

LEGIO VI CONSTANTIANI

*6mm wargames rules for the wars of the late Roman Empire
250-600 AD*

Organising Troops.

Figures are mounted 20mm square bases called *stands*, each stand representing of approximately 3-500 heavy infantry, 100-200 light infantry or cavalry, 10 Elephants or artillery pieces. 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. Full definitions for each type are on the last page as well as adaptations for other basing systems.

Troop Type	Combat Value	Missile Range	Quality Grades
Archers	0	100 paces	A Grade: Disciplined veterans with high morale
Skirmishers	1	40 paces	B Grade: Veterans with high morale
Light Cavalry	1	40 paces	C Grade: Good trained troops, veterans with poor morale, elephants and artillery
Heavy Cavalry	2	40 paces	D Grade: Raw or unenthusiastic troops
Shock Cavalry	3	None	
Warband	2	None	
Shieldwall	3	40 paces *	
Javelinmen	2	40 paces	
Elephants	4	None	
Artillery	-	400 paces	

* Shieldwall are assumed to be armed with light javelins addition to spears. They may however only shoot once during the game. Thereafter they have no further missile capability.

All troops in a unit must be of the same type and grade except that Germanic medium and shock cavalry may include **attached light infantry** combined on the same base. This gives them a missile capacity to 40 paces, reduces their combat factor by 1 and allows them to always count as supported in combat.

Persian and later East Roman/Byzantine shieldwall units may have a **rear rank of archers** on the same base. This increases their missile range to 100 paces and reduces their combat factor to 2.

Archers, skirmishers and light cavalry are collectively termed **Light Troops**. Warband, shieldwall and javelinmen are collectively termed **Heavy Infantry**. Elephants and Artillery are collectively termed **Special Troops**. Light, medium and shock cavalry are collectively termed **Cavalry**.

Infantry with complete body armour, such as some Roman legionaries, as well as Cataphracts and any heavy or heavy cavalry with horse armour, may count as **Armoured**. This gives them extra protection against long range archery as well as an edge in combat.

Depending on the size of the miniatures it is recommended that 2 light and 3 medium/shock cavalry are mounted on each stand. Heavy infantry should be two to three ranks deep. Each Shieldwall rank should fill the base (usually 4 miniatures). Javelinmen could be in a looser formation with 3 figures per rank. Warbands look best in a dense but irregular formation. Double width bases (counting as 2 stands) make it easier to represent an irregular formation. Light infantry are best represented by 4 miniatures on each stand in an irregular formation.

Under-strength heavy infantry may be represented by at least one rank less on each base, reducing the Combat Value by 1. This could represent depleted units or dismounted cavalry with less than half as many men covering the same frontage as an equivalent shieldwall infantry stand.

Arab and North African heavy cavalry may be mounted on **Camels**. This reduces their combat value by 1.

Organising the Armies.

Each army is commanded by a **General**. The army should be further be subdivided into **Commands** of infantry or cavalry, each commanded by a **Commander**. An infantry command may contain any number of special troops and up to one unit of cavalry. Cavalry commands may contain any number of light infantry and elephants and also up to one unit of heavy infantry.

Important Game Concepts

The Comitatus. Each Leader must be represented on-table by a command stand containing the leader's figure, staff, standards and personal troops. This stand, called a **Comitatus**, can be of any troop type in the army but will usually be cavalry. To reflect the fact that many leaders of the this period had large personal followings, a commander may have a Comitatus of up to 2 stands and Generals may have up to 4 stands.

The leader is always assumed to be with his Comitatus unless he moves away temporarily in the Command Phase or is killed. If the leader leaves his Comitatus, the unit may automatically move to rejoin him in a subse-

quent move phase, otherwise it must remain halted for the entire time he is away. If charged, it may respond normally. The actual location of the leader should be marked by one or two figures mounted on a round base such as a small coin. It can be useful to indicate the number of actions a leader has by the number of figures on the base marking his position.

Death, Desertion and Disorder Points (DPs). Except for special troops, the state of a unit's well-being is noted by the accumulation of DPs due to fatigue and disorder from manoeuvre, shooting, combat and psychological factors. DPs are indicated by markers (small pebbles or a small 6-sided die) 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. **A grade units** only become shaken when they have 6 DPs. Markers (casualties or a red counter) can be used to indicate shaken units.

DPs can be removed by resting (see movement) or by the intervention of a commander.

