The Great Battles of History Series — Volume II

SPQR

Great Battles of the Roman Republic

a Richard Berg / Mark Herman game

RULE BOOK

4th Edition Revised Oct 2022

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1.0 INTRODUCTION

SPQR—the acronym for *Senatus Populusque Romanus,* the Senate and the Roman People, the (supposed) power behind the state— portrays the development of the art of war from the end of the Macedonian era through the heyday of the Republic of Rome, prior to the changes in the army (supposedly) wrought by Marius and the collapse of the republic.

SPQR is the second volume in the "Great Battles of History" Series. It chronicles and simulates the emergence of the Roman military system and its clashes with—and eventual victories over—the Macedonian system. Whereas, the Macedonian system relied on an effective use of combined arms anchored by the strength of the phalanx and spearheaded by the shock ability of heavy cavalry, the Roman "manipular" legion placed a premium on training and discipline to produce a remarkable tactical flexibility, backed by the defensive ability of the Roman scutum to neutralize the spear and the added killing ability of the infamous Roman sword. However, in terms of "military history" and the art of war, Rome remained a minor, albeit dangerous, military power until the emergence of her first great military mind: Scipio Africanus. Scipio was the first commander to make maximum use of the articulated capabilities of the legion, to understand the importance of cavalry superiority and, most importantly, to break out of the stagnant, break-the-enemy-center tactical thinking of the prior two centuries.

SPQR includes many historical notes so that you can see what questions of military history arose from the individual battles. There is also the usual section on Terminology, all so that you can understand more fully where we are going—and where it all came from. Finally, there are indications of how long and how well-balanced (in terms of having a chance to win) the battles are —all based on play tester experience and input. Your experiences, to be sure, may vary.

4th Edition Note: These rules supersede and replace those of the prior editions and include the basic system "errata" from all *SPQR* modules. Significant changes from the 3rd Edition rules are noted with a Design/Play Note. We have taken the opportunity to perform a thorough "dusting and cleaning" and have added several new examples with diagrams, so we do suggest that, if you've been playing the game for some time, you read through the rules to pick up on the more subtle clarifications.

Note to Players: *SPQR*, while not an overly difficult game to learn, understand or play, uses a tactical system which rewards most those who know what their men can do and how to exploit the capabilities of even the worst of them. As warfare evolved from the previous— Alexandrian—era and became infinitely more complex, the rules reflect, albeit only slightly, that increased complexity. To calmly blunder into battle with a "let's see what happens here" theory is to be exiled quickly to some forlorn rock in the Mediterranean.

For Those Who Have Not Played the System Before: Even if you are quite familiar with simulation gaming, we suggest that you either use the "Learning Scenario" or, if you are anxious to start slashing and thrusting in a historical manner, set up a battle (we recommend The Bagradas Plains for this purpose) and push the counters around for a turn or two before actually starting a game. This will reveal the various tactical strategies available, how the different types of weapons systems may best be used and how best to (try to) protect against them. The one thing to remember is that the more you know about your units and how they act/interact, the better commander you will be.

2.0 COMPONENTS AND TERMINOLOGY

The *SPQR* components include:

- 2 22" x 34" map sheets, backprinted
- 3 counter sheets (840 counters)
- 1 Rules Book
- 1 Scenario Book
- 3 player aid cards
- 1 ten-sided die
- plastic counter storage bags

2.1 THE MAPS

Each battle has its own 22" x 34" map, with each map being back-printed so that there are two battlefields per map sheet. A hex grid covers each map to regulate movement and combat, and the effects of the different types of terrain on the map are covered in the rules and charts.

2.2 THE PLAYING PIECES

There are three types of playing pieces (counters): combat units, representing the various types of fighting troops; leaders, the individuals who command the troops; and information markers used to note certain types of information necessary for play.

2.21 Combat units come in two sizes: square and rectangular, the latter representing the rigid, Macedonian-style phalanx formation still used by some heavy infantry. Each combat unit is a specific type (as illustrated below), depending on its weaponry and body armor/protection. All combat units are rated numerically for their Size, Troop Quality (TQ), and Movement capability. Units that are capable of firing missiles also have a Missile Indicator, indicating the class of missile used (A = arrow, J = javelin and S = stone). The Missile Table gives the Ranges available for these missiles. Each combat unit has two sides. When a unit is flipped to its reverse side, that side indicates that it is Depleted (10.3).

2.22 Each unit is of a specific Type (e.g., HI, LC, etc.), the type being used to determine certain combat results and effectiveness vis a vis other types. Many types are subdivided

into Class: e.g., HO Class, HI Type (Hoplite-style Heavy infantry); or HA Class, LG Type (Hastati legionaries).

2.23 The Legions. We have provided eight full Roman legions with the game together with their corresponding alae sociorum, each with a numerical designation. These designations are not historical vis a vis each battle. Unlike the legions of the Roman Empire, the legions of the Punic-era republic were usually raised anew each year, and thus there was little continuity (for further enlightenment, check out the chart in the Cambridge Ancient History, from Gianni DeSanctis by way of Livy). However, we have differentiated the "skill" levels of these eight legions, both as required by the scenarios and, also, to enable the players to experiment a little. We have, correspondingly, done the same with the alae, although there is no "crack" ala and the differences between the skill levels are not so pronounced. The skill levels are as follows:

- Crack/Elite: I Legion
- Veteran: X Legion/Ala, I Ala
- Standard: III, V Legions/Alae
- Recruits: VII, XIV, XV and XIX Legions/Alae

Legion units have their Legion number printed on the counter: e.g., III. Alae Sociorum units have an "AS" in addition to their number: e.g., AS/XIX.
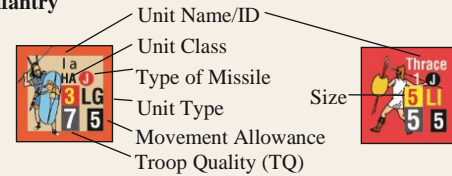
Each legion, and its corresponding ala, has the same, individualized, colored border; this will make identification easier when implementing the Roman stacking rules.
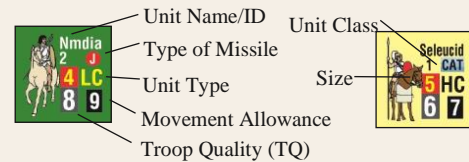

2.25 Examples of Combat Units
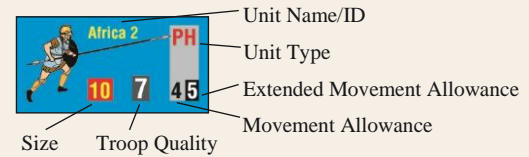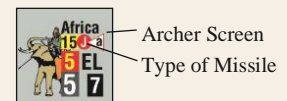
2.24 Legion Units. This period of history finds the legion—and the units that make up its maniples—in transition, both in terms of what the men fought with and how the units were used. For example, it appears that the change from spears to throwing javelins (pila) for the bulk of legionary infantry was not abrupt. Nor was it total. Thus, you find references to some principes units with pila and some with spears. Certainly, by the time of Scipio—and then Marius and Caesar—the principes had become virtually indistinguishable from the hastati. And then there's the question of Roman cavalry. Polybius says they were armed in the "Greek" style, which would make them heavy cavalry; however, Polybius also points out that they were armed only with small shields and spears—not exactly heavy cavalry. To say that hundreds of historians have taken a crack at this question is to understate the situation. Our counter-mix provides you, the player, with what we feel to be the most

applicable unit types. If your most recent archaeological trip to Etruria has revealed something different, feel free to adjust.

Leaders have a variety of ratings, used to rate their Initiative and Command capabilities. These are discussed in 4.1.

Informational Markers, such as Sʜᴏᴄᴋ Mᴜsᴛ Cʜᴇᴄᴋ **TQ**, "#'s" (representing Cohesion Hits), Rᴏᴜᴛᴇᴅ, Mɪssɪʟᴇ Lᴏᴡ/Nᴏ, etc., are used to record certain game functions, as discussed below.

2.3 CHARTS, TABLES AND THE DIE
The use of each chart and table is explained in the rules. We have provided cards with the Charts and Tables for ease and speed of reference.

The game uses a ten-sided die. The 0 is treated as a 0 (not a 10), i.e., is less than 1.

2.4 TERMINOLOGY
Knowledge of the following game terms will be useful for play.

Activated Leader = The leader who is giving orders or Line Commands to his troops at any given instant. Only one leader may be active at any one time.

Class = Subcategory within type, used to differentiate between various weapons systems within a type. *Examples: HA (Hastati, within LG-type infantry)*

Cohesion = A unit's ability to remain in an organized, fighting formation. In the game this is measured in the form of Cohesion Hits.

Depletion = The loss of manpower that slightly reduces a unit's overall effectiveness.

DR = Acronym for die roll

DRM = Acronym for die roll modifier

Finished Leader = A leader who has previously been activated that turn and is "Finished", and (normally) may not be activated again. Leaders may be Finished for other reasons, such as failure to Trump, etc.

Inactive Leader = A leader who has yet to be activated and is still eligible to be activated.

Leader = Interchangeable with the word Commander. Leaders were the generals, consuls, tribunes and kings who commanded and influenced the troops.

Line = All units that are listed on a specific battle's Line Command Eligibility chart as eligible to move under a single "Line Command".

MA = Acronym for a unit's basic Movement Allowance. It also represents a unit's maneuverability vis a vis the other units in the game.

Missile Volley = Friendly units throwing javelins, shooting arrows, or slinging stones at enemy units.

Momentum = The mechanic by which a leader can undertake more than one Orders Phase in a turn.

MP = Acronym for Movement Point

Order/Line Command = The two methods leaders have of getting their troops to move, etc. Individual Orders (IO) apply to individual units; Line Commands (LC) to entire lines of units. In terms of whether a leader can/may issue an Individual Order or a Line Command they are treated separately. For the sake of brevity, the word "orders" will mean either a Line Command or Individual Orders.

Orders Phase = The period during a turn when a leader gives orders to his troops to move and fight.

TQ = Acronym for the all-important Troop Quality rating. The TQ Rating is, by far, the most important number a combat unit has. It will be consulted constantly, at almost any time a unit does something that will endanger its cohesion. The Cohesion Hit and TQ Check Chart summarizes when a player uses the TQ Rating.

Trump = The mechanic by which an enemy leader can stop a friendly leader from undergoing an Orders Phase and transfer that phase to that enemy leader. It can also be used by a friendly leader to go before another, but lower-rated, friendly leader.

Shock Combat = Hand-to-hand, hack and thrust, slash and crash, melee (much of the push and shove of Greek warfare has disappeared).

Size = Representing the number of men in that unit.

Superiority = The relative capabilities and "killing" effectiveness of the opposing weapons/armor systems. Superiority, when achieved, will substantially increase an opponent's losses in cohesion.

Type = General, categorical description of combat unit, usually used to determine combat effectiveness and results. Examples: HI (Heavy Infantry), SK (Skirmishers), etc.

Zone of Control (ZOC) = The hexes—usually directly to the front of a unit—into which that unit exerts, by its presence, enough "influence" to inhibit freedom of movement.

Knowledge of the following types of combat units/terms will be useful for play.

Consular Army = The basic field force in the Republican era. There were two consuls for each year, and each was assigned an army that consisted of two legions (usually) and two corresponding alae. This legion-ala organization is usually called a "double legion". The modern equivalent would be a four-division corps, with a working strength of around 19,000 troops, led by a consul. Unfortunately, consul was a political office that required (at the time) little military skill, a fact often revealed on the battlefield. Although citizen derived, the legion was a well-trained, professional force, as were the equivalent alae. The difference between success and failure often lay not

in the troops and the manipular system, but in how they were used by their commanding consuls. The Roman armies did not "come into their own" until the military skills and insight of Scipio Africanus (Publius Cornelius Scipio) were brought to bear.

Legion = The word derives from the Latin for "levy". Each legion was drawn from Roman citizens, and, for battlefield purposes, was composed of four separate lines, men being assigned to each of the lines according to his class status in Roman society (a distinction that was gradually eroded over the period of the game).

Velites = Light infantry with helmet and a shield. Although they had swords, their basic weapon was the javelin, and they were used as skirmishers to harass the enemy and disguise movements.

Hastati = The second line of troops had light body armor and the highly identifiable Roman shield (scutum) of the period. In combat they would, on command, clash their shields and javelins together while raising a clamorous hue, begin to move forward until they were about 75 yards from the enemy line, at which point they would break into a fast trot, throw their pila (javelins) and then smash into the enemy, using their swords for the deadly, in-fighting. The Roman sword (gladius)—sometimes known as the "Spanish Sword"—was a particularly effective weapon capable of causing grievous wounds. The Greeks thought it was unfair. Ironically, the unit's name comes from the word for spear, hasta, which they no longer used.

Principes = The third line in the manipular legion—and the best troops (from the highest class)—they were essentially armed in similar fashion to the hastati (however see the note, above on weaponry in the legion). Essentially, attack and destroy troops.

Triarii = The rear defensive line of the legion, the triarii, was essentially the vestigial remains of the old defensive-style phalanx. They were spear-armed heavy infantry, the last of the Roman hoplites. By the end of this period they were starting to disappear as a unit "class".

Alae Sociorum = The "wings of the allies" (which is what the words mean in Latin) of the consular army. Each ala (and there were two for each army) was raised from non-citizen allies of Rome (e.g., Samnites, Campanians, Umbrians) and organized in somewhat similar fashion to the legion. However, each ala had fewer velites and triarii, the differences between the hastati and principes tended to disappear, and, because they were usually better at that sort of thing, they had three times the cavalry contingent as did the legion. Each ala also had elite cohorts of infantry, the extraordinaires, and there was a similar cavalry unit for every two alae. In all, the organization of each ala more strongly

resembled the legion of the empire than that of the republic. By the time of Marius, the alae will disappear to become regular legions, and the word ala will then refer to cavalry. By the way, the word alae, although pronounced like "ally" does not mean "ally"; it means "wing".

Maniple = Each line of hastati and principes fought in maniples, ten per legion line. They often arrayed in checkerboard, quincunx fashion which, together with their training, allowed them to move back and forth through each other, giving the manipular legion a remarkable flexibility on the battlefield.

Heavy Infantry = Descendants of the Greek hoplites, these are troops protected by armor (usually helmet, breastplate, and leg armor), carrying a shield, and brandishing a sword and perhaps a spear. These were powerful units that often fought in densely packed formations that restricted their mobility.

Phalanx = A formation of shoulder-to-shoulder hoplites used in Greek warfare since around the 7th century B.C. and perfected by the Macedonians. By the era of Roman ascendancy, the phalanx had reached the zenith of its development. The front ranks now used a shortened, 9-foot spear, while the fifth rank used an immense 21-footer, with the length of the sarissa of intervening ranks of corresponding lengths. This allowed the phalanx to present an almost impenetrable wall of spears. Tangentially, as a Roman legionary needed room to swing his sword while the phalangite simply had to remain in place, the ratio of spears to legionary was often (and usually) 10-1!! The trick (and the catch) was the phalanx remaining "in place"! The make-up of a phalanx often varied from country to country, depending on weapon type and training. The ultimate decider, in game terms, was how they were trained tactically.

Legion Infantry = A game term used to separate the hastati, principes, cohorts from the somewhat outdated heavy infantry, to whom they were superior in mobility and killing power, although often similarly armed and protected. The major difference is the reliance on the sword, rather than the spear, as a killing weapon, and the incorporation of the larger, more effective Roman shield as fair protection against the spear-armed "heavy" infantry.

Medium Infantry = An ersatz term that applies to units (e.g., Celtic infantry) that, while not as well-equipped as their heavier counterparts, had weaponry and some body protection that was superior in effectiveness to that worn (or not worn) by light infantry.

Light Infantry = A generic term applied to foot usually a spear and/or sword. Most light infantry had missile capability, although their tactics and training made them different from skirmishers.

Skirmishers = A generic term applied to troops that wore no armor, rarely carried shields, and used missiles: javelins, archers and slingers. They were intended to harass and annoy the approaching enemy and present a screen behind which, hopefully, movement could be concealed. Their mobility allowed them to outrun their weightier opponents, which, all things considered, is their best bet for survival. They rarely if ever shock attacked, as they had no weapons with which to do so, and they deployed in dispersed, amorphous formations which gave them great flexibility in terms of maneuver.

Javelinists = Skirmishers that used a thrown spear as their weapon of harassment. Essentially, the era sees few pure javelinist skirmishers, as the weapon was proving to be inefficient when used alone, which is why there are no javelinist skirmishers in the game. By this time, most foot soldiers carried a javelin or two which they threw prior to closing for combat.

Archers = Light troops (virtually no armor/protection), usually from Crete, that fired about 30+ arrows an effective distance of 150+ yards with a maximum range of 250 yards (less when mounted and moving). The arrows of the day could rarely pierce metal armor but were effective elsewhere. Cheap to arm; expensive to train. Used as skirmishers.

Slingers = Another unarmored skirmisher type. They hurled pellets, usually made of lead, an effective distance of up to 120+ yards, although accuracy was nowhere near that of arrows. Cheap to arm but requiring a fair amount of skilled training, slingers took up a lot of space. The "wind-up" radius was 2-3x greater than that of other skirmisher units. The Balearic Islands produced most of these troops.

Light Cavalry = Essentially, mounted javelinists noted for their mobility. That speed and mobility could be a major plus was demonstrated by the effectiveness of Masanissa's and Maharbal's magnificent Numidian light cavalry. They rarely carried any armor, other than a shield, or any other weapon.

Lancers = Essentially light cavalry units trained to use a lance for attack. They have no missile capability (a simplification for game purposes).

Heavy Cavalry = Cavalry with some body armor, light shields and, perhaps, a lance and/or sword. The heavy cavalry of the day was descended from Alexander's Companions, although they were nowhere near as effective.

Roman Cavalry = The Roman cavalry, including that of the alae, was in terms of weapons and armament more heavy than light, in that they copied much from the Greek era. However, they were neither trained in, nor especially adept at, shock combat on the same level as "Heavy" cavalry, so they have received a different designation and a separate line on the Shock Superiority Chart, although they are treated as HC on the Clash of Spears and Swords Chart. The Romans never quite understood how to use cavalry and, although they often had large numbers, they were rarely as effective as one would expect.

Elephants = By this time, the sight of elephants on a battlefield was common—to everybody, that is, except the Romans. Alexander's descendants, the Diadochi, had fallen in love with them, and a trained elephant corps was standard throughout the wars of Ptolemy, Seleucus, etc. The Romans, however, had not yet encountered them when Pyrrhus arrived with his 20+ behemoths at Heraclea. The result was typical: the Roman cavalry had a collective coronary, and the Roman infantry didn't wait around long enough to see their EKG's. By the time of Hannibal, however, the Romans were pretty much used to them and had devised some ingenious methods of negating their abilities; the effectiveness of jousting chariots and the flaming pigs of the Pyrrhic era having proved rather elusive. The elephants of Hannibal were the smaller, North African forest variety—not the big Indian tuskers that Porus had at the Hydaspes (or, for that matter, the much larger southern African variety)—and were usually equipped with towers, purportedly an invention of Pyrrhus. Pyrrhus' elephants, inherited from the Diadochi, were probably the bigger, Indian variety. War Elephants were pretty much impervious to anything—except sharp, pointy objects and loud, strange noises. They also tended to have a mind of their own when annoyed, which often happened when confronted with those same sharp, pointy objects and strange sounds.

Scorpio = A Scorpio was a small, catapult-like engine that was something like a crossbow on a tripod. It could shoot a large, spear-like bolt about 300-400 yards. The "artillery" was fairly standard issue to legions, and it was used almost entirely for camp defense (the size, range and use of these early artillery pieces is open to much debate).

2.5 GAME SCALE

Each point of Size denotes from 100-150 infantry (depending on their formation, rank depth and usage) or 100 cavalry. Thus, an African phalanx unit represents 1500+ men, a Roman principes unit 300, and a Roman Heavy Cavalry unit about 300 men. Each Roman legion infantry unit is the equivalent of 2–3 maniples (granted, that's an unwieldy division of labor; however, it makes frontages realistic and, more importantly, the

game playable). Skirmishers are an exception; their size reflects not their numerical strength but their dispersed type of formation. Size, players will soon realize, is the least important rating a unit has.

The counter shape of a unit represents its frontage. A phalanx in full array had a frontage of approximately 150 yards; thus, it occupies 2 hexes. A cavalry unit had a frontage of about 50+ yards, or one hex.

Each hex is approximately 70+ paces (yards) from side to side. Each game turn covers about 20 minutes of real time.

2.6 GAME LENGTH

Generally, battles are fought until one side withdraws, so there is usually no need to keep track of how many turns have passed.

A Game Turn Track has been provided to help track the timing of certain events (the entry of reinforcements, etc.) in some of the battles.

HISTORICAL/PLAY NOTE: Roman battles took somewhat longer to complete than those of just 150 or so years previously. Participants had developed a wide variety of tactical systems to counter those of their enemy. In addition, armor and protection was lighter and more efficient, enabling soldiers to fight longer. The result of all this was that casualties rose precipitously, and battles lasted a great deal longer.

2.7 LATIN

We have tried to use appropriate Latin military terms, as applicable. Six years of hacking one's way through Caesar's Commentaries finally came to some use. Memory, however, is a great villain. I think we got most of the "endings" right; then again, if it came from the fifth declension, we probably "bluu" it.

3.0 THE SEQUENCE OF PLAY

Players activate each of their leaders in the order determined by their Initiative Rating. When a leader is activated, he issues orders which enable units to move and conduct combat. After all leaders are Finished, play proceeds to the Rout and Reload phase, after which each player checks to see if his army withdraws.

A. Leader Activation Phase

The player with the lowest Initiative rated leader who has not yet been activated, activates that leader. If a DR is required to enable the activated leader to issue a Line Command, he rolls for such ability at this point (4.33). Non-Momentum Trump attempts may be made at this time (5.41).

B. Orders Phase

1. Movement and Missile Fire Segment

   a. For each Individual Order issued, the player may perform any *one* function listed in 5.22 with *one* unit, or

   b. For each Line Command issued, an entire Line of units may Move and/or Fire Missiles (5.23)

Opposing units capable of Orderly Withdrawal (6.5), Manipular Line Extension (9.66) and/or Reaction Fire (8.2) may do so throughout this segment.

