom.

(6.97) Both combat units stacked in a hex must have the same facing. If one unit has to change facing to do this, it must (and pay Cohesion costs to do so). This does not apply to a unit passing through an occupied hex.

(6.98) Stacking has the following **effects on combat:**

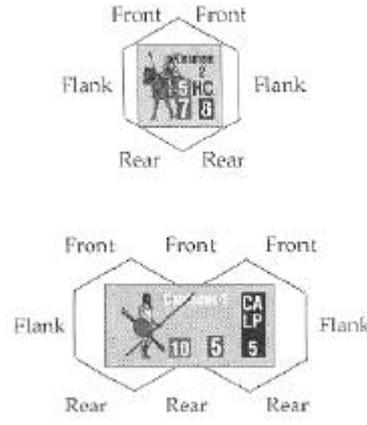
- Stacked units combine Size when using Shock;
- Only the top unit in a stack may Fire;
- Enemy Fire affects only the top unit in the stack, unless the fire is through rear hexes, in which case it affects only the bottom unit.
- If 10.12 does not take precedence, Shock hits are distributed equally, with the “odd” hit going to the top unit. (if attack is from the rear, it goes to the bottom unit).
- If the top unit Routs, so does the bottom unit. If the bottom units routs, the top unit undergoes a TQ Check (as if it were being shock attacked).

(6.99) The Stacking Chart: The Chart lists what type of unit is moving. However, the effects apply to BOTH moving and stationary units, unless otherwise specified.

(7.0) Combat Movement

(7.1) Facing

(7.11) All units – except those In Column; see 6.6 – must be faced in a hex so that the top of the unit (the side with its name) faces into the vertex of the hex (between two hex sides, as below). The two hexes to the front (3 for double – sized units) are called the Frontal Hexes; those to the side, the Flanks, and those behind, the Rear. A unit may only move into a hex to its Front.



(7.12) In order for a single-hex unit to change its facing it must pivot within its hex. It costs one movement points for each vertex shifted. See 7.25.

Exception 1: Legion and alae Roman Infantry plus SK pay 1 MP regardless of the number of vertices changed

Exception 2: Elephants, Chariots and Cataphracted HC pay two (2) MPs per vertex to change facing...reflecting the difficulty these units had in maneuvering effectively. In addition, see 7.15. See, also, 9.74.

(7.13) Double-sized units do not “change facing”; they can only change the direction in which they are facing by moving (and paying any costs for so moving) one side of the counter forward, thus pivoting the counter (see 6.4).

(7.14) As changing Facing is “movement”, any such change in a Rough terrain hex incurs a Hit for changing Facing. See 6.21.

(7.15) Chariots were truly unwieldy in terms of maneuver, mostly because they operated with fixed axles. Therefore, they may not change more than one vertex in any given hex while moving.

Exception: They may change more than one vertex in a hex (with appropriate costs), as long as that hex is either the hex in which the CH starts or finishes.

(7-16) **Reaction Facing Change:** Any single-hex unit (not doubled-hex units) may change facing one vertex (per Phase) when an enemy unit moves adjacent to it. It may not do so if it either began the Movement/Missile segment in an enemy ZOC or is in a ZOC of another enemy unit at that instant. After changing facing the unit rolls the die; adjust that DR by adding the difference between the MA of the moving unit and the MA of the stationary unit. (E.g., an “8” MA HC charging a “5” MA HI would result in a +3 DRM). **If the adjusted DR is higher than the defending unit’s Cohesion, the unit receive hits equal to the difference.** If the defending unit succeeds, it may conduct

Entry Reaction Fire (see 8.21) if the unit triggering the Reaction Facing change is in the ZOC of the reacting unit.

Exception: Cavalry changing facing in reaction to infantry movement do not have to make this check.

(7.2) Zones of Control (ZOC)

ZOCs are those hexes, other than the hex occupied, over which units exert a control, forcing enemy units to cease movement and to precipitate combat.

(7.21) Depending on their Type, all combat units exert a Zone of Control.

- SK* and velites exert a ZOC into their Front *and* Flank hexes, **except when out of missiles (Missile No), in which case they exert ZOC only into their Frontal hexes;**
- SK exert a ZOC into their Front *and* Flank hexes, **except when out of missiles (Missile No), in which case they have no ZOC;**
- All other combat unit's exert a Zone of Control only into their Front hexes.
- Routed units and leaders do not exert ZOCs.

(7.22) ZOCs do not extend into a hex into which movement is prohibited.

(7.23) **Stops Movement:** A unit must cease movement the instant it enters an enemy ZOC. A unit that begins Movement in an enemy ZOC can move out of the enemy ZOC only if:

1. At least one of its Front hexes contains no combat units (enemy or friendly; and the unit's MA is greater than the MA of the enemy unit exerting that ZOC. (For this purpose, Macedonian phalanxes use their extended MA of "5"; see 6.16); OR,
2. The unit is the Overall Commander issuing and Individual Order to himself; OR,
3. The unit is a leader who has been issued two Individual Orders or a Contingent Command by the OC.

(7.24) **ZOC to ZOC Movement:** A unit leaving an enemy ZOC may immediately enter another enemy ZOC, but would then cease movement again. Units leaving a Missile unit's ZOC are subject to Retire Reaction Fire (8.22).

(7.25) **ZOC and Facing:** A unit in an enemy ZOC may change facing, if:

- **Is in the ZOC of only one enemy combat unit, and;**
- **It does not move out of that hex that Phase.**

Or

- It has Close-Volley Missile Capability (9.32).

See, also, 8.52.

(7.26) If opposing units extend a ZOC into the same hex they are both considered to "control" that hex.

(7.3) Shock requirements

The requirement that a combat must attack an enemy unit usually depends both on unit Type as well as whether it moved or not, Shock being a question of inertia more than weaponry-

(7.31) **Must Shock:** In the Shock Combat Phase, all combat units marked with an plus sign (+) on the Superiority Chart –

units whose Shock capabilities depend mostly on "mass x inertia" – that moved during that current Orders Phase must undertake a Shock Attack against all enemy units in their ZOC.

(7.32) **May Choose to Shock.**

1. All other "light" units – no plus sign (+) – that moved may chose to undertake Shock.
2. Any unit issued Fire (only) orders or Those simply within the activated Leader's command range may Choose to attack all enemy combat units in their (friendly) ZOCs. See the introduction to 8.3.

(7.33) The moving player places a "**SHOCK-Must Check TQ**" marker on top of each unit that must Shock attack in the ensuing Shock segment, as per 7.31, or that moved and chose to Shock attack, as per 7.32 [1]. "**SHOCK-Must Check TQ**" markers are placed the instant the moving unit moves adjacent and delineate which units will have to undergo a pre-Shock TQ check as per 8.33.

(7.34) Non-moving units, as per 7.32[2] are given a "**SHOCK-No TQ Check**" marker, to indicate they are going to Shock attack but do not have to check for pre-Shock TQ. Use this marker, also, for units who do not have to check, for shock.; cf. 9.31, et al.

(7.35) Only those units with "**SHOCK**" markers may shock attack, and such delineations must be made before the end of the Shock Designation Segment, although units which moved in the current Orders phase will already have "**SHOCK-Must Check TQ**" markers on them.

(8.0) Combat

There are two kinds of combat: Missile and Shock. Missile Fire occurs as part of – or instead of – movement at any point during the Movement / Missile segment of an Orders Phase. Shock combat comes in its own segment – at the conclusion of the M/M Segment, after all orders have been issued and movement is completed. A missile unit can participate in both types of combat during the same Orders Phase. In Shock Combat, both the Unit Size and the Troop Quality of a unit are taken into account, and the effects of combat are Cohesion Hits, which may result in a unit being Routed.

(8.1) Missile Volley

8.11 Units with Missile Capability may use **Missile** Fire. There are three types of Missile units: Archers (A), Slingers (S) and Javelinists (J); see, also, Artillery (9.5). When given an Order (or a Line/Contingent Command) an individual missile unit can fire at any time before, after, during – or instead of – forward movement (See the Mounted Archer exception in 8.12[3]). However, each unit may fire only once per order, although the firing of the missile does not cost any Movement Points.

EXAMPLE: A mounted archer may move four hexes forward, fire at an enemy unit two hexes distant, and then use its remaining MPs to ride away.

(8.12) Missile Fire may occur:

1. As an Order or Line/Contingent Command, *or*
2. As Reaction Fire, *or*
3. During Withdrawal (Mounted Archers only; 6.75)

PLAY NOTE: Mounted Archers are the only units that may fire while moving “backwards”. Why? Try throwing a javelin while back – pedaling.

(8.13) A Missile unit may volley “shoot” at any single target unit which is within its Missile Range – which extends from its frontal and/or flank hexes – and to which it can trace a Line of Sight. Missile units must fire individually; they may not combine fire.

If there is more than one combat unit in the target hex, the Cohesion Hit from Missile Fire is applied to the top unit, unless fired at from the rear; in which case it’s applied to the bottom unit.

(8.14) A missile unit can shoot a missile volley only at an enemy target unit to which it has an unobstructed **Line Of Sight (LOS)**. A LOS is calculated by tracing a path between the center of missile unit’s hex to the center of the target unit’s hex, through the firing unit’s frontal or flank hex sides. LOS is blocked by woods, towns and combat units, unless they are in hexes at a lower elevation than the firer and the target. LOS is also blocked by a hex on a elevation level higher than both firer and target. If the LOS is blocked, missiles may not be fired. If the LOS is not blocked then the Missile Fire can occur.

Exception # 1: Missile Units may always fire into adjacent hexes.

Exception # 2: If a combat unit appears to be blocking, it is not blocking if it is closer to the firing unit than the target. (Halfway is not closer).

(8.15) The **Missile Range and Results Chart** is used to determine the effect of Missile volleys. For each volley, a die is rolled. If the die roll is equal to or less than the strength of the missile unit at that range then the target unit takes one cohesion hit. If the die roll was greater than the missile unit’s volley strength then there is No Effect. (Remember: a die roll of “0” is zero and therefore less than 1).

