

LEGIO VI MACEDONICA

*6mm wargames for Roman Republican and Hellenistic wars
400-100BC*

Organising Troops.

Figures are mounted on 20mm square bases called *stands*, each stand representing of approximately 3-500 heavy infantry, 120-150 light infantry, 80-100 heavy cavalry, 50-60 light cavalry, or 10 Chariots, Elephants or Artillery pieces. Scythed chariots, Elephants and Artillery operate as single stand units. Others are combined into **units** of 2-12 stands. Units must remain together as a single body for the duration of the game. A unit must be classified according to one of the following Troop Types and Quality Grades.

Troop Type	Combat Value	Missile Range	Quality Grades
Archers and Slingers	0	100 paces	A Grade: Elite, battle hardened troops
Light Javelinmen	1	40 paces	B Grade: Good veteran troops with high morale
Light Cavalry	1	40 paces	C Grade: Good average troops and all Special Troops
Light 2-horse Chariots	1	None*	D Grade: Raw or unenthusiastic troops
Heavy 4-horse Chariots	1	40 paces	
Heavy Cavalry	2	None	
Scythed Chariots	0	None	
Cataphracts	3	None	
Peltasts	2	40 paces	
Gallic Infantry	2	None	
Swordsmen	2	40 Paces**	
Spearmen	3	None	
Pikemen	1	None	
Asiatic Infantry	1	100 paces	
Indian Elephants	4	None*	
African Elephants	3	None*	
Artillery	-	400 paces	

All troops in a unit must be of the same type and grade except Roman Legions which contain two lines of Swordsmen (Hastati and Principes) and a third line of Spearmen (Triarii). Under-strength heavy infantry may be represented by at least ¼ less figures on each stand, reducing the Combat Value by 1. Roman Triarii had only half the depth of formation of other Legionaries and therefore count as permanently ‘understrength’ with a combat factor of 2.

*Elephants and Chariots may include attached light infantry (combined on the same stand). This gives them a missile capacity to 40 paces.

**Pilum is the missile weapon for all Roman Swordsmen and some Spanish swordsmen, others are armed with javelins.

Archers, Slingers, Light Javelinmen and Light Cavalry are collectively termed **Light Troops**, other infantry are collectively termed **Heavy Infantry**. Elephants, Scythed chariots and Artillery are collectively termed **Special Troops**. Light and Heavy Cavalry, Light and Heavy Chariots (but not Scythed Chariots), Camels and Cataphracts are collectively termed **Cavalry**.

Infantry with complete body armour such as Greek and Macedonian phalangites, as well as veteran Romans and Carthaginians are considered to be **Armoured**, as are Cataphracts and any cavalry with horse armour. This gives them extra protection against light missiles.

Organising the Armies.

Each army is commanded by a **General** represented by 2 or 3 figures on a command stand. The army may further be subdivided into **Commands** of Infantry, Elephants or Cavalry, each commanded by a **Commander** represented by a single figure. Command Stands mark the location of the leader but have no combat capability. An infantry command may contain any number of special troops and up to one unit of cavalry. Cavalry and Elephant commands may contain any number of light infantry.

Leaders may be mounted in Chariots or on Elephants. In this case they are always part of that Chariot/Elephant unit and may not move to join other units.

Important Game Concepts

Legions. A single unit of up to 12 stands represents the heavy infantry of a Roman Legion. Each Legion must be deployed in three lines (Hastati, Principes and Triarii) with a gap of 20-40 paces between each line. These lines may relieve each other providing fresh troops in combat and helping to reduce fatigue and disorder. 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).

It is possible to detach a line of a Legion and move it as a separate unit. From then on it will move and act independently and may not later re-form with its parent Legion. Such ad hoc formations are not able to conduct line relief.

The Phalanx. The Greek/Macedonian Phalanx is represented by a single unit of up to 12 stands of Pikemen, formed one or two stands deep with all stands in contact with each other. Its dense formation results in greater disorder when manoeuvring but it has great staying power and can absorb casualties.

