

## Leg VI Carthago

### Organising Troops

These rules are designed for use with 6mm scale miniatures to fight the battles of the Punic Wars. Figures are mounted on 20mm square bases. Each base represents approximately 500-600 heavy infantry, 300-400 medium infantry, 150-200 cavalry or light infantry, and 10 Elephants. Troops are classified as follows::

Troop Type	Able to Shoot	Notes
<b>Light Infantry (LI)</b>	yes	Open order skirmishers armed with javelins, slings or bows
<b>Medium Infantry (MI)</b>	no	Close combat troops in loose, flexible formations. Includes Roman hastati and principes, Samnites, Spanish and Gauls.
<b>Heavy Infantry (HI)</b>	no	Troops well equipped for hand to hand combat formed in closely ordered ranks and files. Includes Carthaginian, Libyan, Greek, and Italian spearmen, and Roman triarii.
<b>Light Cavalry (LC)</b>	yes	Open order cavalry skirmishers
<b>Medium Cavalry (MC)</b>	no	Closer order spear & javelin armed cavalry with limited skirmishing ability.
<b>Elephants (EI)</b>	no	Each elephant is a unit. All elephants C Grade

*Light infantry and light cavalry are collectively referred to as 'light troops'.*

### Unit Organisation

Elephants operate as single base units. Roman legions are organised as described below. Others are combined into *units* of 2-8 bases of the same type. Except for legions, units must remain together as a single body for the duration of the game.

**Roman Legions.** A Roman (or allied Italian) legion is a single unit made up of 10 bases usually formed in three-line *quincunx* (checkerboard) formation. There should be a gap of up to 1 inch between lines. The entire legion moves and fights as a single entity regardless of the number of lines (eg: if one line moves, they all do, at the same speed and direction). The Legionary unit is considered to have no flank or rear when it is shot at or charged, on the assumption that individual maniples will turn to face any threat. It may only move in the direction of facing and it is considered to have a rear.

The first and second lines (hastati and principes) have 4 bases each. The third line (triarii) has two bases. Alternatively the triarii could be represented by 4 understrength bases (see below). The sword and pilum armed hastati/principes are medium infantry due to their relatively light equipment and flexible manipular formation. The more heavily armoured veteran triarii fought as a spear-armed phalanx in a line of last resort. As such they are classed as heavy infantry. When in quincunx, the whole legion is treated as medium infantry for movement and manoeuvre.

Each line of the legion was relatively thin as well having gaps between the maniples. To represent this, the bases should be spaced apart on a movement tray with a gap between each base so that the 4 bases in each line have a 120mm frontage — the same as 6 bases rather than the actual 4. Staggering the arrangement of the bases gives a pleasing chequerboard effect.

It is possible to detach a line, or part of a line from a legion to move as a separate unit. If so it will take with it the same number of DPs as the parent legion. From then on it will move and act independently. Such ad hoc detachments should still have their bases spaced apart. The velites (light infantry) and equites (cavalry) of each legion operate as separate independent units.

**Understrength units.** These can represent depleted units, or Roman triarii who had 600 men deployed on the same frontage as hastati and principes with 1200 men each. An understrength base should have less figures on each base so that it can easily be distinguished from full strength bases. Two understrength bases count as 1 normal base for combat and shooting.

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**Troop Quality.** Each unit is assigned one of the following quality grades:

A Grade: Professional, well drilled veterans with high morale

B Grade: Professional troops with good morale, or non-professionals with high morale.

C Grade: Non-professionals with average morale, professionals with low morale, elephants.

D Grade: Unenthusiastic or poorly trained troops

*Note: light infantry equipped for close combat with good swords and shields (such as Roman velites and Greek peltasts) should be B or A Grade. Pure skirmishers such as archers, slingers and lightly quipped javelinmen should only be C or D Grade. This is to reflect their relative hand to hand combat strengths regardless of their professionalism as skirmishers.*

### Organising the Armies.

Each army is commanded by a *General* represented by 2 or 3 figures on a command stand. The army should be further subdivided into *Commands* of infantry or cavalry, each led by a *Commander* represented by a single figure command stand. Command stands mark the location of the leader but have no combat capability. They can also indicate the number of actions a leader has (see command). An infantry command may contain any number of elephants and up to one unit of cavalry. Cavalry commands may contain any number of light infantry and up to one unit of heavy or medium infantry.