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

- 1 DP for each friendly heavy infantry unit retiring within 100 paces
- 2 DPs for each non-light friendly unit broken or destroyed within 100 paces
- 1 DP for fatigue while moving depending on die rolls
- 1 DP if a unit's Commander killed/broken in 100 paces
- 2 DPs if the General is killed/broken in 100 paces
- 2 DPs if formed troops burst through by rampaging elephants.
- 2 DPs if infantry who moved or charged that turn are charged by cavalry.
- 1 DP if cavalry with no elephants or camels in the army, within 40 paces of elephants or camels
- 2 DPs if formed unit contacted by formed enemy whose charge that originated from behind the flank/rear.
- Become **Shaken** on 5th DP or if broken (6th DP for A Grade). Once shaken further DPs for combat or morale cause a casualty, DPs for movement or shooting have no further effect

Formed and Unformed Units. Formed units are those which depend on maintaining formation in ranks and files to be effective. Unformed units are those which make no attempt to act as a formed body.

Shaken, routing, pursuing, evading or retiring units are always **unformed**. Heavy cavalry and javelinmen may **voluntarily un-form**, other units may not. Unformed units move bases independently with no manoeuvre penalties. They are considered to be facing all round. Stands of unformed units should be spaced slightly apart to indicate their status.

Formations. Formed units must normally be either in **Line** — one or two stands deep, and at least as wide as they are deep; or **Column** — one stand wide and the rest falling in behind. All stands must face in the same direction except a two deep line may turn the rear rank to face backwards.

Germanic heavy and heavy cavalry may **dismount** to fight on foot as shieldwall infantry. If they dismount — either replace two cavalry stands with one shieldwall stand, or one cavalry stand with one understrength shieldwall stand. Once dismounted they may not mount up again other than to pursue routing or retiring enemy.

Special Troops. Elephants and artillery operate as single stand units and may manoeuvre without trying to maintain ranks and files. Special units never receive DPs. Whenever a special unit gets a shooting, combat or morale result that would normally cause a DP, roll a D6 for each DP. A result of 1 indicates a **critical hit**. Roll again:

- 1-2 Destroyed
- 3-6 Artillery destroyed, Elephant rampage

If an elephant **rampages** it heads in a random direction determined by a D6 roll, bursting through any troops, friendly or enemy, that get in the way.

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 exceptional Generals 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 base, must decide what he will do from the following **command decisions**. Generals may take two actions (may be two of the same), Commanders normally only one. Historically exceptional leaders may add an additional action.

- **Control units** under his command and within 100 paces. Units, other than the one to which he is attached, will have to take a *control test* if not being controlled. Therefore if a leader with 1 command action chooses

to do something other than 'control units' all units under his command will have to take a control test apart from the one he is attached to.

- **Inspire a unit** which the leader is attached to. This will allow the leader to do one of (for each inspire action):
 - Influence a Control or Evade Test
 - Remove a DP from a resting unit (see below)
 - Increase a unit's combat effectiveness

Unless the leader is able to take several inspire actions he 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 base to note that he will inspire. It should be removed once the action is completed. If a leader is able to make 2 or more inspire actions he may choose to do as many of these actions as he is able. He may, for example use 2 inspire actions to remove 2 DPs. Special Units cannot be inspired.

- **Move** during the Command Phase and/or **join a unit**. This allows the leader to make an additional move in the command phase. To do so he temporarily leaves his Comitatus and may move up to 240 paces. He may then attach to a new unit or detach from it. A leader who is attached to a unit will move again with that unit in other phases. **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.
- **Issue orders** or listen them, or send messenger.

2. Units which are not being controlled, and all units who wish to cease rout, pursuit, or looting (even if controlled); 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).

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

Results:

1-2 = Continue rout or pursuit. Otherwise halt and remain halted for the duration of the turn.

3-4 = Act as player wishes.

5-6 = Continue rout or pursuit. Otherwise repeat last move.

3. **Attempt to stop Rampage.** Roll a D6 for each rampaging elephant. If the result is 5-6 the unit is destroyed (elephant 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.

4. **Dice to return from off table or for reinforcements to enter.** 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 in the following command phase. They will return at any point within 100 paces of the point of departure if they get the following D6 result:

- All A Grade troops, B-C grade heavy infantry, any units with an attached 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
- -1 if unit was retiring, -2 if unit was routing

5. **Risk to Leaders.** Unattached leaders contacted by any enemy troops are automatically captured. Otherwise, whenever a unit to which the leader is attached suffers a DP due to shooting or combat, or if he inspires a shaken unit within 100 paces of enemy, roll a die. If a '1' is rolled, roll again:

1 = Killed

2-4 = Wounded. Loose one command decision per turn. If this leaves him with none he may only control troops. A previously wounded leader, wounded for a second time, is killed.