Death, Desertion and Disorder Points (DPs). Except for Special Troops, the state of a unit's 'health' is noted by the accumulation of DPs due to fatigue and disorder while moving, missile fire, combat and psychological factors. DPs are indicated by markers (small pebbles) placed beside the unit. When a unit has accumulated 5 DPs it becomes **shaken** and any further DPs due to combat or morale (but not manoeuvre or missile fire) will cause an entire stand to be removed as a casualty. DPs can be removed by resting or by the intervention of a commander. Markers (casualty or red counter) should indicate shaken units. **Multi-line Legions** may accumulate an additional DP for a second and third line before becoming shaken (eg: a three-line Legion becomes shaken with 7 DPs)

DPs are assigned for the following as *soon as they occur*:

- 1 DP for each non-light friendly unit broken/destroyed in bow range
- 1 DP for fatigue while moving depending on die roll
- 1 DP if Commander killed/broken in bow range (2 DPs for General)
- 2 DPs if formed troops burst through by rampaging Elephants or scythed chariots, 3 DPs for phalanx
- 1 DP if Infantry who moved or charged this turn are charged by Cavalry or Scythed Chariots.
- 1 DP if Cavalry with no elephants or camels in the army, within 40 paces of elephants or camels (each turn)
- 2 DPs if formed troops contacted by a charge that originated from behind the unit's flank/rear, 4 DPs for phalanx.
- **Shaken** if broken or on 5th DP (+1 for each additional line of a Legion and for Phalanx of at least 8 stands). Once shaken further DPs for combat or morale cause a casualty, DPs for movement or shooting have no further effect

Unformed Units. Unformed units are those which make no attempt to manoeuvre as a formed body. Light troops; shaken units; units in rout, pursuit, evading or retiring; are always unformed. *Heavy Cavalry and Peltasts may become unformed voluntarily, other units may not.* Unformed units move stands independently with no manoeuvre penalties. They are considered to be facing all round.

Special Troops. Elephants, Scythed Chariots and Artillery operate as single stand units and may, like unformed units, manoeuvre freely without trying to maintain ranks and files. Other than Scythed Chariots moving, special troops do not receive DPs. Whenever a special unit is Hit by missile fire or gets a combat or morale result that would normally cause a DP, roll a D6 for each Hit or DP. A result of 1 indicates a **critical hit**. Roll again:

- 1-2 Stand Destroyed
- 3-4 Artillery or Chariot stand destroyed, Elephant rampage
- 5-6 Artillery destroyed, Elephant or Scythed Chariot rampage

If the unit goes on a **rampage** it heads in a random direction determined by a D6 roll and bursting through any troops friendly or enemy that get in the way.

Formations. Units other than unformed or Special Units, must normally either form in **Line**, one or two stands deep, and wider than deep; or **Column**, one stand wide and one behind the other. All stands must face in the same direction except a two deep line which may turn the rear rank to face backwards. Only Legions may adopt multi-line formations with gaps between the lines. A multi-line Legion forming column may opt either to form on single column or multiple columns.

Legions or Phalanxes of at least 8 Stands may also form **Hollow Square**. The square is formed with at least three stands forming the front and rear with additional stands on the sides. All stands will face the same direction when moving but may turn stands to face outwards when stationary, in the latter case it is considered to have no flanks.

Macedonian and Thessalian Cavalry units of 3-6 stands may form **Wedge**. This is formed with a single stand in the front rank, two in the second and additional stands in a third rank. In this formation units may wheel freely, and will always be supported in combat.

Risk to Leader. Unattached leaders who are contacted by any enemy troops are automatically captured. Leaders who are attached to a unit which suffers a DP due to missile fire or combat must roll a die. If a '1' is rolled, roll again:

1 = Killed

2-4 = Wounded. Generals may now make only one command decision per turn, Commanders may only control troops. A previously wounded leader, wounded for a second time is killed.

5-6 = Near miss. No effect

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. Historically excellent commanders such as Alexander or Hannibal add one to their die roll when dicing for initiative *in a historical scenario*. All actions are conducted from right to left. The player with initiative takes the first actions in all phases.

Phase I -- Command Phase.