2. Shock Combat Segment

After a leader has finished issuing orders, eligible units engage in Shock combat (8.4), using the following sequence:

a. Shock Designation: place Shock-No TQ check markers per 7.33. The attacking player designates which units will be involved in each individual combat.

b. The Charge (Pre-Shock TQ Check)

c. Resolution of Possible Leader Casualties

d. The Clash of Spears and Swords (determine Superiority and Shock column)

e. Resolve the Shock

f. Check for possible Collapse, Rout, and Cavalry Pursuit

C. Momentum Phase or Return to 'A'

The player, using the leader who was activated for the immediately preceding Orders Phase, may attempt a Momentum DR to give that leader another Orders Phase (Phase B), *or* play returns to Phase A for any leaders that have not been activated. If the player succeeds in the Momentum attempt, the opposing player may attempt a Momentum Trump (5.42).

D. Rout and Reload Phase

1. Remove Rallied markers

2. Rout Movement: Routed units must undergo Rout Movement (10.23)

3. Reload Segment: Eligible missile units may get more missiles (8.18)

4. Flip all Finished leaders back to their front sides. Remove any Moved, Fired, Pursuit/Finished, and/or Trumped markers.

E. Withdrawal Phase

Each player totals the Rout Points of all eliminated combat units and leaders to see if his army has reached its Withdrawal Level. If neither player's army withdraws, the Game Turn is concluded, and another Game Turn begins. The battle continues until one side's army withdraws.

4.0 LEADERS

Combat units cannot move or missile fire without receiving orders from a leader. Those combat units that received orders during that Orders Phase, or that are within Command Range of

that same leader, may conduct Shock Combat. Each leader counter has two sides: "Activated" and "Finished". A leader who has not yet been activated or is now activated uses his Activated side. A leader that has concluded its activation is flipped to his Finished side.

Sample Leader Counter
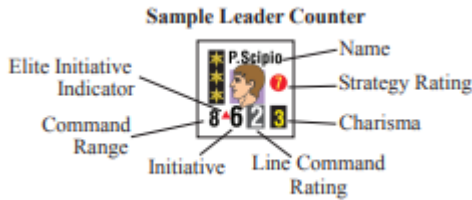
4.1 LEADER COUNTERS

Each leader possesses several ratings:

Command Range: Denotes his overall presence as well as the presence of his subordinates and "aides" on the battlefield, as well as the effectiveness of his abilities; the range in hexes over which that leader may exert his Initiative.

Elite Commander: This refers to leaders with a triangle symbol (▲) next to their Initiative; see 5.5 for use.

Initiative: Denotes his basic ability to control forces and make rapid decisions. Initiative is used to determine the order of leader activation and the chances of that leader gaining a Momentum Orders Phase. It also defines the number of individual orders that leader may issue per Orders Phase. The higher the rating, the better the leader.

Line Command: The boxed number to the right of the Initiative Rating indicates that the leader, instead of issuing a series of individual orders to a given number of units, may issue a Move and/or Fire order to all units in that number of Lines.

Strategy: For Overall Commanders only, facilitates the use of Line Commands by Subordinate Commanders.

Charisma: Denotes his ability to spur his troops on to greater efforts in combat. The rating is used to adjust the die roll on the Shock Combat Results Table in his favor for combat units with which he is stacked.

> *DESIGN NOTE: This rating is usually quite low in SPQR. Commanders of this era, except for the old-line Macedonians, had abandoned the up-front and personal style of hands-on leadership in favor of a more efficient, behind-the-lines command methodology. This enabled them to see (and thus control) more.*

Movement Allowance: The number of Movement Points a Leader may use in an Orders Phase. *The MA, which is 9 for all leaders, is not printed on the counter.* Commanders who have Leader Elephants (here, only Hannibal) use the same MA 9, regardless of the MA of the actual elephant.

4.2 LEADER CAPABILITIES: INDIVIDUAL ORDERS

4.21 A leader may give Individual Orders (IO) to any friendly combat units within his Command Range, which is measured using an unobstructed path of hexes equal to or less than the range, traced between leader and unit. Count the unit's hex, but not the leader's hex. A path is obstructed by hexes occupied by enemy units, a hex in an enemy Zone of Control (ZOC), or terrain a leader could not cross or enter. Friendly units negate enemy ZOCs for purposes of tracing order paths. All other paths are considered unobstructed. Command Ranges are calculated at the instant the order is given.

4.22 An IO allows one friendly unit to conduct movement and/or missile fire, be rallied, etc., per 5.22. In each Orders Phase, a leader may issue a number of IOs equal to his Initiative Rating. Once a leader can give no more orders and cannot be activated again, flip him to his Finished side.

4.23 A leader may give an IO to move himself, which counts against the number of orders that leader may issue in that Orders Phase. A leader may instead issue an Individual Order to a unit with which he is stacked and move along with it. The leader must remain with the moving combat unit and end up in the same hex.

4.24 A leader, other than the Overall Commander (OC), who is in an enemy ZOC may not issue orders either to combat units or to himself… and thus may not move out of that enemy ZOC… unless and until he is moved out of that ZOC by an IO from the OC (4.4). See also: 5.26.

4.25 A leader who is "Finished" (5.15) may not issue orders. However, he may move, but only if ordered by his OC to do so.

4.3 LEADER CAPABILITIES: LINE COMMANDS

4.31 A leader, instead of issuing Individual Orders, may issue a Line Commands (most leaders may only issue one per Orders Phase) to any/all combat units that comprise any one Line (4.32). The units that may comprise "a Line" are listed on the Line Command Eligibility Chart for each scenario. There is no limit to the number of units in a Line that may be so ordered, and all the eligible units in a Line do *not* have to take part. Units in a Line do not have to stay together when they move, although to do otherwise is to court organizational disaster.

4.32 Line Composition: In a reflection of training and discipline levels, as well as tactical usage, the units in most lines must be adjacent. Any space between units ends the line. In other lines, each unit must be within 2 (and occasionally 3) hexes of at least one other unit in the line. If there is an intervening space, it may not be occupied by an enemy unit, a friendly unit from a different line (Skirmishers and Velites are an exception, see 9.2), or an enemy ZOC. The units which may use a two-space (or three-space) Line are noted on the Line

Command Eligibility Chart. A Line can be of any length provided that the units meet the adjacency requirements and all the units in the Line have the same orientation—either Flank-to-Flank or (but not and) Front-to-Rear (see 7.1). If the units meet the adjacency requirements, but do not have the same orientation, only those units within the leader's Command Range can be included in the Line.

EXAMPLE: In the initial deployment for Cannae, the Carthaginian Left Wing cavalry meet the Line eligibility requirements because they are all adjacent to each other and within Hanno's Command Range. The Roman Velites are adjacent and Flank-to-Flank so all can be included in the Line without being within a leader's Command Range.

HISTORICAL NOTE: Individual scenario adjustments to this rule reflect tactical theory in different periods. For example, at Beneventum, the Triarii cannot use a two-space Line because of the tactical theory that they were a phalanx-like last line of defense. By Bagradas Plains, the Romans had seen what elephants could do to such a line and adjusted wisely (if not well).

4.33 Line Command Eligibility: A leader's ability to issue a Line Command depends on his position in the command hierarchy and the type of Orders Phase. When giving a Line Command, the leader must start his Orders Phase within 2 hexes of—and have a clear LOS (8.14) to—at least one unit in that line. Elephants do not block LOS in this case. The leader cannot be in an enemy ZOC. Those OCs with a 2 LC capability (e.g., Hannibal) must start the Orders Phase within the 2-hex range of *both* Lines to which they issue the LC. They may *not* issue one LC, move, and then issue another.

Overall Commanders

The Overall Commander (OC) may issue Line Command(s) in his Initial *and* Momentum-generated Orders Phases.

Subordinate Commanders

A Subordinate Commander may issue a Line Command(s) in his Initial (non-Momentum) Orders Phase if:

1. he starts his Orders Phase within his OC's Command Range; or

2. he is outside his OC's Command Range and the owning player rolls a die, adding one (+1) to the DR if any of the units in that proposed line are in an enemy ZOC, and that die roll is the same as or lower than the OC's Strategy Rating. If it is higher, he may issue only Individual Orders; or

3. In the first Game Turn only, the leader may automatically issue LCs regardless of his proximity to the OC.

Exception: See Carthaginian Command (4.6), which supersedes all the above.

A Subordinate Commander may issue a Line Command in a Momentum-generated Orders Phase only if the player rolls against the OC's Strategy Rating per #2 above. The leader

cannot issue a Line Command if he did not do so in his Initial Orders Phase.

4.34 A leader who has issued a Line Command may—not must— move as part of that Line Command. If he moves, he must end his movement within Command Range of one unit in that line.

4.35 Certain leaders may issue orders only to the type of units specified on their counters. If, under the name of the commander, there is a Command Restriction word, those are the only units that leader may command (order, enable Shock, etc.). Maharbal, the famed Numidian cavalry commander at Cannae is an example. See also 4.5

DESIGN NOTE: Players will soon realize that Line Commands are a very efficient way to move large numbers of units. However, LCs do restrict what a leader may do. For example, a leader issuing a Line Command to move may not rally units in that Orders Phase. Moreover, as a battle progresses, and the combat units become intermixed in their melees, it will become increasingly difficult to issue LCs to more than a few units.

4.4 OVERALL COMMANDERS

Overall Commanders (OC) are those leaders that command the entire army, as designated in each battle. All other leaders are Subordinate Commanders (SC). OCs function like other leaders except that, when activated, OCs may:

1. leave enemy ZOCs by issuing an IO move to themselves

2. issue Individual Orders to move other, friendly leaders once per leader per Orders Phase. If the leader to be moved starts in an enemy ZOC it costs the OC 2 IOs to move that leader

3. issue Line Command(s) to any Line(s) in any Orders Phase

4. issue an IO to replace an eliminated leader

5. issue a single IO to move all combat units/leaders stacked in the same hex (6.64)

6. use his entire Orders Phase to Regroup and Return pursuing off-map cavalry (8.64)

HISTORICAL NOTE: Up until the emergence of Scipio (c. 210 B.C.), the Roman view of an overall commander was one who was expert on drilling the legions. Insight into strategy, operations and tactics not being part of the qualification specs, Roman consuls rarely had any. The best one can say of the many consuls who took the field during the years preceding Scipio (Africanus) was that several were "workmanlike" in their approach to the problems at hand. Rome's great strength lay in her political cohesiveness, her sense of discipline, and her manpower supply—not in her commanders. The ratings of the Roman OCs reflect this.

4.5 ROMAN COMMAND: PROCONSULS, TRIBUNES AND PRAEFECTS

In most of the scenarios, the Roman secondary command hierarchy is represented by tribunes and praefects. Each legion had six Tribunes for the infantry, each ala had six (later three)

allied Praefects for the infantry, and the cavalry was usually commanded by a Praefectus Equitum. Obviously, this is far too many leaders for the game to work smoothly; so, we have applied Occam's Razor (albeit in a less metaphysical manner).

4.51 Each Roman army receives one or more of the following: Tribunes, Praefects Sociorum (both for infantry) and Praefects Equitum (for cavalry). We have given the Tribunes and Praefects names that are ahistorical and solely for identification purposes. The numbers for each army vary according to the scenario. Tribunes and Praefects Sociorum can only command infantry units; Praefects Equitum only cavalry units.

4.52 Tribunes and Praefects Sociorum may issue Individual Orders to any *one* Class of unit from any *one* legion or ala during an individual Orders Phase. Unless stated otherwise in the scenario, Tribunes may issue IOs only to Legion infantry units, Praefects Sociorum only to Ala infantry units. Thus, an activated Tribune may issue orders to the Hastati of the III Legion or the Principes of the V Legion, but not in the same Orders Phase. The Class and Legion/Ala restrictions do not apply for purposes of 7.33. A Tribune may enable Shock for any Legion unit; a Praefect Sociorum any Ala unit.

Exception: A Tribune or Praefect may issue Individual Orders to all Velites, regardless of their printed Legion or Ala designation as its one Class.

4.53 Tribunes and Praefects Sociorum may issue a Line Command to any one line of infantry listed on the Line Command Eligibility Chart for that battle. For example, at Zama, a Tribune can issue an LC for all Hastati plus any additional Ala Cohorts; a Praefect Sociorum could issue a LC to a line of Ala Cohorts and Triarii; etc.

> PLAY NOTE: It is important to distinguish between to which units a Tribune or Praefect can issue Individual Orders, and to which units it can give a Line Command. The latter is less restrictive.

4.54 Praefects Equitum may issue Individual Orders to either Legion *or* Ala cavalry, but only to one of these groups in a single Orders Phase. However, they may issue a Line Command to a line of mixed Legion and Ala cavalry if it is specifically allowed by the Line Command Eligibility Chart (e.g., it is *not* allowed at Cannae). The Legion/Ala restrictions do not apply for purposes of 7.33. A Praefects Equitum may enable Shock for any Roman cavalry unit.

4.55 One of the Tribunes and one of the Praefects Equitum is not as "good" as his brethren. The Roman player is free to pick the higher-rated tribunes/praefects if a choice presents itself.

4.56 Proconsuls—present at Cannae—were usually ex-consuls who were around to help with the command chores; sometimes they were men appointed to lead a "third" army when the other two consuls were elsewhere. Proconsuls may command any combat units. In addition:

- when attempting a Line Command outside the OC's Range, the player subtracts one (–1) from the DR.
- if the OC has been killed, the player may replace him as OC with a Proconsul. The latter's ratings do not change, and his Strategy Rating is "1".

4.6 CARTHAGINIAN COMMAND

One of Hannibal's clearest areas of superiority was his command system. Through extensive briefings and campaigns, Hannibal's seconds-in-command were fully capable of acting on their own to carry out Hannibal's plans. Therefore, *all* Carthaginian Subordinate Commanders, in battles where Hannibal is the Overall Commander— except where indicated in the scenario—can issue Line Commands during their Initial Orders Phases without being within Hannibal's range and/or resorting to a Strategy Rating DR. During Momentum-generated Phases, 4.33 applies.

Exception: This capability does not apply to Replacement leaders (4.74).

> HISTORICAL DIGRESSION: It seems that to work for Carthage you either had to be Hannibal's brother or be named Hasdrubal or Hanno. The number of "different" commanders with these last two names is frightening. From a design point of view, trying to figure out which one was where is even worse. Then there are the "Car Boys": Hamilcar, Bomilcar, and Rentalcar. For sanity's sake, we have grouped all the Hannos and Hasdrubals into one of each. Their ratings were pretty much the same anyway.

4.7 LEADERS & ENEMY COMBAT UNITS

4.71 Leaders may enter an enemy ZOC only if stacked with a friendly combat unit (and Leader Elephants are combat units) or if that ZOC is already occupied by a friendly combat unit. Like combat units, leaders, too, must cease movement upon entering an enemy ZOC. A leader (including his Leader Elephant) may leave an enemy ZOC only if he receives order(s) from his OC (4.4).

4.72 The instant an enemy combat unit moves adjacent by any means (6.0, 8.5, 8.6, etc.) to a friendly leader that is not already in an enemy ZOC, that friendly leader may immediately withdraw from 1 to 3 hexes, player's choice, away from the enemy unit. The hexes can be any the leader could enter during normal movement (6.27). The leader may withdraw whether he is alone in a hex or stacked with a friendly combat unit, but not if stacked with a Leader Elephant. If the leader is not stacked with a combat unit and does not withdraw or cannot withdraw because he is surrounded by impassable terrain, enemy units or ZOCs through which he would have to move, he is, instead, eliminated. Withdrawing has no effect on his MA or any other capabilities. A leader stacked with a combat unit that uses Orderly Withdrawal may withdraw with the unit (6.51). A leader that is adjacent to an enemy combat unit cannot withdraw and is eliminated if that combat units enters its hex by any means.

4.73 Casualties to leaders are determined prior to resolving Shock Combat. If either or both players have a leader stacked with one of the units involved in the Shock Combat, the player rolls the die for each such leader. If the die roll is 1-9, nothing has happened; if it is a 0, the leader has suffered a casualty. The affected player must now determine the effect by rolling the die again and consulting The Leader Casualty Table. See 8.19 for Missile Fire casualties. Eliminated leaders are immediately removed from play.

4.74 All leaders, other than the OC, may be replaced when eliminated. This is done by having the OC issue an IO to replace a fallen subordinate with a Replacement leader. Eliminated Tribunes and Praefects are simply placed back on the map. The OC does not have to be within range of any unit; simply place the Replacement leader (or returning Tribune/Praefect) in any hex containing a unit the leader is capable of commanding. The Replacement leader is Finished for that Game Turn. The number of Replacement leaders provided is a design-intent play limitation. If there are no Replacement leaders available, a leader may not be replaced. This, again, does not apply to Tribunes and Praefects.

DESIGN NOTE: A single "named" Tribune/Praefect counter represents more than one man, in terms of their presence on the field. The same may be said of other named leaders, except for Overall Commanders.

4.75 If an Overall Commander is eliminated, he is not replaced; no other leader takes over. Proconsuls are an exception (4.56).

4.8 LEADER ELEPHANTS

Although the only leader with a Leader Elephant is Hannibal (Zama and Cannae), the rules are written from a generic viewpoint.

4.81 Each Leader Elephant counter has a Size Rating of '1' and the leader's name printed on it. Leader Elephants move like leaders, with a MA of '9' per Orders Phase.

4.82 Leaders must remain with their elephants throughout the game, even during a rampage. If that elephant unit is eliminated, check for a Leader Casualty. If the leader is not eliminated, he then becomes a normal leader.

4.83 A Leader Elephant is a combat unit, albeit a hybrid one. However, the Leader Elephant's Type may not be used in Shock Determination when defending with other combat units. It may never attack; it does defend normally. In addition, cavalry do not have to retreat when a Leader Elephant moves into their ZOC (9.16). Leader Elephants have no "screens" and do not exert any ZOC. A Leader Elephant always moves using leader movement; it does not accumulate cohesion hits from moving. The Leader Elephant may leave enemy ZOCs with its leader (4.71).

4.84 If the leader is eliminated in combat, roll the die. If the DR is a 0-6, simply remove the Leader Elephant. If the DR is a 7, 8 or 9 the elephant is so overcome with grief it Rampages; see 9.14.

DESIGN NOTE: This is not a "humor" rule; elephants, who grew quite attached to their "riders", were quite capable of this sort of thing.

4.85 Leader Elephants may stack with any other friendly, non-cavalry units at no extra cost. They automatically assume the facing of the combat unit with which they are stacked at no extra cost. They may also change facing at no cost.

4.9 ELEPHANT COMMAND (OPTIONAL)

4.91 The first time in a battle that Elephant units are given orders they do so normally. However, after that there are only two ways of giving Individual Orders/ LCs to move Elephant units:

- They may be moved by a leader, either through Individual Orders or Line Commands, if that leader is stacked with one of the Elephant units so moved and remains so stacked throughout the entire Order Phase; *or*
- At the end of the Rout and Reload Phase, the owning player may place one of the special Elephant Leader counters on any Elephant unit. The Elephant Leader has an Initiative of '1' as indicated on the counter, so he will tend to go first the following turn.

4.92 When that Elephant Leader activates, the Elephant Leader can issue a Line Command, regardless of proximity to the OC, to a line of Elephants which must include the Elephant unit on which the leader was placed. The Elephant units in the Line:

- must move their maximum MA (if possible; moving into an enemy ZOC will stop them, of course), *and*
- may not change facing, except in the hex in which they start before any movement, and
- will move through any friendly unit in their path, as per the Stacking rules

The Elephant units may missile fire if eligible.

4.93 Elephant Leaders may not use Momentum, do not give Individual Orders (only a LC), and they have no other purpose other than issuing a Line Command to that Elephant line.

4.94 A player may not have more than two Elephant Leaders in play at any time. The owning player may remove any/all Elephant Leaders in the Rout and Reload prior to placing a new Elephant Leader.

5.0 LEADER ACTIVATION & ORDERS

Combat units may move and fight only when ordered to do so by their leaders. Leaders issue Individual Orders or Line Commands in the Orders Phase. Leaders may not issue any type

of orders until they are activated. Players may use the Momentum rule to give an activated leader up to two additional Orders Phases. They may also use the Trump Option to activate a Leader sooner than usual.

IMPORTANT: For the sake of brevity, the word "orders" will also mean a Line Command (LC), unless the rule specifically uses the term Individual Order (IO) to distinguish it from a LC.

5.1 HOW TO ACTIVATE LEADERS

5.11 All leaders start the turn Inactive, and each can become Active and issue orders. After they complete issuing orders, they are then Finished. In a rare occurrence Finished leaders may be Re-Activated (5.33[1]).

5.12 Each Game Turn starts with one player activating one of his leaders. Leaders are activated in the order of their Initiative Rating, starting with the lowest rated leader. In case of ties, both players roll a die; high DR goes first. The players then alternate among the remaining, similarly rated leaders. If two leaders on the same side have the same Initiative Rating, the owning player decides which one goes first.

5.13 Only Inactive leaders that have not previously been activated in that turn are eligible for activation. *Exceptions:* Momentum (5.3), Re-activation (5.33[1]), and Elite Commanders (5.5).

EXAMPLE OF ORDER OF ACTIVATION: At the start of the first turn of Bagradas Plains, all leaders are available for activation. After the two Praefects Sociorum have been activated and finished giving orders, the Tribunes/Praefects Equitum would be activated next, followed by Bostar and Hamilcar. When it comes to who is next, both Regulus and Hasdrubal have '5' ratings, so there would be a die roll to see who goes next.

5.14 A leader may be activated a maximum of 3times in succession in a single Game Turn, using Momentum for the last two times. **Exceptions:** Reactivation (5.33[1]) and with respect to the "succession" requirement, Elite Initiative (5.5).

5.15 A leader is Finished when one of the following occurs:

• The leader has completed an Orders Phase and does not (or cannot) make a Momentum attempt
• The leader is Trumped by an enemy leader
• The leader fails a Trump or Momentum attempt
• The player declines to use that leader, i.e., he passes (but see 5.26)
• If the conditions listed in 5.26 are met
• Pre-Arranged Withdrawal, where eligible, occurs; see 6.8

When a Leader is Finished, flip his counter to its Finished side. A Finished leader cannot undertake any further Orders Phases that Game Turn.

Exception: Re-activation (5.33[1])

5.2 THE ORDERS PHASE

5.21 When activated, a leader can give a number of Individual Orders equal to his Initiative rating to units within his Command Range (4.2), or he can issue Line Commands (4.3).

EXAMPLE: Thus, when Hannibal is activated, he can either issue up to seven (7) Individual Orders, or two (2) Line Commands for that activation. He may choose to issue less (or none); he may not issue more in that Orders Phase.