5-6 = Near miss. No effect

If a leader is killed in combat while attached to his Comitatus, the Comitatus will remain in combat and fight to the death. They will not break, be pushed back or retire but they will accumulate DPs as usual. Once they become shaken, they will be eliminated. If they win the combat they must pursue, and continue to pursue, any broken opponents. If a leader is killed in other circumstances within 100 paces of his Comitatus, the Comitatus must advance to and charge the enemy who caused his death, or the nearest enemy if this is not possible. They will then fight to the death as described above.

Once the leader's death has been avenged by fulfilling the above conditions, any surviving stands of the Comitatus will retire from the field, bearing their leader's body.

If the Comitatus unit to which the leader is attached, is eliminated due to casualties: Roll a D6 to determine the leader's fate:

- 1-3 = killed,
- 4 = captured,
- 5-6 = The leader escapes and joins the nearest friendly A or B Grade unit which will become his new Comitatus.

Phase II – Movement and Skirmish Phase.

Any units may move up to 40 paces from visible enemy. Movement must stop at 40 paces 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 40 paces from visible from non-light enemy and will not be forced to interpenetrate friends nor cross obstacles or difficult terrain. 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 when two units moves intersect in which case the front unit may move first.

Units of the same command who are within 20 paces of each other may roll one set of dice and move as a single body, other units move and dice individually. Light troops in a predominantly heavy command may move at the same speed as the heavy troops as long as they are within 40 paces of them. This includes light infantry supporting cavalry as long as the cavalry do not make a fast move (see below).

All stands of a unit must remain together. Unformed units space stands apart by up to 20 paces, all other formed units must keep stands in base to base contact with each other.

- **Basic Movement Rates:**
 - Infantry & elephants: 1 AvD.
 - Cavalry: 1 AvD + 1 optional AvD (compulsory if fast move)
 - Artillery: Move 20 paces, no dice required
- **Fast Move:** +1 optional D6 in addition to basic move above. Compulsory if charging, evading, retiring, routing or pursuing. Optional otherwise. If evading, retiring or routing add 20 paces to the move for each die rolled.
- **Light Troops:** +20 paces for each die rolled.
- **Column:** Move up to 100 paces, 140 paces for infantry on a road. No dice required.
- **Approach Move:** All units *whose entire move is beyond 100 paces* of visible unbroken enemy may move double distance. If such a move would bring them within 100 paces of enemy they must halt at 100 paces.
- **Fatigue:** Formed units incur 1 DP each time a 6 is thrown on the move dice or a 5-6 in rough or difficult terrain. No penalty for unformed or special units, nor for units in column.

Unformed move stands freely and independently. They may move forwards, sideways, backwards or in any combination without penalties. Movement by special and formed units must be directly to the front with no more than 22½° variation off the centre axis. To do otherwise, requires units to **manoeuvre**. Manoeuvre within 100 paces of enemy causes DPs where noted below:

- **Wheel:** Inside edge remains stationary, measure distance moved by outside edge, One DP for formed troops in line within 100 paces of enemy. No penalty in column, if special unit, or if only one stand wide.
- **Change Formation:** ½ move. 1 DP for all formation changes if within 100 paces of enemy.
- **Form-up unformed troops:** One full move, 1 DP if within 100 paces of enemy.
- **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. Turns to the flank changes line into column and visa versa counting as a formation change. Unformed troops are considered to face all-round so this is not necessary.
- **Mount/Dismount:** ½ move. One DP if within 100 paces of enemy
- **Interpenetration:** One DP for formed units within 100 paces of enemy unless one unit is unformed and one remains stationary. Pre-AD 400 Roman heavy infantry of the same command incur no penalty if the unit being interpenetrated remains stationary, the other does not make a fast move, and neither are more than one rank deep.
- **Side-step/step-back:** 40 paces. Formed A-C Grade infantry only.

- **Incline:** Move equal distance forwards and sideways. Formed A-C Grade infantry only.

