

Sequence of Play

Command. Take leader actions, control tests, and attempt to stop rampage.

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

Manoeuvre. Non light may move or redress ranks. Lights fall back in face of formed advance. Elephants pass through. Bow may shoot or move.

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, MI, HC 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 1 additional DP for each 2nd and 3rd line before shaken. Phalanx 8 bases+ 6 DPs for shaken.

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/Chariots

EI/Ch hit in shooting, or combat DP, roll one D6 for each.

1-2 = *critical hit*. Roll again:

1-2 Destroyed

1-4 Chariot destroyed, elephant rampage

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 12" 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 leader if not conforming to controlled unit and not light, elephant or chariot within 4" of controlled unit.

1 AvD A grade & B-C grade light troops.
1 D6 for 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" lights, 8" Bowmen

Bases engaged in combat not eligible target.

Roll 2 D6 per Bowman in 4", 1 D6 others. 1/2 dice shooting at LI, target in cover, cataphracts, formed infantry front, or quincunx front/flank (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.

Attempt to Stop Rampage

Ch destroyed after initial rampage. EI roll D6. If result is 5-6 the model 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. Lights fall back in face of formed move, open ranks to El/Ch.

March Move: Beyond 8". Inf, El, & cataphracts up to 8". Cavalry and chariots up to 12".

Move Within 8": 1 AvD + optional D6 x 1". **Cav/Ch** + 1 additional optional D6 x 1" except cataphracts.

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 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 in 8" of enemy. 2 DPs phalanx.

About Face: ½ move. 1 DP formed cav/phalanx.

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

Wheel. Measure outside edge. One DP HI & HC in 8" of enemy 2 DPs phalanx. No penalty wedge/column.

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. El/Ch move through gaps if 1-4 rolled.

Charges. Range 4".

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

Units being charged that did not declare a charge:

- Chariots destroyed.
- LI, LC and MC may evade. HC/MI may c-charge.
- Others stand. El/Ch move through Light inflict 1DP.
- Formed A/B inf may halt on position if opponent evades. Open ranks 1-4 El/Ch 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 remain in contact. Legions may relieve ranks.

Relieve ranks -1 DP.

Pass through 4" through the opponent..

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

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

Pursue Phalanx occupy position. Others full unformed move following opponent. Pursuers immediately charge new enemy. Catch opponent = **free hack** one D6 per figure in contact, casualty for every 4+.

Combat:

2 D6 El; ½ second line legion not open ranks; ½ second rank phalanx charge combat or follow-up; 2 ranks wedge charge/follow-up otherwise 2 bases; 1 per other engaged base.

Max 10 dice for bases. Then +/- following for unit with most engaged.

- +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 if HC*, +3 if cataphracts* charge or follow-up.
- +2 Formed HI charge, receive charge, follow-up
- +3 El or Ch charge, pursue, follow-up
- +2 Non cataphract cav vs unformed infantry
- 1 Each DP (max -4)
- 5 If Shaken

*except camels; cavalry vs El or camels; non-cataphract vs HI frontally.

Always roll at least 1 die.

Supported: Formed infantry or cavalry unit directly behind same within 1". Legion may count 3rd line. Wedge may count 3rd rank.

Hit on 6 if unformed except LI v. El or Ch; in column; vs. 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. El, Ch or light troops only, may halt. Others pursue.

+1/+3 Success (1 DP) Formed infantry halt if faced cav, El or Ch charge. Cavalry charged formed infantry retire. El & Ch 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). Chariots destroyed. Cavalry vs. formed infantry retire. Cavalry/El charged LI or cavalry only pass through. LI passed through by cavalry take +1 DP. Others Halt.

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

-4+ Defeat: (2 DPs & 1 casualty) Chariots destroyed Shaken or unformed rout. El critical hit. Others retire.

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