### Important Game Concepts

**Death, Desertion and Disorder Points (DPs).** Except for elephants, a unit's strength and cohesion is noted by the accumulation of DPs due to fatigue and disorder when moving, from missile fire, combat and psychological factors. DPs are indicated by markers (small pebbles) placed beside the unit. DPs can be removed by halting to redress ranks or by the intervention of a leader.

DPs are assigned for the following morale factors as soon as they occur:

1 DP for each friendly heavy or medium infantry unit retiring within 4"

2 DPs for each non-light friendly unit routed or destroyed within 4"

1 DP if leader killed/routed within 4" (2 DPs if the General)

2 DPs if formed troops burst through by rampaging elephants, Same penalty regardless of number of elephants bursting through. Unformed troops and legions with open ranks will simply move out of the way to let the elephants pass through harmlessly

DPs are also incurred for fatigue and manoeuvre, shooting and combat. **Once a unit has 3 DPs for any reason**, it no longer takes any more for fatigue or manoeuvre.

**Shaken.** A unit becomes *Shaken* if routed or when it has accumulated 5 DPs. Any further DPs due to shooting, combat or morale (but not fatigue or manoeuvre) will cause an entire base to be removed as a casualty. Markers (casualty or red counter) should indicate shaken units.

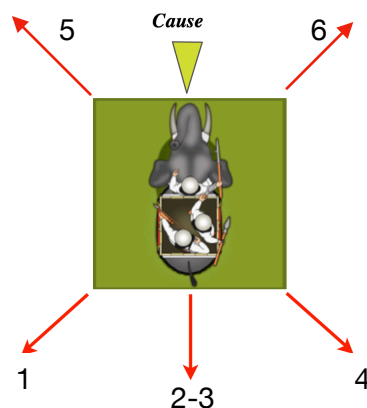
**Legions in quincunx** may accumulate an additional DP each for a second and third line before becoming shaken (eg: a three-line Legion becomes shaken with seven DPs not five).

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**Elephant critical hits.** Elephants do not receive DPs. Instead they must test for rampage for each DP that would normally be inflicted from shooting or combat result. Immediately roll a D6 for each shooting or combat DP. A result of 1 or 2 indicates a *critical hit*. If the elephant would have taken a casualty in combat it gets an automatic critical hit. Roll again if a critical hit received:

- 1-2 Destroyed
- 3-6 Rampage

An elephant that rampages is first turned towards the cause of the result, and then makes an immediate move at full speed in a straight line in the direction determined by a D6 roll as shown in the diagram opposite. It *bursts through* any troops, friendly or enemy that get in the way inflicting 2 DPs on formed troops, no penalty on unformed who are assumed to move out of the way. If there is a gap within 1" of the elephant rampage route they will harmlessly pass through it.



### Formations

**Unformed Units.** Unformed units are those which make no attempt to manoeuvre as a formed body. Light troops are always unformed. Others become unformed if shaken, routing, pursuing, evading or retiring. Unformed units move bases independently with no manoeuvre penalties. They are considered to be facing all-round. Space bases apart to indicate unformed status.

**Elephants.** Elephants operate as single base units and may, like unformed units, manoeuvre freely.

**Formed Units.** Units other than light troops and elephants must adopt one of the following formations:

*Line.* One base deep, side by side.

*Quincunx* (only legions). Two or three lines with a space of up to 1" between lines.

*Column.* One base wide and one behind the other. Legions in quincunx will form as many columns as there were lines.

All bases must face in the same direction, except a legion in quincunx may turn the rear rank to face backwards.

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### Playing the Game.

The game is played sequentially in several phases with both sides completing each phase before moving to the next. At the start of each turn, players dice for *initiative* with high roll deciding whether to take the initiative and move first or to move second. All actions are conducted from right to left. The player with initiative takes the first actions in all phases.

**Phase I — Command Phase.** Dice for initiative. Take command actions for each leader (see command below) and apply the results of their actions. Once all leader actions are completed, take control tests for all units not under control (see control below). Attempt to stop elephant rampage.