Effect of difficult terrain:

- **Rough Terrain (eg: dense woods or forest, town, rough/rocky terrain, soft sand, very steep slopes and minor obstacles):** -20 paces for each die rolled for formed infantry. Impassable for cavalry, artillery and elephants unless on a road. However, troops mounted on camels are not affected by soft sand. Cavalry and elephants may cross minor obstacles, they may also negotiate steep hill slopes on a road. 1 DP if a 5 or 6 rolled on the move dice.
- **Light Cover (eg: farm, oasis, orchard, olive grove, light scrub, moderately steep slopes):** Do not affect move distance but may block line of sight and count as cover. 1 DP if a 5 or 6 rolled on the move dice.
- **Roads** negate the effects of all difficult terrain to troops in column. Infantry in column on a road may move an additional 40 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.

Shooting during the Move Phase:

- Light troops may move and shoot without restriction.
- Artillery may shoot or move but not both
- Others may combine a basic move with shooting, but not a fast move.
- Troops allowed to move and shoot may choose to shoot either before or after making their move.

Eligible units may shoot at targets out to their maximum range: 400 paces for artillery, 100 paces for archers and 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 unless they are more than 40 paces from engaged friends. A gap must be at least 20mm wide to shoot through. Unformed units may shoot all round, others up to 22½° off centre.

Normally only stands in the front rank of a unit may shoot. Overhead shooting from stands to the rear is allowed in the following circumstances:

- Archers may shoot overhead of one stand of heavy infantry from the same command, if in base to base contact and the heavy infantry are formed in line. This is not allowed if the front rank is shieldwall with integral archers.
- Persian bow-armed heavy cavalry may shoot overhead of one stand of other heavy from the same command, if both are formed, in line, and in base to base contact. The front rank may also shoot.
- Light cavalry may shoot two ranks deep, representing a continually moving body with riders circling around. This does not count as overhead shooting for charge purposes.

As long as the front rank is within range the eligible rear unit may shoot even though they are beyond normal range of the target. Range is measured from the front of the foremost unit.

Integral archers

Shooting.

Roll 1 D6 for each stand shooting, less 1 die for each DP on the shooting unit.

½ number of dice (round up) if target is unformed light infantry; or in cover; or if armoured (not cumulative)

If the result is **6**, a **Hit** has been scored. .

+1 if artillery shooting at formed troops or elephants

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

Rest, Rally and Recovery.

Any unit may choose to **rest**, instead of moving or shooting. Resting units may not move, manoeuvre, nor shoot. A unit which rested in its move phase may not initiate a charge. Resting troops may remove DPs as follows:

- A Grade: 1 per turn and an additional 1 if beyond 100 paces of enemy
- B-C Grade: 1 per turn
- D Grade: 1 per turn if not shot at (regardless of the effectiveness of the shooting).

Rallying Shaken Units. Shaken units can no longer simply remove DPs by resting. To recover they need to **rally** by resting beyond 100 paces of any visible unbroken enemy. If they are able to do this they regain order with 3 DPs.

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. One DP may be removed for each inspire action the leader takes to do this. Such an intervention can also help a resting shaken unit even if within 100 paces of enemy. If a leader uses one inspire action on a shaken unit, the unit will cease being shaken and have 4 DPs instead, less 1 DP for each additional inspire action the leader took. Inspiring a shaken unit within 100 paces of enemy will incur risk to the leader (see above)

Phase IV -- Combat Phase

1. Declare charges.

Players state which units they 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 40 paces, cavalry or elephants at any distance from enemy.

Restrictions on Charging. Units may not declare a charge in the following circumstances:

- if shaken or in column,
- If archers, artillery, any units which had a second rank shoot overhead in the missile exchange,
- If previously unformed and formed-up in that turn's movement phase,
- If the unit rested in the previous move phase,
- Apart from Hun and Alan light cavalry in two or more ranks, unformed units may only charge other unformed or an exposed flank or rear,
- Light infantry in base to base contact with heavy infantry may charge in a single body with the heavy infantry as long as they did not shoot overhead.

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 as follows:

- Shaken troops break
- Other light 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 (see below).
- Other unformed cavalry may counter-charge cavalry or light. Otherwise they must take evade test.
- Formed heavy cavalry and javelinmen may test to evade. Otherwise they must stand to receive.
- Shock cavalry may counter-charge pursuing enemy who charge them. Otherwise they must stand to receive.
- Others must stand to receive at the halt. They may turn to meet a charge from the rear from over 100 paces away.