The following die roll adjustments are made:

1. If the target unit is in a **Woods** hex, add **one (+1)** to the die roll;
2. If the target is **Heavy infantry** or a **Phalanx** add one (+1) to the die roll. (This represents the heavier armor protection of such units).
3. If the target is **HI** or **PH**, and a slinger or archer unit is firing at a range of one hex (adjacent) through the frontal hex sides of the infantry, **add three (+3)** to the die roll. This does not apply to javelins or artillery (this represents the fact that missiles were most effective against the formidable shield-wall and body armor of the hoplites when firing “from above” into the body of troops; at close range, they could not do that).
4. If the missile unit is any class other than foot javelin and it moved/will move, add one (+1) to the die roll.

All of the above are cumulative, **except #2 and #3**.

The following Hit Adjustments apply:

- If the target unit is Chariots or Elephants, those units take two cohesion hits for every successful missile volley. **This doubling does NOT apply if firing unit is Elephants (either screen or the men on them) and the target is another Elephants unit.**

All combat effects from Missile Fire are immediate and occur before any other unit is moved.

*EXAMPLE: The Cretan Archers are two hexes distant from a hex containing Median cavalry. At a range of “2”, the archers’ Missile Strength is “3”. The Macedonian player volleys against the Medians, rolling a “2”. The Median cavalry takes one cohesion hit. If he had rolled, say, a “6”, the volley would have had no effect. If he had rolled a “9”, it would have had no effect and he would have had to place a **MISSILE LOW** marker (see 8.17) on the Cretan archers.*

(8.16) When a missile unit fires at a target unit on a lower elevation, its range is increased by one hex. When firing at that Extended Range, a die roll of “0” is required for a Hit.

EXAMPLE: A mounted archer unit, with a normal maximum range of “3”, in Issus hex 3508, could fire at an enemy unit four hexes away in 3512. However, it would need a natural die roll of “0” to cause a Cohesion Hit.

8.17 Missile Supply. Missile Units may keep firing until they run out of Missiles: indicted by placing a “Missile No” marker on that unit. Each different missile type has its own availability levels:

1. **Archers and Slingers** become “**Missile Low**” whenever there is a die roll of “9” when firing, at which point place a “Missile Low” marker on it, indicating it has one volley remaining. This includes Elephant Screen archers, who have their own missile Low counters.
2. **Javelinists** become **Missile Low** whenever there is a die roll of “7, 8 or 9” when resolving any Missile Fire, at which point place a “Missile Low” marker on it, indicating it has one volley remaining.
3. **Legion Infantry Javelinists** (Hastati, Principes and Cohorts Alae) are automatically out of missiles (**MISSILE NO**) after the first time they fire. **MOREOVER**, if they engage in Shock (attack or defend) with other infantry they are automatically **MISSILE NO**...
4. If any **Missile Low** unit fires, flip the marker over to its **Missile No** side to indicate there are no missiles left to fire.
5. Artillery (Oxybeles and Scorpions) never run out of Missiles.
6. Any Javelin armed infantry that is involved in Shock is automatically **Missile No** upon completion of Shock.

(8.18) A missile unit may Reload during the Reload Segment of the R&R Phase, bringing it up to full missile capability. Any friendly “Missile Low” or “Missile NO” unit that is:

1. not in an enemy ZOC, and
2. not within Missile Fire Range (and LOS) of an enemy unit (who is not Missile No),

may Reload in the Reload Segment of the Rout/Reload Phase by removing any Missile Low/No markers.

(8.19) If there is a leader in a hex fired at, and the Missile Fire die roll was a “0” (before modifiers), there is a possibility that the leader has been hit. See 8.34 for resolution.

(8.2) Reaction fire

Missile units may volley in reaction to certain enemy movements into (Entry Reaction) and out of (Retire Reaction) their ZOCs, and against enemy units that use Missile Fire against them.

(8.21) Entry Reaction: Whenever a friendly unit enters the ZOC of an enemy missile-capable unit, including Advance after Combat, that missile unit may immediately fire at the entering unit (range is one hex) before any further movement (or the moving unit's Missile Fire) occurs. All effects from this Missile Fire occur immediately. When using Line commands, all movement is completed before Entry Fire takes place.

Exception: Rampaging Elephants do NOT draw Reaction Fire (of any kind).

(8.22) Retire Reaction: Whenever an unrouted unit leaves the ZOC of an enemy missile unit – that missile unit, if it has a fire range of two or more hexes, may fire at the moving unit prior to its leaving the ZOC. Any results are applied before the unit moves. Retire Reaction fire is always at a range of “2”.

(8.23) Reaction Fire does not require an order; it does require that the missile units have sufficient missiles available to volley. A unit may perform Reaction Fire any number of times during enemy movement, as long as it is not Missile No.

(8.24) Return Fire: Any non-phasing unit may Missile Fire “back” at an enemy unit that has fired at it. The phasing unit's fire is resolved before the return fire; they are not simultaneous. **A unit that used Entry Reaction Fire cannot use Return Fire against the same unit.**

(8.3) Shock Combat

PLAY NOTE: The Shock system relies on the interaction of the units' weapon types, armor protection, size, angle of attack, and quality (TQ) to produce a single result. While no factor is unimportant, the rating to pay closest attention to is the TQ, for that rating determines the ability of a unit to withstand the rigors of shield-to-shield ancient warfare.

Procedure:

At the completion of the Movement Segment of an Orders Phase, Shock combat occurs. Shock is part of a leader's Orders Phase, and all Shock created by that leader is resolved before the next leader may be activated (or momentum attempted).

All units with a “Shock” marker – see 7.33 and 7.34 – must Shock Attack.

Important: Each Shock combat is conducted as a series of steps performed in order for all units participating in Shock combat – before the next step of Shock combat is conducted. Thus, Step “8.34” is completed, followed by Step “8.35” for all involved units. After which Step “8.36” is undertaken for all units, etc.

PLAYER'S NOTE: We suggest undertaking each separate step from left to right, across the map. Players may use any system they wish to note what has happened up-and-down the lines of attack.

DESIGN NOTE: It would be easier to resolve each separate combat as one “piece”. However, to do so creates a “blitzkrieg” type of effect, wherein the attacker gets to choose which attacks he wants to do first so that he can achieve

“breakthroughs”. Despite its simplicity, this would be so far from reality as to render the system – and the game – inaccurate. However, isolated shocks can certainly be resolved as a piece, if doing so would not affect other attacks.

(8.31) Shock Designation Segment: This is used to place “SHOCK-No Check” markers on non-moving units that Choose to Shock as per 7.34.

(8.32) The Basic Pre-Shock Procedure. Units that attack by Shock must attack all units in their ZOCs, unless that defending unit is being attacked by another, friendly unit in that shock Segment. The Attacker determines which units will be involved in each, individual combat resolution, within the restrictions that follow.

- A friendly unit may attack more than one unit, as long as the targeted defenders are all in the attacking unit's ZOC.
- An attacking unit (even a two-hex unit) may not split its attack capabilities, although two (or more) units may combine to attack one defender.
- If more than one unit is defending and/or attacking, total the Sizes.
- Each unit may attack only once per Shock Combat Segment.
- A defending unit may be shock attacked only once per Orders Phase.

Other than the above restrictions, the attacking player may divide his attacks amongst his units as he sees fit.

EXAMPLE #1: A two-hex Macedonian Phalanx unit in 3722/3822 faces a double-sized Greek Mercenary Hoplite unit in 3622/3721 and a Persian slinger unit in 3821. It must attack both defending units (the size of the Skirmisher is ignored) as one unit; the Persian player uses his hoplite unit to determine Superiority – here, none.

EXAMPLE #2: Same as above, except a Macedonian Hypaspist is in 3920 and capable of attacking the Persian skirmisher in 3821. The Macedonian phalanx can now engage only the Greek hoplites, while the Hypaspist beat up on the poor “slingers of outrageous fortune”. Or, unless the Hypaspists had a “Must Shock” marker, they could sit this one out while the phalangites took care of everyone. While the former will produce better results, the latter may be necessary if the Hypaspists are close to their TQ limit in hits.

EXAMPLE #3: a Bactrian heavy cavalry unit in 2419 is “charging” a Thracian peltast in 2518. Unfortunately for the poor Thracians, there is also a Persian LI contingent in 2618. The Persian player may either combine the cavalry and LI units in the attack, or have the HC attack and the LI sit by and watch. Either way, the presence/location of the two attacking units is usually enough to stop the enemy from retreating in case it Routs – in which case it will automatically be eliminated.

Shock Resolution:

An Overview of the Combat Resolution Procedure:

Sections 8.33 through 8.38 are descriptions of the sequence and procedure used to resolve Shock Combat. While extensive in narrative terms, players will soon realize that these steps are:

1. Charge: Shock-marked units and their defenders Check TQ to see if troops will charge/stand [8.33];
2. Resolve any Leader Personal Combat and/or check for leader casualties [8.34];
3. Use Initial Clash of Spears/Sword Chart to determine what column on the Shock CRT will be used [8.35];
4. Determine whether terrain, leaders and/or relative strengths and capabilities will have any effect [8.36];
5. Determine results using Shock Combat Results Table [8.36];
6. Check for Rout [8.37 and 8.38]
7. Check for Cavalry Pursuit [10.4]

(8.33) **The Charge:** All units with a “Shock-Must Check TQ” marker and their intended targets undergo a Troop Quality check by rolling the die for each unit, all such checks being simultaneous. Attacking units with “Shock-No Check markers – and their defenders – do not undergo this TQ check. If a defending unit is being attacked by both types of attackers, the defender must check

1. If the die roll is higher than a unit’s TQ, it takes a number of cohesion hits equal to the difference between the die roll result and its TQ.
2. If the defender has taken sufficient Cohesion penalties to be equal to or greater than its TQ Rating it immediately Routs (see 10.3) and the attacking unit advances into the vacated hex (where it may change its facing one vertex, if desired), **if it has no other enemy units in its ZOC** and it can physically do so (double-sized units may not be able to do so). If such an advance would cause the attacker to earn a Cohesion point that would normally cause it to Rout (equal to or greater than its TQ), see 8.5 and 10.36.
3. If the attacker has routed from its TQ check, Defender stays put (if unrouted).
4. If both units would Rout from their TQ checks, see 10.36.

