

Alala!

Alala was a war cry used by the ancient Greeks.

These rules are designed for recreating battles between the Greek city states during the Peloponnesian and Boeotian wars of the fifth-fourth centuries BC. They do not take into account the more varied troop-types of the Persian Wars or later Hellenistic period.

Game Concept

Games played with these rules are all about deploying phalanxes of Hoplites and getting them ordered and psychologically ready before signalling the advance to close with the enemy. Once the phalanxes begin to move in on each other there is little scope for tactical finesse or complex manoeuvre. Light troops and cavalry play a subordinate role — harassing and annoying the enemy and driving off enemy skirmishers.

Scale.

Each figure represents about 50 men. One inch on the table represents approximately 10 paces. The rules have been specifically developed for use with 1:72/20mm scale figures but can easily be adapted for 15mm or 28mm scales

Troop Types, Basing and Organisation

All troops are classified and organised as one of the following:

Hoplites. Men who fight shoulder to shoulder in a phalanx armed with long spear and large round shield — organised into units of 20 figures on movement trays 15cm wide and 4cm deep (or 24 figures on 18 x 4cm trays). They are formed two ranks deep and may be mounted on multiple bases although some individually mounted figures are necessary for casualty removal. Individual bases 1.5 cm wide x 2 cm deep.

Psiloi. Light skirmishers with javelins, bows or slings — organised into bands of 6 figures individually mounted on 3 x 3cm bases.

Peltasts. Primarily skirmishers but better equipped than psiloi. They have limited hand to hand combat capability. Organised into bands of 9 figures individually mounted on 2 x 2 cm bases, covering the same frontage as Psiloi. Peltasts and Psiloi are collectively referred to as 'Skirmishers.'

Cavalry. The majority of Greek horsemen who are relatively lightly equipped and primarily used for skirmishing. Organised into bands of 6 figures individually mounted on bases 3cm wide and 4cm deep.

Hamippoi. A mixed band of cavalry and psiloi operating together with an advantage in combat and shooting over other cavalry at the expense of reduced movement speed. They should be represented with a psiloi figure mounted on each cavalry base, increasing base depth if necessary to accommodate both figures.

Thessalian Cavalry. Cavalry in closer order than others and better equipped for hand to hand combat but less good at skirmishing. Organised into bands of 9 figures mounted on bases 2cm wide and 4 deep — covering the same frontage as other cavalry bands. Some could be mounted on multiple bases. This could also include Macedonians.

Note: other basing arrangements could be used but all Hoplite units should have the same frontage and number of figures. Cavalry and skirmisher bands should all have the same frontage.

Each unit has one of the following experience levels:

A Grade. Battle hardened Spartans with exceptional drill and training

B Grade. Well trained, experienced citizen levies and good professional soldiers.

C Grade. Other citizen levies.

Hoplite units are further organised into phalanxes. A phalanx consists of two or more units under the command of the same Leader and operating together, formed up side by side. They will usually be from the same city state or league. Thebans and Macedonians (only) may form a phalanx of two or more units one behind the other rather than side by side. In this case the deep phalanx is treated as a single unit, taking the experience level and casualties from the front ranks.

Skirmishers and cavalry operate as individual bands and are not grouped into larger formations.

Morale and Aggression

Once a unit or band is reduced to below half strength it must normally retire from the field. A Grade Hoplitēs may instead choose to stand and fight to the death. In which case they may make no further moves.

Each Hoplite unit has 4 possible aggression levels which marks its willingness to close with the enemy. These are:

Shaken. The unit's confidence is shaken. It may not advance towards enemy. If forced to drop another level it must retire. Indicated by a *casualty marker*.

Formed-up. The unit is prepared to fight but is not overly enthusiastic. *No marker*.

Ready. The unit is ready to close with the enemy. Indicated by a *marker in an inspiring pose* beside the unit (or officer/standard bearer/musician)

Eager. The unit is eager to get stuck in, even to the point of disobeying orders. Indicated by two *inspiring markers* as above. If aggression level is raised further, there is no effect.

