

Sequence of Play

Command. Take leader actions, control tests, and test for rampaging elephants.

Skirmish. Light troops may shoot then move; move then shoot; shoot twice without moving; or redress ranks without shooting.

Manoeuvre. Non light troops may move or redress ranks. Light troops fall back in face of formed advance. Elephants pass through.

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

Combat Resolution. Resolve combat from right to left from the perspective of the player with initiative. Apply DPs as soon as they occur.

After Combat Moves. Take all moves resulting from combat and apply any additional DPs.

Rally. Shaken that remained halted beyond 8" of enemy for the entire turn may rally with 4 DPs

Morale DPs

DPs are immediately incurred for the following:

- 1 each friendly HI or MI retiring in 4"
- 2 each non-light friend routed/destroyed within 4"
- 1 leader killed within 4" (2 DPs if General)

Shaken. If broken or 5 DPs. Further DPs due to shooting, combat or morale will cause an entire base to be removed as a casualty.

Quincunx may accumulate 1 additional DP for each second and third line.

Redress Ranks

A Grade remove 1 DP + 1 DP if beyond 4"

B Grade remove 1 DP

C & D Grade remove 1 DP if beyond 4" of enemy
DPs additionally removed by a leader Steadying.

Rally Shaken. Halt beyond 8" of unbroken enemy, regaining order with 4 DPs. A leader that steadied a shaken unit in the command phase will remove 1 DP which will remove shaken status.

Test for Rampaging Elephants

When elephant hit in shooting or gets a combat DP, roll D6 for each.

Roll again on 1-2 or if casualty in combat:

- 1-2 Destroyed
- 3-6 Rampage

Rampage: Immediately move in direction determined by D6. Burst through any friendly or enemy troops in the way inflicting 2 DPs on formed. Unformed move out of the way.

Command Actions

Move (1 action). Move up to 14" in the command phase, including detaching from one unit and/or attaching to another.

Steady (1 action): immediately remove 1 DP from a unit to which he is attached including in combat. This may rally a shaken unit. The unit and leader may not move but may charge.

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

Control Test

If beyond 4" of detached leader if not conforming to controlled unit and not light or elephant within 4" of controlled unit.

Roll 1 AvD light troops & A grade; D6 others.

+1 if charging, looting, in rout or pursuit;
+/-1 if Leader attached (optional)

2- Halt. May not charge.

3-4 Act as the player wishes

5+ Repeat last move

Risk to Leaders

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

1 = Killed

2-4 = Wound. -1 action. Single action leaders no longer steady or inspire.

5-6 = No effect

Previously wounded leader killed if wounded again. If leader is killed, second in command takes his place the turn after next with 1 action.

Shooting. Range 4"

Roll 1 D6 per base. $\frac{1}{2}$ dice, if shooting at LI, target in cover, HI front, or quincunx (round up).

-1 die for each DP on the shooting unit

+1 die if shooting at elephants

Always roll at least 1 die.

Inflict 1 DP for every 6 rolled. Elephants test for rampage for each hit.

Attempt to Stop Rampage

Roll D6 for each rampaging elephant. If result is 5-6 the elephant is destroyed +2 to the die roll each turn after the 1st.

If rampage is not stopped, roll the die again to determine a new random direction of movement. This takes place in the manoeuvre phase.

Movement

Stop 4" of enemy to front. Light troops fall back in face of formed move, open ranks to elephants. No more DPs for moves when unit has 3 DPs.

March Move: Beyond 8". Infantry/elephants up to 8", cavalry up to 12".

Move Within 8": 1 AvD + optional additional D6 x 1".
Cavalry: + 1 additional optional D6 x 1"

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

Fatigue: 1 DP if 6 rolled. HI on 5 or 6, except Roman Triarii. No penalty if column or unformed

Rough Terrain: Impassable cav. MI 1 DP, HI 2 DPs.

Formed: no more than 22½° deviation off-centre.

Change Formation: ½ move 1 DP if in 8" of enemy.

About Face: ½ move. 1 DP if formed cavalry.

Side-step/step-back (A/B Grade): 1 move. Up to 2".

Wheel. Measure distance moved by outside edge. One DP for HI within 8" of enemy.

Re-form Unformed: 1 move. No charge this turn.

Passage of Lines: 1 DP for formed within 8" of enemy unless one stationary and one unformed.

Open/close Ranks (legion): 1 move. Second line not engaged. Elephants move through gaps if 1-4 rolled.

Charges. Range 4".

- LI may only charge LI or elephants.
- LC may only charge cavalry or unformed.
- Others may charge unless shaken, column, on halt reaction from control test, or reformed this turn.

Units being charged that did not declare a charge:

- LI, LC and MC may evade.
- Otherwise stand. EI move through Light inflict 1DP.
- Formed A/B Grade infantry may halt on position if opponent evades. Open ranks 1-4 EI move through.

After Combat Moves

Halt. Remain in place, Legions may relieve ranks.

Fall-back 1" facing enemy. Legions may relieve ranks and remain in place.

Follow-up to remain in contact with opponent that fell-back. Legions may relieve ranks.

Relieve ranks -1 DP. Charge in follow-on combat.

Pass through 4" through the opponent.

Retire full unformed move. Rout if caught by pursuers. Legionaries in 3 lines may instead retire behind the triarii.

Rout full unformed move until they outdistance pursuit then the routed unit is eliminated.

Pursue full unformed move. Pursuers encountering new enemy immediately charge. Pursuers who catch opponent get a *free hack* rolling one D6 per figure in contact, causing a casualty for every 4+.

Combat:

2 D6 per elephant; ½ per second line Legion unless open ranks; 1 per other engaged Max 10:

+2 A Grade, +1 B Grade, -1 D Grade

+1 Leader inspiring, each inspire action (max +2)

+1 supported

+1 MI or MC* charge, pursue, follow-up

+2 HI charge, receive charge, follow-up

+3 Elephant charge, pursue, follow-up

+2 Cavalry fighting unformed infantry

-1 Each DP (max -4)

-5 If Shaken

*except cavalry against elephants or if charging HI infantry frontally.

Always roll at least 1 die.

Supported: Formed infantry or cavalry directly behind same within 1". Legion may count triarii.

Hit on 6 if unformed except LI v. El; in column; v. advantage of ground; charged in flank/rear except quincunx flank; charging inf charged by cav or El. 5-6 in other circumstances

Leader attached = Automatic hit except wounded single action leader.

Compare difference in hits:

4+ Victory (0 DPs). A grade, B Grade formed infantry that did not charge, vs. elephants or light troops only, may halt. Others pursue or follow-up.

+1/+3 Success (1 DP) Formed infantry faced cavalry or elephant charge halt. Cavalry charged formed infantry retire. Elephants pass through formed infantry inflicting +1 DP. Others follow-up or pursue except A Grade infantry, and units opposed only by light troops, may halt.

0 Inconclusive (1 DP each). Cavalry facing formed infantry retire. Cavalry charged LI or cavalry only pass through. LI passed through by cavalry take +1 DP. Others Halt.

-1/-3 Set-Back. (2 DPs). Shaken rout. Formed inf charged by cav or El halt. Retire if unformed, or cav facing formed inf or after second round. Others fall-back

-4+ Defeat: (2 DPs & 1 casualty) Shaken or unformed rout. Legionaries retire behind triarii. Others retire.

Supporting units are bound by the combat result including DPs but not casualties.