Exception # 1: Units that do not have to make a pre-Shock TQ check, as per 9.33.

Exception # 2: Units shocking Routed units do not make a pre-Shock TQ check.

After the TQ check, if the attacker and the defender did not rout, go to the next step.

(8.34) **Leader Casualties:** Leader casualties occur from three possible sources:

1. **Personal Combat** (**only for battles prior to 280 BC**) (see 8.4): must be resolved first during this segment. PC occurs when both sides each have a leader involved in the same Shock attack.
2. **Missile:** Casualties from these are determined as they occur, as per 8.19. However, they use the resolution system discussed below.
3. **Shock:** Casualties are determined after Personal Combat, but before proceeding with Shock resolution. **In battles taking place prior to 280 BC, Shock casualties occur when only one**

player has a leader, after that date more than one leader can take part to the same Shock combat.

In either cases the players roll the die for each such leaders involved in combat (for **Missile combat** the same die roll is used to check both Leader casualties and Cohesion hit. See 8.19)

If the DR is a “1-9”, nothing has happened. If the DR is a “0”:

- A casualty has occurred,
- That Leader may not use his Charisma rating as a die roll modifier that combat, and
- The player roll again to see what the casualty is:

0-6: The Leader is **Finished**, although the rest of Shock proceeds normally. That leader may do nothing else that turn.

7: The Leader is **Wounded**. He is Finished, as above, and, for the remainder of the game, subtract one (-1) from all ratings – except for Line Commands. (Elite status is likewise unaffected). See 8.45.

8: Same as “7”, except ratings are reduced by “2”.

9: Say “hi” to Cerberus, our hero is now Dead. A leader who has been Killed as part of Shock combat has a negative effect on that combat; see 8.36[3]

The Personal Combat rating is not used to resolve Missile or Shock casualties. See, also, 8.4 for removing and replacing Leaders

(8.35) **The Clash of Spears and Swords.** The Clash of Spears and Sword Chart is now consulted to determine under which Shock CRT column (prior to any adjustments) the battle will occur. If there is more than one type of defending unit, defender chooses which type will be used for determination. However, if the attacker is attacking with more than one unit, and such attack is coming from more than one “angle”, the attacker chooses the angle of attack most advantageous to him. If a unit is being attacked through the vertex between different facings by a double sized unit, that defender gets the benefit of the most advantageous facing.

EXAMPLE # 1: Hoplites attacking peltasts frontally would use column 9 on the Shock CRT (HI attacking LP) ...before any adjustments.

EXAMPLE # 3: A PH is attacking two units at once, one HI hoplite (through its flank) and one foot SK (frontally). The defender gets to choose the unit type; here he chooses the HI, even though it is being attacked through its flank. Why? Firstly, using the Clash of Spears Chart, we will see that using the HI produces an “11” CRT column, while the SK would allow attacker to use the “13” column. And, regardless of whom the defender chose, the attacker has Attack Superiority (either because of type – phalanx vs. skirmisher – or angle of attack – attacking the hoplite though the flank).

EXAMPLE # 3: A Macedonian phalanx is attacked by two Persian units – one HI from the front, and one Lancer through the rear. The Persian player would use the LN attacking PH from the rear to gain the more advantageous column 11, as well as gaining Superiority for the rear attack. This is about the only way cavalry should have anything to do with phalanxes).

(8.36) **The Hand-to-hand Struggle:** Players now determine the effect of any advantages either side has and then resolve the shock combat:

STEP 1: DETERMINE SUPERIORITY: There are two “types” of Superiority: Position Superiority and System Superiority. Either one side or the other may (but not must) gain Superiority, either as: Attack Superiority (AS) or defense Superiority (DS). Players determine Superiority, using the Shock Superiority Chart (in many instances there is no Superiority). Superiority is determined as follows:

(A) Position Superiority: If a friendly unit is attacking an enemy through its Flank or Rear it is considered Attack Superior to the defender. However, whichever unit the attacker uses to determine Position Superiority must also be used to determine Shock Column on the Initial Clash of Spears Chart, as per 8.35.

Exception # 1: Attacking skirmishers through their Flanks does not produce Superiority.

Exception # 2: Cavalry vs. elephants; see 9.15.

Exception # 3: Skirmishers attacking along with other unit types are never used to determine Position or Weapons Superiority; see 9.31 (2).

Exception # 4: If an attacking unit is in the ZOC of an enemy unit (excluding Skirmishers) that is in the attacker’s Flank or Rear hex, **its attack is treated as a Frontal attack** regardless of its position relative to the unit it is attacking.

PLAY NOTE (by Fabio Bernardini): The above, # 4, is very important when using the “echelon” type of formation Alexander used for his phalanxes, for this reason and for the first and only time, I decided to borrow the rule from SGBOH The one proposed in standard GBoH doesn’t enable the “echelon” to work.

(B) System Superiority: If no Position Superiority is attained, the opposing units check their weapon class relationship (see the Shock Superiority Chart, 8.62) to determine if either weapon system is superior (either AS or DS) to the other. If more than one unit type is involved on any one side the players use the units they chose to determine Shock column on the Clash of Spears and Swords Chart. (See Example #2 in 8.35).

Exception # 1: Javelin-armed LI and LP that are “Missile No” is NOT Defense Superior against attacking LC.

Exception # 2: Legion Infantry that is “Missile No” is NOT Defense Superior against attacking HC, RC or LC.

PLAYER’S NOTE: Many different types of permutations and combinations are possible, in terms of unit types and multiple attack angles. The two precepts above should cover virtually all of these possibilities. If they don’t, try to attain a result that best fits in with the general principles.

STEP 2: DETERMINE SIZE RATIO DIFFERENCE: compare the total Size points of the attacking unit(s) to those of the defender(s). For each level of Size Ratio Difference (SRD) greater than 1 to 1 a unit has it gets a Shock Results Table Column Adjustment of one in its favor. (The attacker adjusts to the right, the defender to the left).

Reduce all size ratio to #-1 (or 1-#), rounding off as follows:

- If the/any attacker moved to effect the shock, round off in favor of the attacker! Thus a 5 Size unit attacking a 4 Size unit is 2-1; a 4-5 is 1-1 and a 2-5 is a 1-2.
- If no attacker moved, round off in favor of the defender. Thus a 5 Size unit attacking a 4 Size unit would be 1-1; but 4-5 is 1-2.

Exception: In any shock combat involving either elephants vs. non-elephants and/or chariots vs. non-chariots, Size is not taken into consideration; there is no SRD. However, in Elephant vs. Elephant, or Chariot vs. Chariot, size IS taken into consideration.

EXAMPLE: attacking at 10-5 (or 2-1 odds) adjusts the Shock Table one column to the right. Likewise, a moving attack at 5-3 also produces a one column adjustment to the right. If the attacker did not move, there would be no adjustment.

STEP 3: ADJUST COLUMNS AND RESOLVE: To resolve shock melee the Attacker consults the Shock Combat Results Table, determines the “base” column and adjusts that column for any Size Ratio Difference and/or Terrain effects. He then rolls the die, modifying the die roll for by the Charisma Rating of any one leader (of the player’s own choice) stacked with the units of either side. For example, if Alexander were leading the attackers and Memnon the defenders, the net die roll adjustment would be +1 (Alex’s 4 minus Memnon’s 3). **If a leader has been killed, as per 8.34, that side suffers a reverse die roll adjustment equal to that leader’s Charisma Rating.**

EXAMPLE: Nabarzanes is killed leading an attack. The attacker will subtract “2” from the die roll (Nabarzanes’ “2” Charisma).

Remember to use the “Charisma” Rating – not the Personal Combat rating.

STEP 4: APPLY RESULTS: Results on the Shock CRT are Cohesion “hits” for both attacker and defender. (The # in parentheses is for the defender). If the attacker was superior (AS) then double the defender’s result. If the defender was superior (DS), then triple the attacker’s result. If more than one unit (of the same player) was involved in that combat, cohesion hits are distributed as per 10.12

(8.37) **(Only for battles prior 280 BC) The push of shields/Breakthrough:** After the Shock has been resolved, each unit that has accumulated three or more times cohesion hits than any individual enemy unit in that combat takes two additional cohesion hits. If more than one unit on a side is involved, treat each unit individually, and, in such instance, if one unit has “0” hits, treat as if it had “1”.

EXAMPLE: An attacking Macedonian phalanx has 1 hit, while two defending Persian Mercenary LP units have accumulated 2 and 4 hits, respectively. The peltast with 4 hits is given another 2 hits for Breakthrough and, thus, routs (the 6 hits exceed his TQ of “5”). The other Persian unit is unaffected.

(8.38) **The Collapse:** Players now determine which units have collapsed and routed, as follows:

- All units that have Cohesion Hits equal to or greater than their TQ automatically Rout (See 10.3); then
- Units that are within one cohesion hit of automatic rout and in an enemy ZOC must roll one die. **If this die**

roll is equal to or greater than their TQ, they rout. If lower, they pass the TQ check and reduce their cohesion hits by one.

- As an Exception to the above, Chariots do not rout when their TQ is exceeded. They are, instead, eliminated.
- Attacking cavalry units that have routed enemy units check for Cavalry Pursuit (**Optional for battles prior 280 BC**), as per 10.4-A/B-

(8.4) Personal Combat (only for battles prior 280 BC)

Whenever opposing leaders are engaged in the same shock combat they conduct personal combat *before* the melee is resolved (as in 8.34).

(8.41) Each player rolls one die, to which he adds the Personal Combat Rating of his Leader.