Aggression Levels may be raised or lowered by the intervention of Leaders, Control Tests, Combat Results and for the following *immediately it occurs*:

- 1 level for each equal or higher grade hoplite unit retiring, routing or destroyed within 4".
- 1 level if their leader is killed within 4" (applies only to units in that leader's phalanx).
- 1 level if the unit is attacked in the rear or from behind the shieldless flank.
- 1 level if ready or eager hoplitēs halt to redress ranks after signal to advance.
- 1 level if Hoplitēs receive enemy hoplite charge at the halt.
- +1 if an enemy Hoplite unit retiring, routing or destroyed within 4".
- +/-1 if leader expends CPs to encourage

Skirmishers and Cavalry do not have aggression levels

Command

Leaders must be attached to one of the Hoplite units under their command. Skirmishers and cavalry act independently and are not influenced by Leaders.

Each Leader has 2-5 Command Points (CPs) allocated according to the scenario or by rolling an AvD. These may be used as follows during the Command Phase unless the leader is engaged in combat:

Control the Phalanx (1 CP). This allows the entire phalanx to move and act as a single entity as the player wishes, as long as all units are in base to base contact with each other within 4" of the unit to which the leader is attached. Units which are not part of a controlled phalanx (either because they are too far away, or the leader did not spend points to control them) must move independently. Skirmishers and cavalry are not controlled in this way.

Move (1CP). The Leader may move up to 6" in the command phase, including detaching from one unit and attaching to another. He may move again with the unit to which he is attached later in the Phalanx Manoeuvre Phase.

Encourage (2 CPs): Raise or lower the aggression level of any one of his units within 4" (measured from any point of the unit to which he is attached). It costs 1 additional CP to encourage C Grade unless they are advancing towards enemy, -1 to encourage A Grade in all circumstances.

Signal the Advance (1 CP). This allows his phalanx to start advancing towards the enemy. No Hoplite units may advance before the signal is given unless forced to by a Control Test. Skirmishers and cavalry may advance and engage enemy before the signal is given. Once the signal has been given the phalanx must advance if possible, only halting if their passage is blocked or to redress ranks (see movement).

Invoke the Gods (2 CPs). Draw a card from the *Othismos* pack. This may only be done before that leader signals the advance. Some cards must be played immediately, others may be retained to be played at a time of the player's choosing.

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

1 = Killed

2-3 = Severe Wound. Loose 2 CPs.

4-6 = Light Wound. Loose 1 CP.

Once CPs reduced to 0 the leader is killed.

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

Control Test

Unless in combat, each skirmisher and cavalry band is required to take a control test in the Command Phase to determine its actions for the remainder of that turn. Hoplite units not being controlled by a Leader must also test unless in combat.

Roll 1 D6 for C Grade Hoplites. Roll 1 AvD for all other units and bands.

+1 for each aggression level above Formed-up.

2- Shaken Retire. A Grade act as player wishes. Others Halt.

3-4 Act as the player wishes

5+ Continue pursuit. Non-A Grade Eager Hoplites must immediately advance 2 dice towards the nearest enemy Hoplites (even if the signal to advance has not yet been given). Otherwise repeat last move.

Deployment, Forming Up and Signalling the Advance

In the initial stages of the game the aim is to deploy the army, order the phalanxes and to get troops into a sufficient state to advance against the enemy with confidence.

Unless otherwise determined by the scenario the two armies deploy 18" away from each other.

Shuffle a normal card deck (including Jokers) One side is red, the other black. Armies are deployed by drawing cards. Black player may place a Hoplite phalanx when that side's colour is drawn starting either with the right or left hand phalanx and moving along the line. Once all phalanxes are on table, skirmishers and cavalry bands may be deployed. If a Joker is drawn a terrain feature (rough ground or low hill) may be placed on table by the side whose colour is drawn next. This may not be placed closer than 6" from already deployed enemy but can be at any distance from deployed friends. Once both armies are fully deployed, the game is played sequentially in several phases with both sides completing each phase before moving to the next.

Unless the scenario dictates otherwise, each Hoplite unit begins the game with 3 *Disorder Points* (see Formations) and *Formed-up Aggression*. This represents the fact that they are not yet properly formed up, nor psychologically fully ready to attack. This will require time and the intervention of their leaders to get them ready.