1. Each leader who is represented on table by a command stand, must decide what he will do from the following **command decisions**. The General may take two actions (may be two of the same), Commanders only one:

- **Control units** under his command and within bow range. Units will have to take a *control test* if not being controlled.
- **Inspire a unit** which the leader has already joined. To do this the leader's command stand must be in contact with the unit and from that point on he will move with the unit and be bound by any combat results. This will allow the leader to do one of:
 - Influence a Control or Evade Test
 - Remove a DP from a resting unit
 - Increase a unit's combat effectiveness

Unless a General has chosen to inspire twice, a leader may only do one of these per turn. He may for example, inspire in combat or remove DPs but not both. An inspiration marker should be placed beside the command stand to note that he will inspire. It should be removed once the action is completed. **Special Units cannot be inspired.** Leaders in Chariots or on Elephants may inspire adjacent units as long as they are in base to base contact.

- **Move** during the Command Phase and/or **join a unit**. A leader who had already joined a unit will move with that unit normally in the move phase and does not need to take a Move command decision to do so. **Unattached leaders may only move in this phase** although if they join a unit they may move with it in later phases of the same turn. Unattached leaders may move up to 240 paces, attached leaders move as part of the unit. Leaders in Chariots or on Elephants are permanently with that unit and may not move independently.
- **Issue orders** or listen them, or send messenger (applicable in a multi-player game)

2. Units which are not being controlled, and all units who 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 (A-B Grade) or 1 D6 (others)**. To **cease rout** etc, the result must be other than repeat last move:

	Results:
+1 if charging, looting, in rout or pursuit;	1-2 = Halt and remain halted for the duration of the turn.
+/-1 if Leader inspiring that unit	3-4 = Act as player wishes.
	5-6 = Repeat last move.

3. **Attempt to stop Rampage**. Roll a D6 for each rampaging elephant or scythed chariot. If the result is 5-6 the unit is destroyed (elephant killed by its mahout/escorts or chariot crashed) +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.

4. **Dice to return from off table**. Units may not voluntarily leave the table. If they rout, retire or evade off table they may either remain off for the remainder of the game or dice to return from the following command phase. They will return at any point within bow range of the point of departure if they get the following D6 result:

- All A Grade troops, B-C Grade Heavy Infantry, any troops with a leader – 1-6
- D Grade Heavy Infantry, all light infantry, B grade cavalry – 2-6
- C-D Grade Cavalry – 3-6
- -1 to die roll each turn after the first until return is not possible, even if the die roll is voluntarily delayed

Phase II – Movement and Skirmish Phase.

Any units may move up to javelin range (40 paces) from visible enemy. Movement must stop at javelin range from non-light enemy. Light troops must fall back in face of moves by enemy heavy troops, maintaining a 40 pace distance (this is done during the opponent's move and does not limit further moves by that unit).

Units move 20 paces (20mm) for each number rolled on dice and must move the full distance except that they must halt at javelin range from visible from non-light enemy and will not be forced to interpenetrate friends or cross an obstacle. Movement may also stop short of the full die roll if the unit wishes to move to line up with friendly troops or to conform to a terrain feature. Units to the right move first except where two units moves intersect, the front unit may move first.

Units of the same command who are in stand to stand contact with each other may roll one set of dice and move as a single body, other units move and dice individually. Multi-line Legions also move as a single entity with one set of dice. Light infantry supporting cavalry and in base to base contact with them may move on the cavalry dice as long as the cavalry do not move fast.

All stands of a unit must remain together. Unformed units space stands apart by up to 20 paces, lines of a Legion may also be spaced apart by up to 20 paces, but other formed units must keep all stands in stand to stand contact with each other.