(8.42) The player with the high total (DR + PC) subtracts his opponents total and consults the leader Casualty Chart to see what has happened to his opponent's leader. A "0" – tie DR – means nothing has happened.

PLAY NOTE: The results correspond to those from Leader Casualties, 8.34.

DESIGN NOTE: Yes, it is "possible" to kill Alexander, Persian, etc, leaders with a PC of "5" have a slight chance of changing history.

(8.43) Indian Leaders may not engage in Personal Combat; they, therefore have no PC rating.

DESIGN NOTE: Why not? Because they all rode elephants, making them virtually impervious to a personal type of attack, and they did not engage in that sort of one-on-one. This also enabled us to remove the clanky and cumbersome Leader Elephant rules.

(8.44) **Killed** leaders are immediately removed from play, They are not replaced.

(8.45) If a leader is **Wounded**, he remains in play but all his ratings are reduced, as per the PC Table, to a minimum of "0". A leader who has already been wounded before and is wounded again is, instead killed.

EXAMPLE: Alexander (PC Rating of "7") is stacked with a unit which is attacking a Persian unit stacked with Spitriades (PC Rating of "4"). To resolve Personal Combat, each player rolls one die and adds his leader's PC Rating. Alexander's roll is a "5", giving him a "12" total. Spitriades' roll is a "4", giving him a total of "8". Alexander wins the Personal Combat. Now the players subtract the loser's total ("8") from the Winner's total ("12") to determine the effect on Spitriades. The difference ("4") is referenced under the Personal Combat Differential column of the Leader Casualty Chart. The "3-4" row indicates that Spitriades is Wounded. If he had already been Wounded, he would have been Killed.

(8.46) Darius the Target

DESIGN NOTE: This rule has been shortened – and considerably so – from the first two editions. A half a page on chasing Darius all over the map was a bit much. However, we have retained the importance that Darius meant to Alexander in each battle.

If Darius III, the Achaemenid King of Kings, is killed, the Macedonian player automatically wins the scenario.

ACHAEMENID FLIGHT: However, as an exception to 4.62, whether alone in a hex or stacked with friendly unit, Darius may always use Withdrawal ... even if the approaching unit is only an enemy Leader. When so choosing this option, Darius may withdraw/move up to 4 hexes. However, such movement must be directly towards the Persian Retreat Edge. If he leaves the map, he may not return, but is NOT considered Killed for victory purposes.

HISTORICAL NOTE: We thus let you decide whether Darius should be a coward or not.

(8.5) Advance after Combat

(8.51) Attacking units must advance into any hex vacated by enemy units as a result of Shock (only), including Pre – Shock TQ check rout. This does not require an Order, but the advancing unit pays all Cohesion penalties engendered by such a move. (See, also, 8.21). If the advance would rout the moving unit, it still advances and does not Rout; it retains a number of cohesion hits equal to TQ minus 1.

- See 10.36 for a similar situation.
- See 6.76 for continuing movement in the face of enemy Withdrawal.
- See, also, 6.13

Exception: Units that cause an enemy to vacate a hex because of pre-Shock TQ and are in an enemy ZOC at the time may not advance.

DESIGN NOTE: This (and its sister rule, 10.36) was a point which both designers discussed for some time: the victorious unit that is just about at the end of its line. After much internal debate, we decided that the immediate intangibles of victory would be enough to keep the unit from disintegrating. However, it would not save it from a subsequent Collapse Check in an enemy ZOC, where the euphoria of the moment would have worn off. Very subtle stuff here, indeed.

(8.52) Advancing single-hex units may change their facing one vertex upon finishing the advance, even if they are in an enemy ZOC. *PLAY NOTE: this section takes precedence over – and is an exception to – 7.25.*

(8.53) Advancing Phalanxes may change the direction in which they are facing only if they can move, as per 6.43 (and remember 7.14). An advancing phalanx may combine straight-ahead advance with a Wheeling Maneuver, if opportunity for such presents itself – as long as it pays all costs inherent in such advance.

(8.54) If there was more than one attacking unit, the unit that had Superiority (if any) must advance. If no such unit, the one with the highest TQ must advance. Tie? Player chooses. See, also, Cavalry Pursuit, 10.4.

(8.55) There is no advance after Missile Fire, alone, regardless of what the target unit does.

(8.6) The Combat Tables

All of these tables are Printed on the Player Aid Cards.

(8.61) **The Missile Range and Results Chart:** This table is used to determine the strength of a missile unit firing at a given range.

(8.62) **The Shock Superiority Chart:** This chart is used to compare the superiority (if any) of one type of unit compared to another, depending on which side is attacking or defending. Always read down the column – from the Attacker’s point of view. (Reading across, by row, gives a “false” result). Superiority is used to augment Cohesion hits.

(8.63) **Initial Clash of Spears/Sword Chart:** This chart is used to determine which Column will be used on the Shock Combat Results Table (subject to adjustments).

8.64) **Shock Combat Result Table:** This Table is used to resolve shock combat in terms of Cohesion “hits” to both attacker and defender. See 10.11 and 10.12.

(8.65) **Leader Casualty Chart:** This is used to determine the severity of casualties to Leader from Personal Combat, Missile Fire, and being involved in Shock.

(9.0) Special Units

The special unit types all perform like other combat units, except for the rules given below.

(9.1) War Elephants

HISTORICAL NOTE: Despite their drawbacks, War Elephants were very popular from the era of the Diadochi (Alexander’s successors) through the days of the Roman republic. (Even the Romans used them – cf. Cynoscephalae – although not often). By the time of Pyrrhus war elephants become equipped with “towers” and their compatriot cavalry had also become trained to work alongside them. Unfortunately, the flexibility of the Roman legion system eventually negated their advantages, leaving them with a host of disadvantages which doomed them as relics.

(9.11) Pass-Thru (Only for battles from 275 BC on): Infantry, when faced with an elephant charge through one of its frontal hexes, may attempt to allow the elephants to Pass Through. This decision must be made prior to the “Charge” TQ Check die-roll (8.33) and may be elected only if at least one of the defender’s Rear hexes is unoccupied. Pass-Thru is not allowed when the infantry is attacked through its flank or rear, or the elephants are attacking along with other unit types. If the player decides against Pass Through, Shock proceeds normally. If he decides to allow Pass Through, the following occurs

1. Add one (+1) to the infantry’s Charge TQ-check die roll;
2. Proceed with Shock, but halve (rounding down) all hits to infantry and reduce by one any hits to elephant.
3. At the completion of shock combat against infantry, if the infantry unit is still in place and the elephant unit has not rampaged, place the elephant unit on the far side of the infantry unit it attacked, in either one of the defender’s Rear hexes, maintaining its attack facing. Thus, an elephant in 3022 charging into 2921 would end up in either 2821 or 2822 (elephant’s choice at the end of the attack).
4. The infantry now undergoes a Pass-Thru TQ Check, Subtract TQ from the die roll, with any excess being the number of hits now applied. (DR-TQ=Hits). This die roll does NOT apply to Skirmishers

PLAY NOTE: Pass-Thru does NOT apply to rampaging elephants.

(9.12) **Elephant Screens.** Elephants were quite vulnerable to missile attacks, to protect against this, each elephant was surrounded with its own light screen of skirmishers, usually archers (represented by the small “a” on the counter). Elephant Screens have the ability to fire arrows – but as **Entry Reaction Fire** only – using the special section on the Missile Chart for Elephant screen- (They also have their own missile supply markers). They may not fire as part of an Order. The firepower is much less than normal archer units, to account for the size of the screen and its tactical use. Elephant are not treated as skirmishers; the screen is part of the elephant counter. In addition, because of their screens, elephants can be Low/No on either or both javelins and/or arrows. Use the appropriate marker to so indicate.

IMPORTANT PLAY NOTE: Because of their lack of training, Hannibal’s elephants at Zama did not have screens. In that scenario, ignore the “a” missile capability.

(9.13) **Tower Riders** atop elephants were armed with javelins. Treat them as Mounted Javelins for Missile Range purpose. As entry Reaction Fire, an elephant unit may both throw Javelins and use its Screen to fire arrows. However, the player rolls separately for each such Missile Fire.

(9.14) **Rampaging Elephants:** Any time an Elephant unit incurs events that would normally produce a Rout, the unit instead goes on a Rampage, charging anyone in sight. Each time an Elephant is Routed the player rolls one die and follows the instructions, below:

1. A **7-9** means the elephant’s mahout has been successful in stopping the rampage by driving a wedge into the beast’s brain; the unit is eliminated.
2. A **1-6** and the elephants have Rampaged in the direction indicated on the Compass on the map, an example of which is given below. Note that geographical direction is represented at the vertex; the direction in which the elephant is to rampage is by hex side.
3. A **0** and the elephants head in the direction of the nearest friendly unit.



Elephant Rampage is always resolved immediately, before any other game mechanic is addressed ... except for Orderly Withdrawal in face of the rampaging elephant (6.71).

The above diagram shows the elephant unit refaced (originally heading N) and heading N/NE, after a Rampage die roll of “1”. This is just an example; use the compass on the map for each battle.

A Rampaging elephant always attempts to move three (3) hexes per directional die roll in the indicated direction until it either moves off the map or is otherwise eliminated, as below. If a rampaging Elephant unit would enter a hex contained by a unit – whether it be friend or foe – the elephant stops in the adjacent hex and the “target” unit(s) takes

- One cohesion hit (each) if the elephant would have entered frontally, or
- Two Cohesion hits (each) if it would have entered from the flank or rear.
- Regardless of angle of rampage, cavalry and Chariots always takes two hits when so attacked.

If there is a Leader in the hexes (alone or stacked with a unit), and he cannot withdraw, he is tragically impaled on the elephant's tusks, tossed high in the air, and then crushed to death under its feet. All that without a die roll!