5.22 Individual Orders: Each Individual Order allows the player to do one of the following:

1. Move any *one* friendly unit. Most Missile units may also fire at any time during their movement.
2. Conduct Missile Fire with any *one* friendly missile unit without movement
3. Remove Cohesion Hits from *one* friendly unit (10.16)
4. Attempt to Rally *one* friendly Routed unit (10.28)
5. Replace an eliminated friendly leader (4.74)
6. Change the stacking order of any one stack of friendly Roman units (6.66)
7. Regroup and Return friendly off-map Cavalry (8.64) [OC only and uses all IOs for the Orders Phase]

5.23 Line Commands: Each Line Command allows the player to do one of the following:

1. Move any/all friendly units in one line (4.23), including Roman Manipular Line Extension (9.66). Moving units (only) capable of firing missiles may do so
2. Conduct Missile Fire with any/all friendly units in one line *without* movement.

5.24 Although a given combat unit may be ordered to move/fire more than once per Game Turn, it cannot move and/or fire more than once per Orders Phase (6.11, 6.12).

EXAMPLE: At Cannae, if Numidian Light Cavalry unit #1 is ordered to move by Maharbal, it may not be ordered by Maharbal to move again in that Orders Phase. It may, however, be so ordered in a subsequent phase (in that turn) by, say, Hannibal, or even by Maharbal if he gets a second (Momentum) activation.

5.25 Individual Orders/Line Commands are *not* used to directly precipitate shock combat, which occurs in a subsequent segment (8.4). Orders are used for Missile Fire (8.1). Reaction Fire (8.2) does not require orders; it occurs in response to enemy actions.

5.26 Any leader, other than the OC, occupying a hex in an enemy ZOC cannot issue orders (4.24, 4.33). However, his Command Range may still be used to designate units to engage in Shock Combat in that segment of the Orders Phase (7.33), so he is not entirely useless. In addition, he may still use his Charisma rating. He is not Finished simply because he is in an enemy ZOC; however, he is Finished-and unable to be

activated—if any item in 5.15 apples or he has used his Command Range to allow units to engage in Shock, as above.

A leader that begins his initial orders Phase in an enemy ZOC may remain inactive and thus do nothing (an exception to 5.15 #4). If later in the Game Turn, the leader is no longer in an enemy ZOC, the player must activate him before any other leader. However, a leader so activated may not use Momentum. The leader is Finished if still in an enemy ZOC after all other leaders are either Finished or in an enemy ZOC.

EXAMPLE: If Hanno is in an enemy ZOC when it is his turn to be activated, and the Carthaginian player uses Hanno to enable several units within Hanno's range to engage in Shock combat, Hanno is NOT eligible to be activated if he is later moved out of that ZOC by Hannibal.

5.27 After a leader has issued all the orders he wishes (or can), friendly units engage in Shock in the ensuing Shock Combat segment as described in the introduction to 8.4.

5.28 After Shock combat has been completed, that Orders Phase is finished. Two things may now happen:

1. The player may attempt to gain a Momentum Orders Phase (5.3) with the same leader who was just activated; *or*
2. A new leader is activated, returning to Phase "A".

When all leaders are Finished, the players proceed to the Rout and Reload Phase.

5.3 MOMENTUM

PLAY NOTE: Momentum (and Trumping, below) are highly useful and powerful gambits, especially for the Player with superior leadership. However, there is usually a 20-40% chance of backfiring; when that occurs, Momentum can often provide the opponent with major possibilities.

5.31 At the conclusion of the Orders Phase, the player may attempt to undertake an additional Orders Phase with the active leader who just completed issuing orders. To do so, that leader must pass a Momentum die roll, and he may not fall under any one of the following, restrictive situations:

- The leader is in an enemy ZOC, or was previously in an enemy ZOC
- The was previously Trumped or Bypassed (5.44)
- The leader is Finished (5.15).

5.32 The player rolls the die and compares the result to the leader's Initiative Rating. If the DR is the same or less than the rating, that leader starts another Orders Phase (Phase B); if higher than the rating, that leader is Finished.

EXAMPLE: Hannibal would need a die roll of 0–7 to gain Momentum; an 8 or 9 would Finish him.

5.33 The Die Roll of Doom: If the Momentum die roll is a 9, the die is immediately rolled again. If that second die DR is a:

- 0 or 1, Re-Activation is possible. Play immediately transfers to the opposing player who may activate any one of his leaders, regardless of whether the leader is Finished or not! However, a Finished leader that is re-activated may not use Momentum himself. The leader attempting Momentum is Finished.
- 2-8, the leader attempting Momentum is Finished
- 9, then no further leader activations may occur this turn and play goes directly to the Rout and Reload Phase

5.34 Momentum die rolls apply only to a leader who has just completed an Orders Phase. You may not apply Momentum to a leader who Finished several phases ago or who was Reactivated (5.33[1]).

Exception: A leader first activated by the Elite rule (5.5), when activated again later in the turn may still roll for one additional Momentum.

5.4 THE TRUMP OPTION

DESIGN NOTE: This is a game mechanic that is intended to simulate the effect of superiority in command. As such, it is likely to be used almost exclusively by the player with palpably better leaders (such as Hannibal and Scipio). The "inferior" player will often find that, for him, its best application is when it backfires on his supposedly better opponent. To that extent, players should be aware that, simply because this option is available doesn't mean it should be used indiscriminately.

5.41 Active Player Trump Option: The player whose turn it normally would be to activate his lowest rated leader may, instead, attempt to activate any other inactive friendly leader with a higher Initiative rating. To do this, the player must roll the latter's Initiative rating or less on the die. If successful that leader is now activated; if unsuccessful, the originally designated leader is activated and the one who is attempted the Trump is Finished.

EXAMPLE: At Cannae, the Roman player, instead of activating Servilius, could attempt to activate Paullus by Trumping. If he rolled a 0–5 he would be successful; a 6–9 and the Trump attempt fails, Servilius is activated and Paullus is Finished.

5.42 Inactive Player Trump Options: The opposing player has two Trump options, each usable under different circumstances.

1. **Trumping the Trump:** If and only if the active player is successful with his Trump (5.41), the opposing player then has the option of attempting to Trump that first trump activation with his own inactive leader—if that leader has an *equal or higher* Initiative rating. If successful, this leader is immediately activated, and the trumped leader is Finished; if unsuccessful, the initial trump-activated leader goes and the leader attempting the Trump is Finished.

EXAMPLE: Using the example from 5.41, the Roman player is successful in activating Paullus instead of Servilius. The

Carthaginian Player now attempts to trump-the-trump by rolling for Maharbal (6). However, he rolls a 7, so Paullus remains the activated leader and Maharbal is Finished for the turn.

2. Momentum Trump: If the active player is successful attempting a Momentum die roll (5.32), the opposing player may attempt to trump in the same fashion as 5.42 #1 above.

EXAMPLE: Still following the above examples, the Roman player is successful in having Paullus undergo a second Orders Phase (Momentum). The Carthaginian Player attempts to trump Paullus' Momentum Phase with Hannibal. He rolls a 6 and, instead of Paullus going, it is now Hannibal's Orders Phase, and Paullus is Finished.

After the successfully trumping leader has finished his Orders Phases, play reverts to the standard, lowest rated leader goes procedure.

5.43 Each side is allowed only one Trump attempt per activation.

5.44 A leader who fails a Trump attempt or has been trumped by an opposing leader (5.42) is Finished. An inactive leader on either side who is passed over by a successful Trump—a Bypassed Leader—is still eligible for activation (he'll probably still be next in line as the lowest rated leader), but he cannot use Momentum. Use the Trumped/No Momentum markers to indicate this.

> *PLAY NOTE: The No-Momentum restriction means that if, at Zama, Laelius attempted to gain Momentum, did so, but was then Trumped by Hannibal, not only would Laelius be Finished, but all remaining Roman (and Carthaginian) leaders who had yet to go would get only one Orders Phase (after Hannibal completed his Orders Phases). They could not attempt Momentum! This is an important consideration when one is formulating "game" tactics.*

5.45 A leader that successfully trumps must do something—issue an order to a unit to move, fire, recover, etc., or use his Command Range to precipitate a Shock attack.

5.46 A leader that is in an enemy ZOC may attempt to Trump. However, if successful, he must obey 5.45—otherwise the trumping action is considered to have never occurred.

5.5 ELITE COMMANDER INITIATIVE

> *DESIGN NOTE: This rule simulates the marked superiority of certain commanders, such as Hannibal, Pyrrhus, and Scipio, to "get going" before their opposition.*

5.51 A player with an Elite Overall Commander (indicated by the triangle [Δ] next to his Initiative Rating) has the option to start each Game Turn with a single Elite Initiative Orders (EIO) Phase. This EIO Phase may be undertaken either by the Overall Commander, or any other friendly leader, regardless of Initiative Rating, as designated by the player. For that leader to use the EIO Phase, he must be within the OC's Command Range. On the first Game Turn, the player with the Elite Commander may give his EIO Phase to any friendly leader, regardless of location.

5.52 The designated leader may not use Momentum to continue this EIO Phase. After the EIO Phase is completed, the chosen leader reverts to inactive, but not Finished, status. He has undergone only one Orders Phase for purposes of 5.14 and may be activated again, using normal activation rules.

5.53 If both players have an Elite OC (as occurs at Zama), at the start of each Game Turn each player rolls a die, to which he adds his Elite Commander's Initiative Rating. High roll gets to use the EIO Phase. If the adjusted die roll is a tie, neither player can use the EIO Phase.

EXAMPLE: [Zama] Scipio gets the Elite Initiative and passes it to Laelius, who is three hexes from Scipio, to give orders to the Roman Cavalry. Laelius undertakes the one Orders Phase and is then "temporarily finished"—until his '4' rating makes him eligible to undertake another Orders Phase in the normal turn of events. Laelius, the second time around, has one definite and one "possible Momentum" phase available. By passing the initiative to Laelius, Scipio retains his three-phase possibility; he does not use a phase by passing the initiative.

6.0 MOVEMENT

6.1 MOVEMENT ALLOWANCES

> *DESIGN NOTE: Movement Allowances simulate not only the time it takes a unit to move from point 'a' to point 'b', but also its maneuverability relative to other, different type units, as well as the tactical doctrines applied to deploying those units.*

6.11 A combat unit's printed Movement Allowance (MA) is the basic allowance for a single order. A combat unit receiving an order may move up to its printed MA. Units may always move less than the printed MA.

6.12 There is no limit to the number of times a combat unit may move in a single Game Turn; however, a combat unit may move only *once* per Orders Phase.

EXAMPLE: Thus, a line of hastati ordered by a Tribune to move in that Tribune's first Orders Phase may move again; but, to do so, it must wait for an order from either another leader or from that Tribune in a subsequent Momentum Orders Phase.

6.13 If a combat unit that moved in a previous Orders Phase, moves again in the same Game Turn, that unit incurs 1 Cohesion Hit (10.1) after it finishes its movement. This hit penalty only applies to units ordered to Move (5.21 #1 or 5.23 #1); it does not apply to any other type of movement.

Exception: The above cohesion penalty does not apply to Skirmisher units.

6.14 Leaders (and Leader Elephants) may move any number of times in a Game Turn, but they may not exceed their 9 MA per Orders Phase. All other restrictions and allowances apply, including the ability of leaders to use Orderly Withdrawal before any opposing unit. A leader who has used his 9 MP in an Orders Phase is not "Finished"; he simply may not move again that Orders Phase, although he can still withdraw (4.72).

6.15 Leaders move using Cavalry costs, unless they have a Leader Elephant in which case, they use Elephant costs. Leaders have no facing and do not pay any cost to change facing. Leader elephants *do* have a facing but pay no cost to change it.

6.2 TERRAIN

HISTORICAL NOTE: As with previous eras, because of the problems in moving tightly packed formations, virtually all battles were fought on as flat and clear a piece of ground as could be found. Cynoscephalae makes an interesting exception to this piece of dogma. Some care was also taken in using natural barriers, such as rivers, to secure flanks.

6.21 A unit expends Movement Points (MP) for each hex it enters, per the Movement Cost Chart (6.27). Most units also pay extra MP to move into a hex of higher elevation. Combat also pay MP and possible cohesion penalties to change facing (7.1).

EXAMPLE: Thus, a heavy infantry unit at Cynoscephalae in hex 2322 would expend 4 MPs to move into 2523 (1 for each Clear hex, 1 for each higher elevation level).

6.22 It didn't take much to disorder a formation that had to enter terrain that wasn't level and smooth. Certain units determined by Type incur Cohesion Hits whenever they enter or change facing in certain kinds of terrain—usually anything other than Clear—and/ or change elevation. However, certain units incur Cohesion Hit(s) when moving uphill only if they change more than one elevation in a single move (see the Movement Cost Chart). All Cohesion Hits incurred for movement and facing changes are applied the instant they occur. Leaders never incur Cohesion Hits.

EXAMPLE: Using the example in 6.21, that HI unit would incur two Cohesion Hits for moving up two levels of elevation, but a MI unit would incur only one.

PLAY NOTE: Players should never underestimate the damage that rough and hilly terrain can do to a formation. Both Beneventum and Cynoscephalae are excellent examples of the problems of maneuvering in anything but flat, featureless terrain.

6.23 A hex containing two types of terrain uses the majority terrain. Thus hex 2800 at Cannae, while it does contain some river, is a Clear hex in game terms.

6.24 Certain hexes are impassable: no unit may enter such a hex. The Aufidus River and the town of Cannae, both on the Cannae map, are examples of such hexes. The Roman Camp on the Beneventum map has its own Terrain Effects Chart. The dirt road on the Zama map has no effect; the Roman Road at Beneventum does have some slight effect on movement. Woods, Broken and Marsh hexes are considered Rough Terrain.

HISTORICAL NOTE: The town of Cannae was pretty much a ruin at this time, having been recently "put to the torch". As such it was not an area accessible to military movement.

6.25 A moving unit must have enough MP to pay the terrain cost of entering a hex; if it doesn't, it cannot enter that hex.

6.26 Terrain may also affect Shock combat results by adjusting the column under which the players roll to determine losses (8.74). Units in Woods also gain some protection from enemy Missile fire.

6.27 The Movement Cost Chart: This chart gives the Movement Point and Cohesion Hit costs for each type of unit moving (or changing facing in) into/across a specific type of terrain.

6.3 MOVEMENT PROCEDURES

6.31 As a unit moves it traces a path of contiguous hexes through the hex grid, paying the MP and any Cohesion Hit cost for each hex entered. One unit's movement must be completed before another can begin; however, units allowed to stack together may move together as a stack (6.69, 9.51, and 9.61).

6.32 A unit may be moved in any direction or combination of directions. However, a unit may only enter a hex which is to its Front (7.11). For a single-hex unit to change direction, it must first change facing (7.1) by pivoting in the hex it occupies.

Phalanx units do not change facing within a hex; they do so by moving (7.13).

6.4 PHALANX UNITS

HISTORICAL NOTE: What the game has divided into individual units, called phalanxes, was usually (but not always) deployed on the field of battle as one, extended line, called "the phalanx".

DESIGN NOTE: Because of its length and its density, the phalanx had some unusual movement liabilities/capabilities. They were difficult to move in a cohesive fashion in anything other than a relatively straight line. The "front-to-flank" maneuver was very tricky to pull off. These may be further delineated within the individual scenarios.

6.41 Phalanxes, when needed, could move as rapidly as their seemingly lighter counterparts, although this added rapidity often created cohesion problems. Therefore, they have two MAs: 4/5. The basic MA is 4; however, a player may increase his phalanx MA to 5 in any move order. If he does so and uses that 5th MP the first time the unit moves in a Game Turn, the unit must undergo a TQ

check (10.11) at the end of the increased movement. If the DR is higher than the unit's TQ, the unit incurs 1 Cohesion Hit. If a "Moved" Phalanx uses its 5 MA in any subsequent move, it incurs 2 Cohesion Hits (there is no TQ check) as opposed to one if it uses its MA of 4.

6.42 When a Phalanx unit enters two hexes of different terrain or elevation it expends the higher of the two possible costs both for movement and cohesion. Whenever one half of the unit would receive Cohesion Hits, the entire unit suffers the effect. However, if one-half of the Phalanx has already entered a hex that would cause Cohesion Hits, moving the other half into such hex does not cause additional hits.

6.43 The Front-to-Flank Maneuver: A Phalanx unit can either go forward, with both halves of the unit entering new hexes (terrain, other units, etc. permitting), or one half of the unit can enter a hex while the other half pivots in the space it occupies, changing the facing of the unit. This is also called Pivoting. For each hex entered while undertaking this Front-to-Flank maneuver, the Phalanx unit incurs 1 Cohesion Hit, in addition to any other terrain-induced costs.

Macedonian Phalanx pivots half of its unit forward (changes facing).

6.44 The Wheeling Maneuver: If one-half of a Phalanx unit is in an enemy ZOC, the other half may still move forward, using the Front-to-Flank maneuver (6.43). In addition to the cohesion cost for the Front-to-Flank maneuver, the unit must undergo a TQ check after completing the pivot. If the DR is higher than the unit's TQ, the unit incurs Cohesion Hits equal to the difference, with a minimum of 1 Cohesion Hit, regardless of the DR. If the only enemy unit exerting the ZOC is a Skirmisher, the preceding TQ check is not performed.

EXAMPLE: [Cannae] A Velites unit is in 2719. A phalanx is in 2620/2621, with the part that is in 2620 in the Roman ZOC. That phalanx may pivot 2621 to 2720 (while the 2620 portion remains in place), paying 1 MP. It incurs 1 Cohesion Hit for the front-to-flank and then (with a TQ of '6') undergoes a TQ check. If the DR were, say, a '5', the phalanx would incur another 1 Cohesion Hit, for a total of 2; if the DR were an 8, 2 Cohesion Hits for a total of 3.

6.45 The Reverse Face Maneuver: At a cost of 3 MP, a Phalanx unit may be re-faced in the opposite direction (180°) in the same two hexes. There is no cohesion cost for this maneuver, but it may not be performed if any part of the unit is in an enemy ZOC or in Rough Terrain (6.24).

6.5 ORDERLY WITHDRAWAL

Orderly Withdrawal (OW) is a form of retreat—reaction movement as it were—carried out during the enemy Movement and Missile Fire segment in which faster and more maneuverable units can avoid getting entangled in Shock combat. The increased professionalism and training of armies of this era gave them somewhat of an advantage in undertaking this maneuver, vis a vis the armies of the Hoplite Era.

DESIGN AND PLAY NOTE: Orderly Withdrawal is an extremely valuable maneuver. Therefore, we have gone to great lengths to explain this rule; the extended example at the end should help clarify any (unintended) opaqueness.

6.51 During an enemy Movement and Missile Fire Segment, or at any time when resolving an Elephant Rampage (9.14), or at any time 9.16 applies, any friendly unit (or any unit in a Rampage situation) *that is not in an enemy ZOC* may avoid contact with the moving unit the instant it moves within 2 hexes of the friendly, "defending" unit—or if it starts movement 2 hexes distant—as long as the "defending" unit has a higher movement allowance than the moving combat unit. To do this, the friendly, defending unit withdraws up to a number of MP (not hexes) equal to the difference between the movement allowances, away from the moving unit. "Away" means that the withdrawing unit must move into a hex that is further from the moving unit (as measured in hexes) than the hex it leaves. Withdrawal must occur the instant the enemy unit moves into (or starts its move at) 2 hex range (stop moving the enemy unit temporarily), or the option is lost. Phalanxes use their 4 MA should they attempt withdrawal, but their 5 MA when an opposing unit attempts to withdraw.

Exceptions:
- Skirmisher units may Orderly Withdraw up to 2 hexes—not MP—before any unit whose MA is the same or less, regardless of the MA differential.
- Routed units and units In Column cannot use Orderly Withdrawal.

PLAY NOTE: Yes, it says within 2 hexes, so any (eligible) friendly unit can withdraw if an enemy unit moves within 2 hexes, even if that unit doesn't move in its direction. Thus, the friendly player must make his decision to withdraw before the moving enemy makes his full intentions clear!

EXAMPLE #1: A Velites unit (MA of '6') approached by a Phalanx (MA of '5') may Withdraw one Clear hex (6–5) = 1 MP. A Hastati could not use OW when being app roached by a Phalanx because they have the same MA.

EXAMPLE #2: A cavalry unit (MA of '8') cannot withdraw uphill in the face of a moving Elephant unit (MA of '7'), because it would cost the cavalry 2 MPs to so move—and it is only allowed a 1 MP withdrawal.
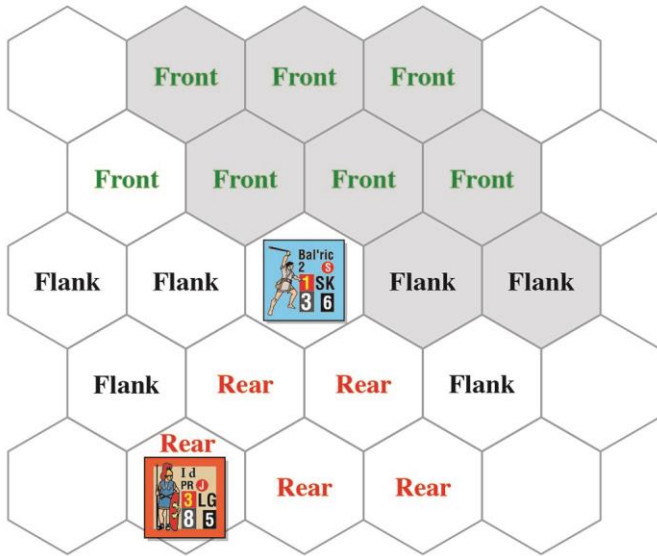
EXAMPLE #3: In the above diagram, the Skirmisher is being approached from the Rear so would incur 1 Cohesion Hit for the withdrawal. The Skirmisher may withdraw into the shaded hexes all of which are "Away" from the approaching Principes unit.

6.52 The withdrawing unit maintains its original facing throughout its withdrawal with no facing change MP or cohesion cost. It does, however, pay any of the usual cohesion and movement costs for movement. At the completion of its withdrawal, the unit may change facing but incurs any cohesion and MP costs inherent in such change. There are three additional penalty situations:

1. After withdrawal, Roman LG type units undergo an immediate TQ check. If the DR is higher than the unit's TQ, it incurs 1 Cohesion Hit.

2. All other withdrawing *infantry* units except for Skirmishers and Roman Velites incur an automatic 1 Cohesion Hit after the withdrawal.

3. If the withdrawing unit was being approached from a Rear or Flank hex, the unit incurs 1 Cohesion Hit before withdrawing, *which is cumulative with #1 and #2 above.* To be considered an approach from the Rear, the moving unit must be adjacent exclusively to one of the withdrawing unit's two Rear hexes. If the moving unit is adjacent to both a Flank and Rear hex, it is a flank approach, not rear. The same principle applies for an approach from the front. Skirmisher units *do not* incur this penalty if approached from a Flank hex, only a Rear hex.

