

'Αλαλά! Quick Reference

Sequence of Play

Command Phase. Allocate and apply Command Points for each leader. Take control tests for skirmishers and cavalry, and for Hoplites not being controlled by their Leader.

Skirmish Phase. Each skirmisher and cavalry unit not constrained by a control test result, may shoot then move; move then shoot; shoot twice without moving; or redress ranks.

Phalanx Manoeuvre Phase. If Advance has been signalled for their phalanx, move Hoplites in strict order from right to left.

Charge Phase. Declare charges within 4". Make charge and charge response moves.

Combat Resolution Phase. Resolve combat from right to left from the perspective of the player with initiative. Apply changes to aggression as soon as it occurs.

After Combat moves. Take all moves resulting from combat. From right to left from the perspective of the player with initiative.

Hoplite Aggression Levels & Morale

Below ½ strength. Become Shaken.

Shaken. May not advance towards enemy. Must retire if drop another level. *Casualty marker.*

Formed-up but not overly enthusiastic.

Ready to close with the enemy. *Inspiring marker.*

Eager to get stuck in. *Two inspiring markers.*

Aggression levels immediately raised or lowered:

-1 friendly hoplite unit retire/rout/destroyed in 4"

-1 leader killed within 4"

-1 if attacked in rear or behind shieldless flank

-1 if halt or retire after advance signalled

+1 if enemy hoplite unit retire/rout/destroyed in 4"

+/-1 if leader uses CPs to encourage.

Shooting. Range 4"

Roll 1 D6 per 2 heavy cavalry or peltasts (round down), per man others.

-2 dice if shooting at Hoplites frontally

+1 die if Hamippoi shooting

Always roll 1 die.

Inflict 1 casualty for every 6 rolled.

Command Actions

Control (1 CP). All units of the leader's phalanx may move and act as a single entity as he wishes, as long as they are in base to base contact within 4" of the unit with the leader. Otherwise they must take a control test.

Move (1CP). Move up to 6" in the command phase, including detaching from one unit and attaching to another. He may move again with that unit in the Phalanx Manoeuvre Phase.

Encourage (2 CPs): Raise or lower the aggression level of any one unit within 4" even if in combat. **+1 CP** to encourage C Grade, unless they are advancing; **-1 CP** to encourage A Grade.

Signal the Advance (1 CP). The leader's Phalanx advances towards the enemy at least one move die. Hoplite units may not advance before the signal is given unless forced by a Control Test.

Invoke the Gods (2 CPs). Draw from the God Pack. This may only be done before the leader signals the advance. Some cards must be played immediately, others may be retained to be played at any time of the player's choosing.

Control Test

Roll 1 D6, C Grade Hoplites. 1 AvD for others.

+1 for each aggression level above Formed-up.

2- Shaken Retire. Others Halt.

3-4 Act as the player wishes

5+ Continue pursuit. Otherwise A Grade act as player wishes. Non-A Grade Eager Hoplites must advance 2 dice towards nearest enemy Hoplites (even before the signal to advance). Otherwise repeat last move.

Risk to Leaders

Roll D6 whenever the unit the leader is attached to, suffers a casualty from shooting or was engaged in combat. If a '1' is rolled roll again:

1 = Killed

2-3 = Severe Wound. Loose 2 CPs.

4-6 = Light Wound. Loose 1 CP.

Once CPs reduced to 0 the leader is killed.

If a leader is killed, his second in command takes his place with 1 CP.

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Movement

Stop at 4" of enemy to front except skirmishers and cavalry fall back in face of hoplite move.

Infantry: 1 AvD + optional additional AvD x 1".

Cavalry: + 1 optional D6 x 1" except Hamippoi

Evade, rout, retire, pursue: Max dice + 1" per die to initial evade, rout retire move. Become unformed.

Fatigue: 1 DP on each 5 rolled for Hoplites and 6 for Heavy Cavalry. A Grade may choose to -1 from one move die to avoid DPs.