The player now rolls again, as above, repeating the process until

1. the elephant Rampages off the map;
2. the elephant is eliminated (7-9 mahout die roll);
3. the elephant is at least eight (8) hexes from the nearest unit, in which case it is eliminated; or
4. if none of the above, after the 4th consecutive Rampage die roll, the elephant is eliminated

Rampaging elephants have no ZOC, and they may not be rallied. Each "Rampage" is undertaken until its conclusion, so there may never be more than one rampaging elephant at any one time. And remember **6.76**

PLAY NOTE: When an elephant rampages, play stops dead and the Rampage is resolved before anything else occurs.

DESIGN NOTE: Historically, the mahouts were trained to use "the wedge" on any berserk elephants. With each counter representing 5 elephants, the rule represents the 1 or 2 elephants they could not dispatch immediately.

(9.15) Elephants & Cavalry (1): Cavalry units may never voluntarily move into the ZOC of an enemy Elephant unit. They may move into or through an Elephant's flank or rear hexes, but at the cost of two Cohesion Points for each such hex entered. Cavalry may never attack enemy elephant through the latter's frontal hexes, they may attack through the Elephant's flank or rear hexes, but they do not gain the usual Attack Superiority for such position attack.

HISTORICAL NOTE: Horses dislike elephants intensely; getting on to go near an elephant is a task requiring much skill and patience.

(9.16) Elephant & Cavalry (2): If an Elephant moves adjacent to enemy cavalry, the cavalry must attempt Orderly Withdrawal, if possible. If they cannot so Withdraw, they undergo an immediate TQ check in which the minimal result (even if the die roll is less than the TQ) is a one point Cohesion hit. If the cavalry is already Routed, it is automatically eliminated without any Cohesion hits for the elephant (other than those earned through movement).

(9.17) TQ Check Modifier: Whenever an Elephant is Shock attacking, and a TQ check is required, any defending unit adds one (+1) to its TQ Check die roll. There is no TQ Check die roll for Rampaging elephant attacks.

(9.18) Unless the rules specifically state otherwise, elephants may be commanded by any Leader.

(9.19) In addition to the notes on the Clash of Spears/Swords and Shock Superiority Charts, the following rule is in effect when Indians fight Africans: add one (+1) to all Shock-Check die rolls (8.33) for Africans.

(9.20) Elephant Command/Charge (Optional): The first time in a battle that Elephants are given Orders/Line Commands they do so normally. However, after that there are only two ways of giving Orders/LCs to Els.

- They may be moved by leaders – either through Orders or Line Commands – if that Leader is stacked with one of the Els so moved, and remains so stacked throughout the entire Phase; or
- In the R&R Phase, at the end of a turn, a player may place an Elephant Leader marker (which you don't have, but use anything) on any EL unit in a Elephant Line. That EL Leader has an Initiative of "1", so he will tend to go first the following turn. When that EL leader's turn does come, all Els in that Line may move. However, they must move their maximum MA (if possible), and they may not change facing, except at the start of their movement (in the hex in which start).

Elephant Leaders may not use Momentum, do not give Orders (only LCs) and they have no other purpose other than indicating that that EL line is going to Charge.

A player may not have more than two Elephant Leaders on the map at the start of any turn.

(9.2) Chariots

DESIGN NOTE: Chariots were greatly favored by the eastern armies – both Persian and Indian – who had great, flat expanses over which to use them. However, because they had fixed axles (and no suspension), they were extremely difficult to maneuver. In truth, even at this early date, they were an outmoded form of military technology with which the Macedonians were well equipped to deal

(9.21) Chariots operate under the following movement and terrain restrictions.

- When moving, they may change facing only one vertex per hex, and, when they do, they pay a two (2) point Cohesion Hit cost for the facing change. See, though, 7.15.
- They may change facing more than one vertex in a hex by not moving that phase. Such facing change does not incur any Cohesion Hits.
- Chariots may use Orderly Withdrawal, but they suffer an automatic 1 Cohesion hit penalty after moving.
- They may not:
 1. enter any Rough terrain hex.
 2. move up or down more than one level in any one Phase.

(9.22) When Chariots Shock attack:

- Any unit attacked by a CH unit has one added (+1) to its pre-Shock TQ Check.
- Chariots may ignore any Pre-Shock TQ Checks when undertaking a moving Shock Attack and that movement covers four (4) or more hexes.
- Routed CH are immediately removed from the game. Eliminated.

- Even though they're pulled by horses, the Cavalry Pursuit does not apply (under any conditions) to Chariots

(9.23)Pass-Thru Avoidance: Legion Infantry or Macedonian Unit, when shock attacked only by a CH through one of its frontal hexes, may attempt to allow the chariots to Pass Through. This decision must be made:

- Prior to the pre-Shock TQ Check die roll.
- It may be elected for one or two lines as long as there is an empty hex behind the first (or second) line (rear hexes).

Example: A CH is in 3014. Roman Cohorts are in the 32xx and 33xx row. The Chariot attacks the CO in 3214; the Roman Player may opt for Pass-Thru, encompassing his units in the 32xx and 33xx row.

- Skirmisher units are ignored when determining the number of "rows" for pass-thru.

If the player decides against Pass Through, Shock proceeds normally.

If he decides to allow Pass Through, the following occurs:

1. Halve (rounding down) all hits to infantry, and reduce by one any hits to the CH.
2. At the completion of shock combat against infantry, if the infantry unit is still in place, place the chariot on the far side of the (last line) of the unit it attacked, in either one of the defender's Rear hexes, maintaining its attack facing. Thus, in the above example, the CH would be placed in 3413, 3414 or 3415 at the end of the attack.
3. The infantry now undergoes a Post-Pass-Thru TQ Check. Subtract TQ from the die roll, with any "positive" excess being the number of additional hits now applied to the unit. The Post-Pass-Thru TQ die roll does not apply to Skirmishers.
4. The Chariots are Finished for the Turn.

(9.3) Skirmishers and Light Infantry

DESIGN NOTE: Skirmisher units were truly ill-suited to shock combat; they were, in fact, trained to avoid it. As noted above, skirmishers had little (if any) armor protection, and the only weapons they carried were their bow, slings or javelins. They fought dispersed in "open" formation, and their intent was to delay, harass and screen (although they were quite effective against elephants and chariots). They had virtually no training – or interest – in Shock attack.

(9.31) The following apply to Skirmishers only:

- SK units may not Shock attack.

Exception #1: SK may Shock attack Chariots and Routed units.

Exception #2: SK* units (those with an asterisk) may Shock attack, within the restrictions, below.

- If a SK* unit attacks an enemy through its flank or rear, thus gaining position Superiority, the halving of enemy losses still applies – as does the doubling because of Superiority. In essence, the two balance out and the end result is that the printed result applies.
- SK* unit attacks an enemy in conjunction with another Type of friendly unit (e.g., a HI unit), the other, non-

SK, unit determines superiority – never the SK unit, even if the SK is flanking!! In addition, if an SK is attacking or defending in coordination with any other unit type, do not add in the SK's Size Points, although the presence of that skirmisher will affect enemy retreat.

- Halve (rounding down) all Cohesion Hits, with a maximum of "1", inflicted (solely) by Skirmishers defending in Shock Combat. Thus, if a Light Infantry attacking a skirmisher would produce an unadjusted result on the Shock Results Table of 1(4), the actual result would be 0(4). The "1" hit maximum applies regardless of what Shock table adjustments may apply.
- All non-SK units shock attacking SK units do not have to make a pre-Shock TQ Check, even if they must charge.
- When firing any missile at an SK unit, add two (+2) to the die roll. (This adjustment applies only to the combat effect, not the Missile Availability).
- Skirmishers may Orderly Withdraw up to two hexes before any units whose MA is the same or less (i.e., all foot units), regardless of the MA differential.
- The only time **Skirmishers** and **Velites** suffer a Cohesion penalty when Withdrawing is after being approached from the rear; see 6.72(2).
- When determining lines for a LC, the presence of a VE or SK unit does NOT disrupt the line, as long as the interruption is caused by only one such unit.

(9.32) SK/LI Harassment & Dispersal Tactics:

Slings and Javelin armed SK/LI/LP (not Archers) may use H&D tactics against any enemy unit that has the same or lower movement Allowance. H&D comprises a unit's entire action for that turn. Units using H&D must start within two (2) hexes (but not adjacent to) the target unit. They may not start in an enemy ZOC, and they must be able to trace a path of hexes clear of enemy units and their ZOC unless that ZOC is adjacent to the target. The path may not be traced through friendly units or Rough terrain.

If the unit satisfies the above, it may fire its missiles against the selected target without moving (on the map, that is)!. The procedure is:

- Note which unit is using H&D;
- Note the target, as above;
- Fire the missile as if they were being fired at one hex range (this is a moving attack);
- The target may use Entry Reaction Fire. Treat all fire as simultaneous.

All of this occurs without moving the firing unit.

DESIGN NOTE: Well, it is moving (to the target and then back to whence it came). We just eliminated the micro-management

(9.33) The Following rule applies to Light Infantry (LI):

Phalanxes (PH), Heavy infantry (HI) and Legion Infantry (LG) that are attacked frontally by Light Infantry (LI) do not have to undergo a pre-Shock TQ Check ...although the LI still does. The reverse is not true; PH and HI do undergo a pre-shock TQ check when attacking LI. This rule does not apply to Peltasts (LP).

(9.34) routed SK units on the map in the Rout movement phase are eliminated.

(9.4) Special Cavalry Capabilities

(9.41) Light Cavalry Harassment & Dispersal Tactics:

Mounted Archers and Javelinists may use H&D tactics against any enemy unit that has a lower movement Allowance (but see last bullet of 9.42). H&D comprises a unit's entire action for that turn. LC using H&D must start within four (4) hexes (but not adjacent to) the target unit. They may not start in an enemy ZOC, and they must be able to trace a path of hexes clear of enemy units and their ZOC unless that ZOC is adjacent to the target. The path may not be traced through friendly units or Rough terrain.

If the unit satisfies the above, it may fire its missiles against the selected target without moving (on the map, that is). The procedure is:

- Note which unit is using H&D;
- Note the target, as above;
- Fire the missile as if they were being fired at one hex range (this is a moving attack);
- The target may use Entry Reaction Fire. Treat all fire as simultaneous.