HISTORICAL NOTE: Orderly Withdrawal is a "retreat" in the face of an approaching enemy, long before that enemy can close. Therefore, the withdrawing unit can return to the original facing (with minimum cohesion cost) it had before the enemy approached. In play/ game terms, you simply move the counter backwards. In addition, the manipular tactics and training of the legions enabled them to undertake this maneuver with somewhat greater ease.

6.53 If a withdrawing unit incurs Cohesion Hits the same as or more than its TQ rating, it immediately Routs (10.2).

6.54 A unit may withdraw an unlimited number of times during a Game Turn; however, the 6.52 penalties apply to each, individual withdrawal. For the purposes of Movement Allowances (6.1), no movement points are expended—and that includes leaders—and no orders are needed.

6.55 A unit may not withdraw into an enemy ZOC, a Woods or Marsh hex, or into/across any hex/hexside where movement is prohibited to the withdrawing unit. Stacking restrictions and penalties (6.6) apply during withdrawal.

Mounted Archers (only—no other missile unit type may do so) may missile fire as they withdraw. The range is always treated as 2 hexes. The withdrawing unit is limited to one missile fire per triggering enemy unit per Orders Phase.

A BIT OF CLARIFICATION: As noted in 6.51, the approaching unit does not actually enter the Withdrawing unit's ZOC; the latter has moved before that can occur. This means that, if the approaching unit is capable of Missile Fire while moving, such fire must take place at a range of '2' or greater.

6.56 Orderly Withdrawal takes place during the opposing player's Movement and Missile Fire Segment; a combat unit cannot withdraw in the Shock Combat segment (leaders may do so). The moving unit may continue to complete its movement in the face of such withdrawal.

Exception: Orderly Withdrawal in the face of a Rampaging Elephant (9.14) may take place at any time and it may be used by either player regardless of whose Orders Phase or whose Elephant is on a Rampage.

EXAMPLE OF WITHDRAWAL: [Cannae map] A Roman Cavalry unit (MA of '8') is in 3214, facing NW. A Roman Velites (MA of '6') is in 3216, facing SW. An African Phalanx is in 2912/3012. The Carthaginian player moves the phalanx towards the cavalry. As the phalanx enters 3112/3013 (having expended 1 of its 5 MA), the Roman player withdraws the cavalry 2 hexes (he could have withdrawn up to three hexes) to 3415. The cavalry does not take a TQ check, and suffers no automatic cohesion hits, as it was not being approached from a flank or rear hex. The phalanx now moves 1 hex to 3113/3213, and again into 3114/3214, placing it within 2 hexes of both the cavalry and the Velites. The cavalry withdraws again, this time 1 hex into 3515. The Velites can withdraw one MP (6–5=1), and so move to 3316 (maintaining the same facing they had when in 3216, retaining its SW facing). The phalanx, with two MPs left, continues to move into 3215/3314, where it is again within 2 hexes of both units, which retreat to 3616 and 3417, respectively. The phalanx spends it final MP to move into

3315/3415. Although it is again within 2 hexes of both Roman units, they choose not to withdraw, as the phalanx has expended its movement allowance.

6.57 Cavalry Line Withdrawal: Under certain circumstances, the owning player may have an entire Line of cavalry (4.32 and the Line Command Eligibility Chart) withdraw at the same time. Standard OW rules apply, but here, if an enemy unit approaches, and if the units in that individual Line have at least one unit within 2 hexes of an eligible leader (meaning one who can command those units), the entire Line may withdraw. All units in the Line must withdraw; the player *cannot* pick and choose. In addition, once a single unit in the line uses an individual OW, the line is not eligible for Line Withdrawal.

6.6 STACKING

Stacking refers to having more than one unit in a hex at any one time, whether during movement or at the completion of movement. There are two principles involved when considering stacking: voluntary movement, which usually means combat units moving under orders or Orderly Withdrawal; and mandatory movement, virtually all of which is rout movement. The Basic rule is: *one combat unit per hex.* The main exception involves Roman Legion/Ala infantry. In addition, Skirmisher units, trained in avoidance and dispersal tactics, have certain advantages over other units in this area, specifically in terms of moving into/ through other units. For the Romans, the stacking rules make express use of the distinct color borders all Roman infantry units have.

DESIGN/PLAY NOTE: *The stacking rules are very simple—No Voluntary Stacking—except where it applies to the Romans and the Macedonian Phalanxes. The Roman stacking rules are used to reflect their tactical flexibility while maintaining accurate line frontage for game purposes (a very important tactical factor in this era). See, also, 9.5 and 9.61.*

6.61 The Basic, non-Roman Stacking Rule: A hex may contain, without penalty, one combat unit (or one half of a Phalanx combat unit). Leaders (including leader elephants) and informational markers do not count for stacking purposes. A hex may contain any number of leaders/markers. There are two exceptions to this basic rule: Roman Manipular flexibility reflected in the stacking charts (6.69) and Double-depth Phalanxes (9.51).

6.62 A unit may never move into or through a hex containing an enemy combat unit. *Exception:* see Elephant Pass-Thru; 9.11.

6.63 The restrictions, allowances, and cohesion cost for stacking are all given on the two Stacking Charts. The actual chart used depends on the type of movement—Voluntary or Mandatory— being undertaken by the *moving* unit. The following premises and terms are used:

- **Basic:** All units other than Skirmisher, Velites, and other Roman infantry
- **Different Color:** Applies to Roman infantry units from different Legion or ala, denoted by color bands around the counters. Note that units from the I Legion and the I Ala are "same color".
- **Different Class:** HA, PR, TR, etc.
- **Roman:** This refers to the possibility of two Roman infantry units stacking. If two are already in a hex, treat any third, moving unit as a "Basic" unit on the chart. Roman cavalry units are treated as "Basic".

PLAY NOTE: *If you are reading the rules for the first time, we strongly suggest you look at this important chart. You will notice that Roman infantry units have much greater flexibility and with fewer penalties than the other unit types and classes.*

EXAMPLE #1 (Voluntary)
A Roman Velites unit from XIV (Yellow) Legion can move through any infantry unit from the XIV Legion or AS/XIV without penalty. Moving through any other unit, including the cavalry from the
XIV Legion/Ala and any unit from a different colored Legion/ Ala, would incur one hit for the Velites and one for the stationary unit. Velites may not stop in a hex occupied by any unit. A Roman Hastati of Legion XIV can move through any infantry unit of the XIV Legion/Ala without penalty. However, the Hastati would incur (along with the stationary unit) one hit when moving through any other unit. In addition, the Hastati would incur one hit when moving through a stack of HA/PR/ CO/TR units of the XIV Legion/Ala. The XIV Hastati could stop in a hex with any other HA/PR/CO/TR unit, but all units in the stack would incur a +1 DRM to all their TQ checks.

EXAMPLE #2 (Rout/Retreat)
Continuing the example above, should the XIV Velites be routed instead, all stationary units other than Skirmishers or Velites would incur 1 Cohesion Hit. If forced to stop in a friendly occupied hex, the Velites would move one more hex. For stationary units other than Skirmishers/Velites, the owning player would apply 1 Cohesion Hit, then roll a die and apply Cohesion Hits equal to the die roll minus the stationary unit's TQ, if that DR was greater. For our routing Legion XIV Hastati, moving through any HA/PR/CO/TR (not stacked) from the XIV Legion/Ala would be without incident. Any other unit or stack would cost the stationary unit 1 Cohesion Hit. However, stopping in any occupied hex other than one with a Velites of the same color, forces a TQ check and a Cohesion Hit for the stationary unit.

PLAY NOTE: *It is possible for routing/retreating units to "Stop In" more than one friendly occupied hex, making the appropriate TQ check for the stationary unit.*

DESIGN AND HISTORICAL NOTE: The vaunted Roman flexibility—their" manipular tactics"—wherein one line could pass back and through the rear line, was not so much a result of the units' ability to pass through each other as to their unusual "checkerboard", quincunx deployment. There is not much benefit to stacking "front line" units that will be involved immediately in combat. However, if the rear lines are stacked and spaced it allows retreating and withdrawing units to move "through" them without any problems, while that stacked line then moves "up", spreads out, and goes into battle (see the Manipular Line Extension Rule in 9.66). The "game" ability of these units to stack allows this deployment and maneuver. Those of you have seen the movie "Spartacus" will be able to visualize this.

6.64 A leader must issue two Individual Orders to move two combat units stacked in the same hex. However, the OC may move *all units* (including the OC) stacked in the hex occupied by the OC with *one* Individual Order. The OC and the units must move together end up in the same hex.

6.65 Combat units may enter a hex containing only a leader at no movement or cohesion cost, and vice versa. If a combat unit and a leader stacked with it use Orderly Withdrawal (6.5) together, they must remain together.

6.66 If two units are stacked in the same hex, the stacking order (i.e., who's on top) may be changed/switched only by an Individual Order; it may not be part of move order or a Line Command. If the player wants to unstack the units, only the *top* unit may move in that Orders Phase (9.66 is an exception). A unit moving into a hex to stack is always placed on the bottom. Such a move to a hex adjacent to enemy unit does not trigger Entry Reaction Fire unless it is through a Rear hex and as an exception to 7.32 no Shock marker is placed.

6.67 Both combat units stacked in a hex must have the same facing. To remain in stacked in a hex, a moving must be able to conform to the facing of the stationary unit paying the MP and any cohesion costs to do so. This *does not* apply to a unit passing through an occupied hex.

6.68 Stacking has the following effects:
- Stacked units combine their Size ratings when involved in Shock combat
- Only the *top unit* in a stack may missile fire
- Enemy missile fire affects only the top unit in the stack, unless the fire is through the Rear hexes, in which case it affects only the bottom unit.
- Each unit in a stack makes its own TQ check but uses the TQ rating of the top unit.
- Certain stacked units (6.69) incur a +1 DRM to their TQ checks.
- If 10.13 does not take precedence, Cohesion Hits from Shock must be divided as equally as possible with any extra hit being given to the top unit. However, if attack is from the Rear, it goes to the bottom unit instead.
- If the top unit Routs, so does the bottom unit. If the bottom unit routs, the top unit undergoes a TQ check and Routs if it fails.

6.69 The Stacking Chart: The Chart lists what type of unit is moving. However, the effects apply to *both* moving and stationary units, unless otherwise specified.

6.7 COLUMN MOVEMENT

DESIGN NOTE: On the battlefield, formed Infantry—which here includes anything from PHs down to LIs moved in a battle formation that would, in later centuries, be called "Line". They were capable, however, using a much looser, more mobile formation (in modern terms, "Column") for more rapid movement. In addition, because the units were not in an extended line that constantly needed dressing to be effective, the effects of movement upon a unit's "cohesion" were not as drastic.

PLAY NOTE: We have taken the opportunity to rewrite significant sections of this rule. While the changes are minor, the revised wording should address any issues in implementing the mechanics. This rule can be used with the other volumes in the series with the exception that the applicable reduction in cohesion hits for movement from the respective volume should be retained.

6.71 On being given orders to move, any infantry unit that is not in an enemy ZOC may change to (or from) "Column" at the *conclusion* of its Movement. It costs 1 MP to change formation, either in or out of Column. For a unit to use Column Movement, it must start the Orders Phase In Column. Use the IN COLUMN markers to indicate this status.

Exceptions: Barbarian Infantry (BI), Skirmishers (SK), and Routed units cannot use Column movement.

6.72 Units In Column increase their MA by one. Phalanx units use the higher of their two MAs, so their In Column MA would be '6'. For some unit Types, the cohesion costs for certain terrain is reduced. Thus, a PH unit In Column pays no cohesion cost for crossing a Stream or entering a Broken hex.

6.73 Units In Column must face the hexside (not the vertex) and only the hex directly in front of them is frontal, the hex opposite Rear, and all remaining hexes are Flank. The change in facing is affected when the change to (or from) In Column status is announced. For Phalanx units, the player designates which end of the counter is the front. For all other units, adjust the unit so that it faces a hexside. When changing formation from column to normal for Phalanx units, the unit is not moved in any way. Thus, a Phalanx that is In Column that changes to normal is now facing in the direction indicated by the "top" (name) of the counter. The unit may only be moved/refaced during a subsequent Orders Phase. When changing formation from In Column to normal for all other units, adjust the unit 30 degrees

to the left or right (owning player's choice) so that it faces a vertex.

6.74 Units In Column move into either their front hex or the flank hexes adjacent to the front hex. To enter a front-flank hex, a one-hex unit is first faced toward the front-flank hex and then moved into the hex. For Phalanx units, the counter is turned while moved so that the front half of the counter ends up in the front-flank hex while the rear of the counter occupies the hex formerly occupied by the front half of the counter. There is no MP cost or cohesion penalty for making these facing changes. Non-Phalanx units wishing to move into any other flank or rear hex pay normal MP costs to change facing. Phalanx units cannot change facing in this manner.
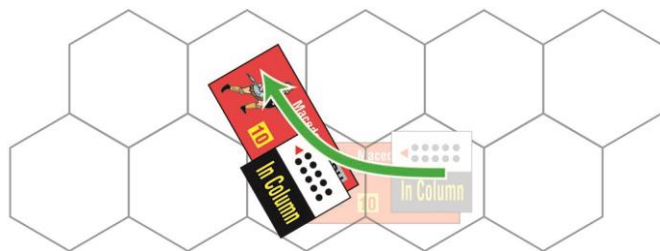
A Phalanx column moves and enters a front-flank hex.

6.75 Units In Column have their TQ ratings temporarily reduced by 2. Units In Column may not Shock attack or Missile fire. They may move under orders, and they may have Cohesion Hits removed through Recovery. If Shock attacked, the attacking unit is automatically Attack Superior, regardless of Position or Weapon system.

6.76 If an In Column unit is Shock attacked, at the conclusion of that Orders Phase the unit automatically goes back to its non-column formation (i.e., remove the In Column marker) at the cost of 1 Cohesion Hit. Phalanx units do not reface, all other units must be adjusted 30 degrees to the left or right (owning player's choice) so that it faces a vertex.

6.77 In Column units cannot use Orderly Withdrawal (6.5) or Reaction Facing Change (7.15). They cannot move through a friendly combat unit, nor may a friendly combat unit voluntarily move through an In Column unit. Routed units may move through In Column units—all stacking penalties apply.

6.8 PRE-ARRANGED WITHDRAWAL

A player may attempt to anticipate the battle plan of his opponent by employing a special tactic termed Pre-arranged Withdrawal (PW). This tactic allows certain units to withdraw in the face of enemy movement even though they do not have a higher MA.

6.81 Pre-arranged Withdrawal is available only to an army with an Elite Commander or an OC with an Initiative of '6' or higher. PW may only be used by Lines of infantry units (4.32 and the Line Command Eligibility Chart), but not by BI or SK unit types. In addition, the Line must have leader able to command the units within 2 hexes and with a LOS to a unit in the

designated Line to enable the PW tactic. If the tactic is employed, that side's OC is limited to two possible activations that Game Turn, not three (5.14).

6.82 The "P" in PW means just that: the tactic must be designated at the start of the Game Turn, before any leader activates. To do so, the player places a PRE-ARRANGED WITHDRAWAL marker under the leader that will enable the tactic. Now, let's face it, doing this will alert the opponent that something is up, so the player is always free to place the marker with the NO PW side of the marker face up to disguise his intent. More than one marker may be placed if there is an available Line with leader meeting the requirements of 6.81 above.

6.83 When the leader is activated, or when the player wishes to use the PW capability at the approach of enemy units to an eligible Line, the marker is revealed. Depending on which happens first:

- The Line may withdraw one hex the instant any enemy *infantry* would normally trigger OW, had the units the line (with PW) the capability to do so (6.51). When PW is triggered, all units in the Line must withdraw together (as in 6.57), and they all must withdraw one hex. All effects of OW apply (6.52, 6.55, etc.). PW may be undertaken any number of times for the remainder of the Game Turn. Once a Line has used PW, its leader is Finished ... even if he has not yet been activated!
- If it is the leader's turn to be activated before PW has taken place, that leader may only issue Individual Orders, but not a Move order, and then only to those units in the Line that will use PW.

PLAY NOTE #1: It is important to remember that PW may not be used against cavalry or elephants; it is purely an infantry vs. infantry maneuver. Anyone see the Cannae connection here?

PLAY NOTE #2: We do not wish to complicate the game any more than we have by forcing the player to identify which actual Line is being given the PW order. As the rule now reads, the leader with the PW order may use it for any Line in his range, etc. However, for players who wish to further delineate this capability, we suggest you write down exactly which line the PW is for.

7.0 FACING AND ZOCs

7.1 FACING

7.11 All units, except those In Column (6.73), must be faced in a hex so that the top of the unit (the side with its name) faces into the vertex of the hex (between two hexsides, as below). All combat units in a hex must be faced the same way. The 2 hexes to the front (3 for Phalanx units) are called the Front hexes;

those to the side, the Flank hexes, and those behind, the Rear hexes. *A unit may only move into a hex to its Front.*
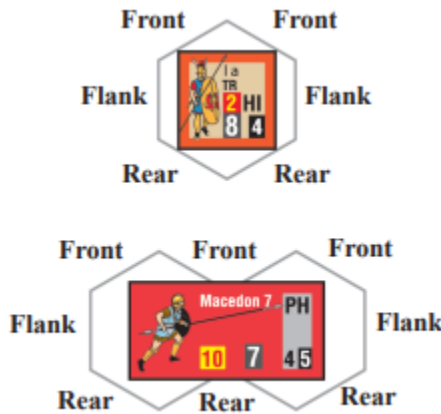
7.12 In order for a non-Phalanx unit to change facing it must pivot within its hex. It costs 1 MP for each vertex shifted except for:

- Roman Legion/Ala infantry units pay a cost of 1 MP to change facing in any direction, regardless of the number of vertices shifted.
- Elephant units pay 2 MP per vertex to change facing ... reflecting the difficulty these units had in effecting a turn.
- Skirmishers do not pay any MP cost to change facing.

7.13 Phalanx units do not change facing; they can only change the direction in which they are facing by moving (and paying any costs for so moving) one side of the counter forward, thus pivoting the counter (6.4).

7.14 Units that change facing within a Rough terrain hex incur 1 Cohesion Hit for each vertex shifted. Elephant and Skirmisher units, because of their extremely loose formations, do not suffer this penalty. It is possible for a unit to pay a higher cohesion cost than the MP cost to change facing in such terrain.

7.15 Reaction Facing Change: Any non-Phalanx unit or stack of units may change facing one vertex per Orders Phase when an enemy unit moves adjacent to it, and this includes any non-ordered movement (8.5, 8.62, 9.11). It may not do so if it is already in the ZOC of another enemy unit. After changing facing, the owning player rolls a die and modifies that DR by the +/– difference between the MA of the moving unit and the MA of the stationary unit. If the DR is higher than the unit's TQ, that unit incurs Cohesion Hits equal to the difference, with a minimum of 1 Cohesion Hit, regardless of the DR. The inactive unit may conduct Entry Reaction Fire (if eligible) after the facing change.

Exception: Cavalry units changing facing in reaction to infantry movement are exempt from the preceding check and make the facing change with no adverse effect.

7.16 A Phalanx unit may Reverse Face (6.44) (if eligible to do so) once per Orders Phase when an enemy unit moves into one of its Rear hexes. Use the procedure described in 7.15 above to determine the number of Cohesion Hits incurred.

DESIGN NOTE: We have given Phalanx units the ability to reverse face in response to meet those inevitable flank/rear attacks, albeit at a cost in cohesion.

7.2 ZONES OF CONTROL (ZOC)

ZOC are those hexes, other than the hex occupied, over which units exert control, limiting the movement of enemy units.

7.21 All combat units exert a ZOC into their Front hexes. Missile-armed Skirmishers and Roman Velites exert a ZOC into their Front and Flank hexes—except when out of missiles (Missile No), in which case Skirmishers do not exert a ZOC, while Roman Velites exert a ZOC only into their Front hexes. Routed units and leaders (including leader elephants) do not exert ZOCs.

7.22 ZOCs do *not* extend into a hex into which movement is prohibited.

7.23 A unit must cease movement the instant it enters an enemy ZOC (6.44 is an exception). A unit that begins its movement in an enemy ZOC can move out of the enemy ZOC only if:

- it is a combat unit that can receive an order to move, has at least one unoccupied Front hex (Phalanx units may need more), and its printed MA is greater than the MA of any enemy unit exerting a ZOC on it (use the Phalanx extended MA of 5 for this purpose); *or*
- the unit is the OC issuing an Individual Order to himself; *or*
- the unit is a leader who has been issued 2 Individual Orders by his OC.

Exception: The ZOC of an enemy unit that cannot Shock is ignored for purposes of bullet #1.

PLAY NOTE: This change will prevent Skirmisher types who would be fighting from a distance from pinning units from behind.

A unit leaving an enemy ZOC may immediately enter another enemy ZOC, but it would then cease movement for the remainder of that Orders Phase.

7.24 A unit that begins the Movement/Missile Segment in the ZOC of an enemy unit in most situations cannot change facing. A unit may, however, use up to one half its MA (rounded up) in facing changes if *all the following apply:*

- the unit is in the ZOC of only one enemy combat unit, *and*
- there are no enemy combat units in the unit's ZOC, *and*
- the unit remains in the hex during that Movement/Missile segment; it cannot use 7.23 bullet #1 to leave the ZOC

Exception: The ZOC of an enemy unit that cannot Shock is ignored for purposes of bullet #1.

DESIGN NOTE: We have relaxed to "never change facing in an enemy ZOC" mandate of the prior editions somewhat, now allowing a unit not engaged to its front or attacked from multiple directions, to turn and face attacks from the flank/rear. Also keep in mind that Phalanx units do not change facing per se, so are not helped by this change.

7.25 If opposing units extend a ZOC into the same hex they are both considered to control that hex.

7.3 SHOCK REQUIREMENTS

Whether a combat unit must attack an enemy unit depends both on its unit Type and if the unit moved, shock being a question of inertia more than weaponry.

7.31 In the Shock Combat segment, all friendly "heavy" units—those whose Type is marked with a plus sign (+) on the Shock Superiority Chart—that *moved adjacent* to an enemy unit from a non-adjacent hex during the preceding Movement and Missile Fire segment *must* Shock attack all enemy units in their ZOC. All other "light" Shock capable units—no plus sign (+)—that moved adjacent to an enemy unit from a non-adjacent hex during the preceding Movement and Missile Fire segment *may choose* to Shock attack all enemy units in their ZOC in the ensuing Shock Combat segment.

7.32 The moving player places a SHOCK MUST CHECK TQ marker on top of each unit that either must Shock attack in the ensuing Shock segment, or that he chooses to Shock attack (7.31). These markers are placed the instant the moving unit moves adjacent, and before any Reaction Fire, to delineate which units will have to undergo a Pre-Shock TQ check (8.43).