Unless forced by a control test, no Hoplite unit is allowed to advance towards the enemy until their Leader signals the advance for his phalanx. Players do not have to signal the advance for all phalanxes at the same time. For example an attack in echelon could be conducted by signalling the lead phalanx first and the succeeding phalanxes in the following turns. When the signal is given (unless restrained by a control test) all units of that leader's phalanx must advance at least 1 die (see Move Distances) in that turn's Phalanx Manoeuvre Phase. After the signal has been given, ready and eager units drop an aggression level if they halt to redress ranks (see movement).

Skirmishers and cavalry may advance towards the enemy and engage before the signal to advance is given.

Turn Sequence

Dice to determine who goes first, +1 to die roll if the commander in chief has more CPs than the opposing commander in chief. Highest result decided to go first or second. The side going first has the *initiative*. Each phase is completed by both sides, one after the other in the same order, before moving to the next.

Command Phase. Allocate and apply Command Points for each leader and apply the results of their actions. Take control tests for all skirmisher and cavalry bands, and for Hoplite units not being controlled by their Leader.

Skirmish Phase. Each skirmisher and cavalry band not constrained by a control test result, may shoot then move; move then shoot; shoot twice without moving; or remain halted to redress ranks. Movement must stop at 4" from any enemy.

Phalanx Manoeuvre Phase. If the Advance has been signalled the player must move his Hoplite units, in strict order from right to left. Only those units commanded by the leader who signalled the advance may move. All units in a phalanx being controlled by their leader move together on the same die roll. Otherwise dice for each unit separately. Movement must stop at 4" from enemy. Skirmisher and cavalry bands must fall back in face of a hoplite advance maintaining a 4" distance.

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

Combat Resolution Phase. Resolve combat in strict order from right to left from the perspective of the player with initiative. Apply changes to aggression as soon as the circumstance occurs, before moving on to the next combat.

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

Formations

Hoplite units are formed in a phalanx with units side by side. A Theban or Macedonian phalanx may also have units one behind the other. Fighting ability is enhanced by maintaining good order.

The state of a unit's lack of order and cohesion is noted by the accumulation of **Disorder Points (DPs)** due to fatigue, terrain, manoeuvre and other disordering factors. DPs are indicated by markers (small pebbles) placed beside the unit to a maximum of 3 DPs. Thereafter no further DPs are incurred.

DPs may be removed in the Skirmish or Phalanx Manoeuvre Phase if the unit or band redresses ranks instead of moving.

Unformed troops. Skirmishers and cavalry are always unformed. Hoplites become unformed if routing, retiring or pursuing. Unformed Hoplites may reform (see below) once the cause no longer applies. Unformed troops act as individuals rather than as a cohesive unit. They move bases independently with no manoeuvre penalties and are considered to be facing all-round. Unformed units or bands do not usually accumulate DPs for manoeuvre, although Cavalry may do so for fatigue and moving in difficult terrain (see below). Space bases apart slightly to indicate the unformed status. Unformed troops are less effective in combat than formed units.

Movement

Shaken units may not advance towards the enemy. They may move in other directions.

Movement must stop at 4" from enemy to the front except that enemy skirmishers and cavalry must fall back in face of moves by Hoplites, maintaining a 4" distance (this is done during the opponent's move and does not limit further moves by that band).

Hoplite units of the same phalanx, whose leader spent 1 CP to control, move as a single body on the same die roll. Skirmishers, cavalry and uncontrolled Hoplite units move and dice individually.

Move Distances:

Move distances are determined by dice

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

Cavalry: As for infantry + one optional additional D6 x 1" except for Hamippoi. The additional third die may only be used if the band previously moved.

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

The full distance must be moved except that movement must halt at 4" from enemy and may halt if further movement would force a passage of lines or to move through rough terrain. All movement is conducted from right to left except where two moves intersect. In that case the front unit or band may move first.

Fatigue: Hoplites incur 1 DP each time a 5 is thrown on the move dice, Thessalian cavalry on a 6. This simulates fatigue and the difficulty of keeping formation when moving fast. A Grade Hoplites

may choose to subtract 1 pip from one move die to avoid fatigue DPs. Skirmishers and non-Thessalian cavalry do not incur DPs for fatigue.