All of this occurs without moving the firing unit.

(9.42) Cataphracted Cavalry: "CAT" HC units have the following special capabilities ... and restrictions:

- They pay a two (2) MP cost to change facing per vertex;*
- When fired at by Archers, add two (+2) to the die roll;
- When fired at by Slingers or Javelins, add one (+1) to the die roll;
- In any Shock resolution that has attacking CAT HC, there is a two column adjustment to the Right (2R)*;
- In any Shock resolution that has defending CAT HC, there is a two column adjustment to the Left (2L)*;
- Light cavalry may use H&D against Cataphracted HC...even though their MA is not higher.

***Exceptions:** This does not apply when using the Formation rule (9.7) and the CATs are not in Formation.

PLAY NOTE: They look tough, don't they. See, however, 9.7.

(9.5) Artillery (Scorpions and Oxybeles)

PLAY NOTE: When playing the Beneventum scenarios, please have a close look at the special Scorpions rules for some adjustments to the following rules.

(9.51) Artillery are Bolt-firing engines with built-in crews, so they do not have to be manned (but see "Beneventum" Special rules). They use the Bolt row on the Missile Chart. The crews are treated as LI if attacked. Crews may not shock attack and their only offensive combat capability is to Fire.

(9.52) Artillery may fire twice during a single Phase (not) turn. The units may fire at any time during the phase – and we mean "any"; they may fire even in the midst of enemy movement! They do not need Orders or LC's, nor do they have to be in command. The firing player simply says, "I'm firing my Ox", or words to that effect. The first time an Artillery Fires, Place an "Ox Fired" marker on it. The second time it fires flip the counter over to its "Fired" side.

(9.53) Artillery have No facing; they may fire in any direction, regardless of in which direction the actual counter is pointed. They may not fire through walls or ramparts of any kind, unless they are in Towers.

DESIGN NOTE: Oxybeles and Scorpions were "low trajectory" artillery with little ability to raise the angle of fire.

(9.54) Artillery may either Move or Fire (but see "Beneventum" Special rules). They cannot do both in the same phase. To be moved they must be given an Individual Order by any Commander. Use the "Moved/No Fire" markers to indicate this.

(9.55) Only one Artillery counter may be placed in any one hex. All other Stacking rules apply.

(9.56) An Artillery that is Routed is automatically eliminated.

(9.6) Phalanx Defense

(9.61) In any Shock Resolution in which a non-PH unit moves and Shock attacks a PH frontally, the Shock column is adjusted two to the Left (2L) for each flank of the PH that is covered either by another PH unit or a PH ZOC (enabling the echelon to work).

Exception: if the attacking unit is HI, the adjustment is 1L

DESIGN NOTE: This reflects the remarkable defensive capabilities that this wall of sarissa had, especially against the initial charge by the enemy. Once inside the sarissa, the attackers stood a better chance of cracking the phalanx. The reduced effect for HI reflects the fact that they were spear-armed, too.

(9.62) Double-Depth Phalanxes

HISTORICAL NOTE: The efforts to increase the "crushing" pressure that phalanxes exerted was an experiment with which both Philip and Alexander tinkered. It didn't actually reach full use until the era of the Diadochi, although there is some evidence that Philip tried it at Chaeronea.

Only Macedonian, Seleucid and Egyptian PH unit may use Double-Depth Formation, which allows them to stack two to a hex. Forming Double-Depth requires an Order, Line Command, or Contingent Command directly from the Overall Commander. To Form Double-Depth, the stacking, "back" phalanx must start its movement in the hex directly behind the "front" phalanx. The "back" phalanx then moves into the front phalanx's hex, Paying normal Terrain costs, and expends one (1) additional MP to stack (with no Cohesion Hits). The "Back" phalanx is then placed underneath the "front" phalanx.

Movement/Stacking Restriction

- DD PH may receive orders only from the OC (or from a Contingent Commander via the OC).
- DD PHs always use their "4" MA; they never use their "5" for anything.
- For any movement that would incur a Cohesion hit, each unit incurs that hit.
- DD PHs may not Reverse, Wheel or use Column. They may move as one unit, but it takes 2 Individual Orders (when using orders) to move both units together. They may use Pre-Arranged Withdrawal.
- Unstacking also requires an Orders, Line, or Contingent Command, as above, at which time the top unit moves off at normal costs.

- No unit, of any type, may ever move through or into a DD PH. Treat them as a form of impassable terrain.

Combat Resolution

- The size of both units are combined.
- Units defending against a Shock Attack by a DD PH add one (+1) to their Pre-Shock die rolls
- If a defending DD PH is shock attacked from its flank or rear, cohesion hits occurred are tripled, not doubled.
- Only the top unit makes TQ checks (unless attacked from the rear, in which case it's the bottom unit?). However, if that unit fails the check (gets a Hit), then the other unit checks.
- Cohesion hits from Shock are distributed equally among the two PH's, with odd hits going to the top unit.
- Fire hits apply only to the top PH...unless fire is through the rear, in which case hits apply to the bottom unit.
- If either PH in the stack routs, they both rout. Routed Double Depth Phalanx units must retreat to separate hexes. If not possible, the unit is eliminated instead.
- Each PH unit keeps track of hits separately.

(9.63) Square (only for battles prior to 280 BC): Phalanx or Double-sized HO/HI units in the Macedonian army can form "square" to give it "all around" protection.

To form square, a unit must:

- Expend all of its movement points and
- Not be in any enemy ZOC.

Place a square marker on top to so indicate its new "formation".

(9.64) Effects of Square:

- A unit in square has an MA of "1".
- All surrounding hexes are frontal; no flank or rear.
- A unit in square may not initiate shock combat, although it may move adjacent to an enemy unit.
- A unit in square retains all of its normal Shock table relationships. However, its Size is "quartered", rounding up (which makes most of these units a "3").
- All missile cohesion hits received while in Square are doubled.

HISTORICAL NOTE: Alexander's HI did this at The Jaxartex, and it was a tactic in which his heavy infantry was trained. The Greek hoplites probably did not use such a maneuver, as they were not used to dealing with cavalry on such a level.

(9.65) Phalanx Rout: Double-size Phalanxes and Hoplite/Heavy infantry do not Rout like other units. Each time any of these units incurs Hits greater than or equal to its TQ, the player rolls the die (EXCEPTION: if the hits were a result of Position Superiority by the enemy then it automatically Routs). He adds to that DR:

- A number equal to the amount by which Accumulated Hits exceeds TQ /thus, a PH with a TQ of 7 that has incurred 9 hits would have +2 added to the Rout DR); and
- +3, if the PH unit was attacking at the time.

STANDS: If the adjusted DR is equal to or less than the unit's TQ, the unit Stands, in place, with hits equal to TQ minus 1.

When so successfully rolled; the unit doesn't have to roll again for collapse as per 8.38 second bullet.

ROUTES: If the adjusted DR is greater than the unit's TQ, the unit is Routed and retreats two hexes (as it would normally do when routing). The unit may not be rallied. In the Rout Phase, all Routed PH (et al) are Eliminated – immediately removed from play.

(9.7) Cavalry Charge Formations (Optional)

HISTORICAL NOTE: Cavalry "charges" in this era were not the same thing as those of the Napoleonic period...if, alone, because stirrups were not in use. So, how did cavalry achieve its "shock" effect? It appears they did so from the "charge" formations they adopted, the shape of the formation allowing the moving mass of cavalry to have the desired power. Such formation fighting, however, required a great deal of training and discipline and was thus not widespread.

PLAY NOTE: Because this rule adds complexity to the system, we suggest it as an optional rule. However, when using this, the likewise optional Pursuit rule 10.4-B- must also be used, when preferred to the other Pursuit standard rule 10.4-A-.

(9.71) Shock attacking cavalry of any type may not gain any System Superiority – regardless of what the chart says – unless they are in Charge Formation.

Exception: The above does not apply when the defending unit is SK.

(9.72) The following cavalry units – only – may use Charge Formation:

- All HC and RC
- Lancers
- Thracian LC

HISTORICAL NOTE: Most formations were wedge-shaped; the Thessalians used an unusual rhomboid (diamond) formation.

(9.73) In order to assume Charge Formation, the unit must receive an individual Order or a Macedonian Contingent Command ... no Line Commands. It costs 4 MPs to assume Charge Formation. The unit may not be in an enemy ZOC. Use the Charge Formation markers to so indicate.

(9.74) The following **Restrictions** apply to units in Charge Formation to so indicate.

- They may not use Missile Fire.
- They may not use LC mobility (where applicable).
- They may not change facing more than one vertex in any one hex, unless they do not move that phase.
- It costs 2 MP to change facing, per vertex.
- They may not change elevation more than one lever per Phase.
- Any terrain-mandated Cohesion costs are doubled.
- They may not use Orderly Withdrawal.
- For any Missile Fire against a unit in Charge Formation, subtract one (-1) from the die roll.

(9.75) Combat Benefits

- All system Superiority (AS/DS) on the chart now applies.

- Heavy Cavalry units in Charge Formation are automatically Attack Superior against all other cavalry that is not in Charge Formation.
- HC in Charge Formation is AS vs. Thracian LC in Charge Formation.
- Thracian LC in Charge Formation is automatically AS against all cavalry except HC.

(9.76) Leaving Charge Formation: Cavalry may leave Charge formation:

- Voluntarily: but at a cost of 2 MPs; and
- Involuntarily: after any Shock combat, the unit is automatically out of formation.

(9.8) The Roman Manipular Legion

The major advance in the science of military tactics in this era was the “Manipular” legion, as developed by Rome starting somewhere in the late 3rd century B.C. It allowed the Roman strengths – training and discipline – to be translated into a tactical flexibility that often proved superior, even when her general were not. Therefore, Roman armies have certain advantages, some of which have been discussed above and are summarized herewith.

The Manipular Legion rule applies only to legions and alae infantry. It does not apply to Allied troops (such as the Numidians at Zama) or cavalry.