EXAMPLE: A Macedonian Phalanx moving adjacent to a Roman hastati unit has a SHOCK MUST CHECK TQ marker placed on top of it because it must attack (7.31). A Numidian Light cavalry unit moving adjacent to a principes unit does not have to shock attack; however, the moving player must state his decision on whether to do so as it finishes movement. If he wishes it to attack, he places a SHOCK MUST CHECK TQ marker on top of the unit.

7.33 Any unit issued a Fire order or issued a Move order where 7.31 does not apply, or those simply within the activated leader's Command Range *may choose* to attack all enemy combat units in their (friendly) ZOCs. These units are given a SHOCK NO TQ CHECK marker in the Shock Designation step (8.41), to indicate they are going to Shock attack but do not have to make a Pre-Shock TQ check. See the introduction to 8.4.

Exceptions:

- Skirmishers, Scorpios, Light Infantry Archers, and Light Cavalry Archers are not Shock capable and can never Shock attack
- Routed units and units In Column can never Shock attack

- Velites units can only Shock attack into a Front hex.

PLAY NOTE: When using the Engaged rule (10.4), SHOCK NO TQ CHECK markers are required for Engaged units within range of the activated leader if that leader can command the unit.

And no, you can't place a SHOCK NO TQ CHECK on a "light" unit that chose not to Shock when it moved; it gets a SHOCK MUST CHECK TQ. No avoiding the Pre-Shock TQ Check.

8.0 COMBAT

There are two kinds of Combat: Missile and Shock. Missile combat occurs as part of—or instead of—movement at any point during the Movement and Missile Fire segment of an Orders Phase. Shock combat comes in its own segment which occurs after all orders have been issued and movement is completed. A missile unit can participate in both types of combat during the same Order Phase. In Shock combat, the Type, Size, and Troop Quality of a unit are considered, and the effects of combat are Cohesion Hits, which may result in a unit being Routed.

8.1 MISSILE FIRE

HISTORICAL NOTE: Missile units, with their generally lower TQs and susceptibility to shock by heavier units, appear to be "weak" units. However, they have two abilities which make them quite useful: they can (usually) fire during movement, and many them may fire at the same time. Their combat effectiveness was limited, though, because of a lack of penetrative capability—a problem that would remain until the inventions of the crossbow and the Welsh longbow.

8.11 Units with Missile Capability (see sample units) may use Missile Fire. There are four classes of missile units: Archers (A), Slingers (S), Javelinists (J), and Scorpios. When given an order, an individual missile unit can fire at any time before, after, during—or instead of—movement. If a missile unit moves, it may only fire if it moved "forward" (closer to the target) immediately preceding the fire. Firing during movement does not cost any movement points. Each unit ordered may only fire once per Orders Phase.

Exception: Light Infantry Archers (LI Class A) and Scorpio units can either move or fire, never both in the same Orders Phase. Scorpio units do not use orders to fire (9.85).

DESIGN NOTE: The Roman javelin was a pilum; however, we have stuck with javelin for a variety of reasons.

EXAMPLES: A mounted archer may move 4 hexes forward, fire at an enemy 2 hexes away, and then use its remaining points to ride away. A slinger could move 3 hexes forward, let loose a stone at a range of 2 hexes, and then continue its turn by moving away.

8.12 Missile Fire may occur because of an order (8.11, 8.3), or as a reaction to enemy actions (Reaction Fire, 8.2), or as part of an Orderly Withdrawal by Mounted Archers (6.55). For Scorpio fire, see 9.85-9.86.

8.13 A Missile unit may fire at any single enemy target unit which is within its Missile Range and to which it can trace a Line of Sight (8.14) through one of its Front or Flank hexes. Missile units must fire individually; they may not combine fire. If there is more than one combat unit in the target hex, the top unit is affected if fired at through a Front or Flank hex, and to the bottom unit if fired through a Rear hex.

8.14 A missile unit can only fire at an enemy target unit to which it has an unobstructed Line of Sight (LOS). A LOS is calculated by tracing a path of hexes between the center of the hex the missile unit is in and the same for the target unit, through the firing unit's front or flank hexsides. LOS is blocked by woods, towns, and combat units (but not leader elephants alone), unless they are in hexes at a lower elevation than both the firer and the target. LOS is also blocked if any part of a hex of higher elevation is between the two units. If the LOS goes down a hexside between blocking/non-blocking hexes, consider it blocked. Missile units, however, may always fire into adjacent hexes.

Exceptions:

• If the firing unit is an Archer (Class A), LOS is not blocked by a combat unit if the combat unit is closer to the firing unit than the target (halfway is not closer).

• When tracing a LOS to determine Line Commands, Elephant units do not block LOS.

PLAY NOTE: LOS, while not a major problem in most of these battles, because of the flat terrain, is often a cause of "player tension". We suggest that missile LOS rules be interpreted strictly, while LC LOS rules 4.33 be interpreted liberally. The former units are trying to shoot at a target; the latter are simply trying to see if everyone is in place.

8.15 Missile Fire Resolution: The Missile Range and Results Chart (8.71) is used to determine the effect of missile fire. Each missile unit has a missile strength which varies with the range, as given on the chart. For each missile fire, a die is rolled. If the DR is equal to or less than the strength of the missile unit at that range, then the target unit receives 1 Cohesion Hit; 2 Cohesion Hits if the target is an Elephant unit unless fired on by an Elephant unit. If the DR is greater, there is no effect. The following die roll adjustments are made:

1. If the target is in a Woods hex, add one (+1) to the DR

2. If the target is Phalanx or Heavy Infantry, add one (+1) to the DR (this represents the heavier armor protection of such units)

3. If the target is Phalanx or Heavy Infantry, and an Archer, Slinger, or Elephant Screen is firing at a range of one hex (adjacent) through the target's Front hexsides, add three (+3)

to the DR. This does not apply to "J" type missile units (this represents the fact that the lighter shafts of these skirmisher-type archers were most effective against the formidable shield-wall and body armor of the heavy infantry when firing "from above" into the body of troops; at point-blank range they could not do that). This modifier is *not* cumulative with the preceding modifier.

4. If the target is Skirmisher (SK) unit, add two (+2) to the DR

5. If a Slinger, Archer, or *any* type of mounted missile unit, Fires as part of a Move order (5.21 #1or 5.23 #1), add one (+1) to the DR. This also applies to withdrawal fire (6.55).

6. If the firing unit is Depleted, add one (+1) to the die roll

7. Roman Camp Terrain effects (see the chart)

All modifiers are cumulative except for #2 and #3.

Exception: If the target is an Elephant unit, it receives 2 Cohesion Hits for every successful missile fire. This doubling does *not* apply if the firing unit is an Elephant.

All combat effects from missile combat are immediate and occur before any other unit is moved or fires.

DESIGN NOTE: There is no penalty for moving foot javelinists, who use movement to gain momentum for their missiles. If you want to be technical, play that they do not get the penalty only if all movement is/was forward. Remember, foot units and mounted javelinists may not fire during Orderly Withdrawal.

EXAMPLE: [Cannae] Balearic Slingers are 2 hexes distant from a hex containing Roman cavalry. At a range of '2', the slingers' Missile Strength is "2". The Carthaginian player volleys against the Romans, rolling a 2. The Roman cavalry incurs 1 Cohesion Hit. If the slingers had moved to get within range the added movement penalty (+1) would have caused them to be ineffective. If he had rolled, say, a 6, the volley would have had no effect. If he had rolled a 9, it would have had no effect AND he would have had to place a MISSILE LOW *marker (8.17) on the slingers.*

8.16 Extended Range: When a missile unit fires at a target unit on a lower elevation, its range is increased by one hex. When firing at Extended Range, the unit requires a DR of 0 to inflict a hit.

8.17 Missile Supply: A missile unit may Fire if it has at least one missile volley remaining.

• Archers, Slingers, and Elephant Screens become Missile Low whenever there is an *unmodified* DR of 9 when resolving any missile fire, at which point place a MISSILE LOW marker on the unit, indicating it has one fire remaining.

• Javelinists, other than LG type units, become Missile Low whenever there is an *unmodified* DR of 7, 8 or 9 when resolving any missile fire, at which point place a MISSILE LOW marker on it, indicating it has one fire remaining.

- Legion Infantry (LG) are automatically out of missiles after the first time they fire. Place a MISSILE NO marker on the firing unit.
- Any javelin-armed *infantry* unit involved in Shock combat are automatically Missile No upon completion of Shock combat.
- If a MISSILE LOW unit fires, flip the marker over to its MISSILE NO side to indicate there are no missiles left to fire.

DESIGN NOTE: We have departed from conventional "wisdom" here and adopted the premise put forth by Peter Connolly concerning how many pila the hastati and principes used. Almost all sources state that the hastati and principes "carried" two pila— usually two different pila, one light, one heavy. However, the key word is "carried"; they do not say "used" or "fired". With this in mind, and following Connolly's argument, we did a little Delbruckian experimentation, and it is our (and PCs) opinion that the hastati and principes could not have held their scutum in one hand and thrown a pilum with the other while also holding onto a second pilum. Try it—it just doesn't work! It is more likely that the hastati and principes were simply carrying the second pilum as "ammunition"—either for themselves, later, or for the velites, who could pick up these extra pila when they retired back through the hastati line at the beginning of the battle (their pila supply having been exhausted.) The artistic depiction of a hastati in "Great Battles of the Great Commanders" shows the larger pila attached directly to the scutum. Possible, perhaps, but it does look like it would retard mobility. Moreover, that larger pilum may have been more a spear than a javelin. Interesting question . . .. no easy answers.

8.18 Any friendly "Missile Low" or "Missile No" unit may remove its MISSILE LOW/NO marker during the Reload Segment of the Rout and Reload Phase, bringing it up to full missile capability if:

- it is not in an enemy ZOC, *and*
- it is not in missile range and in LOS of an enemy unit that has missiles

8.19 Leader Casualties: If there is a leader in the hex fired at, and the *unmodified* Missile Fire DR is 0, there is a possibility that the leader has been hit. Roll the die again. If the die roll is 1-9, nothing has happened; if the DR is 0, the leader has suffered a "casualty". That player must now determine the effect by rolling the die again and consulting the Leader Casualty Table. Players may, if they wish, fire at a hex in missile range in which there is only a leader counter.

8.2 REACTION FIRE

Missile units may fire in reaction to certain enemy movements into (Entry Reaction) and out of (Retire Reaction) their ZOCs, and against enemy units that use Missile Fire against them (Return Fire). Rampaging Elephants do not draw Reaction Fire of any kind.

8.21 Entry Reaction: Whenever a friendly unit enters the ZOC of an enemy missile unit—and this includes entry because of Advance after Combat (8.5)—that enemy missile unit may fire at the entering unit (range: one hex) before any further movement or friendly fire occurs. Units that attempt a Reaction Facing change (7.15) may fire if the triggering unit is in its ZOC.

Exception: When friendly units are moving as a Line, all movement is completed before any Entry Fire takes place, and all Entry Fire takes place before any fire by any of the moved units. A reacting unit may fire at only one unit that enters its ZOC.

8.22 Retire Reaction: Whenever a friendly unit leaves the ZOC of an enemy missile unit, that missile unit, if it has a missile range of two or more hexes, may fire at the moving unit. Any results are applied before the unit moves. All Retire Reaction fire is always at a missile range of 2.

Exception: Routed units executing their initial rout move (10.22) do not trigger Retire Reaction Fire.

8.23 Return Fire: Any inactive unit that is fired at, may fire back at the enemy unit that fired at it, after the active unit's fire is resolved. Return fire is not simultaneous. The inactive player cannot use Return fire if it used Entry Reaction Fire against that same firing unit.

8.24 Reaction Fire does not require an order; it does require that the missile units have sufficient missiles available to fire. A unit may perform Reaction Fire any number of times during enemy movement, if it has missiles available. See 6.55 for an exception.

8.25 The only time Elephant Screens may fire is as Reaction Fire (any type).

8.3 HARASSMENT & DISPERSAL TACTICS

HISTORICAL NOTE: This is the main tactic of Light Cavalry, Light Infantry and Skirmisher type units.

DESIGN NOTE: We have given the H&D rules their own section here with the main missile fire rules and provided an extensive example.

8.31 Missile armed Skirmishers (SK) and Light Infantry (LI) may use Harassment & Dispersal tactics(H&D) against any enemy unit that has the *same or lower* Movement Allowance (MA). Missile armed Light Cavalry (LC) may use H&D against any enemy unit that has a *lower* MA. H&D fire requires a move order, is movement for purposes of missile fire modifiers, and consumes the unit's entire MA.

Exceptions:
- Infantry Archers (SK and LI) cannot use H&D
- Light Cavalry (all missile classes) cannot use H&D against Skirmishers

8.32 To use H&D, Light Cavalry (LC) must be within 4 hexes, and infantry types within 2 hexes of, *but not adjacent to,* the target, and cannot be in an enemy ZOC. The unit must have a LOS to the target and be able to trace a path of hexes through its Front hexes (only) clear of any combat units *and* enemy ZOC unless that ZOC is adjacent to the target. The path may not be traced through an impassable hex, Rough terrain hex, or up/down a hexside of more than 1 level of elevation change. It may cross a Stream.

8.33 If the unit satisfies the conditions in 8.32 above, it may fire its missiles against the selected target. The procedure is:

• Note which unit is using H&D, *then*

• Note the target, as above, *then*

• Fire the missile as if they were being fired at 1 hex range. This is a moving attack.

The target unit may react per 7.15/7.16. The target and any other friendly unit may use Entry Reaction Fire (range 1 hex) if the path is traced through an adjacent hex in its arc of fire (8.13). However, all fire is treated as simultaneous in this situation.

All of this occurs without physically moving the firing unit.

> *DESIGN NOTE: Well, it is moving (to the target and then back to whence it came). We just eliminated the micromanagement. This rule simulates the ability of a light unit to close on a unit (around 30 yards), throw missiles, and then swiftly withdraw without getting entangled in Shock Combat.*

8.34 Light Cavalry may use H&D tactics against Elephants; however, the restrictions in 9.15 apply. Therefore, a cavalry H&D is not allowed through an Elephant's Front hex. A cavalry's H&D attack through a Flank/Rear hex earns 2 Cohesion Hits that are applied prior to any Missile Fire.
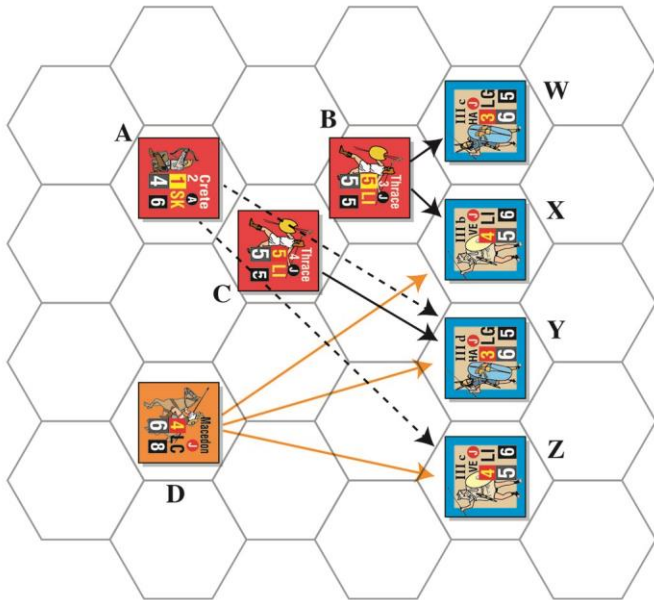
*EXAMPLE: (Beneventum) ~ The Crete Archer **A** may fire at Roman units **Y** and **Z** (dashed arrows). The range is 3 and 4 respectively. Since **A** is an archer, it may fire over the Epirus*

Slinger **C** because that potentially blocking unit is closer to the archer unit than either of the targets. The Thrace Peltast **B** unit blocks **A's** fire at **W** and **X** since **B** is closer to those targets than to the archer.

Thrace Peltast **B** can fire at either Roman unit **W** or **X** at a range of 1. The Roman unit that receives the fire may Return Fire at range 1 after **B's** fire is resolved. The other has no reaction fire opportunity.

Thrace Peltast **C** may has no target in range for regular missile fire but can use H&D fire from a range of 2 hexes (black arrow). **C** does not have a LOS to Roman unit **X** since the LOS goes down a hexside between blocking/non-blocking hexes. **C** does have a LOS and clear path to Roman unit **Y** so can use H&D fire resolved at range 1. Note the javelinists are not penalized for moving. Both **X** and **Y** may use Entry Reaction Fire at range 1 against the H&D fire, but the fire is considered simultaneous as opposed to being resolved first.

The Macedon LC **D** has no target in range for regular missile fire, but all Roman units are within 4 hex range for H&D fire.

However, **D's** LOS and path to Roman unit **W** is blocked by two friendly units. **D** does have a clear LOS and path to Roman units **X, Y,** and **Z** (orange arrows). **D's** missile fire against any of the targets would be at range 1, with a +1 DRM since the Macedon LC is mounted and is considered moving for H&D fire. Targeting **Z** is advantageous because **D** can trace a path such that only the target unit is able to reaction fire. An attack on **X** or **Y** would draw an additional reaction fire from **Y** or **Z**. Whichever Roman unit is chosen as the target may use Entry Reaction Fire in response.

8.4 SHOCK COMBAT

> *DESIGN NOTE: This section is the heart of the game; thus, we have gone to great lengths to explain how things work. It is longer and more detailed than other sections and may, at first glance, appear somewhat daunting. Take heart: in practice/play, most of the mechanics become self-evident and, after a few trial runs, the resolution of shock will become second nature.*
>
> *PLAY NOTE: The Shock system relies on the interaction of the units' weapons, armor protection, size, angle of attack, and troop quality (TQ), to produce a single result. While no factor is unimportant, the rating to play closest attention to is the TQ, for that rating determines the ability of a unit to withstand the rigors of toe-to-toe ancient warfare.*

PROCEDURE

Shock combat takes place in the Shock Combat segment. Shock is part of a leader's Orders Phase, and all Shock engendered by that leader is resolved before the next leader may be activated or Momentum attempted.

IMPORTANT: Each Shock combat is conducted as a series of steps performed in order, for all units participating in Shock combat—before the next step of Shock combat is conducted.

Thus, Step 8.43 is completed, followed by Step 8.44 for all involved units. After which Step 8.45 is undertaken for all units, etc.

> PLAY NOTE: We suggest undertaking each separate step from left to right, across the map. Players may use any system they wish to note what has happened up-and-down the lines of attack.
>
> DESIGN NOTE: It would be easier to resolve each separate combat as one "piece". However, to do so creates a "blitzkrieg" type of effect, wherein the attacker gets to choose which attacks he wants to do first so that he can achieve "breakthroughs". Despite its simplicity, this would be so far from reality as to render the system—and the game—inaccurate; however, isolated shocks can certainly be resolved as a piece, if doing so would not affect other attacks. The method you choose should keep this intent in mind.

8.41 Shock Designation: Place SHOCK NO TQ CHECK markers on non-moving units that choose to Shock per 7.33 (units that have moved will already have SHOCK MUST CHECK TQ markers). Only those units with Shock markers may shock attack.

8.42 The Basic Pre-Shock Procedure: Units that attack by Shock must attack all units in their ZOCs, unless that defending unit is being attacked by another friendly unit in that Shock Combat segment. The attacker designates which units will be involved in each individual combat resolution, within the following restrictions:

- A unit may attack only once per Shock Combat segment.
- A defending unit may be shocked attacked only once per Shock Combat segment—Cavalry Pursuit (8.6) being an exception.
- A friendly unit may attack more than one unit if the targeted defenders are all in the attacking unit's ZOC.
- An attacking unit (even a Phalanx unit) may not split its attack capabilities, although two (or more) units may combine to attack *one* defender.
- If more than one unit is defending and/or attacking, total the Sizes.
- Stacked units must Shock attack the same hex.

Other than the above restrictions, the attacking player may divide his attacks amongst his units as he sees fit.

EXAMPLE #1: [Cannae] A Phalanx unit in 3722/3822 has three velites units in each of its three frontal hexes (3622/3721/3821). It must attack all defending units (which total their Size) as one unit. If a Celtic infantry unit was in 3920 and capable of attacking the Roman unit in 3821, the phalanx would have to engage only the other two velites. Or, unless the Celts had a "Shock" marker, they could sit this one out while the phalangites took care of everyone. While the former will produce better results, the latter may be necessary if the Celts are close to their TQ limit in hits.

EXAMPLE #2: [Cannae] A Roman cavalry unit in 2419 moves adjacent to a Balearic slinger in 2518. Unfortunately for the poor slingers, there is also a hastati unit in 2618. The Roman player may either combine the cavalry and infantry units in the attack or have the cavalry unit attack (as it must) and the hastati sit by and watch.

SHOCK RESOLUTION

An Overview of the Shock Combat Resolution Procedure Sections 8.43 through 8.47 are descriptions of the sequence and procedure used to resolve Shock Combat. These steps are:

1. Charging units and their defenders undergo a Pre-Shock TQ check to see if the units will charge/stand (8.43).
2. Check for any Leader casualties (8.44).
3. Use Clash of Spears and Swords Chart to determine which column on the Shock CRT will be used (8.45).
4. Determine whether terrain, leaders and/or relative strengths and capabilities will have any effect (8.46).
5. Resolve the Shock using the Shock CRT (8.46).
6. Check for Rout (8.47)

8.43 The Charge: All units with a SHOCK MUST CHECK TQ marker *and* their intended targets undergo a Pre-Shock TQ check with the players rolling a die for each unit, all such checks being simultaneous. Attacking units with SHOCK NO TQ CHECK markers—and *their* defenders—do *not* undergo this TQ check. If a unit is attacked by both types of units (Shock Check and Shock No Check), the defender then checks TQ.

The following units do not make a Pre-Shock TQ check:
- Any unit attacking a Skirmisher (SK) unit
- Any unit attacking a Routed unit
- Phalanx (PH), Heavy Infantry (HI), and Legion Infantry (LG) that are attacked frontally by Light Infantry (LI)

If the DR is *higher* than a unit's TQ, the unit incurs Cohesion Hits equal to the difference between the DR result and its TQ:
- If a *defending* unit has accumulated Cohesion Hits equal to or greater than its TQ Rating, immediately routs per 10.2 (see exception below). An attacking unit must advance per 8.5 unless it is in the ZOC of an enemy unit, and it can physically do so (Phalanx units may not be able to do so). If such an advance would cause the attacking unit to incur Cohesion Hits that would cause it to rout, it advances but does not rout, and the number of Cohesion Hits it has is set equal to its TQ minus 1.
- If an *attacking* unit has accumulated Cohesion Hits equal to or greater than its TQ Rating, it immediately routs per 10.2 (see exception below), the defender(s) do not advance.
- If *all attacking and defending units* involved would rout from their TQ checks, use the procedure in 10.15 to determine which units will rout.

