

## LEGIO VI Macedonica 6mm FASTPLAY

### Shooting

Javelin/Pilum Range = 40 paces  
 Bow/Sling Range = 100 paces  
 Artillery Range = 400 paces  
 1 D6 per stand: -1 die per DP on shooter  
 ½ dice if target unformed or in cover; **6 = Hit.**  
 +1 LI and Asiatics at 40 paces except vs. armour  
 +1 legionaries/artillery vs HI, elephants  
 +1 HI with javelin vs cavalry, chariots, lights

**Hit = DP** Once shaken, no further effect

### The Following may not initiate a charge:

Shaken, column, slingers, archers or artillery. Unless in pursuit, other unformed may only initiate a charge against unformed or an exposed flank or rear.

### Charge Responses

**Shaken Troops** break

**Other Unformed Infantry** may stand if in difficult terrain, or behind obstacle, or charged by mounted or light. Otherwise must take evade test.

**Other Unformed Cavalry** may counter-charge cavalry or light, otherwise must take evade test.

**Formed Cavalry** may test to evade infantry, chariots or elephants. Otherwise must counter-charge.

**Elephants and Chariots** must countercharge

**Others** must stand to receive at the halt.

### Evade Test: AvD for A/B Grade, D6 others

- -1 for each DP/casualty
- -5 if shaken
- +1 if leader inspiring

**Results:** 1+ = Evade. 0- = break if shaken or become shaken and receive halted.

### Combat Resolution: Roll 1 AvD, Legionaries, Spearmen and Pikemen. D6 others. Add:

- +? Combat Value
- +1 Each Quality Grade higher
- +1 Advantage of Ground
- +1 Defending Fortification
- +1 Supported
- +1 Sword/Peltast Charge/pursuit/follow-up
- +1 Each phalanx stand -DPs, not pushed back
- +2 Cav/El/Gallic charge/pursuit/follow-up
- +3 Lt & Hvy Chariot charge/follow-up/pursuit
- +5 Scythed Chariot charge/follow-up/pursuit
- +1 Light Infantry follow-up/pursuit
- +1 Leader inspiring
- +1 Indian vs African Elephant
- 1 Each DP/ Casualty (max -4)
- 5 Shaken
- 2 Unformed or in column (-4 Phalanx)
- 1 Outnumbered at least 3:2
- 2 Outnumbered at least 2:1
- 3 Outnumbered 4:1+

### Combat Results

**5+ Victory.** (0 DPs). A/B Grade units may halt Artillery halt. Otherwise pursue. 1 DP if Cavalry halt.

#### +2/4 Success:

- Infantry who stood to face a charge by Cav or Special halt. Artillery halt. (0 DP).
- Cav charged formed infantry fallback. (1 DP).
- El/Scythe Ch pass through ranks (1DP)
- Others follow up or pursue opponents; except A/B Grade; and C Grade who did not charge or were opposed only by light troops, may halt (1DP)

#### +1/-1 Inconclusive. (1 DP each)

- HI halt or fall-back; LI halt, fall-back or retire; Artillery halt.
- Scythed Chariots Destroyed. Cavalry follow-up, pursue or fallback. Elephants pass through ranks if opponent halts, otherwise follow-up or pursue

#### -2/-4 Set-Back. Break if shaken otherwise 2 DPs

- HI charged by Cavalry only halt, El Halt.
- Unformed retire; Artillery & Scythed Chariots critical hit; Others fall-back

**-5/-6 Defeat.** Break if unformed, or Elephants. Artillery and Chariots destroyed. Others take 1 casualty and retire

**-7 or less Rout.** Special Troops destroyed. Others 1 casualty and break.

### After Combat Moves:

**Halt.** Remain halted following turn. May change formation or facing, shoot and respond normally to charges and conduct line relief. May not make any other moves nor initiate a charge.

**Follow-up.** Move forward in good order to remain in combat with an opponent who fell back.

**Fall-back.** Move back 20 paces facing enemy. Remain halted next turn if opponent does not follow up. Units unable to fall-back remain in place and receive 1 DP.

**Retire.** Move back full fast move unformed. If unable to retire, remain in place and receive 1 DP. Retiring units break if caught by pursuers.

**Break.** Full fast move, unformed, until behind supporting troops, terrain obstacle, or beyond bow range of enemy. May then, reform if they pass a control test. If unable to move, receive 1 casualty and surrender to any enemy in javelin range.

**Pursue.** Full fast move, unformed, trying to remain in contact with opponent. Pursuers encountering new enemy automatically charge them immediately. Lights and A grade may opt to halt 40 paces short. Pursuers who catch routers cause automatic casualty next turn for each 3+ on D6.