Rough Terrain (woods, built up areas, steep slopes, crossing obstacle etc.) Impassable for cavalry. Formed Hoplites take 1 DP for each turn moving through. Skirmishers not affected. Cavalry may cross minor obstacle or move through light woods (orchard, olive grove etc) for 1 DP. Skirmishers not affected. Some obstacles may be deemed passable for cavalry. If so they incur 1 DP for moving across.

Unformed bases move freely and independently in any direction.

Movement by formed Hoplites must be in the direction of the unit's facing with no more than 22½° deviation off-centre to the right, and none to the left.

Hoplite manoeuvre was very limited. Anything other than the above can only be accomplished by the following. Such manoeuvre is likely to disrupt the formation — incurring DPs:

About Face: ½ move and 1 DP. Turns to the flank are not allowed.

Side-step/step back (A & B Grade only). 1 move. Shift up to 2" to the side or rear. No dice required, no DPs.

Wheel. 1 move. Pivot on one end and wheel the further end up to a maximum of 5" (no dice required). 1 DP for A Grade, 2 DPs for B Grade, 3 DPs for C Grade.

Form up Unformed Hoplites. Takes one move once no longer retiring or pursuing. Reform on the spot facing in any direction. May only be done if not shaken.

Passage of Lines: One DP for each Hoplite unit or Thessalian Cavalry band unless stationary and being passed through by non-routing skirmishers. Cavalry may not pass through Hoplites nor visa versa.

Redress Ranks

Troops may choose to remain stationary to redress ranks rather than moving. This will allow the unit or band to immediately remove DPs (unless in combat) as follows:

A Grade may remove 2 DPs,

B Grade may remove 1 DP

C Grade may remove 1 DP if beyond 6" of any enemy

Once the signal to advance has been given, Eager C Grade may not halt to redress ranks. Other units with higher than *Formed-up Aggression* drop one aggression level if they halt to redress ranks. Troops that redress ranks may not shoot or charge.

Shooting

Only skirmisher and cavalry bands may shoot. They may do so at targets within 4" regardless of the shooter's facing or weapon. The nearest target must be engaged and there must be a clear line of sight from the shooter to the target.

Enemy in base to base contact with friends are not eligible targets, however, outflanking and rear rank figures are. A gap must be at least 1" wide to shoot through.

Roll 1 D6 for every 2 peltast or Thessalian cavalry figures shooting (round down), 1 D6 for every skirmisher or other cavalryman shooting.

-2 dice if shooting at Hoplites frontally

+1 die if Hamippoi shooting

Always roll 1 die. Inflict 1 casualty for every '6' rolled.

Charges and Charge Combat

A charge is the only way to close to hand-to-hand combat with enemy. Players declare which units wish to initiate a charge, the player with initiative declaring first. The unit wishing to charge must be within 4" of its intended target. If Hoplites they can only charge if they previously advanced at least 5"(in any turn). Supporting units and bands (see below) may charge alongside or behind the unit or band they are supporting even if they will make no contact with enemy.

The charge move must be in a straight line directly towards the target and opposing units must line up exactly with no overlaps. Shift units as they charge to line up with each other if need be. If it is not possible to avoid overlaps then the unit with the most men in contact is engaged, the others count as supporting (see resolving combat below).

Shaken units and psiloi may not initiate a charge. Cavalry and peltasts may only charge unformed enemy.

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

Skirmishers may stand to receive, or evade — making a full move away from the enemy.

Cavalry may countercharge or evade.

Hoplites stand to receive. Hoplites that are charged by enemy hoplites without charging themselves immediately drop one aggression level.

Evading units caught by chargers will automatically rout. The unit that caught them gets a *free hack* — rolling one die per engaged figure, causing an automatic casualty for every 3+.

If chargers fail to contact, because their opponent evaded, they must roll maximum move dice and continue their charge move up to the full distance. They will automatically charge into any new unformed opponents that are uncovered by the evading unit. A new target must react according to the normal charge responses if it is charged in these circumstances. Non-Hoplites halt at 4" from formed enemy Hoplites.

Resolving combat.