Warbands, shock cavalry and elephants, who are much more effective when charging, will find themselves at a disadvantage if they do not declare a charge themselves as if they do not they will risk receiving a charge at the halt. Therefore, if they are in danger of being charged and do not wish to risk this, they should declare a charge themselves if eligible.

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

1+ the unit will evade, making a full fast move away from enemy adding 20 paces for each die rolled.
0 or less = break.

Light cavalry who successfully test to evade may shoot at the enemy charging them if they did not shoot in the movement phase. Only the front rank of the evaders (before turning away) may shoot in this circumstance.

Evading units caught by chargers will automatically take a casualty and break.

Failure to contact. 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 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 and A grade units may choose to halt at 40 paces from the new target in which case the new target will not be obliged to respond.

If they failed to contact because they did not roll high enough on their movement dice then they must take a control test the following turn (even if being controlled by a leader) to determine what they do with +1 to the die roll.

Standing to Receive a Charge. Units which stand to receive may turn about, cancelling the effect of a charge from the rear, if the charge began from beyond 100 paces. A turn to the flank is also possible but it will convert the formation to column (troops in column are less effective in combat).

Heavy cavalry, archers, shieldwall and javelinmen who stand to receive a charge may shoot at the enemy charging them if they did not shoot in the movement phase. All the overhead shooting rules apply.

3. Simultaneously resolve combat.

A Grade 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 individually* and divide by the number of units. Round up to the nearest whole number. All units involved in the combat must share the outcome including supporting units.

+?	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
+2	Warband/cavalry/elephant/ charge, pursue or follow-up
+1	Javelinmen charge, pursue or follow-up
+1	Light infantry or shieldwall follow-up or pursue (but not charge)
+1	Armoured
+1	Leader inspiring (for each inspire action taken)
-1	Each DP (max -4)
-1	Each casualty
-5	Shaken
-2	In column
-2	Unformed except Hun or Alan light cavalry charging, pursuing or following up 2 or more ranks deep
-1	Outnumbered
-2	Outnumbered 2:1
-3	Outnumbered 4:1+.

Supported. A unit counts as supported if formed heavy infantry, heavy or shock cavalry which has a second rank of the same type directly behind the engaged bases, 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 bases as the engaged rank to count. Heavy infantry, elephants, medium and shock cavalry can also be supported by light infantry. Germanic cavalry with integral light infantry always count as supported. Light and unformed units may never count as supported nor may units hit in the flank or rear.

Numbers. Count all bases in base to base contact plus up to one over-lapping on each flank (these are called *engaged* bases). Elephants never count as outnumbered, nor do they add numbers to other friendly troops.

Artillery 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 through the position with no penalties. Artillery in base to base contact with friends and contacted by enemy are bound by the friendly combat result.

Results:

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

+2/4 Success:

- Infantry who stood to face a charge by cavalry or elephants must halt (0 DP).
- Cavalry who charged formed infantry frontally, must fallback. (1 DP)
- Elephants pass through enemy ranks (1 DP)
- Others must follow up or pursue opponents; except A/B Grade; 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, fallback or retire.

- Cavalry choose to follow up, pursue or fall-back. 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 Elephants, must halt.
- Unformed troops retire
- Elephants halt. Others must fall-back

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

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

4. Make After Combat Moves: Defeated units decide their options and move first. When there are several options the player with initiative makes his decision last in a tie. **Supporting troops** must share the result of the engaged troops except, if victorious, only the engaged 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.

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 additional DP. Once on the other side of enemy, actions will be determined by a control test.

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 a full fast move unformed until behind supporting troops, or terrain obstacle, or beyond 100 paces of enemy. They may then choose to halt or continue their movement. 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 100 paces 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 40 paces.

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 40 paces from the new target. A new target must react according to the normal charge responses if it is charged in these circumstances. In this case medium and shock cavalry may counter-charge even if not normally eligible. This is worked out immediately as a new charge. Pursuers who catch routers or retirers get a **free hack**, rolling one die per engaged stand, causing an automatic casualty for every 3+.

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. 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 relatively 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.

Equivalent troop values for balanced games

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

Heavy Infantry	30 per stand
Light Infantry	20 per stand
Shock Cavalry	35 per stand
Heavy Cavalry	30 per stand
Light Cavalry	25 per stand
Elephant	70 per stand
Artillery	50 per stand
Extra for A Grade	+20 per unit
Extra for B Grade	+10 per unit
Reduction for D Grade	-10 per unit
Reduction for under-strength	-10 per unit
Extra for Armoured	+5 per unit
Extra for Hun/Alan light cavalry	+10 per unit
Each unit	+50 (except special units)
General	100
Commander	50

Definitions & Explanations

Archers. All infantry armed with long ranged missile weapons (including crossbows) who are intended primarily to provide missile support rather than fight hand to hand.