**Phase II — Skirmish Phase.** Light troops, not constrained by a control test result, may: move; shoot then move; move then shoot; shoot twice without moving; or remain halted to redress ranks without shooting. Movement must stop at 4" from formed enemy.

**Phase III — Manoeuvre Phase.** Non-light troops not constrained by a control test may be moved in order from right to left. Movement must stop at 4" from formed enemy. Unformed enemy must fall back in face of an advance by formed troops, maintaining a 4" distance. Unformed enemy are passed through by advancing elephants with no penalties. Units may choose to remain stationary to redress ranks instead of moving.

**Phase IV — Charge Phase.** Declare charges and make charge and charge response moves. Charges may only be declared against enemy within 4".

**Phase V — Combat Resolution Phase.** Resolve combat in order from right to left from the perspective of the player with initiative. Apply DPs from routs, retirements and leader casualties as soon as the circumstances occur, before moving on to the next combat.

**Phase VI — After Combat Moves.** Take all moves resulting from combat. Apply any new DPs from rout and retirement moves

**Phase VII — Rally Phase.** Shaken units that remained halted beyond 8" of unbroken enemy for the entire turn may rally with 4 DPs.

### Command.

Generals may normally take two actions in the command phase, other leaders may only take one. Historically exceptional leaders may add an additional action. The possible actions are:

**Move (1 action).** The leader may move up to 12" in the command phase, including detaching from one unit and/or attaching to another. They may then move again in the manoeuvre phase either independently or with the unit to which they are attached — if that unit moves.

**Steady (1 action).** The leader may immediately remove 1 DP from a unit to which he is attached. This may be done even if the unit is in combat. The unit and leader must then remain halted in the movement phases but they may charge.

**Inspire (1 action).** This gives a bonus to the unit in combat to which he is attached.

A leader who is attached to a unit will also be able to influence that unit's control tests (see below) and will increase its combat effectiveness (in addition to inspiring). These do not require command actions.

A leader with 2 actions who was already attached could choose to steady or inspire twice each. He may not steady and inspire in the same turn. Or he may move to attach to a unit (1 action) then steady or inspire once (1 action). It helps is a leader's command stand has the same number of figures as actions. So a general with 2 actions should have 2 figures on his command stand. An exceptional general with 3 actions should have three figures. A commander with one action has a single figure command stand.

### Control

Units within 4" of a detached leader, are considered to be *under control* and may move and act as the player wishes. Leaders attached to a unit only exert control over that unit.

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Units that are not under control at the end of the command phase (after all leader actions have been taken) must normally take a *Control Test* to determine their actions for the rest of the turn. There are, however, exceptions:

Units that are part of a continuous line, in base to base contact with a controlled unit of the same command, are considered under control as long as they conform to moves made by the controlled unit. This means if the controlled unit halts they halt, if it moves they move with it. They only need to take a control test if they wish to attempt any different actions.

Units that form rear lines and are within 4", directly behind a controlled unit of the same command, may also conform to moves made by the lead controlled unit as above.

Light troops and elephants within 4" of a controlled unit (including those extending a continuous line) are considered to be under control and may move as the player wishes in any direction.

**Control Test.** Units that are not considered to be under control; and all units that wish to cease rout, pursuit, or looting; must take a *Control Test* to determine their actions for the rest of the turn. Roll 1 AvD for light troops and A Grade, 1 D6 for others:

+1 if charging, looting, in rout or pursuit,

+/-1 if leader attached (optional after die rolled).

Results:

1-2 = Halt and remain halted for the duration of the turn. May not charge.

3-4 = Act as player wishes.

5-6 = Repeat last move.

**Attempt to stop Rampage.** Roll one D6 for each rampaging elephant. If the result is 5-6 the elephant is destroyed (killed by its mahout/escorts) +2 to the die roll each turn after the 1st. If the rampage is not stopped, roll the die again to determine a new random direction of movement. The new rampage will take place in the manoeuvre phase.

### Risk to Leader.

Unattached leaders contacted by any enemy troops are automatically captured.