- **Basic Movement Rates:**
 - Infantry & Elephants: 1 AvD.
 - Cavalry: 1 AvD + 1 optional AvD (compulsory if fast move)
 - Chariots: 1 AvD + 1 optional D6 (compulsory if fast move)
 - Artillery: Move 20 paces, no dice required
- **Fast Move:** +1 optional D6 in addition to full basic move. Compulsory if charging, evading, retiring, routing or pursuing.
- **Light Troops:** +20 paces for each die rolled.
- **March Move:** +1 optional AvD in addition to full basic or fast move for troops whose move begins *beyond bow range* of visible unbroken enemy.
- **Column:** No dice required. Infantry move up to 100 paces, Cavalry up to 200 paces. Troops in column *whose entire move is beyond bow range* of visible unbroken enemy may **move double this distance**.
- **Square:** move at ½ speed, no fast move allowed.
- **Fatigue:** Formed units in line may incur DPs for fatigue when moving. This occurs in the following circumstances:
 - Phalanx, Scythed Chariots and 4-horse Chariots: 1 DP each time the move die result is 5-6
 - Other formed troops in line: 1 DP each time the move die result is 6
 - No penalty for unformed or other special units.
- **Difficult Terrain:** Movement in rough terrain by formed units in line increases their chances of incurring DPs for fatigue by one (eg. Pikemen get 1 DP when the move die is 4-6, others on 5-6). Pikemen and Spearmen are also affected in this way by light cover as well as rough terrain.

Unformed and special units move stands freely and independently. Movement by formed units must be directly to the front with no more than 22½° variation of the centre axis. To do otherwise, requires units to **manoeuvre**. Manoeuvre within bow range of enemy causes DPs where noted:

- **Wheel:** Inside edge remains stationary, measure distance moved by outside edge, -20 paces for each die rolled. One DP for formed troops in line within bow range of enemy, 2 DPs for Phalanx. No penalty in column or wedge, not possible in square.
- **Change Formation:** Column to Line or visa versa - ½ move. Line or Column to Square or visa versa - 1 full move. Increase or decrease number of ranks or lines in a unit formation - 1 full move. 1 DP for all formation changes if within bow range of enemy, 2 DPs for Phalanx.

- **Form-up unformed troops:** One full move, 1 DP within bow range of enemy. Not possible for light troops who are permanently unformed.
- **Cross Major Obstacle:** ½ move. 2 DPs if mounted, 1 DP for other formed units at any range from enemy. Minor Obstacles count as difficult terrain.
- **About Face:** ½ move for formed units. Turns to the flank changes line into column and visa versa counting as a formation change, 1 DP for Phalanx.
- **Mount/Dismount:** ½ move for all units (including unformed). One DP within bow range of enemy
 - **Interpenetration:** One DP for formed units within bow range of enemy unless one unit is unformed and none make a fast move. No penalty for Legionaries of the same Legion. Phalanxes may not be interpenetrated by other units, they may only interpenetrate Light Infantry.
- **Side-step/step-back:** 40 paces. Formed Infantry only.
- **Incline:** Move equal distance forwards and sideways. Formed Infantry only. Phalanx may only incline to the right.

Effect of difficult terrain:

- **Rough Terrain (eg: dense woods or forest, town, very rough/rocky terrain, steep slopes):** -20 paces for each die rolled for formed infantry. Impassable for cavalry, chariots, artillery and elephants unless on a road. However, troops mounted on camels are not affected by soft sand. All mounted troops may cross minor obstacles, they may also negotiate steep hill slopes on a road.
- **Light Cover (eg: farm, oasis, orchard, olive grove, light scrub):** impassable to chariots unless on a road. It does not otherwise affect movement except to possibly disorder phalanxes due to fatigue. Light cover blocks line of sight and counts as cover for shooting.
- Roads negate the effects of all difficult terrain, except steep hill slopes, to troops in column. Infantry in column on a road may move an additional 100 paces. Others do not get an increased move on road. Troops in column in a built-up area are assumed to be on a road.
- Movement in difficult terrain by formed units in line increases their chances of incurring DPs for fatigue by one (eg. Phalanxes get 1 DP when the move die is 4, 2 DPs on a roll of 5-6). Phalanxes are also affected in this way by light cover as well as difficult terrain.

Shooting during the Move Phase:

- Light cavalry and javelinmen may move and shoot without restriction.
- Artillery may either shoot or move but not both.
- Others may combine a basic move with shooting, but not a fast move.
- Formed heavy infantry may elect to reserve their shooting for the combat phase.
- Light troops may choose to shoot either before or after making their move, others only after or instead of moving.

Eligible units may shoot at targets out to their maximum range: 400 paces for artillery, 100 paces for archers, slingers and Asiatic infantry, 40 paces for others. The nearest target must be engaged and there must be a clear line of sight from the shooter to the target. Enemy engaged in combat are not eligible targets. A gap must be at least 20mm wide to shoot through. Unformed units may shoot all round, others up to 22½° off centre.