(9.81) **Manipular Line Extension:** Stacked Roman units with intervals (i.e., unoccupied flank hexes) have an added capability: Line Extension. The instant an enemy combat unit comes within two hexes of a “stack” of two Roman units, all the top units in the stacks in the same “Line” (see 4.33) MAY move sideways into the vacant flank hexes, as per the diagram, below. The Roman Player may make his choice at any time any enemy unit so places itself. (That is, he does not have to exercise his MLE rights the first time they become available; however; see ZOC restriction, below). Once a Line undertakes MLE, none of its units may use Orderly Withdrawal in that Orders Phase.

Original Deployment



After Line Extension



If a flank hex is occupied, MLE may NOT be used to place a unit in that hex. MLE is not considered movement, uses no MP’s, and does not earn any Cohesion Hits. The hex entered by LE must be clear and not in an enemy ZOC. Facing remains the same. This rule only applies to “un”-stacking the units; it does not apply to stacking them together.

(9.82) Manipular line Extension may be undertaken:

1. As a reaction to enemy movement; OR
2. As a Line Command. If undertaken as a LC, subtract two (– 2) from the Movement Allowance of each unit (even if it did not move). There are no Cohesion Hits applied for the MLE. Of course, the Roman Player may accomplish the same effect during one of his Orders Phases simply by “moving” the units.
3. In addition, if enemy movement triggers both Orderly Withdrawal as well as MLE, both may be undertaken together.

EXAMPLE: A Velites unit sitting between two Hastati stacks may Withdraw through the gaps in a Hastati line upon approach of, say, an enemy phalanx and, as soon as that unit is through the gap, the Hastati line may undergo MLE.

(9.9) Roman Triari Tactical Doctrine

This rule must be used with any battle involving Romans that took place prior to 200 B.C. in which Shipio Africanus is NOT present as Overall Commander. It represents the way Romans used their Triarii...and, for Rome, doctrine was the equivalent of unassailable dogma.

(9.91) Triari may not move (but may change facing) until and unless one of the following occurs:

- There is an enemy combat unit, other than an Elephant, that is within three hexes (and LOS) of any unit in the Triari line; OR
- The Triari are at least six hexes from all other Roman or alae – but NOT allied – infantry lines, be they Hastati, Principes or whatever.

(9.92) Triari may not move and Shock Attack unless and until the Roman Army has Rout Points equal to at least one-half of its Withdrawal Level. They may always, however, shock attack (without moving) against enemy units in their ZOC.

10.0 Effects of combat

(10.1) Cohesion

Cohesion is a measure of how organized and effective a unit is at any point during the battle.

(10.11) Cohesion Markers: Each time that a unit suffers a cohesion Hit place a Cohesion # Marker – representing the total number of hits taken – on (or under) the unit.

(10.12) If there are multiple units involved in a single combat resolution, hits must be divided as equally as possible amongst these units, with any extra hits given to the unit that was

- 1st: used to determine Superiority
- 2nd: used to determine the Shock CRT column
- 3rd: Player’s Choice

Exception: If a double-sized unit is attacking two single-hex units, the attacker chooses how any Cohesion Hits will be distributed among the defenders. Such distribution may be uneven, if so desired. This does not apply when phalanxes are defending.

(10.13) **Rout:** When a unit has absorbed cohesion hits equal to or more than its Troop Quality Rating it automatically Routs (10.3). In addition, in the Collapse Phase of Shock Combat players roll for Rout for units that are in an enemy ZOC and are one Cohesion Hit short of reaching their limit, as per 8.38. Place a “Routed/TQ-1” marker on top of such unit.

(10.14) **Recovery:** During an Orders Phase, any unrouted unit with cohesion hits which is not in an enemy ZOC, nor adjacent to an enemy unit, nor within range and LOS of an enemy missile unit that is not Missile No, and is in “clear” terrain may remove two cohesion hits by being given an Individual Order to do so. A unit may not remove more than two cohesion hits per Orders Phase, and neither Line nor Contingent Commands may be used to do this. A unit that has cohesion hits removed cannot move/fire in the same Orders Phase, and a unit that has moved or fired may not have hits removed. Units that have Rallied this game turn may not have cohesion hits removed.

(10.15) **Effects on Cohesion Hits:** Cohesion hits do not affect a unit’s combat strength or capabilities in any way, other than to show how close it is getting to falling apart. Thus, a unit with a TQ of 6 and 4 hits has the same combat effect as one with no hits. It is just more likely to rout.

(10.16) **Cohesion Hit and TQ Check Chart:** This chart lists the times during the game when a unit must undergo a TQ Check. A TQ Check consists of rolling the die and comparing it to the unit’s printed TQ rating (if routed that rating is “1”). If the die roll is less than or equal to the checking unit’s TQ, the unit passes the check. Otherwise, it fails. The Cohesion Hit and TQ Check Chart lists the results, usually one or more Cohesion hits for failing the check.

(10.2) Depletion (Optional)

Depletion reflects the actual loss of men in combat.

(10.21) Any time a Routed unit is Rallied, it automatically becomes Depleted. In some Scenarios, certain units may start the game Depleted.

Exception: Units that are already Depleted do not suffer additional Depletions.

(10.22) To indicate Depletion:

- If a unit is functioning at its printed TQ (no “Hits”), place a “Depleted” [see above] marker under it.
- If it has suffered TQ Hits, use the TQ Hit markers that also say “Depl”: e.g., “2/Depl”. [Again, see above].

(10.23) Depletion affects combat as follows:

- If *any* Depleted unit is involved in a shock attack, there is a 1L column adjustment on the Shock Results Table.
- If *any* Depleted unit is defending against a shock attack, there is a 1R column adjustment on the Shock Result Table.
- Add one (+1) to all Missile die rolls by a Depleted unit.

(10.24) When attempting to Rally (10.37) a Depleted unit, add one (+1) to the Rally die roll.

(10.25) When a Depleted unit has been Rallied, in determining how many TQ hits it will return with (10.39), add two (+2) to that die roll.

(10.3) Unit Rout and Rally

HISTORICAL NOTE: Routing units usually ran away, with infantry often throwing away their equipment in a futile effort to speed their exit – which usually precluded their being of much future use in the battle.

(10.31) A unit which has routed (10.13) is immediately moved two (2) hexes toward its Retreat Edge (as defined in scenario rules, but usually the one behind his original deployment). Exception: Elephant Rampage; see 9.14. No Movement points are expended, but the unit must take the most direct path towards his Retreat Edge, even if this means moving into and/or through friendly units. However, when given a choice, it will take the path of least resistance (see below). The unit’s facing is changed – at no cost – so that it faces the direction it is going to go at the instant of Rout. If they cannot retreat the full distance they are eliminated (see 10.33, and note 10.34). Place a “Routed” marker on that unit when it finishes its retreat.

The Path of Least Resistance is as follows:

1. Vacant hex not in enemy ZOC (even if terrain is difficult); then
2. Friendly-occupied hex not in an enemy ZOC; then
3. Friendly-occupied hex in an enemy ZOC.

The routing unit will always enter “1” before “2”, etc., always with an eye towards the Retreat Edge.

*PLAY AND DESIGN NOTE: Routing units have one thought in mind: getting out of the area as quickly as possible. If there are people standing in their way, that’s **their** problem. Therefore, routs in ancient warfare often took other troops with them, especially if they were rear echelon troops of minimal value. While routing/retreating units usually move directly towards the rear of their lines, instances will occur where that is not feasible or even possible. In such instances, common sense, along with knowledge that these units are trying to get away from the enemy, should guide your movements.*

(10.32) In the Rout Movement Phase all routed units are moved their full, printed movement allowance in the same fashion as in 10.31 – even if they moved previously during the turn. Routed units use normal movement rules, except that they may not enter enemy ZOC’s unoccupied by friendly units. They do not suffer Cohesion penalties from Rout/Retreat movement, but they suffer Cohesion Hits according to the stacking Chart.

(10.33) A unit that either moves off the map (for whatever reason) or cannot complete its rout movement because of the presence of enemy units/ZOC’s or impassable terrain is permanently removed from play and considered eliminated for Army Rout purposes.

(10.34) The movement of Routing units through or into other units is covered on the Stacking Chart (6.98). The main premise is that routed units may NOT stack., regardless of country, class or type. If a routed unit were to finish its rout movement in a friendly – occupied hex, instead – and as per the Chart, it continues on one more hex (with additional penalties to the non moving unit). If that “additional” hex is also occupied, the routed unit is automatically eliminated (with the non-moving penalties applying to the units in both those hexes). Note, also, that routed skirmishers lose their unique capabilities (9.3), although non-SK units still halve the hits received when attacking routed skirmishers.

(10.35) **Effects on Routed Units:**

- Routed units retain their Size and Movement allowance.
- They have a TQ of “1”.

- Routed foot missile units are automatically “Missile No”.
- Rout-moving units do not incur movement/terrain Cohesion hits.
- Routed units may not receive or use Orders or Commands, other than Rally, nor may they fire Missiles for any reason.
- If a routed units is attacked – missile or Shock – and suffers any additional cohesion hits the unit is immediately eliminated and removed from play.

(10.36) If, as a result of Cohesion hits from Shock, all attacking and defending units would rout, the following occurs:

1. Attacker adds to his total hits the number of Hits – if any – that he would incur were he to advance after combat.
2. The side that has the unit with the greatest discrepancy between hits and TQ rating Routs. The opponent is not Routed; if it was the attacker he advances (if eligible) ... otherwise he stays in place. He now has Cohesion Hits equal to its TQ minus one (-1).
3. If the difference between the hits and TQ is the same for both sides, the defender routs and the attacker advances after combat (if allowed) and has Cohesion hits equal to its TQ minus one (-1).
4. If one (or both) sides have more than one unit involved and at least one unit did not reach or exceeded its TQ, then all units that did so Rout. The above sections apply only when all units would have routed.