Roll 1 D6 per 2 men (round down) in unit or band in combat regardless of the number of bases in actual contact with enemy. Add or subtract dice for the following

- 2 Each DP
- +4 Eager Hoplites
- +2 Ready Hoplites
- 4 Shaken Hoplites
- +1 Advantage of Ground
- +2 Hoplite or cavalry charge, pursuit or follow-up
- +1 Cavalry fighting unformed infantry
- +2 Skirmishers or cavalry supporting other skirmishers or cavalry
- +2 Each supporting Hoplite unit on an immediate flank
- +1 Additional supporting Hoplite unit to the flank of the first flank supporting flank unit.
- +1 Additional for any support on enemy Hoplite unshielded left flank
- +4 First additional Hoplite unit in a deep Theban/Macedonian phalanx
- +1 Each 3rd-4th additional Hoplite unit in a deep Theban/Macedonian phalanx

Supporting.

A Hoplite unit counts as supporting if unshaken, not engaged with other enemy and is in base to base contact with the engaged Hoplite friend and facing the enemy. In the case of a multiple combat (two to more units against one), the unit with the most men in combat counts as engaged, the others as supporting.

Skirmishers and cavalry may support other cavalry or skirmishers (but not Hoplites) on the flanks or to the rear. In the case of cavalry and skirmishers supporting each other the cavalry always counts as engaged the skirmishers supporting, otherwise the band with most bases in contact is engaged. Hamippoi always count as supported due to their integral psiloi.

A *hit* is scored on a die roll of 6 if unformed, if fighting an opponent defending fortifications, or if Hoplites fighting against their flank or rear only. A *hit* is scored on a 5-6 if Hoplites facing in good order.

An automatic hit is scored if the Leader is attached to the unit. Always roll at least 1 die.

Results. Compare the *hit* difference:

5+ Victory. Hoplites increase two aggression levels. A and B Grade Hoplites and non-Eager C Grade (before level increase) may choose to remain in place. Any Hoplites facing cavalry or skirmishers only, may also remain in place. Otherwise pursue.

+2/+4 Success: 1 casualty. Hoplites increase one aggression level. Follow up opponent that falls-back. Hoplites facing cavalry or skirmishers only may remain in place. A and B Grade Hoplites and non-Eager C Grade may choose to remain in place if opponent retires. Otherwise pursue or follow-up

+1/-1 Inconclusive. 2 casualties each. Cavalry and Skirmishers facing Hoplites retire. Cavalry that charged skirmishers or cavalry ride-through. Otherwise remain in place. Skirmishers ridden through by cavalry take an additional casualty.

-2/-4 Set-Back. 3 casualties. Hoplites drop one aggression level. Retire if shaken (before level decrease). Otherwise cavalry facing Hoplites retire, others fall-back.

5- Defeat. 4 casualties. Hoplites immediately drop two aggression levels. Rout if shaken (before level decrease) or if unformed. Otherwise retire.

Moves Following Charge Combat

Defeated units move first, player with initiative moving last in an inconclusive combat. Supporting units to the rear are bound by the combat result and must make the same after combat move and increase or decrease of aggression levels. They do not, however, take casualties. Supporting units to the flank are not bound by the combat result but they may choose to take the same after combat move to remain in line with the engaged unit in case of a fall-back.

Remain in place. Remain halted. Continue combat the following turn if opponent does the same.

Fall-back. Move back 1" facing enemy. Units unable to fall-back remain in place and take a casualty.

Follow-up. Move forward in good order to remain in contact with an opponent that falls-back. Fight combat again next turn.

Ride through. Move forward 4" through the opponent.

Retire. Make a full unformed move away from the enemy. Units unable to retire, remain in place and receive 2 casualties. Retiring units rout if caught by pursuers. If they outdistance pursuit they may reform next turn or continue to retire a further move.

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".

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 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 get a '*free hack*' rolling one die per engaged figure, causing an automatic casualty for every 3+. 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.

ΟΤΗΙΣΜΟΣ

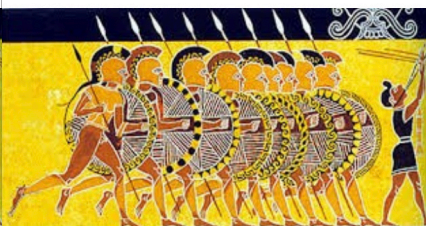


Agatha Tyche

Good luck.
Re-roll any one die at a time
of your choosing

May be retained to play later

ΟΤΗΙΣΜΟΣ



Good Omens

+1 aggression level to one
unit, chosen by you.