The above DR is modified as follows:

- If an Elephant unit is attacking a Phalanx (PH) or Heavy Infantry (HI) through their Front hexes, add one (+1) to the Elephant unit's DR.
- If an African Elephant is involved in Shock with an Indian Elephant, add one (+1) to the African Elephant unit's DR.
- Any unit attacked by a Double Depth Phalanx unit adds one (+1) to its DR.
- If the defending unit is a Double Depth Phalanx unit, subtract one (–1) from the defending unit's DR.

Exception: If a Phalanx unit would rout, the owning player first rolls the die, adding to that DR the number of Cohesion Hits that unit has incurred greater than its TQ, and an additional three (+3) if that unit was an *attacker* in the combat. If the modified result is higher than the unit's TQ, the unit routs per 10.2, otherwise, it stands in place with its Cohesion Hits set equal to its TQ minus 1.

After all Pre-Shock TQ checks, if at least one attacker and one defender in the same combat did not rout, go to the next step.

8.44 Shock and Leaders: See 4.73 for this. Remember, though, that this is where you check to see if this happens.

8.45 The Clash of Spears and Swords: The Clash of Spears and Swords Chart is now consulted. Cross-index the attacking unit's Type with the defending unit's Type and its orientation relative to the attacker to determine which Shock CRT column (prior to any adjustments) will be used to resolve the combat. If there is more than one Type of defending unit, the defending player chooses which Type will be used for the determination. Similarly, if there is more than one attacking unit, the attacking player chooses which to use for his Type and angle of attack. If a unit is being attacked through the vertex between different facings by a Phalanx unit, the defender gets the benefit of the most advantageous facing.

EXAMPLE #1: A Phalanx attacking Light Infantry frontally would use Column 10 on the Shock CRT (before any adjustments).

EXAMPLE #2: A Carthaginian Heavy Infantry unit is attacking two units at once: one hastati/legion infantry (through its flank) and one velites/light infantry (frontally). The defender gets to choose the unit type; here he chooses the velites, even though it is a "weaker" unit. Why? Firstly, using the Clash of Spears and Swords Chart, we will see that designating the Legion infantry hastati on its flank produces the '11'CRT column, while the frontal attack against the light infantry velites would force the attacker to use the '9' column. And, regardless of whom the defender chooses, the attacker has Attack Superiority, either because of type (heavy infantry vs. light infantry) or position (attacking the hastati through its flank).

EXAMPLE #3: A phalanx is attacked by two Roman units—one Light Infantry velites unit from the front, and one Allied Heavy cavalry unit through the rear. The Roman player would use the "HC attacking Phalanxes from the rear" to gain the far-more

advantageous column, '11', as well as gaining position Superiority for the rear attack.

8.46 The Hand-to-hand Struggle: Players now determine the effect of any advantages either side has and then resolve the shock combat.

Step 1: Determine Superiority: There are two "types" of Superiority: Position Superiority and Weapon System Superiority. Either one side or the other may (but not must) gain superiority, either as Attack Superiority (AS) or Defense Superiority (DS). Players determine Superiority using the Shock Superiority Chart. In many instances there is no Superiority. Superiority is determined as follows:

A. **Position Superiority:** The attacking unit generally has Position Superiority if its attack is through a defending unit's Flank or Rear hex If more than one unit on either side is involved in the combat, the units chosen in 8.45 are used in the determination. An attack does not attain Position Superiority if:

- a Skirmisher is attacked through a Flank hex, *or*
- a Cavalry unit attacks an Elephant unit, *or*
- an Elephant unit attacks another Elephant unit, or
- the attacking unit is in the ZOC of a Shock capable enemy unit that is in the attacker's Flank or Rear hex.

In the above situations, Superiority will be determined by the Weapons System (8.46 [1.B] below).

PLAY NOTE: The change to the last bullet will now prevent ahistorical flank attacks against the "joints" of a line of Phalanx units arrayed in echelon.

If the attacking unit has Position Superiority, the attacking player gains Attack Superiority (AS) for that combat.

B. **Weapon System Superiority:** If no Position Superiority is attained, the opposing units check their weapon class relationship (see the Shock Superiority Chart, 8.72) to determine if either weapon system is superior (either AS or DS) to the other. If more than one unit on either side is involved in the combat, the units chosen in 8.45 are used in the determination.

PLAY NOTE: Many different types of permutations and combinations are possible, in terms of unit types and multiple attack angles. The two precepts, above, should cover virtually all these possibilities. If they don't, try to attain a result that best fits in with the general principles. If that doesn't work, try cutting open a chicken and checking its entrails . . .

Step 2: Determine Size Ratio Difference: Compare the total Size points of the attacking unit(s) to those of the defender(s). For each level of Size Ratio Difference (SRD) greater than 1 to 1 a unit has, it receives Shock Results Table Column adjustment of one in its favor. The attacker adjusts to the right, the defender to the left. Reduce all size ratios to a #–1 (or 1–#), rounding off as follows:

- If any attacker *moved* adjacent to the defender from a non-adjacent hex, round off in favor of the *attacker*. Thus a 5 Size unit attacking a 4 Size unit is 2–1; a 4–5 is 1–1 and a 2–5 is a 1–2.
- If no attacker moved adjacent, round off in favor of the defender. Thus a 5 Size unit attacking a 4 Size unit would be 1–1; but 4–5 is 1–2.

The SRD is ignored in the following situations:

- Elephant units involved in a combat with any *non-Elephant* units
- In any combat involving Skirmisher units

EXAMPLE: Attacking at 11–5 yields a 3–1 ratio if the attacker moved and adjusts the Shock Table two columns to the right. If the attacker didn't move before attacking, 11–5 would be 2–1, and one column shift right.

> DESIGN NOTE: The "rounding off" rules reflect the advantage of momentum.

Step 3: Adjust Columns and Resolve: To resolve shock, the attacking player starts from the base column on the Shock CRT (8.45) and adjusts that column for any SRD, unit, and/or terrain effects (all listed on the Shock CRT). He then rolls the die, adding to the DR the Charisma Rating of any one of his leaders involved in the Shock, and subtracting the Charisma Rating of any one defending leader involved (defending player's choice. If a leader was killed per 8.44 that side suffers a reverse die roll modifier equal to the deceased leader's Charisma Rating plus two (+2).

EXAMPLE: If Hannibal were leading the attackers, the die roll adjustment would be +3. If Maharbal is killed leading an attacking group of Numidian cavalry, the player will subtract '4' from the die roll (Maharbal's '2' Charisma plus the additional, automatic 2).

Step 4: Apply Results: Results on the Shock CRT are Cohesion Hits for both attacker and defender. The # in parentheses is for the defender. The resultant Cohesion Hits are modified as follows:

- If the attacker was superior (AS), then double (2x) the defender's result.
- If the defender was superior (DS), then triple (3x) the attacker's result.
- If the defender is a Skirmisher, halve (½x, round down) the attacker's hits with a maximum result of one (1).
- If the attacker is Light Cavalry and the defender is a Phalanx or a Heavy, Medium, Legion, or Barbarian Infantry unit, halve (½x, round down) the defender's hits. This reduction does not apply if the defender is Routed and is cumulative with bullet #1.

If more than one unit of the same player was involved in that combat, Cohesion Hits are distributed as per 10.13.

8.47 The Collapse: Players now determine which of those units involved in the Shock will rout by performing these steps in order:

1. All units that have Cohesion Hits equal to or greater than their TQ rout per 10.2. If *all* units in any one Shock combat would rout, first use 10.15 to determine which units will rout. If both players have units that rout from the same combat, the defender rout moves his units first.

Exception: If a Phalanx unit would rout, the owning player uses the exception procedure in 8.43 to determine whether the unit routs or stands. However, if the Phalanx unit is a defender *and* the attacker has Position Superiority, there is no die roll; the defender routs per 10.2.

2. The players then roll a die for each of their involved units that have Cohesion Hits *one less* than their TQ (TQ minus 1) *and* are in an enemy ZOC. If the DR is the same or lower than the unit's TQ, remove 1 Cohesion Hit. If greater, the unit routs. Phalanx units use the procedure in 8.47[1] above to determine if they rout or stand.

Exception: No die roll is made for Phalanx units that passed their rout check in the preceding step 8.47[1].

3. Attacking units required to advance (8.5) do so now. Attacking cavalry units that have routed/eliminated enemy units check for Cavalry Pursuit instead (8.6).

When using the optional Engaged rule (10.4), remove ENGAGED markers from any unit that rout moves or advances; however, a Phalanx unit that advances only one hex (i.e., pivots; see 8.53) retains its marker. If either all defending units or all attacking units rout moved, advanced, or were eliminated, remove all ENGAGED markers from the other side's involved units. If both attackers and defenders have units that remained in their hexes, place (or retain) ENGAGED markers on those units.

> PLAY NOTE: We expanded on this section to make it clear who routs and when, especially when the Phalanx units are involved. Note also that the special "saving TQ check" for these units is limited to routs occurring during the Charge and Collapse steps. The players should also keep the Shock Resolution sequence outlined in 8.42 foremost in their minds as they perform these steps.

Extended Shock Example—Bagradas Plains

*Shock Designation: The Carthaginian leader Bostar is active and has given move orders to Carthaginian PH units A and B which have moved to attack a line of Roman mixed unit types. Since the two Phalanx units are heavy types that moved adjacent to enemy units, they must Shock and so both receive Shock-Must Check TQ markers. As play moves to the Shock Combat segment, the Carthaginian player can use Bostar to enable other units within his command range to Shock. The closer of the two Celts MI C is eligible so the player decides to have it Shock and that unit is given a Shock-No tQ Check marker.*

*The other Celts MI **D** is out of range so won't be involved this Shock segment.*

Pre-Shock Procedure: *The Carthaginian player then must allocate his attacks. He will have the Phalanx **A** attack the Roman Velites **T** and both Roman CO - **U** and **V**, while Phalanx **B** attacks Triarii **W** and Velites **X** in its rightmost two controlled hexes. Alternatively, he could have had the Phalanx **A** attack **T** and **U** only and Phalanx **B** attack **V**, **W**, and **X** but that would be, as we will see, a less attractive attack. The Celts MI **C** has but one option and must attack both Roman Triarii **Y** and Velites **Z** in its ZOC.*
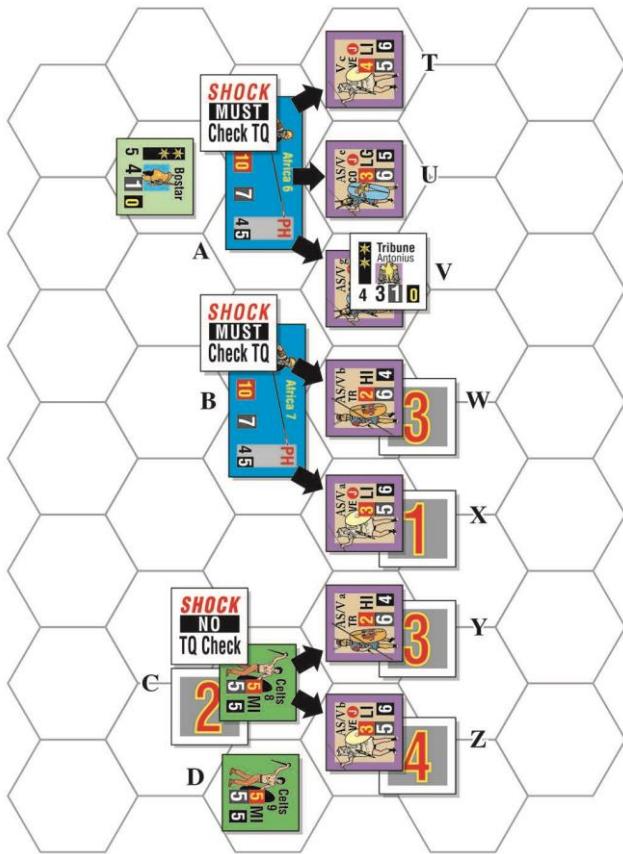
The Charge: *The players must now make Pre-Shock TQ Checks for the attacking units marked as Must Check TQ and the defenders of the attacks. The Carthaginian player rolls a 6 and 7 for his units so neither is affected. The Roman player rolls a 5, 7, and 8 for **T**, **U**, and **V**. **T** is unaffected while **U** incurs 1 Hit and **V** 2 Hits. The rolls for the two units facing the Phalanx **B** are 9 and 0, so the Triarii **W** receives 3 Hits while Velites **X** is unaffected. Triarii **W** now has Hits equal to its TQ so it immediately routs and is moved 2 hexes toward the Roman retreat edge. Since Phalanx **B** has an enemy unit in its ZOC, it does not advance. Moreover, it could not advance because its advance is blocked by the two units still in its ZOC.*
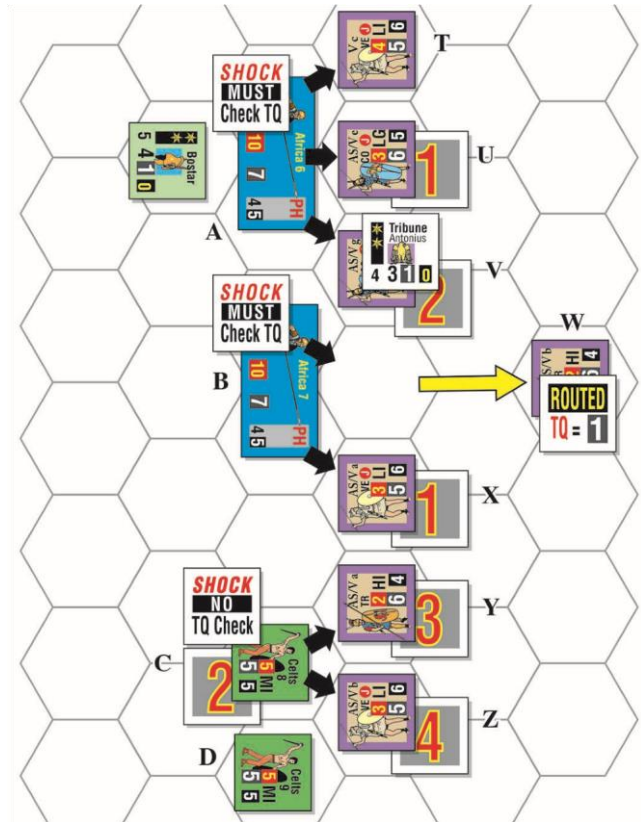
Leader Casualties: *The Roman player has a leader involved in one of the shock combats, so he must make a leader casualty check. He rolls a 0 so his leader has become a casualty. The Roman player rolls again, this time it's a 5, so his leader is Finished for the turn.*

The Clash of Spears and Swords: *The players now consult the Clash of Spears and Swords chart to determine the base column to be used on the Shock Combat Results Table. All attacks are frontal, so the players will use the Front section of the chart in the determination. For Phalanx **A's** combat, there is more than one Type of defender, so the Roman player gets to choose which to use. Of the two Types the LG is more advantageous to him with a base column of '7' and in looking at the Shock Superiority Chart, there is no advantage to either side. In Phalanx **B's** combat, now against Velites **X** alone, the Shock Column is "10" and looking at the Shock Superiority Chart Phalanx B is also Attack Superior to abandoned Velites (PH vs. LI). In the Celt C attack, the Roman player again has a choice and uses the Triarii to lead the defense—base column '6' (MI vs. HI).*

The Hand-to-hand Struggle: *None of the attacking units have Position Superiority so the players check the Shock Superiority Chart to determine if either side has Weapons System Superiority. Here, Phalanx **B** is Attack Superior to Velites **X** per the Shock Superiority Chart, so will cause double the hits in the attack. Neither side has superiority in the other combats.*

The players next determine the effects of the Size ratios of the opposing units on the combats. In the combat involving Phalanx *A*, the Phalanx '10' Size is exactly offset by the sum of the three Roman Sizes (4+3+3). Similarly, in the combat involving Celt *C* the Sizes are also offsetting 5 vs. 3+2. However, in the case of Phalanx *B*, the Phalanx has a significant Size advantage over the lone Velites *X*; '10' vs. '3' or 3:1. The Size ratio adjustment is further rounded up to 4:1 since the Phalanx moved to the attack and so gives three column shifts to the right.

The players are now ready to resolve the Shock Combats starting from the left and moving to the right. The Phalanx *A* attack will be resolved on the "7" column (there are no shifts). The Carthaginian player rolls a 6 which on the '7' column gives a "2(2)" result. The Phalanx incurs 2 Hits. The Carthaginian player decides to use the Phalanx special rule to allocate the hits and gives both to Cohort *V* (now 4 Hits). For Phalanx *B's* combat, the Carthaginian player rolls a 2 which on the '13' column (base column '10' shifted 3 columns to the right for the Size advantage) gives a "2(3)" result. Phalanx *B* incurs 2 Hits while the Velites *X* incurs 6 Hits, since the "3" result is doubled for Attack Superiority. Even though *X* has hits in excess of its TQ, it does not rout at this time. In the final attack, the Carthaginian player rolls a 6, which on the '6' column yields a "2(2)" result. Celt *C* incurs 2 Hits, while the 2 defender hits are distributed evenly between the two units, each receiving 1 Hit.
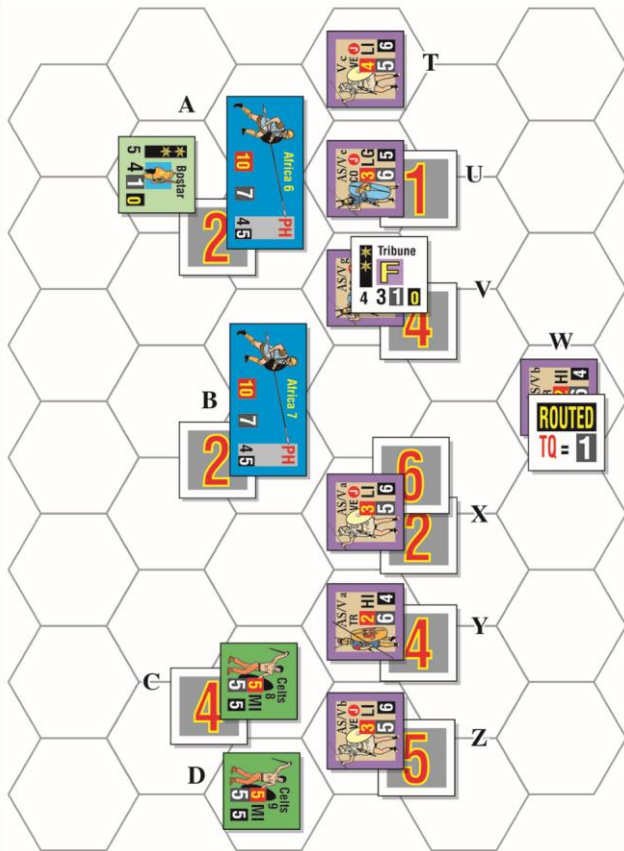
The Collapse: Both players now determine the effects of the Cohesion Hits on their units, starting with the Phalanx *A's*

combat. Here no units have reached their threshold, so the players move to Phalanx *B's* combat. Velites *X* has exceeded its TQ threshold, so it routs per 10.2. The Roman player moves the unit 2 hexes in the direction of the Roman retreat edge. In Celt *C's* combat, Velites *Z* has hit its rout threshold, so rout moves 2 hexes toward the Roman retreat edge.

Moving on to the next step in 8.47[2], Celt *C* is within one Hit of Rout and in the ZOC of the Triarii *Y*, so must check for rout. The Carthaginian player rolls a 5 and hence the unit passes the check and has its hits reduced by one, down to '3'.

Moving to the last step 8.47[3], the Phalanx *B* must advance with both halves of the unit entering new hexes, one of which was vacated by the defending unit. Celt *C* must also advance into the hex vacated by Velites *Z*. In doing so, it changes its facing by one vertex to set up a future flank attack on the Triarii *Y*.
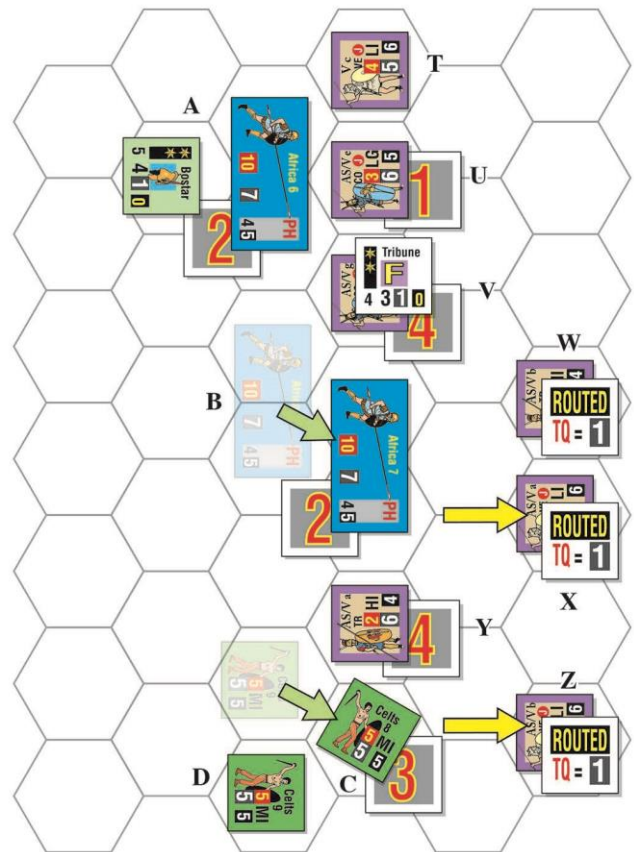
8.5 ADVANCE AFTER COMBAT

DESIGN NOTE: *This rule (as well as 8.6) represents the inability of units to stop once they started a shock charge.*

8.51 Attacking units and any leaders stacked with them must advance into any hex vacated by enemy units because of Shock combat (8.43, 8.47), with the exception that an attacker in the ZOC of another enemy unit does not advance in the Charge step (8.43). Attacking units stacked together advance together maintaining their stacking order. Advancing after combat does

not require an order, but the advancing unit incurs all cohesion costs engendered by such a move. If the advance would rout (10.2) the moving unit, it advances and does not rout; the number of hits it has is set equal to TQ minus 1.

> *DESIGN NOTE: This (and its sister rule, 10.15) was a point which both designers discussed for some time: the victorious unit that is just about at the end of its line. After much debate, we decided that the immediate intangibles of victory would be enough to keep the unit from disintegrating. However, it would not save it from a subsequent Collapse Check in an enemy ZOC, where the euphoria of the moment would have worn off. Very subtle stuff here, indeed.*

8.52 Advancing non-Phalanx units may change their facing one vertex upon finishing the advance, even if they are in an enemy ZOC. This section takes precedence over—and is an exception to—7.24.