Roll 1 D6 for each stand shooting, less 1 die for each DP on the shooting unit; 1/2 number of dice (round down) if target is unformed light troops, or in cover. If the result is 6, a **Hit** has been scored. .

- +1 light infantry and Asiatic infantry shooting at 40 paces except against armoured target
- +1 pilum or artillery vs heavy infantry or elephants
- +1 Heavy Infantry with javelin vs non-armoured cavalry, chariots and light troops.

A Hit causes 1 DP on the target until it becomes shaken. Further Hits from shooting on shaken units have no effect.

Heavy Infantry Volleys. Each Legionary line and other swordsman unit has only one missile volley during the game. This may be shot either in a move phase or reserved for the combat phase. A marker should be placed beside the unit or line to indicate whether it has used pila/javelins or not. Once the unit or line has engaged in combat or has pursued, retired or routed, it is considered to have discarded missile weapons to draw swords and may no longer shoot. Other missile troops have no ammunition restrictions.

Rest, Rally and Recovery.

Any unit may choose to **rest**, instead of moving. Resting troops may remove DPs as follows:

- A Grade: 2/turn
- B-C Grade: 1/turn
- D Grade: 1/turn if not shot at

Leaders may remove one additional DP if inspiring a resting unit. This may include D Grade units who were shot at. However the requirement to be stationary still applies. Resting units may shoot.

Roman Line Relief. Any Roman Legion in a multi-line formation which makes no other move, may replace the front line with one of the rear ones as long as there is a gap of at least 20 paces between lines. A Legion in combat may also do this. Each line of the Legion may only be relieved once in the game, thus a two-line legion may conduct one line relief, a three line legion may conduct two line reliefs. Line relief removes 1 DP from the Legion. The new troops may deliver a pilum volley and count as charging if relieving a line engaged in combat.

Rallying Shaken Units. Shaken units can no longer simply remove DPs by resting. To recover they need to **rally** by resting beyond bow range of any visible unbroken enemy, regaining order with 3 DPs.

Phase IV -- Combat Phase

1. Declare charges. Players state which units wish to initiate a **charge**, player with initiative declaring first. This is an irrevocable decision A charge is the only way for units to close to hand-to-hand combat. To initiate a charge *infantry must be at javelin range*, others at any distance from enemy. Units which are shaken or in column may not initiate a charge, nor may slingers, archers or artillery. However, light infantry supporting heavy troops may charge together with those troops as a single body. Other unformed units may only charge other unformed or an exposed flank or rear.

2. Make charge & response moves. Charging units must dice using the maximum dice for a fast move, regardless of the distance to be covered. DPs for fatigue must be taken into account immediately. Units which are being charged and who did not themselves declare a charge, respond according to type:

- Shaken troops break
- Other Unformed Infantry may counter-charge or stand if in difficult terrain, or behind obstacle, or charged by Cavalry or light. Otherwise they must take an **evade test**.
- Other Unformed Cavalry may counter-charge cavalry or light, otherwise they must take evade test.
- Formed Cavalry may test to evade infantry, chariots or elephants. Otherwise must counter-charge.
- Elephants and Chariots must counter-charge
- Others must stand to receive at the halt. May turn to meet a charge from the rear from over 100 paces away.

Evade Test: Roll 1 AvD for A/B Grade, D6 others; -1 for each DP/casualty (-5 if shaken), +1 if leader inspiring

If the result is 1 or more the unit will evade, making a full fast move away from enemy. 0- = break if shaken, or become shaken and receive halted.

Evading units caught by chargers will automatically take a casualty and break. If chargers fail to contact, because their opponent broke or evaded, they must continue their charge move up to the full distance. Unless they are light troops or A Grade, they will automatically charge into any new opponents who are uncovered by the evading or breaking unit. A new target must react according to the normal charge responses if it is charged in these circumstances. Light troops and A Grade troops may choose to halt at javelin range from the new target.