Skirmishers. Lightly equipped men on foot armed with javelins or other light missile weapons who are intended primarily to skirmish rather than fight hand to hand.

Light Cavalry. Fast moving agile cavalry who usually skirmish from a distance with javelins or bows. Hun and Alan light cavalry have special hand to hand combat capabilities (see below)

Heavy Cavalry. Close order cavalry who are primarily intended to close into combat with spears or swords but are also equipped with javelins or bows and are capable of skirmishing. This includes most Roman and Persian cavalry as well as steppe nobles and some Germanic cavalry such as the Visigoths.

Shock Cavalry. Close order cavalry who are armed and equipped for close combat only. This includes cataphracts, contarii (lancers), and most later Germanic cavalry such as Vandals, Ostrogoths and Lombards.

Warband. Germanic foot warriors who fight hand to hand only. Lacking drill and discipline that are better in the attack than holding ground.

Shieldwall. Close order foot drawn up in ranks and files and protected by large shields. This includes most Roman infantry, Persian spearmen and later Germanic infantry. Intended primarily hand to hand fighters they also have a limited missile capability. This might come from being equipped with javelins or darts in addition to spears and swords; or by archers or javelinmen in the rear ranks. They may only shoot once during the game. It is recommended to have a marker (a single archer figure for example) to indicate whether or not they have used up their shot.

Javelinmen. Loose order foot equipped with javelins, swords and shields who are capable of fighting hand to hand as well as skirmishing. This includes some Roman auxiliaries, Dacians, Isaurians, Anatolian hill tribes, Moors, Picts and Scots.

Artillery. All kinds of field catapults regardless of type.

Romans. Some Roman troops have special abilities. These only apply to regular Roman units not barbarian foederati or allies in a Roman army.

Horse Archery. Apart from Persians (see below), bow-armed light and heavy cavalry are not differentiated from those armed with javelins. The assumption is that shooting would take place at relatively 40 paces and that foot archers out-range horse archers.

Persians. Bow armed Persian heavy cavalry tended to fire disciplined volleys of arrows rather than skirmishing with their bows. The shooting rules reflect this. Their infantry tended to be a mix of spear armed troops backed up by archers. This can be reflected by a shieldwall unit backed up by a unit of archers or by mixing spearmen and archers on the same base.

Huns and Alans. These steppe nomads, although fast moving bow-armed cavalry, were also happy to close into hand to hand combat. This is reflected in the combat rules which allows a two deep unit not to count as unformed. This is to represent men in the rear ranks moving up to make a tighter formation.

Germanic troops. These include Franks, Goths, Saxons, Alamanni, Vandals, Gepids, Lombards and Heruls. Germanic medium and shock cavalry may include integral light infantry.

AvD. Average die marked 2,3,3,4,4,5. If you do not have average dice use normal dice counting a 1 as 3 and a 6 as 4.

D6. Normal six sided die

Adaptations for other scales and base sizes

The 20mm x 20mm dimensions of stands really only matter for determining the number of dice for shooting, numbers in combat, and for casualty removal. Base depths do not matter at all so really only the frontage is important. In large units I sometimes create double stands 40mm wide and 20mm deep leaving one or two 20mm x 20mm bases for casualty removal. Some 6mm wargamers like to base all their troops on 40mm wide bases. If you wish to do this then simply count each larger base as 2 stands for shooting and numbers in combat. You could either use a marker to indicate a single casualty or decide to remove a whole double base. The latter option is probably preferable as it is less fiddly.

If you use 2mm miniatures the 20mm x 20mm bases work very well, simply add more figures per base to fit. For 10mm miniatures a 40mm x 20mm or 40mm x 30mm base would be better, in which case count each base as 2 stands as above, adjusting the number of figures per base to fit and to look right. In both cases there would be no need to adjust movement distances or ranges.

Although the rules are not designed for larger scale miniatures, it would not be impossible to adapt them for 15mm miniatures. In such a case a single stand should probably be 40mm x 30 mm with more or less the same number of figures per stand as suggested for 6mm. There is no need to increase move distances or ranges but you may wish to do so. If you do, the easiest option would be to double them. If you increase move distances you will need to adjust ranges by the same amount.