Play immediately

ΟΤΗΙΣΜΟΣ

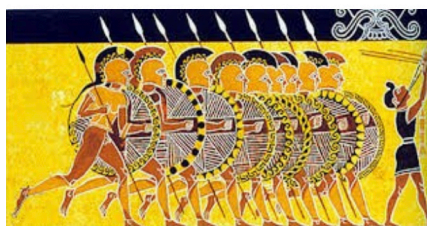


Bad Omens

-1 aggression level to
one unit, chosen by
enemy

Play immediately

ΟΤΗΙΣΜΟΣ

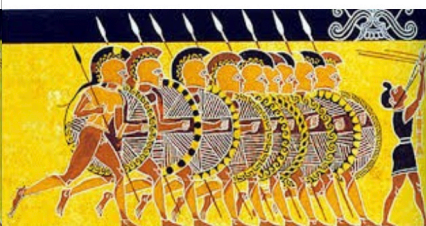


Beautiful Plumage

You have an impressive helmet
crest but can you fight?
NO EFFECT

May be retained to fool enemy

ΟΤΗΙΣΜΟΣ



Alala!

Rousing war cry. +2" to
phalanx move this turn,
except Spartans

May be retained to play later

ΟΤΗΙΣΜΟΣ



Ekdromoi

Force an enemy skirmisher
band within 4" of Hoplites to
retire with 1 casualty. Inflict 2
casualties if Spartans

May be retained to play later

ΟΤΗΙΣΜΟΣ

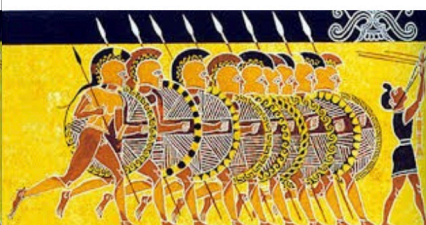


Far seeing Apollo

Re-roll up to 3 shooting dice
in a single throw

May be retained to play later

ΟΤΗΙΣΜΟΣ



The Strength of Ares

Re-roll up to 3 combat dice
in a single throw

May be retained to play later

ΟΤΗΙΣΜΟΣ



Athena's Wisdom

Leader's CPs increased by 1
to maximum of 5.

Play immediately



OTHISMOS



Hubris

Re-roll any one die chosen by the enemy at a time of his choice

Give to the enemy player

OTHISMOS



Elite Skirmishers

One skirmisher band may act as wishes when a control test gives another result

May be retained to play later

OTHISMOS

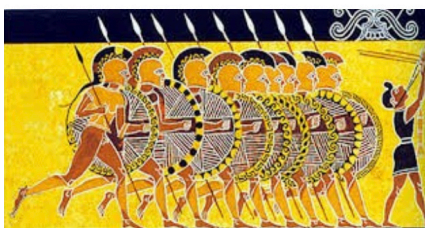


The Gods Watch Over

A selected unit may re-roll **all** dice at a time of the player's choosing.

Play immediately

OTHISMOS

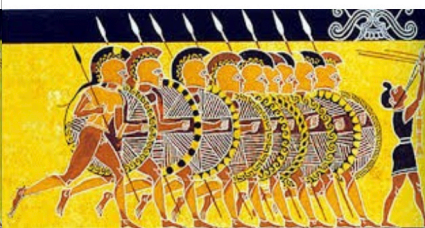


Beautiful Plumage

You have an impressive helmet crest but can you fight?
NO EFFECT

May be retained to fool enemy

OTHISMOS

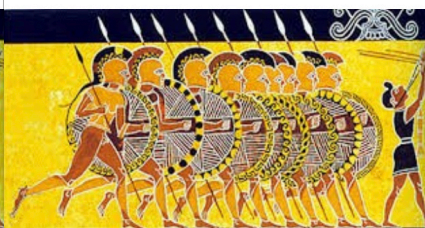


Heavy Armour

Unit chosen by the enemy incurs 1 DP when moving at a time of his choice.