EXAMPLE #1: A Macedonian phalanx (TQ=7, 5 Cohesion hits) attacks a Greed mercenary hoplite unit (TQ=6, 4 Cohesion hits). The Shock result in 3(2), so both units have equaled or exceeded their TQ. The phalanx has 8 hits, or +1 over its TQ, while the hoplites have 6 hits, the same as their TQ. Therefore, the phalanx routs while the hoplites stay in place – it was not the attacker and could not advance – with 5 cohesion hits.

EXAMPLE #2: Same attack as above, but the result is 2(2), In that case, because both units equal their TQ in cohesion hits, the defending hoplites rout, and the phalanx advances after combat with 6 Cohesion hits.

EXAMPLE #3: Same as #1, but, in addition to the phalanx, there is an attacking Hypaspist (TQ=8) with 6 cohesion hits. Regardless of how the hits are applied to the attacker (10.31), one would reach its TQ and one would not. Therefore, both the defender and the one attacker that reached its TQ Rout; the other, unrouted attacker may advance, if possible.

(10.37) Rally: During an Orders Phase a player may attempt to Rally any routed unit:

- In any hex that would not cost more than 1 MP to enter (excluding elevation cost), and
- Which is not adjacent to an enemy unit or within range (and LOS) of an enemy missile unit that is not Missile No.

Exception: Double-size Phalanxes and Hoplite/Heavy Infantry may never Rally (see 9.65), as well as elephants.

PROCEDURE: An individual leader may attempt to rally a given unit only once per game-turn (a unit may be rallied by

another leader in that turn). To Rally a routed unit the player rolls the die:

- If the die roll is the same or lower than the Leader’s Initiative Rating + 1, the unit is Rallied.
- If the die roll is higher than the initiative +1, the unit Rout Moves, as per 10.32.

ELIMINATION DURING RALLY:

- If the die roll is higher, and the die roll was also higher than the printed TQ of the unit, the unit is, instead, eliminated.
- If a HI unit fails its Rally attempt, it is eliminated.

EXAMPLE: Leader with an initiative of “4” attempts to rally a routed unit with a printed TQ of “7”:

- *Player rolls a “2”, the unit is rallied. He then consults the Rally table and rolls a “5”, unit now has “2” hits.*
- *Player rolls a “6”; the unit Rout Moves.*
- *Player rolls an “8”; the unit is eliminated (DR > TQ).*

Rallied units may not receive or use Orders until the next turn; however, they may be refaced at no cost in MPs or Cohesion hits when rallied. Rallied units are depleted and Missile NO.

(10.38) If a Leader is stacked with a routing/retreating unit that leader may rout move along with that unit. He is otherwise unaffected by the rout.

(10.39) The Rally Table: Use this table to determine the number of Cohesion Hits a Rallied unit receives.

FABIO’S NOTE: Below I will propose both PURSUIT RULES (-A- from SPQR and -B- from GBoA). I will let you decide which one to pick for battles from 280 BC on, and whether to pick one of or none for battle prior to 280 BC.

(10.4 -A-) Cavalry Pursuit

(Standard for SPQR battles, Optional for GBoA battles prior to 280 BC)

HISTORICAL NOTE: One of the problems with cavalry throughout military history is that it was often difficult to stop victorious cavalry from pursuing the fleeing, enemy troops. The telling factor in getting the runaway horse back into the battle was usually the level of leadership control.

PLAY NOTE: This rule is NOT used in Beneventum, which is why there are no Pursuit boxes on that map.

(10.41) If an enemy unit is routed by a friendly, attacking cavalry unit in Shock combat (the actual combat, not the Collapse/TQ Check), the victorious cavalry unit MUST Pursue. If more than one cavalry unit causes the rout, only one of them has to Pursue, pursuer’s choice. Pursuit applies only to victorious, attacking cavalry units – never to victorious, defending units.

Exception #1: If the defending unit would be eliminated because it cannot complete its rout because it is surrounded (including attacking ZOC’s), there is no pursuit.

Exception #2: If a unit shock attack two separate units at once and only one routs, there is no Pursuit.

(10.42) To resolve Pursuit, players roll on the Cavalry Pursuit Table, applying the applicable, listed adjustments. One of three things can happen:

1. **Break-Off:** Routed unit undergoes Rut Movement. The cavalry does not follow, although it does Advance after Combat. The cavalry is Finished for the Turn; it may not move – other than to Withdraw – or attack, but defends normally and may change facing with an Order.

2. **Pursue (against Foot units):** The routing foot unit is retreated the usual two hexes. One – and only one – successful attacking cavalry unit follows it, using the exact same path. It stops when

- a. it enters an enemy ZOC; OR
- b. it moves adjacent to the routing unit (or another routed unit).

If (a), it simply stops; it cannot attack. However, if it is (b), it may attack again...if the pursuing unit has only the fleeing unit in its ZOC and the player gets a die roll that is the same as or lower than the pursuing unit's TQ. If so, it attacks again, starting with the routing unit rolling for pre-Shock TQ check (The cavalry does not have to, as the defender is Routed). This time, if the defending unit is routed it is, instead, eliminated. Otherwise, both units stay where they are.

3. **Pursue (against Cavalry units):** The procedure here is, initially, the same as for pursuing foot ...retreat then pursuit. However, in this case, if (b) occurs and the cavalry unit attacks a second time and routs the fleeing unit again, the latter routs all the way off the map through its Retreat Edge, using the most facile path possible. This time, the pursuing cavalry follows the fleeing cavalry, using the same path. It stops:

- When it is within one hex of an enemy ZOC. It does not enter that ZOC; it just stops. OR
- It pursue off-map and is placed in the Pursuit box

All post-combat cohesion checks (8.38) occur after all pursuit is resolved ...even if the cavalry is now in the off-map In Pursuit Box

FABIO's NOTE: *The following is an attempt of streamlining the convoluted returning rule. It gives the off-map cavalry units a reasonable chance to get back in the battle (I never saw a cavalry returning from the regroup box with the original rule). As you can notice, the "Leader in pursuit" section has been removed. If you don't like it; discard it and go with the official 10.43.*

(10.43) Pursuing cavalry that pursues off -map is placed directly in the Regroup Box with a "pursuit" marker on top. Every time its Overall Commander is activated, either by normal or momentum activation phase, all cavalry units in the Regroup Box are moved back into the battlefield with the following procedure:

- At the end of the OC's activation every cavalry unit, with a "pursuit" marker on top, must move its printed MA toward a Leader that can command them, starting from an hex of the enemy retreat edge, it cannot move adjacent to an enemy unit nor can use missile fire, it defends and use reaction fire normally though.
- Those cavalry units that re-entered the map in previous OC's activations but still with a "pursuit" marker on top (see below), are also moved in the same manner.

- If the cavalry, at the end of its movement, is within that Leader's command range, the "pursuit" marker is removed and the unit is "**back in play**", eligible to be activated by any Cavalry Leaders in future activations of the same turn, but in its **moved side**.
- If it is still outside that Leader's command range, the procedure above is repeated whenever the OC is activated again (it could be the next activation if the OC succeeds in his Momentum Dr), till when the cavalry will be "**back in play**".

(10.4 -B-) Cavalry Pursuit (Optional)

PLAY NOTE: This rule is used only when using the Cavalry Formation rules. Moreover, when using those, this rule must be used.

(10.41) Cavalry units that cause the defender to rout must pursue if:

- They are shock attacking,
- Have moved to effect that Shock Attack (i.e., "Must" Check TQ), and
- Are in Charge Formation

(10.42) Pursuit Die Roll: To see if a cavalry unit pursues, the player rolls a die and adds two (+2) to the result. If the adjusted die roll is greater than the unit's TQ, that unit Pursues. Otherwise, it advances after combat normally. If the defending unit was eliminated – either from combat or during its Rout – there is *no* Pursuit.

PLAY NOTE: The presence of a leader has no effect on the Pursuit die roll, although the leader is free to tag along.

(10.43) Pursuit Procedure: Pursuing cavalry, essentially, chases the fleeing unit. After the routed unit is moved, the pursuing cavalry moves, following the same path as the fleeing unit. It stops only when it either moves into an enemy ZOC or places an enemy unit in its ZOC. It will not pursue a fleeing unit off the edge of the map; it will stop at the edge, ending pursuit.

(10.44) When the pursuing unit has stopped it will, if possible, attack any/all enemy units in its ZOC. The entire process is then repeated (10.42-10.44) until no attacks are possible. There are no Pre-Shock TQ checks in any Shock that occurs during Pursuit.

(10.45) Cavalry Pursuit is resolved immediately after the rout result ... and before any other combat is resolved.

(10.46) Pursuing cavalry pays all terrain Hit costs; they do not pay any MP costs from their MA.

(10.5) Army Withdrawal

(10.51) A player wins by causing his opponent's army to Withdraw. An army will Withdraw when it has exceeded its Withdrawal Level (listed in each scenario) at the end of the turn. To determine this, each player totals the number of Rout Points (from his eliminated units, or units that have Routed off the map) that army/player has garnered.

(10.52) In general, a unit is worth RPs equal to its TQ, with the following exceptions:

- **All non-Shock Skirmisher unit (SK) are worth one (1) RP, unless the Dan Fournie's Variant published in C3i # 15 is used. In this case all SKs are worth 2 RP**

- Shock skirmishers, Elephants and Chariots are worth two (2) RPs.
- Double-sized units are worth twice (2x) their TQ rating. Thus a phalanx with a TQ of “7” is worth 14 RPs.
- Artillery units are worth “0”.
- Leaders are worth five times (5x) their Initiative Rating.

Exception #1: Alexander is worth 10x his Initiative, or 70 RPs. This does not apply in Chaeronea.

Exception #2: If Darius is killed, the Macedonians automatically win.

(10.53) If an Army’s RP total is the same or higher than the Withdrawal Level for that army in that battle, it has routed and that player has lost the battle.

(10.54) If both sides reach their Withdrawal level at the end of the same turn, the player with the least number of Rout Points above that level wins, but just barely. If both sides are exactly the same, it’s a draw.