### Numbers

Count stands in base to base contact, + (formed and special only) one over-lapping on each flank, + second rank pikes. Also count ½ supporting. Units in Wedge count all stands in the first two ranks with third rank supporting Elephants count double as do HI unless facing Special Units.

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### Sequence of Play

**1. Command Phase:** Dice for initiative; make command decisions for each leader, move messengers/leaders, take control tests. All actions from right to left. Player with initiative going first.

**2. Move and Skirmish Phase:** Units either **Move** up to javelin range of enemy; or **Rest**, removing DPs as appropriate. Conduct Roman Line relief. LC and javelinmen may move and shoot. Artillery may either move or shoot. Others may make a basic move and shoot.

#### 3. Combat Phase:

1. Declare charges. Infantry must be at javelin range, others at any distance from enemy
2. Make charge & response moves
3. Formed HI volley
4. Simultaneously resolve combat
5. Make After Combat Moves

Troop Type	Combat Value	Missile Range
Archers/Slingers	0	100 paces
Light Javelinmen	1	40 paces
Light Cavalry	1	40 paces
2-Horse Chariots	1	None
4-Horse Chariots	1	40 paces
Scythed Chariots	0	None
Heavy Cavalry	2	None
Cataphracts	3	None
Peltasts	2	40 paces
Gallic Infantry	2	None
Swordsmen	2	Pilum/Javelin (40)
Spearmen		3      None
Pikemen	1	None
Asiatic Infantry	1	100 paces
Indian Elephants	4	None
African Elephants	3	None

**Movement.** Move 20 paces for each number rolled:

**Infantry & Elephants:** 1 AvD. **Cavalry:** 1 or 2 AvD. **Chariots:** 1 AvD + 1 optional D6. **Artillery:** Move 40 paces, no dice required

**Fast Move:** +1 optional D6. Compulsory if charging, evading, retiring, routing or pursuing.

**Column:** Infantry up to 100 paces, Cavalry up to 240 paces. No dice required. Double distance beyond bow range. +100 paces infantry on road.

**Light Troops:** +20 paces for each die rolled.

**Fatigue:** Formed units incur DPs on move dice results: Phalanx: 5=1 DP, 6=2 DPs. Chariots 5-6 = 1 DP, others 6=DP

**Rough Terrain:** -20 paces or each die rolled for heavy infantry, impassable for cavalry, chariots, elephants and artillery. Increase chances of incurring DPs for fatigue by one (eg. Pikemen get 1 DP when the move die is 4, 2 DPs on a roll of 5-6). Pikemen and Spearmen are also affected in this way by light cover as well as rough terrain.

### Command Decision

Each leader must decide at the start of each turn what he will do from the following choices. The General may take two actions, others only one:

**Control units** under his command within bow range. Units will have to take a control test if not controlled.

**Inspire unit** which the leader has joined

**Move** during the Command Phase and/or **join a unit**

**Issue orders** or listen them. or send messenger

### Control Test 1 AvD (A-B Grade) or 1 D6 (others):

Take if not controlled, or to cease rout/pursuit/looting

+1 if charging, looting, in rout or pursuit;  
+/-1 if Leader inspiring that unit

**1-2** = Halt;

**3-4** = Act as player wishes;

**5-6** = Repeat last move.

### Manoeuvre

**Unformed:** Light troops; units in rout, pursuit, evading or retiring; are unformed. HC and Peltasts may unform voluntarily. Move independently without penalties.

**Wheel:** 1 DP\* formed troops in line if within bow range

**Change Formation:** ½ move. 1 DP\* if within bow range

**Form-up unformed:** 1 turn. 1 DP if within bow range

**Cross Major Obstacle:** ½ move. 2 DPs if mounted, 1 DP for other formed units

**About Face:** ½ move for formed units, 1 DP Pikemen in bow range

**Mount/Dismount:** ½ move 1 DP if within bow range

**Interpenetration:** 1 DP unless one unit is unformed and neither move fast. No penalty to Legionaries of the same Legion

**Side-step/step-back:** 20 paces. Formed Infantry only.

\*2 DPs for Pikemen

### Morale

- 1 DP if non-light unit broken/destroyed in bow range
- 1 DP if Commander killed/broken in bow range (2 DPs for General)
- 2 DPs if formed burst through by Elephants, 3 DPs for phalanx
- 2 DPs if charged in flank/rear. 4 DPs for phalanx
- 1 DP if moving infantry charged by mounted
- 1 DP if cavalry or chariots within 40 paces of elephants or camels
- Become **Shaken** on 5<sup>th</sup> DP or if broken. Further DPs for combat or morale cause a casualty, DPs for movement or shooting have no further effect. +1 DP for each extra Legionary Line and for Phalanx of at least 8 stands