Standing to Receive a Charge. Units which **stand** may turn about, cancelling the effect of a charge from the rear, if the charge began from beyond bow range. A turn to the flank is also possible but it will convert the

formation to column (troops in column are less effective in combat). In the same circumstances a unit in square, may turn its stands to face outwards, denying all flanks or rear.

3. Heavy Infantry Volley. Formed heavy infantry who have not yet shot may do so before contact, in this instance engaged enemy troops are eligible as targets. A Legionary line which replaced another in combat may also shoot even though in stand to stand contact with opponents.

4. Simultaneously resolve combat. Legionaries, Spearmen and Pikemen roll 1 AvD, others 1 D6. Add the following and compare results. For multiple unit combats, roll a die for each unit, total *all factors for all units* and divide by the number of units (to determine quality grade in multi-unit combats, use the majority or where exactly equal use the highest). *Round up* to the nearest whole number. All units involved in the combat must share the outcome.

+?	Combat Value
+1	Each Quality Grade higher
+1	Advantage of Ground (<i>uphill, charging downhill etc.</i>)
+1	Defending Fortification (<i>cumulative with advantage of ground if appropriate</i>)
+1	Supported
+1	Legionary/Peltast charge, pursuit or follow-up
+1	Each engaged stand, minus DPs, of a phalanx not yet fallen back.
+2	Cavalry (except Chariots)/Elephant/Gallic Infantry charge, pursuit or follow-up
+3	Light and Heavy Chariot charge, pursuit or follow-up
+5	Scythed Chariot charge, pursuit or follow-up
+1	Light Infantry follow-up or pursuit (but not charge)
+1	Indian vs African Elephant
+1	Leader inspiring
-1	Each DP/ Casualty (maximum -4)
-5	Shaken
-2	Unformed or in column (-4 for unformed Phalanx)
-1	Outnumbered at least 3:2
-2	Outnumbered at least 2:1
-3	Outnumbered 4:1+.

Supported. A unit counts as supported if formed heavy infantry or heavy cavalry has a second line of the same type directly behind the engaged stands, no more than 20mm away, and facing the enemy. This second line can be from the same or another unit and must be more than half as many stands as the engaged rank to count. Cavalry, chariots and elephants can also be supported by a line of light infantry. Light infantry themselves never count as supported, nor do units hit in the flank or rear.

Numbers. Count all stands in base to base contact plus up to one over-lapping on each flank for formed and special units, plus all stands in a second rank of a Phalanx directly behind these (these are called *engaged* stands). Count ½ supporting stands (Round down). Units in Wedge count all stands in the first two ranks as 'engaged' and the third rank supporting. Elephants count double as do heavy infantry unless facing Special Troops. Units, which have been hit in the flank or rear, only count stands directly in base to base contact with enemy and not any overlapping or supporting stands.)

Results:

5+ Victory. (0 DPs). A/B Grade units and Phalanxes may halt. Cavalry who choose not to pursue take 1 DP. Artillery Halt. Otherwise must pursue.

+2/4 Success:

- Infantry who stood to face a charge by Cavalry or Special Troops must halt (0 DP).
- Cavalry and Light Chariots who charged good order infantry frontally, must fallback. (1 DP) Artillery Halt..
- Elephants and Scythed Chariots pass through enemy ranks (1 DP)
- Others must follow up or pursue opponents; except A/B Grade, Phalanxes; and C Grade units who did not charge or who were opposed only by light troops; may halt (1DP)

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

- HI halt or fallback; LI halt, fall back or retire. Artillery Halt.
- Scythed Chariots destroyed. Cavalry follow-up, pursue or fallback. Elephants pass through enemy ranks if opponent remains halted, otherwise follow-up or pursue.

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

- HI who were charged by Cavalry or Special Troops, must halt
- Unformed troops retire
- Artillery and Scythed Chariots take Critical Hit,
- Others must fall-back

-5/-6 Defeat. Break if unformed. Artillery and Scythed Chariots destroyed. Elephants rampage. Others 1 casualty and retire

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

4. Make After Combat Moves: Defeated units move first, player with initiative moving last in a tie. **Supporting troops** must share the result of the engaged troops (including all lines of a multi-line Legion) except, if victorious, only one unit (either the engaged or supporting unit) is obliged to follow-up or pursue. The other may choose instead to halt.