No Advance   Pivot Advance

Advance   *Advance with Wheel*
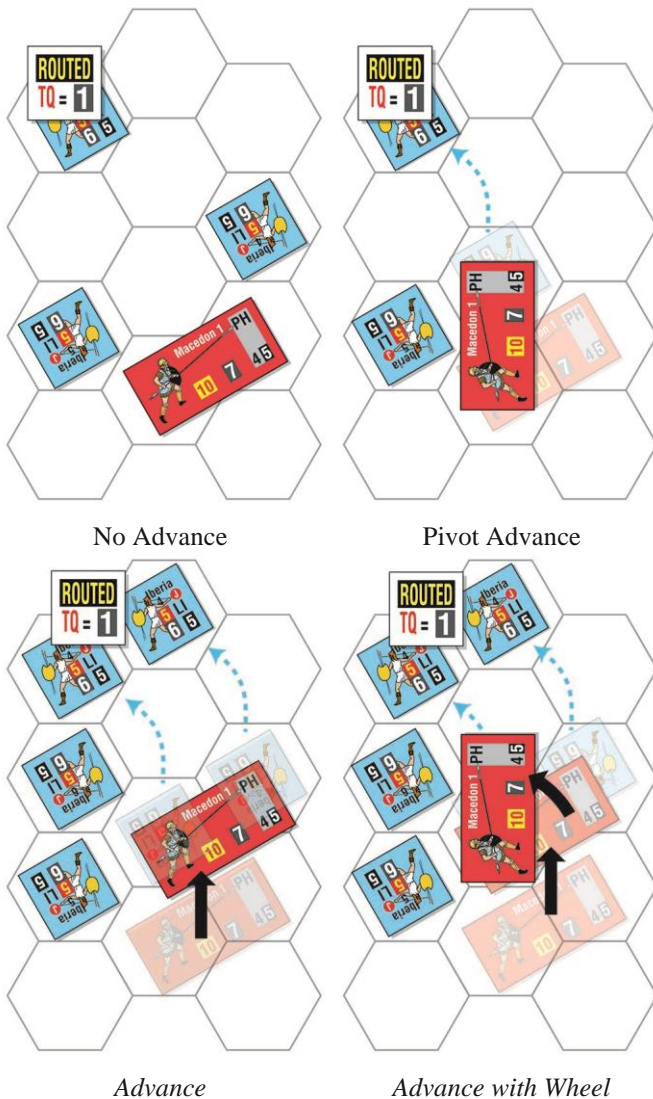
8.53 An advancing Phalanx unit must move forward with both halves of the unit into hex(es) vacated by enemy unit(s) provided that its able to do so. If the unit cannot move forward as a whole,

it does not advance. However, if there is an enemy unit in either its left or right front (not both), and the only vacated hex was its center front, the Phalanx unit must instead pivot using the Wheeling maneuver (6.44) into the vacated center front hex paying all the associated cohesion costs from that maneuver. If it would rout, 8.51 applies. If the Phalanx unit was able to move forward and advanced as a whole, it may then perform a Wheeling maneuver if the opportunity for such presents itself if it pays all cohesion costs associated with that maneuver. In this case, if the unit would rout, it routs per 10.2.

8.54 If there are more attacking units and/or stacks of units than vacated hexes, the unit(s)/stack(s) that had Superiority (if any) must advance. If no such unit(s)/stack(s), those with highest TQ must advance. If a tie, the advancing player chooses. If there were more vacated hexes than attacking units, the advancing player chooses the hex(es).

8.55 The opposing player cannot use Orderly Withdrawal (6.51) in response to the advance but may change facing per 7.15-16 and/or use Entry Reaction Fire (8.21) if eligible.

8.56 There is no advance after Missile Fire, alone, regardless of what the target unit does.

8.6 CAVALRY PURSUIT

> *HISTORICAL NOTE: One of the problems with cavalry throughout military history is that it was often difficult to stop victorious cavalry from pursuing the fleeing enemy troops. (Some historians believe that Hannibal, wily fox that he was, counted on the superior Roman cavalry galloping off at Zama!) The telling factor in getting the runaway horse back into the battle was usually the level of leadership control.*
>
> *PLAY NOTE: This rule is not used in Beneventum, which is why there are no Pursuit boxes on that map.*

8.61 Attacking Cavalry units that rout the defending units in Shock combat may pursue. Only victorious attacking cavalry units pursue—never victorious defending units. If more than one attacking cavalry unit is involved only one of them will pursue, owning player's choice. There is no pursuit in the following circumstances:

- If the defending unit(s) routs from a failed Collapse TQ check (8.47[2]).
- If the defending unit(s) is surrounded by enemy units and/or enemy ZOC.
- If there are two defending units and only one routs.
- If the cavalry unit was Engaged (see 10.4) at the time of the rout.

- In any Shock combat resulting from a Pursue result (8.62)

In the above cases, the victorious cavalry unit(s) Advances After Combat (8.5).

8.62 To resolve the pursuit, the owning player rolls a die and compares the result to the pursuing cavalry's TQ rating. If the

DR is higher, the cavalry unit and any leaders stacked with it *must* **Pursue**, otherwise it *must* **Break-Off**. The procedures are:

- **Pursue:** The pursuing cavalry unit moves toward the routed unit along its path of retreat. There is no MP cost to do so, but Cohesion Hits due to terrain apply. If all defender(s) were eliminated (Routed units, Skirmishers, etc.) the pursuing cavalry unit instead moves ½ of its MA (round up) if any of the defenders were infantry, full MA if all defenders were cavalry

  - In the direction the routed unit(s) was heading—pursuing player's choice if more than one direction, or

  - In the direction of the opposing player's Retreat Edge if none of the eliminated units were already Routed.

The cavalry unit must stop if it enters an enemy ZOC or places an enemy unit in its ZOC. The pursuing player then resolves a Shock combat (8.43-8.47) against all enemy units in its ZOC. If the pursuing unit is required to advance, it does not check for Cavalry Pursuit. The cavalry unit advances per 8.5 unless all defenders were Routed at the start of the combat and eliminated, in which case the cavalry unit instead moves ½ of its MA (round up) or full MA in the same manner as bullet #1, above.

PLAY NOTE: This will usually place the victorious cavalry unit somewhat out of range of its leader, and the player must then decide what the best course is for this situation.

If the enemy unit rout moves off the map, the pursuing cavalry unit and any stacked leaders are placed off map. The exit hex for purposes of 8.64 is the hex where the routed unit left the map.

- **Break-Off:** The cavalry unit Advances after Combat (8.5).

8.63 Cavalry units that either Break-Off or Pursue are Finished for the Game Turn; they may not be ordered to move or fire but may recover Hits. They cannot Shock attack but may react (6.5, 8.2, etc.) and defend normally. Mark these units with a Pursuit/Finished marker after resolving the Break-Off/Pursuit.

EXAMPLE: [Zama] A Hastati unit in 2728 is charged by Carthaginian HC (TQ=7) and routed. The Hastati retreat to 2527 and in checking for pursuit, the Carthaginian rolls a 8, ... and he's off in hot pursuit. The cavalry moves into 2628 and it attacks again, routing the fleeing Hastati, eliminating them. It then advances 4 MP in the direction the fleeing Hastati was headed.

PLAY NOTE: The Routing Player, where reasonably possible, should have his fleeing units avoid contact with his own units. The key word is, of course, "reasonable" ... and, in cases of bitter dispute, the pursuing player's opinion overrides all. Try not to feel that you can use your fleeing units to lead enemy cavalry into some sort of "trap". And please don't call us with "can I retreat here" questions. Use your common sense.

8.64 Off-Map Regroup. It is possible pursuing cavalry may end up off-map. They may not re-enter the game until the player uses his OC to declare that his entire Orders Phase is to Regroup and Return the cavalry (regardless of range or location). A cavalry Regroup and Return Order applies to all off-map cavalry from that army. It allows the off-map cavalry to re-enter the map within 2 hexes of the hex by which it left, using as much of their MA as they wish.

8.65 Cavalry units that are off map because they pursued are not considered when determining Rout Points. Leaders that are off map do not activate.

8.66 Cavalry Pursuit Option: Instead of using the TQ Rating to check for pursuit (8.62), use the following Pursuit Ratings:
LC/LN: 5; **RC/HC/BC**: 3; and apply the following DRMs
+1 for Numidian LC
+2 if any routed unit is infantry
+/- Charisma Rating of any one leader involved
-1 if in the ZOC of an enemy combat unit

8.7 THE COMBAT TABLES

8.71 The Missile Range and Results Chart: This table is used to determine the strength of a missile unit firing at a given range.

8.72 The Shock Superiority Chart: This chart is used to compare the superiority (if any) of one type of unit compared to another, depending on which side is attacking or defending. Always read down the column—from the Attacker's point of view. (Reading across, by row, gives a "false" result.) Superiority is used to augment Cohesion Hits.

8.73 Clash of Spears and Swords Chart: This chart is used to determine which Column will be used on the Shock Combat Results Table (subject to adjustments).

8.74 Shock Combat Results Table: This Table is used to resolve shock combat in terms of Cohesion "hits" to both attacker and defender. See 10.11 and 10.14.

8.75 The Cohesion Hit and TQ Check Chart: Use this as a summary of when Cohesion Hits are applied and when TQ checks take place.

9.0 SPECIAL COMBAT UNITS

9.1 WAR ELEPHANTS

HISTORICAL NOTE: Despite their drawbacks, War Elephants were very popular from the era of the Diadochi (Alexander's successors) through the days of the Roman republic (even the Romans used them—cf. Cynoscephalae— although not often). By the time of Pyrrhus, war elephants become equipped with "towers" and their compatriot cavalry had also become trained

9.11 Pass-Thru: An infantry unit, when faced with an elephant moving attack through one of its front hexes, may attempt to allow the elephants to Pass Through. This decision must be made prior to the Pre-Shock TQ Check die roll (8.53) and may be elected only if at least one of the defender's Rear hexes is unoccupied. Pass-Thru is not allowed when an infantry unit is attacked through a Flank or Rear hex, or when an Elephant unit is attacking along with other units or attacking more than one unit. If the player decides against Pass-Thru, Shock proceeds normally. If he decides to allow Pass-Thru, the following occurs:

1. Add one (+1) to the infantry's Pre-Shock TQ Check DR.

2. Proceed with Shock resolution procedure but halve (round down) Cohesion Hits to the defending unit and reduce the Cohesion Hits to the Elephant unit by 1.

3. After the Shock combat is resolved, if the infantry unit did not rout and the Elephant unit has not rampaged, place the Elephant unit on the far side of the infantry unit it attacked, in either one of the defender's unoccupied Rear hexes, maintaining its facing. Thus, an elephant in 3022 charging into 2921 would end up in either 2821 or 2822 (Elephant player's choice if both are unoccupied) at the end of the attack.

4. The defending unit, other than a Skirmisher unit, now undergoes a Pass-Thru TQ Check. Subtract the unit's TQ from the DR, with any excess being the number of Cohesion Hits now applied (DR–TQ=Hits).

PLAY NOTE: Pass-Thru does not apply to rampaging elephants.

DESIGN NOTE: Most infantry was trained to (attempt to) avoid an elephant charge by allowing the elephants to pass through their ranks. The maneuver did neutralize some of the elephant's power, but at some cost in cohesion to the rank-splitting units.

9.12 Elephant Screens: Elephants were quite vulnerable to missile attacks, and, to protect against this, armies surrounded each elephant with its own light screen of skirmishers, usually archers (represented by the small "a" on the counter).

Elephant Screens can missile fire—but as Reaction Fire only—using the special section on the Missile Chart for Elephant Screen Archer. They also have their own missile supply markers. Elephant Screens may not fire as part of an order. The firepower is much less than normal archer units, to account for the size of the screen and its tactical use. Elephant units are not treated as skirmishers; the screen is part of the elephant counter. In addition, because of their screens, Elephant units can be Missile Low/ No on either or both javelins and/or arrows. Use the appropriate marker to so indicate. Leader elephants do not

have screens (they usually did, but they were too small to be a factor).

9.13 Tower Riders atop elephants were armed with javelins. Treat them as Mounted Javelins for Missile Range purpose. As Reaction Fire, an elephant unit may fire both Javelins and use its screen to fire arrows. However, the player rolls separately for each such Missile Fire.

DESIGN NOTE: Several historians portray Hannibal's elephants without "towers." Makes no difference, the rule remains the same.

9.14 Elephant Rampage: When an Elephant unit routs, it goes on a Rampage, charging anyone in sight. Leader elephants may also rampage, but they have less of a chance of doing so. Each time an Elephant unit routs, the owning player rolls the die and does one of the following depending on the DR:

Die Roll	Result
0	The Elephant unit heads in the direction of the nearest friendly unit; a Leader Elephant is eliminated instead.
1–6	The Elephant unit heads in the direction indicated on the Compass on the map, an example of which is given below. Note that geographical direction is represented at the vertex; the direction in which the elephant is to rampage is by hexside.
7–9	On the first Rampage DR, the Elephant heads in the direction directly away from the unit that caused the rampage. A 7-9 on any subsequent die roll means the elephant's mahout has been successful in stopping the rampage by driving a wedge into the beast's brain; the unit is eliminated. If it is a Leader Elephant, the unit is, instead, immediately rallied with Cohesion Hits equal to its TQ minus 2.

Each Elephant Rampage is always resolved immediately, before any other game mechanic is addressed… except for Orderly Withdrawal in face of the rampaging elephant (6.51).
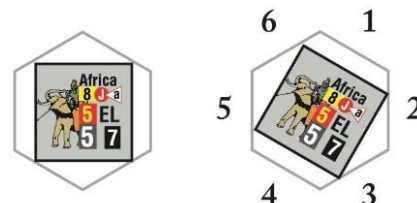
EXAMPLE: The above diagram shows the elephant unit refaced after a Rampage die roll of "1." This is just an example; use the compass on the map for each battle.

A rampaging Elephant and any stacked leader always attempt to move three (3) hexes per directional die roll in the indicated direction until it either moves off the map or is otherwise

eliminated. If a rampaging Elephant unit would enter a hex occupied by a unit—whether it be friend or foe—the Elephant stops in the adjacent hex and the "target" unit incurs:

- 1 Cohesion Hit if the Elephant would have entered frontally, or
- 2 Cohesion Hits if it would have entered from the flank or rear.

Regardless of angle of rampage, Cavalry units always incur 2 Cohesion Hits.

If the target is a stack, both units receive the Cohesion Hits.

If there is a leader in the hex (alone or stacked with a unit), and he cannot withdraw (see 4.72), he is tragically impaled on the elephant's tusks, tossed high in the air, and then crushed to death under its feet. All that without a die roll!

The player now rolls again, as above, repeating the process until:

- The Elephant unit rampages off the map, or
- The Elephant unit is eliminated (7-9 mahout DR), or
- The Elephant unit is at least 8 hexes from the nearest unit, in which case it is eliminated, or
- If none of the above, after the 4th consecutive Rampage DR, the Elephant unit is eliminated.

If a leader was stacked with the Elephant roll for a leader casualty at the end of the Rampage. If the leader survives, he remains on the map where the Elephant ended the Rampage. If the Elephant Rampages off the map, both the Elephant and the leader are eliminated.

Rampaging elephants have no ZOC, and they may not be rallied. Each "Rampage" is undertaken until its conclusion, so there may never be more than one rampaging elephant at any one time. And remember 4.72 and 6.51.

PLAY NOTE: When an elephant rampages, play stops and the Rampage is resolved before anything else occurs.

DESIGN NOTE: Historically, the mahouts were trained to use "the wedge" on any berserk elephants. With each counter representing 5 elephants, the rule represents the 1 or 2 elephants they could not dispatch immediately.

9.15 Cavalry vs. Elephants: Cavalry units may never voluntarily move into the ZOC of an enemy Elephant unit. They may move into or through an enemy Elephant's flank or rear hexes but at the cost of 2 Cohesion Hits for each such hex entered. This cohesion penalty also applies if the cavalry unit is forced to enter an Elephant ZOC. Cavalry may never attack an enemy Elephant through the latter's frontal hexes; they may attack through the Elephant unit's flank or rear hexes, but they do not gain the usual Attack Superiority for such an attack.

9.16 Elephants vs. Cavalry: If an Elephant unit moves adjacent to an enemy Cavalry unit from a non-adjacent hex, the Cavalry must attempt Orderly Withdrawal. The Cavalry unit cannot use any form of Reaction Fire if it can withdraw. If the Cavalry unit cannot withdraw, it must undergo an immediate TQ check. If the DR is higher than a unit's TQ, it incurs Cohesion Hits equal to the difference between the DR result and its TQ with a minimum result of 1 Cohesion Hit. If the Cavalry unit is routed, it is automatically eliminated, no DR necessary. This rule does not apply to Leader Elephants.

9.17 In any instance where Elephant units attack other Elephant units, neither side may gain Position Superiority. Thus, one Elephant attacking another Elephant through the latter's flank/rear does not gain Attack Superiority.

HISTORICAL NOTE: Elephants did not fight in formations.

9.18 Unless the rules specifically state otherwise, Elephant units may be commanded by any leader.

9.19 Indians vs. Africans: In addition to the notes on the Clash of Spears and Swords and Shock Superiority Charts, the following rule is in effect when Indian Elephants fight African Elephants: add one (+1) to all Pre-Shock die rolls (8.43) for African Elephant units.

HISTORICAL NOTE: The argument over which family of elephants was best—or even which type was available at any given battle—has been argued long and hard for many years. The two basic groups were the large Indian elephants and the somewhat smaller (and purportedly less warlike) "Forest" elephants of northern Africa. The large elephants of southern Africa were virtually unknown at that time. For game purposes, the Indians are slightly better vis a vis other unit types (they're bigger, making it tougher to reach the riders, and they took to warfare somewhat better than their African cousins). In terms of who was better in a head-to-head confrontation (which is an accurate description as to how elephants fought), our sole "ancient" source of information is the battle of Raphia (217 B.C.), in which Antiochus' Indians completely blew away Ptolemy's Africans (although Antiochus lost the battle).

9.2 SKIRMISHERS, VELITES, AND LIGHT INFANTRY

DESIGN NOTE: Skirmisher units were truly ill-suited to shock combat; they were, in fact, trained to avoid it. Skirmishers rarely had any armor protection, and the only weapons they carried were their bows, slings or javelins. They fought dispersed in "open" formation, and their intent was to delay, harass and screen (although they were quite effective against elephants and chariots). Velites were the first line of a legionary deployment. Although more heavily armed than skirmishers, their function and training were much the same. Their formation, however, was not quite so "open", and they are not treated as skirmishers; they are Light Infantry, which also have some added maneuver capabilities.

9.21 Orderly Withdrawal: Skirmishers may Orderly Withdraw up to 2 hexes before any units whose MA is the same or less (i.e., all foot units),

regardless of the MA differential. The only time Skirmishers and Velites incur Cohesion Hits when using Orderly Withdrawal is after being approached from a Rear hex (6.52).

9.22 Missile Fire: If a Skirmisher is a target of Missile Fire, add two (+2) to the die roll. Skirmisher and Light Infantry Archers (Class A) cannot used H&D fire. Light Cavalry cannot use H&D fire against Skirmishers.

9.23 Shock Combat: Skirmishers have the following restrictions when involved in Shock combat: • Skirmishers cannot Shock attack.

- All units that shock attack Skirmishers do not have to make a Pre-Shock TQ check even if they have SHOCK MUST CHECK TQ markers.

- Phalanx (PH), Heavy Infantry (HI), and Legion Infantry (LG) units that are attacked from a Front hex by Light Infantry (LI) *do not* undergo a Pre-Shock TQ check even if the attackers are marked MUST CHECK TQ, though the attacking LI still do. The reverse is not true; PH, HI and LG do undergo a Pre-Shock TQ check when attacking LI.

- Any Cohesion Hits inflicted by Skirmishers in Shock combat are halved (round down) with a maximum of 1 Cohesion Hit.

EXAMPLE: Thus, if a Light Infantry attacking a Skirmisher would produce an unadjusted result on the Shock Results Table of 1(4), the actual result would be 0(4).

9.24 Other situations:

- Skirmishers do not make an Elephant Pass-Thru Check (9.11).

- Skirmishers that Rout are eliminated instead.

- See 6.69 for special stacking rules for Skirmishers and Velites.

- When determining lines for a Line Command (4.32), the presence of a Velites or Skirmisher unit does not disrupt the line if the interruption is caused by only one such unit.

EXAMPLE: There are hastati in 2808, velites in 2809, and hastati in 2810. This would still be eligible to be a line. However, if there were velites in 2809 and 2810 and the hastati in 2808 and 2811, the two hastati would not form a line. If there were hastati in 2808, 2810, and 2812, with velites in 2809 and 2811, the hastati could form a line.

9.3 LIGHT CAVALRY

9.31 Missile armed Light Cavalry may use H&D fire (8.3) against all units with a lower MA except Skirmishers. Light Cavalry Archers can fire when they use Orderly Withdrawal (6.55).

9.32 Any Cohesion Hits inflicted by attacking Light Cavalry against a Phalanx or a Heavy, Medium, Legion, or Barbarian Infantry unit, are halved (round down).

EXAMPLE: A Light Cavalry unit with Attack Superiority (AS) against a Heavy Infantry unit would use the printed result on the Shock CRT.

DESIGN NOTE: The hit reduction introduced in Deluxe Alexander is carried over here but with a reduced effect on positional superiority reflecting the better quality of the Light Cavalry, particularly the Numidians, during this time period.

9.4 PHALANX DEFENSE

9.41 In any Shock Resolution in which a unit *moves adjacent to and Shock attacks* a Phalanx from the defender's Front hex, the Shock column is adjusted two to the left (2L) for each flank hex of the defending Phalanx that is occupied either by another friendly Phalanx unit or is in the ZOC of a friendly Phalanx unit. If the attacker is Heavy Infantry (any Class), the adjustment is one to the left (1L). This applies only to moving attacks, not to attacks in which the attacking unit started adjacent to the Phalanx unit and stayed in that hex to shock. It also does not apply to flank/ rear attacks, or if any attacker is also a Phalanx unit.

EXAMPLE: If 2 LGs attack a PH frontally that has other PH units in each flank hex, the Shock attack is resolved, assuming no other adjustments, on the '1' column (they start in '5' and get shuffled 4L to '1'). This means that, on average per Shock, the PH will take 1, maybe 2 hits; but each LG will take 2 or 3.