Rough Terrain: 1 DP Hoplites, impassable cavalry.

Unformed: Skirmishers & Cavalry; routing, retiring, pursuing Hoplites. Move freely in any direction.

Formed Hoplites move in direction of facing with with no more than 22½° deviation off-centre to the right, and none to the left.

About Face: ½ move and 1 DP.

Side-step/step back (A & B Grade Hoplites only): 1 move. Shift up to 2" no dice required.

Wheel. 1 move. Pivot up to 5". 1 DP A Grade, 2 DPs B Grade, 3 DPs C Grade. No dice required.

Form up Unformed Hoplites: 1 move. Reform on the spot facing in any direction unless shaken.

Passage of Lines: 1 DP for Hoplites & Heavy Cavalry. unless stationary & passed through by skirmishers.

Redress Ranks: Remain stationary to remove DPs. May not shoot or charge.

A Grade: -2 DPs

B Grade & cavalry: -1 DP

C Grade: -1 DP if beyond 6" of enemy

Charges.

Range 4" in straight line. Units shift to line up exactly with opposing unit. Hoplites must have advanced at least 5" previously. Shaken and psiloi may not charge. Cavalry/peltasts may charge unformed. Heavy cavalry and peltasts may also charge an exposed flank or rear of a formed unit.

If charged without declaring a charge:

Hoplites stand to receive.

Cavalry/Skirmishers may stand or evade.

After Combat Moves

Fall-back 1" facing enemy. **Follow-up** to remain in contact with opponent that fell-back.

Ride through 4" through the opponent. **Retire** full unformed move. Rout if caught by pursuers.

Rout full unformed move until they outdistance pursuit at which point the routed unit is eliminated.

Pursue full unformed move, in an attempt to remain in contact. Pursuers encountering new enemy automatically charge. This is worked out immediately. Pursuers who catch opponent get a *free hack* rolling one D6 per figure in contact, causing a casualty for every 4+. Pursuit continues until the pursuers get a Control Test result of less than 5.

Combat: Hoplites roll 1 D6 per 2 men (round down) to max 12 dice. Others 1 per man engaged. +/- dice for the following.

-2 each DP

+2 supporting Hoplite unit on immediate flank

+2 first additional Hoplite unit to immediate rear

+1 each additional Hoplite support to rear

+1 skirmishers or cavalry supporting same

+4 Eager; +2 Ready; -4 Shaken

+1 advantage of Ground

+2 Hoplite/cavalry charge, pursuit or follow-up

+1 cavalry fighting unformed infantry.

Supporting: base to base contact, unshaken, facing enemy & not engaged with other enemy. Hamippoi always supported.

Always roll 1 die. *Hit* on 6 if unformed, against fortifications, or attacked in flank/rear only; **5-6** if formed Hoplites facing in good order. **One automatic hit** if Leader attached.

Compare difference in hits:

5+ Victory: +2 aggression. A, B and non-eager C Grade Hoplites, or facing cavalry/ skirmishers only, remain in place. Others pursue.

+2/+4 Success: 1 casualty +1 aggression.

Hoplites facing cavalry or skirmishers only remain in place. A, B and non-eager C Grade may remain in place if opponent retires. Others follow-up or pursue.

+1/-1 Inconclusive: 2 casualties each.

Cavalry & skirmishers facing Hoplites retire. Cavalry charged skirmishers or cavalry ride-through. Otherwise remain in place. Skirmishers ridden through by cavalry **+1 casualty**.

-2/-4 Set-Back: 3 casualties -1 aggression.

Retire if shaken. Otherwise cavalry facing Hoplites retire, others fall-back.

5- Defeat: 4 casualties -2 aggression. Rout if shaken or unformed. Otherwise retire.

Supporting units to the rear are bound by the combat result. Casualties taken from the rear. Those on the flank are not but may choose to make same after combat move.