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

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

Pass through enemy ranks. Move forward 40 paces through one line of opposing troops. Opponents receive 1 DP. Once on the other side of enemy, movement will be determined by a control test. If contacting new enemy (or a second line) they do not count as charging or following up.

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

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

Break. Make a full fast move, unformed, until behind supporting troops, or terrain obstacle, or beyond bow range of enemy. They may then halt and rally *if they pass a control test*. Units unable to move remain in place, receive 1 casualty and will surrender to any enemy within javelin range. **Pikemen who break** will throw away their pikes and if they rally will count as peltasts with a combat factor of 1 and no javelins.

Pursue. Make a full fast move, *unformed*, in an attempt to remain in contact with opponent who broke or retired. Pursuers encountering new enemy automatically come into combat with them except light troops or A Grade who may choose to halt at javelin range from the new target. A new target must react according to the normal charge responses if it is charged in these circumstances. This is worked out immediately as a new charge. **Pursuers who catch routers or retirers** may engage, rolling one die per engaged stand, causing an automatic casualty for every 3+.

Artillery and Scythed Chariots in Combat. Artillery do not fight in close combat. If contacted by enemy the crews abandon the catapults and take refuge with any friends within 40 paces, if the enemy are driven off by friends the crews return and retake control of the catapults. If the friends are driven off, or if there are no friends within 40 paces, the catapults are automatically put beyond use. It is not necessary to charge enemy artillery, troops may simply move up to and though the position with no penalties. Artillery in stand to stand contact with friends and contacted by enemy are bound by the friendly combat result.

Tips and Tactics

Deploy in depth. Several successive charges by new units will always be more effective than massing lots of troops to hit at once. Therefore, deploy troops in two or three lines and use fresh units to relieve tired or shaken units.

Rest before engaging. An accumulation of DPs for whatever reason will rapidly reduce a unit's capacity to fight effectively. This is particularly true for phalanxes. Units with more than 1 DP should almost always rest a turn to remove DPs before charging or moving too close to dangerous enemy. Be wary of the fact that it is compulsory to roll dice for a charge move with the potential for adding another DP, a missile volley on top of that could reduce a unit with 3 DPs to shaken before combat is worked out.

Skirmish Effectively. Use missile fire to support heavy troops particularly as they go into combat. Light troops can also useful screen heavy troops absorbing the DPs that would otherwise disrupt their combat effectiveness. However, shooting will not win the battle, the worst that can happen to a unit is to become shaken. It still requires hand to hand combat to secure victory.

Use Cavalry on the Flanks. Cavalry rarely win frontally against good order heavy infantry. Even if they win, they will be forced to retire and take DPs while the infantry, standing firm, will be unscathed. Cavalry are more

effective chasing off enemy cavalry and skirmishers and then moving in on the flanks or rear of enemy heavy infantry. Another tactic would be to wear down heavy infantry with missile fire than charge them when they are shaken.

Reserve Heavy Infantry Missiles. Heavy Infantry may only shoot once in the game. It is better usually to reserve this until the combat phase where it has a better chance of making an impact.

Support Special troops. Elephants and Scythed Chariots are unpredictable and can often do as much damage to friends as enemy. If successful they can severely disrupt an enemy formation but it is unlikely they will break it. It is worthwhile having some good heavy troops nearby in a position to exploit the damage caused. However, the drawback is that they could rampage and disrupt the supporting troops rather than the enemy.

Pointsg

The following 'points' are standd on the relative effectiveness of various troops in a game and can be used to work out roughly balanced armies:

Heavy Infantry	30
Light Infantry	20
Heavy Cavalry	35
Light Cavalry	25
Cataphracts	40
Scythed Chariot	70
African Elephant	65
Indian Elephant	70
Light Chariot	50
Heavy Chariot	60
Extra for B Grade	+10
Extra for A Grade	+20
Reduction for D Grade	-10 (except elephants)
Reduction for under-strength	-10
Extra for armoured	+5
Extra for integral LI	+5
Each Legion	+100
Each other unit	+50 (except special units)
General	100
Each Commander	50