Leaders who are attached to a unit which suffers a DP due to missile fire, or fought a round of combat, must roll a the 'die of death'. If a '1' is rolled, roll again:

1 = Killed

2-4 = Wounded. Lose one action. Leaders who previously had only one action may no longer inspire or steady. They still get an automatic hit in combat. A previously wounded leader is killed if wounded a second time.

5-6 = A mere flesh wound. No effect.

If a leader is killed, his second in command takes his place the following turn with 1 action.

### Movement

Movement must normally stop at 4" from enemy to the front except that enemy light troops must fall back in face of moves by formed troops, maintaining a 4" distance (this is done during the opponent's move). Elephants may harmlessly pass through enemy light troops with no penalties for either side.

### Move Distances:

**March Move.** Units beyond 8" of enemy may make a *march move*. If making a march move, infantry and elephants may move up to 8", cavalry up to 12". Units making a march move must begin and end their move beyond 8" of enemy.

**Non-March Moves** are determined by dice. The full distance must be moved except that movement must halt at 4" from formed enemy and may halt 4" short of friendly troops or rough terrain. All movement is conducted from right to left except where two moves

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intersect. In which case the front unit may move first. All units being controlled by the same leader move together on the same die roll. Others dice individually.

**Infantry & elephants:** 1 AvD x 1" plus one optional additional D6 x 1"

**Cavalry:** As for infantry plus another optional D6 x 1". The additional third die may only be used if the unit previously moved.

**Evade, rout, retire, pursue:** Roll maximum dice. Add 1" per die to initial rout and retire moves, but not evade, pursuit nor subsequent moves. Move unformed.

**Fatigue:** Formed units may incur DPs for fatigue when moving. This occurs in the following circumstances:

HI in line, except Roman triarii: 1 DP each time the move die result is 5 or 6

Other formed troops in line or quincunx: 1 DP each time the move die result is 6

No penalty for elephants, unformed troops, or if in column.

**Rough Terrain** (woods, built up areas, boggy ground, steep slopes, crossing obstacle etc.). Usually impassable for cavalry and elephants. Formed HI (except triarii) take 2 DPs for moving through or across. Formed MI and triarii take 1 DP. Unformed Infantry are not affected. Cavalry may cross a minor obstacle or move through light woods (orchard, olive grove etc) for 1 DP. Elephants are not affected by minor obstacles or light woods.

*Note: Roman HI triarii manoeuvre as MI due to their flexible manipular formation.*

### Manoeuvre

Unformed units and elephants move stands freely and independently. Movement by formed units must be directly to the front with no more than 22½° variation off centre. To do otherwise, requires units to manoeuvre.

Manoeuvre within 8" of enemy causes DPs on formed troops where noted below:

**Wheel:** Inside edge remains stationary, measure distance moved by outside edge. One DP for HI within 8" of enemy. No penalty if in column or for other troops.

**Change Formation:** Column to Line or visa versa. Half a move, 1 DP if within 8" of enemy.

**Reform unformed troops:** One full move once cause no longer applicable. Not possible for light troops who are permanently unformed. May re-form facing any direction and in any formation. May not charge this turn.

**About Face:** ½ move. Turns to the flank changes line into column and visa versa counting as a formation change. Legions in quincunx may choose to turn only the rear rank. 1 DP for formed cavalry.

**Passage of Lines:** One DP for formed units within 8" of enemy unless one unit is unformed, one is stationary and none are routing. If formed infantry are passed through in the skirmish phase they must remain halted in the manoeuvre phase if they wish to avoid taking a DP.

**Side-step/step-back:** Up to 2" taking a full move. A-B Grade Infantry only.

**Open ranks.** Legionaries in quincunx may re-arrange their maniples one behind the other to create gaps for elephants to pass through. Opening and closing takes 1 move, no DPs.

### Redress Ranks

Non-shaken units may choose to remain stationary to redress ranks rather than moving or shooting. They may charge in the charge phase. Redressing ranks allows the unit to immediately remove DPs (unless in combat) as follows:

A Grade may remove 1DP plus 1 additional DP if beyond 4" of enemy.

B Grade may remove 1 DP

C & D Grade may remove 1 DP if beyond 4" of enemy

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DPs removed by redressing ranks are in addition to those removed by a leader who chose to steady a unit in the command phase.