Give to the enemy player

OTHISMOS



Elite Horsemen

One cavalry band may act as player wishes when a control test gives another result

May be retained to play later

OTHISMOS

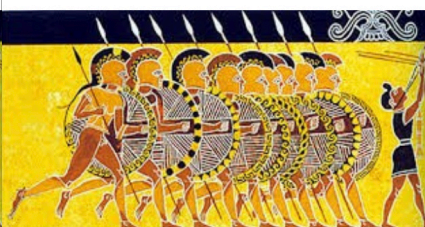


Cerberus

The hound of Hades is with a cavalry band. +1 die when charging

Play immediately

OTHISMOS



Jealous Leaders

All leaders in the army dice off. High score adds 1 CP, others lose 1 CP each

Play immediately

OTHISMOS



The Anger of Zeus

CPs of the leader who drew the card decreased by 1.

Play immediately



Alala!

Deployment

Draw cards to deploy first Hoplite phalanxes then skirmishers/cavalry. Add terrain on joker. Hoplites 3 DPs & formed-up aggression at start. Skirmishers and cavalry may move and engage enemy before the signal to advance is given. Hoplites may not unless forced by a control test.

Sequence of Play

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

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

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

Charge Phase. Declare charges and make charge and charge response moves.

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

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

Hoplite Aggression Levels & Morale

Below ½ strength. Retire from the field.

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

Formed-up but not overly enthusiastic.

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

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

Aggression levels immediately raised or lowered:

- 1 =/+ grade hoplite unit retire/rout/destroyed in 4"
- 1 leader killed within 4"
- 1 if attacked in rear or shieldless flank
- 1 if ready or eager do not advance after signal
- 1 if hoplites receive hoplite charge at the halt
- +1 enemy hoplite unit retire/rout/destroyed in 4"

Shooting. Range 4"

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

- 2 dice if shooting at Hoplites frontally
- +1 die if Hamippoi shooting

Inflict 1 casualty for every 6 rolled.

Command Actions

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

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

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

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

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

Control Test

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

+1 for each aggression level above Formed-up.

2- Shaken Retire. A Grade act as player wishes. Others Halt.

3-4 Act as the player wishes

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

Risk to Leaders

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

1 = Killed

2-3 = Severe Wound. Loose 2 CPs.

4-6 = Light Wound. Loose 1 CP.

Once CPs reduced to 0 the leader is killed.

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

Alala!

Movement

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

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

Cavalry: As Infantry + another optional D6 x 1"

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

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

Rough Terrain: 1 DP Hoplites, impassable cavalry.

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

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

About Face: ½ move and 1 DP.

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

Wheel. 1 move. Pivot up to 5". 1 DP A Grade, 2 DPs B Grade, 3 DPs C Grade.

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

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

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

A and B Grade: remove 1 DP

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

Non-A Grade units with higher than Prepared Aggression drop 1 aggression level if they halt to redress ranks once signal to advance given.

Charges.

Range 4" in straight line. Units shift to line up exactly with opposing unit if possible. Hoplites must have advanced at least 5" previously

Shaken and psiloi may not charge. Cavalry/peltasts may only charge unformed.

Skirmishers may stand or evade

Cavalry may counter-charge or evade

Hoplites stand. Drop 1 aggression level if receive charge by enemy hoplites at the halt.

After Combat Moves

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

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

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

Pursue full unformed move, in an attempt to remain in contact. Pursuers encountering new enemy automatically charge. This is worked out immediately. Pursuers who catch opponent get a **free hack** rolling one D6 per figure in contact, causing a casualty for every 3+. Pursuit continues until the pursuers get a Control Test result of less than 5.

Combat: 1 D6 per 2 men (round down). +/- dice:

-2 each DP

+2 supporting Hoplite unit on immediate flank

+1 support on enemy unshielded flank

+4 Hoplites to immediate rear in deep phalanx

+1 each additional Hoplites to flank or rear

+2 skirmishers or cavalry supporting same

+4 Eager; +2 Ready; -4 Shaken

+1 advantage of Ground

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

+1 cavalry fighting unformed infantry.

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

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

Compare difference in hits:

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

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

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

+1/-1 Inconclusive: 2 casualties each.

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

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

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

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

Supporting units to the rear are bound by the combat result including aggression levels but not casualties. Those on the flank are not but may choose to make same after combat move.