**Rallying Shaken Units.** Shaken units can no longer simply recover order by redressing ranks. To recover they need to rally by remaining halted for the entire turn beyond 8" of any visible unbroken enemy, regaining order with 4 DPs in the rally phase at the end of the turn. Alternatively a leader that steadied a shaken unit in the command phase will remove 1 DP in which case it will cease being shaken. In this case the unit does not have to be beyond 8" of enemy.

### Shooting

Only light troops may shoot. Range is 4" regardless of weapon. The nearest target must be shot at and there must be a clear line of sight from the shooter to the target. Enemy *engaged* bases in combat are not eligible targets. Supporting and other non-engaged bases are eligible targets (see Combat).

In the skirmish phase, light troops may shoot then move, move then shoot or remain stationary and shoot twice. If they chose to redress ranks they may not shoot.

**Roll 1 D6 per base in range.** Halve dice if shooting at LI, or at a target in cover, or at formed HI frontally, or at front or flanks of a Legion in quincunx (not cumulative, round up). Then:

-1 die for each DP on the shooting unit

+1 die if shooting at elephants

Always roll at least 1 die.

Inflict 1 DP for every '6' rolled. Elephants incur no DPs but must test for rampage for each '6' rolled by the shooters.

### Combat

**Charges.** Units close into hand-to-hand combat by charging. To initiate a charge the unit must be within 4" of the intended target at the end of all move phases. Move charging units into contact without die rolls unless enemy evades (see below). If mutually charging, meet half way.

- Light infantry may only charge LI or elephants.
- Light cavalry may only charge cavalry or unformed opponents.
- Others may charge unless shaken, in column, on a halt reaction from a control test, or if they re-formed in the movement phase. Units that halted to redress ranks or conducted other manoeuvres this turn may charge.

Units that are being charged and did not themselves declare a charge, respond as follows:

- Light infantry and light cavalry may evade — making a full move away from the enemy.
- Medium Cavalry may evade (becoming unformed).
- Otherwise stand to receive.

Evading units caught by chargers will break and rout. The unit that catches them gets a *free hack* — rolling one die per engaged base, causing an automatic casualty for every 4+.

If chargers fail to contact because their opponent evaded, A and B grade formed infantry may choose to halt on the vacated enemy position.

Otherwise the chargers must roll maximum move dice (taking DPs for fatigue) and continue their charge move up to the full distance. They will automatically charge into any new opponents that are uncovered by the evading unit. The new target must react according to the normal charge responses if it is charged in these circumstances.

Elephants charging a legion with open ranks will pass through the ranks without inflicting casualties on a D6 roll of 1-3. Move the elephant through to the rear of the legion. On a 4-6 the elephant will make contact and combat takes place.

Light troops receiving a charge by elephants will take 1 DP and the elephant continues its move through them.

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### Resolving combat.

Roll 2 D6 for each engaged elephant.

Roll 1 D6 every other engaged base to a maximum of 10 dice.

**Engaged bases.** Count all bases in direct contact with opponent plus up to one over-lapping on each flank if otherwise not engaged. Also count ½ bases of a second line of a Legion in quincunx unless in open ranks.

Add or subtract additional dice for each combatant (not base) as follows

- +2 A Grade
- +1 B Grade
- 1 D Grade
- +1 Leader inspiring (for each inspire action max +2)
- +1 Supported
- +1 MI or MC charge, pursue or follow-up; except MC against elephants or if charging HI frontally.
- +2 HI charge, receive charge, or follow-up
- +3 Elephant charge, pursue, follow-up
- +2 Cavalry fighting unformed infantry
- 1 Each DP (maximum -4)
- 5 Shaken

Always roll at least 1 die.

A *hit* is scored on each die result of 6 if:

unformed or in column except LI fighting elephants

non-elephants fighting an opponent who has advantage of ground,

having been charged from behind the flank or rear, except light troops and legions in quincunx charged in the flank (but not rear).

infantry who charged and are themselves charged by cavalry or elephants.

A hit is scored on a 5-6 in other circumstances.

An automatic hit is additionally scored if a leader is attached to the unit in combat.

**Supported.** A unit counts as supported if formed infantry or cavalry has another unengaged and unshaken unit of the same type (formed infantry or formed cavalry) directly behind the engaged unit, no more than 1" away, and facing the enemy. The supporting unit must have at least half as many stands directly behind the engaged unit to count.

A Legion in quincunx is also supported if it has a third line of triarii facing same direction.

**Advantage of ground.** If defending edge of woods, higher ground or field fortifications, unless fighting against elephants.

**Multiple unit combats.** Use the average grade of engaged bases (round up) and the DPs or shaken status of the engaged unit with the most (ignoring others). DPs on supporting units are ignored. Other factors according to the unit with the most engaged bases.

**Results.** Compare the difference in hits scored by each side.

**4+ Victory (0 DPs).** A Grade may halt. B Grade formed infantry may halt if they did not charge. Units facing only elephants or light troops may halt. Otherwise must pursue.

#### **+1/3 Success (1 DP):**

- Formed infantry that stood to face a charge by cavalry or elephants must halt
- Cavalry that charged formed infantry must retire.
- Elephants pass through formed enemy infantry inflicting an additional DP..



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- Others follow up or pursue opponents, except A Grade infantry and units opposed only by light troops may choose to halt.

### **Equal Inconclusive. (1 DP each):**

- Cavalry facing formed infantry retire.
- Cavalry and elephants that charged cavalry or light infantry only pass through. Light infantry passed through by cavalry take an additional DP.
- Others halt.

### **-1/-3 Set-Back. (Rout if shaken, otherwise 2 DPs):**

- Formed infantry charged by cavalry or elephants halt
- Cavalry retire if facing formed infantry, or fought a second round of combat.
- Unformed troops retire
- Elephants critical hit and test for rampage.
- Others fall-back

**4- Defeat. (2 DPs and 1 casualty).** Rout if shaken or unformed. Elephants critical hit and test for rampage. Legionaries in three lines retire behind the triarii. Otherwise retire.

Casualties are taken from the engaged rank.

Elephants do not take casualties or DPs. Instead they test for rampage for each DP that would normally be inflicted.

Supporting units to the rear are bound by the combat result and must make the same after combat move. They do not take casualties but do take DPs from the combat result.

## **After Combat Moves**

Defeated units move first, player with initiative moving last in an inconclusive combat.

**Halt.** Remain in place. Continue combat the following turn if opponent does the same. Legions may *relieve ranks*.

**Fall-back.** Move back 1" facing enemy in good order. Units unable to fall-back remain in place and take a casualty. Legions may *relieve ranks* in which case they remain in place. Their opponent does not count as following up if the combat continues next turn.

**Follow-up.** Move forward in good order to remain in contact with an opponent that falls-back. Fight combat again next turn. Legions may *relieve ranks* in which case they still follow-up.

**Relieve Ranks.** Legions in quincunx with second and third lines may *relieve ranks* on a halt, fall-back or follow-up result. Place a marker beside the legion to indicate. Line relief removes 1 DP. If the combat continues next turn the legionaries get a charge bonus. This may only be done as many times as there are additional lines in the legion. Eg: a two line legion may only *relieve ranks* once.

**Pass through enemy ranks.** Move forward 4" through the opponent in good order.

**Retire.** Make a full unformed move away from the enemy. Units unable to retire, remain in place and receive a casualty. Retiring units *rout* if caught by pursuers. If they outdistance pursuit they may reform next turn (depending on control test result) or continue to retire a further move. Legionaries in three lines may *retire behind the triarii*. In which case move the legion base back its full depth and move the triarii to the front rank. The triarii will be formed, the hastati and principes behind them will be unformed.

**Rout.** Make a full unformed move away from the enemy until they have outdistanced pursuit at which point the routed unit is eliminated, it being assumed that survivors have dispersed. Units unable to move surrender to any enemy within 4".

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**Pursue.** Make a full unformed move, in an attempt to remain in contact with opponent who routed or retired. Pursuers encountering new enemy automatically charge them. A new target must react according to normal charge responses. This is worked out immediately. Pursuers who catch routers or get a *free hack* rolling one die per engaged figure, causing an automatic casualty for every 4+. Pursuit continues until the pursuers get a Control Test result of less than 5. If there are no enemy left to pursue they will move towards the enemy baggage train and loot it.