DESIGN NOTE: This reflects the remarkable defensive capabilities that this wall of sarissa had, especially against the initial charge by the enemy. Once inside the sarissa, the attackers stood a better chance of cracking the phalanx. The reduced effect for Heavy Infantry reflects the fact that they were spear armed too.

9.5 DOUBLE DEPTH PHALANXES

DESIGN NOTE: To increase the crushing pressure of the phalanxes, post-Alexandrian commanders using the Macedonian system often implemented a formation which doubled their depth. Eligible units are listed in the scenario specific rules.

9.51 Phalanxes may use Double-Depth (DD) formation, which allows them to stack two to a hex. Forming Double-Depth requires an Individual Order or Line Command, directly from the OC. To form Double-Depth, the stacking, "back" Phalanx must start its movement in the hex directly behind the "front" Phalanx. The "back" Phalanx then moves into the front Phalanx's hex, paying normal terrain costs, and expends 1 MP in addition to the terrain cost to stack. The "back" Phalanx is then placed underneath the "front" Phalanx. This completes the movement for both units for that Order Phase.

9.52 Movement Restrictions: Double Depth formation has the following effects:

- The units may receive orders only from the OC.

- They may move as one unit, but it takes 2 Individual Orders (when using Individual Orders) to move both units together. They may use Pre-Arranged Withdrawal (6.8).
- The units may not Wheel (6.44), Reverse (6.45), or use Column (6.7). Un-stacking requires an Individual Order or Line Command as above, at which time the top unit moves off at normal costs. The bottom unit must remain in place.
- The units always use their 4 MA; they never use their 5 MA for anything. For any movement that would incur a Cohesion Hit, both units incur the hit.
- No unit, of any type, may ever move through or into a Double Depth stack. Treat them as impassable terrain.

9.53 Combat Effects: Double Depth formation has the following effects on combat: • The Sizes of both units are combined.

- Only the top unit is used for TQ checks (unless attacked from the rear, in which case it's the bottom unit). However, if that unit incurs any Cohesion Hits, then the other unit checks.
- Units defending against a Shock attack by units in Double Depth, add one (+1) to their Pre-Shock TQ check die rolls.
- Defending units at Double Depth subtract one (–1) from their Pre-Shock TQ check die rolls. Phalanx Defense (9.41) also applies.
- If a Double Depth stack is Shock attacked from its flank or rear, the defender Cohesion Hits are tripled (3x) instead of doubled.
- Cohesion Hits from Shock are distributed equally between the two units, with any odd hits going to the top unit. Cohesion Hits from Missile Fire hits apply only to the top unit… unless fire is through the rear, in which case hits apply to the bottom unit.
- If either unit in the stack routs, they both rout. The units must retreat to separate hexes. If this is not possible, the unit is eliminated instead.

EXAMPLE: See the scenario rules for Cynoscephalae.

9.6 THE ROMAN MANIPULAR LEGION

HISTORICAL NOTE: The major advance in the science of military tactics in this era was the "manipular" legion, as developed by Rome starting somewhere in the late 3rd century B.C. It allowed the Roman strengths—training and discipline—to be translated into a tactical flexibility that often proved superior, even when her generals were not. Therefore, Roman armies have certain advantages, most of which have been discussed above and are summarized in this section.

9.61 See 6.69 for a chart summarizing legionary stacking advantages. For Romans, the "rule of thumb" is that two Roman infantry units of the same border color can stack without penalty. There are exceptions, such as Velites. A Roman stack may move together when necessary or desired. It takes two Individual Orders to move two stacked units (only one, if

stacked with the OC, and he is giving the orders)—but only one LC, if they are both eligible. Roman infantry units are also allowed spaces between them when determining lines; see 4.32.

9.62 Stacked Roman units combine their Size when attacking or defending, but all other ratings, especially TQ, are those of the top unit. Stacked Romans must shock attack the same hex; see 8.42. Only the top unit may fire. Each units makes its own TQ check but uses the TQ of the top unit. Automatic Cohesion Hits (8.56) are applied to each unit in the stack. Cohesion Hits from Shock resolution 8.46 Step 4 allocated per 10.13.

9.63 For stacked Roman units with different border colors, or of the same border color and different classes, there is a +1 DRM to all TQ checks.

9.64 Roman Stacking order may be changed/switched only by an Individual Order to do so; it may NOT be part of movement or a Line Command, although facing may be changed by LC. If the player desires to move only one unit from a stack, only the top unit may move.

9.65 Roman infantry pay 1 MP cost for changing facing, but, unlike most other units, they may change any number of vertices.

Original Deployment

After Manipular Line Extension

9.66 Manipular Line Extension: Stacked Roman units with unoccupied flank hexes can extend their line as part of a Line Command or in reaction to enemy movement instead of using Orderly Withdrawal. To undertake Manipular Line Extension (MLE), all the top units in the stacks in the same "Line" (see 4.32) *may* move sideways into the vacant flank hexes, as per the diagram, below. If a flank hex is occupied, MLE *cannot* be used to place a unit in that hex. MLE is not considered movement, uses no MPs, and does not earn any Cohesion Hits. The hex entered by MLE must be Clear and *not* in an enemy ZOC. Facing remains the same. This rule only applies to "un"-stacking the units; it does not apply to stacking them together.

9.67 Manipular Line Extension may be undertaken as a reaction to enemy movement the instant an enemy combat unit comes within 2 hexes of a line of stacked of Roman units. The Roman player may make his choice at any time any enemy unit so places itself (that is, he does not have to exercise his MLE rights

the first time they become available). If enemy movement triggers both Orderly Withdrawal as well as MLE, both may be undertaken together but not by the same units.

EXAMPLE: A Velites unit sitting between two hastati stacks may Withdraw through the gaps in a Hastati line upon approach of, say, an enemy phalanx and, as soon as that unit is through the gap, the Hastati line may undergo MLE.

9.68 Manipular Line Extension may also be undertaken as part of a Line Command (only). If undertaken as a LC, both units may move after the MLE but subtract two (–2) from the MA of each unit. There are no Cohesion Hits applied for the MLE. Units in Column may not use MLE.

9.7 ROMAN TRIARII TACTICAL DOCTRINE
This rule must be used with any battle involving Romans that took place prior to 200 B.C. in which Scipio Africanus is *not* present as Overall Commander (and, yes, even though, historically, Scipio was at Cannae, for game purposes he wasn't... so use it at Cannae). It represents the way Romans used their Triarii ... and, for Rome, doctrine was the equivalent of unassailable dogma.

9.71 Triarii units *cannot* move, but may change facing, until and unless one of the following occurs:

- There is an enemy combat unit, other than an Elephant unit, that is within three hexes and LOS of any unit in the Triarii line; *or*
- The Triarii units are at least 6 hexes from all other Roman or Ala—but *not* allied–infantry lines, be they Hastati, Principes or whatever.

9.72 Triarii units *cannot* move and Shock attack unless and until the Roman army has Rout Points equal to at least one-half of its Army Withdrawal Level (round down). They may always, however, Shock attack (without moving) against enemy units in their ZOC.

9.8 ARTILLERY
RULES NOTE: We have added the now standard artillery rules to the rulebook with changes to a specific scenario, here notably Beneventum, noted in the scenario special rules.

9.81 Scorpios are Bolt-firing (B) engines with built-in crews. The Scorpios have a TQ rating, and they are treated as Light Infantry (LI) for movement and when defending in Shock combat or against missile fire. Scorpios may not Shock attack and their only offensive combat capability is to Fire.

9.82 A Scorpio is in either Fire or Move mode. It requires an Individual Order from any friendly leader to change its mode. Scorpios in Move mode cannot fire, and conversely, cannot move in Fire mode. A Scorpio that has had its mode changed to Move cannot move in that Orders Phase, nor can a Scorpio that has had its mode switched to Fire, fire in that Orders Phase. A Scorpio unit in Move mode requires an Individual Order from

any friendly leader to move. Scorpio units do not need orders to fire (see 9.85 below).

PLAY NOTE: The front side of the counter shows the Scorpios in Fire mode; the reverse side in Move mode.

9.83 Only one Scorpio unit may occupy any one hex. All other stacking rules apply.

9.84 Scorpio units have no facing; they may move or fire in any direction, regardless of the direction the actual counter is pointed. All Shock attacks against Scorpio units are considered frontal.

9.85 Active Fire: Scorpios may fire offensively twice per Game Turn (not Orders Phase) during any friendly Orders Phase. They do not need an order to fire and can fire at any time during the active player's Movement/Fire segment, no more than one shot per phase. The first time a Scorpio unit fires, place an Active Fire Once marker on it. The second time it fires, flip the marker to its Active Fire Twice side. A Scorpio that fires cannot do anything else that phase.

9.86 Reaction Fire: Scorpios may fire twice per enemy Orders Phase at any time during the enemy Movement/Missile segment—and we mean "any"; they may fire even during enemy movement! The firing player simply says, "I'm firing my Scorpio", or words to that effect. The first time the Scorpio unit fires, place a REACTION FIRE ONCE marker on it. The second time it fires, flip the marker to its Reaction Fire Twice side. Scorpios, however, cannot use *any* type of ordinary Reaction Fire (8.2).

9.87 Scorpios incur and recover Cohesion Hits as any other unit. A Scorpio that routs is immediately eliminated.

10.0 THE EFFECTS OF COMBAT
Combat units incur cohesion "hits" from excessive movement and/or combat. Too many Cohesion Hits produce a rout. Routing units run away and head for their Retreat Edge (see specific scenario instructions). A routed unit can be rallied in certain circumstances.

10.1 COHESION
Cohesion is a measure of how organized and effective a unit is at any point during the battle. The loss of cohesion is measured in Cohesion Hits, which are applied against a unit's Troop Quality Rating (TQ), sometimes automatically, sometimes after a die roll. The Cohesion Hit and TQ Check Chart summarizes when these hits occur.

10.11 TQ Checks: The Cohesion Hit and TQ Check Chart gives the times during the game when a unit must undergo a TQ check. These instances have also been noted throughout the

rules. A TQ check consists of rolling the die and comparing it to the unit's printed TQ rating, and applying the result given on the chart— usually one or more Cohesion Hits if the DR exceeds the rating. Note that Routed units have a TQ of 1.

10.12 Cohesion Markers: Each time that a unit incurs a Cohesion Hit place a numeric marker, representing the total number of hits taken, on (or under) the unit counter. Cohesion Hits do not affect a unit's combat strength or capabilities in any way, other than to show how close it is getting to falling apart. Thus, a unit with a TQ of 6 and 4 hits has the same combat effect as one with no hits. It is just more likely to rout.

10.13 If there are multiple units involved in a single combat resolution, Cohesion Hits must be divided as equally as possible amongst these units, with any extra hits being given to the unit that was:

1. used to gain Superiority
2. used to determine the Shock Column on the Clash of Spears and Swords Chart
3. 6.68 bullet #6, if applicable
4. owning player's choice

Exceptions:

- If a leader on a Leader Elephant is stacked with a combat unit, that player does not have to apportion any hits to the Leader Elephant, unless the number of hits exceeds the other combat unit's TQ. In that case, all excess hits apply to the Leader Elephant.

- If a Phalanx unit is attacking two or more non-Phalanx units, the attacker chooses how any Cohesion hits will be distributed amongst the defenders. Such distribution may be uneven, if so desired. This does not apply when Phalanx units are defending. This rule applies even if it means that a unit will rout.

10.14 When a unit has absorbed Cohesion Hits equal to or more than its TQ rating, it automatically routs (10.2).

10.15 If, during Shock resolution (8.43, 8.47), all attacking and defending units would rout, the following occurs:

1. The attacker adds to his total hits the number of Cohesion Hits—if any—that he would incur were he to Advance after Combat (8.5).

2. All units on the side with the unit that has the greatest discrepancy between hits and TQ rating rout (10.2). The units on the other side do not rout. The Cohesion Hits on all units on the side that did not rout are adjusted to the units' TQ minus 1. If the attacking side did not rout, the attacker Advances after Combat per 8.5. If the defending side did not rout, those units remain in place.

3. If the difference between the hits and TQ is the same for both sides, the defender routs. The Cohesion Hits on all attacking units are adjusted to the units' TQ minus 1 and the attacker Advances after Combat (8.5).

If one (or both) sides have more than one unit involved, and at least one unit has less Cohesion Hits than its TQ, then all units that do not, rout per 10.2. The above sections apply only when all units would have routed.

EXAMPLE #1: [Cannae] Hastati, TQ of 6 with four hits, attacks a Celtic Medium infantry, TQ of 5, with one hit. The Celts are in clear terrain, no elevation. The Shock Result is 2(2), but the Celt's hits are doubled because the Hastati are Attack Superior. This means that the Hastati now have 6 hits (TQ-6) and the Celts have 5 hits (TQ-5). There would be no added hits were the hastati to advance as the terrain is clear and level. They both have reached their "Rout" level, but, in this case, only the Celts Rout. The hastati adjust their hit level to 5 (TQ minus 1) and advance after combat.

EXAMPLE #2: [Beneventum] A Mercenary Hoplite unit (TQ 6) with 3 hits attacks a Hastati unit (TQ 6) with 4 hits. There is no superiority (it is a frontal attack), but the Hastati are sitting in a Level-2 Woods hex, while the hoplites are attacking from a level-1 hex. The Shock Result is a 3(2), which gives the Hastati 6 hits and the hoplite 6 hits. Normally, the Hastati would Rout. However, you must take into account any hits earned by a possible advance after combat, and here the hoplites would, when advancing, add one hit for the Woods and one for the uphill movement, giving them a total of 8 hits, or two more than its TQ. Therefore, the Mercenary Hoplites (not the Romans) would Rout and the Hastati would stay in place with a 5 Cohesion hits.

10.16 Recovery: During an Orders Phase, an Individual Order may be given to remove 2 Cohesion Hits from a unit in a Clear terrain hex provided it is not:

- adjacent to an enemy combat unit, or
- within range and LOS of an enemy unit that has missiles (this includes H&D fire) and is not Engaged.

Provided a unit is not adjacent to an enemy combat unit, 1 Cohesion Hit may be removed from a unit in Clear terrain regardless of the presence of non-adjacent enemy missile units. A player may not remove more than 2 Cohesion Hits per Orders Phase per unit. Routed units and units that have Rallied (10.28) this Game Turn may not have Cohesion Hits removed. A Move or Fire order cannot be issued to a unit in the same Orders Phase as an order to remove Cohesion Hits.

PLAY NOTE: This is a departure from the prior games in the series and can be retrofitted if so desired. The feeling here is that long range fire would have less of an impact on a unit's ability to recover its cohesion.

10.2 UNIT ROUT AND RALLY

HISTORICAL NOTE: Routing units usually ran away. However, as armies became better trained and more professional, the all-encompassing, hell-for-leather, gemme-outta-here bug-out that was part and parcel of Greek hoplite warfare had been somewhat ameliorated.

PLAY NOTE: This mechanic has been the cause of much player angst, so we have expanded on the procedure, especially when Phalanx units are involved and have added an extended example and illustrations. We are also now less draconian with regards to the ability of Phalanx to rally.

10.21 What happens to a unit when it routs depends on its Type:

- Skirmisher and Scorpio units are eliminated
- Elephant units Rampage per 9.14
- All other units rout move per 10.22

10.22 A unit that must rout move is immediately faced and moved 2 hexes towards its side's Retreat Edge as defined in the scenario rules for the battle. The unit must take the most direct path towards its Retreat Edge that is not blocked. A rout path is blocked by:

- an enemy occupied hex, *or*
- impassable hexes or hex sides, *or*
- an enemy ZOC unless occupied by a friendly unit.

When given a choice of unblocked hexes, the unit will take the path of least resistance in the following order: 1. Vacant hex not in enemy ZOC (even if terrain is Rough); *then*

2. Friendly-occupied hex not in an enemy ZOC; *then*

3. Friendly-occupied hex in an enemy ZOC.

The routing unit will always enter a '1' before a '2', etc., always with an eye towards its Retreat Edge. If the potential paths have the same priority, then the owning player chooses.

A Phalanx unit must either maintain its current facing or reverse face in a direction that would bring it closer to its Retreat Edge when it starts its rout move. If that direction is blocked, it proceeds in the other direction. In either case, the unit must go 2 hexes in that direction by moving both halves of the counter into new hexes. It cannot pivot to get around blocked hexes or friendly units. If the unit cannot move 2 hexes in the established direction, it is eliminated.

For all other units, if both hexes in the direction of its Retreat Edge are blocked, the player adjusts the facing of the routing unit, in either direction, by one vertex at a time until the unit can move into an unblocked hex. If there is no such hex, the unit is eliminated. After the retreat, place a R~outed~ marker on the unit to indicate this status and remove any Cohesion Hit markers.

PLAY NOTE AND DESIGN NOTE: Routing units have one thought in mind: getting out of the area as quickly as possible. If there are people standing in their way, that's their problem. Therefore, routs in ancient warfare often took other troops with them, especially if they were rear echelon troops of minimal value. While routing/ retreating units usually move directly towards the rear of their lines, instances will occur where that is not feasible or even possible. In such instances, common sense (admittedly in short supply during many games), along with the knowledge that these units are trying to get away from the enemy, should guide your movements. So, if a routed unit has to first

move away from the Retreat Edge due to enemy units, enemy ZOC, or impassible terrain, that's the way it's done. However, don't take this as an invitation to meander around the map trying to avoid the Retreat Edge.
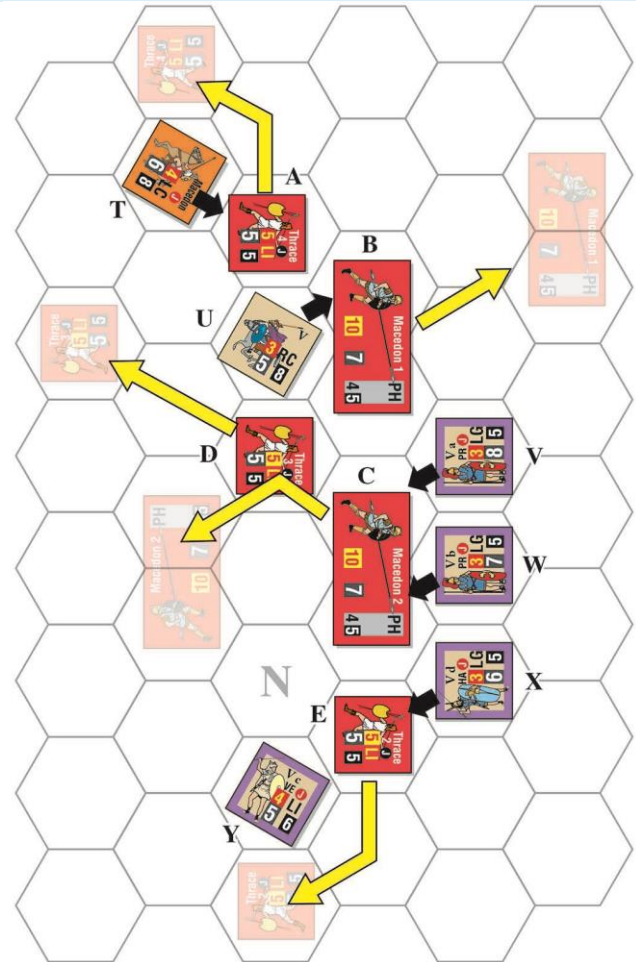
EXAMPLE: **[ERRATA:**

- **Velites Y should have a Missile No marker**
- **LI A name should be Thrace and should end its move facing in the direction it moved**
- **LI E name should be Thrace and should end its move facing in the direction it moved**
- **LC T name should be Macedon and should be faced to the vertex pointing to the bottom of the page]**

(Cynoscephalae) ~ At the start of the Collapse step Illyria LI A, Phalanx B, Phalanx C, and Macedon LI E have all exceeded their TQ thresholds. Thrace LI D is not in a Roman ZOC and has 1 Cohesion Hit (the Cohesion Hit markers are not shown). The Shock combats were resolved from bottom to top, so Macedon E routs first. The hexes in the direct path to its retreat edge are blocked by enemy units and ZOC, so it retreats around the Velites Y. Phalanx C is next. The Macedonian player rolls to see if the Phalanx will stand but fails so it must rout move. The unit reverses its facing and moves toward the retreat edge. Velites Y's ZOC blocks the move into one of the vacant hexes

*(hex N), so Phalanx **C** must move through the Thrace **D** unit. The Macedonian player must now make a TQ check for the Thrace **D** unit; the DR is a 9, so the 4 hits are enough to reach its TQ threshold. The unit immediately rout moves. Thrace **D** has an unblocked path toward its retreat edge. Next up is Phalanx **B**. The Roman Cavalry **U** had Position Superiority, so there is no TQ check to see if the unit stands; it routs. Its direct path to the retreat edge is blocked so it must move forward. Lastly, Illyria **A** retreats. Its direct path is blocked by the Aetolian LC **T** and its ZOC so it moves around the **T**, heading toward its retreat edge. After these rout moves, the Roman units would advance into the vacated hexes.*

10.23 In the Rout Movement segment of the Rout and Reload Phase, all Routed Phalanx units are eliminated. All other Routed units are moved their full, printed MA in the same direction and manner as in 10.22—even if they moved previously during the Game Turn. Routed units use normal movement rules, except that they may not enter enemy ZOCs unoccupied by friendly units. They do not incur Cohesion Hits from movement.

10.24 A unit that either moves off the map (for whatever reason) or cannot complete its rout movement because of the presence of enemy units/ZOCs or impassable terrain is permanently removed from play and considered eliminated for Army Withdrawal purposes.

10.25 The movement of routing units through or into other units is covered on the Stacking Chart (6.69). The main premise is that Routed units may move through a friendly unit but may not end their moves stacked with one. If a Routed unit were to finish its rout movement in a friendly-occupied hex (including one in an enemy ZOC), instead, and per the chart, it continues one more hex (with penalties to the non-moving unit per the chart). The routing unit is eliminated if that hex is occupied by any unit, in an enemy ZOC, or is impassable terrain. If the hex is occupied by a friendly unit, that unit suffers the "Stopping In" penalties noted on the chart.

10.26 If a leader is stacked with a routing unit, that leader may rout move along with that unit. He is otherwise unaffected by the rout.

10.27 The effects of Rout are:

- Routed units have an automatic TQ of 1. All other ratings are unaffected.
- Routed infantry missile units are automatically "Missile No". This does not apply to mounted missile units.
- Routed units may not receive or use orders other than Rally, nor may they fire missiles for any reason.
- Rout-moving units do not pay any cohesion penalties due to terrain effects.
- Routed units that incur any additional Cohesion Hits are immediately eliminated and removed from play.

10.28 Rally: During an Orders Phase, a player may attempt to Rally a Routed unit that is in Clear terrain and not:

- adjacent to an enemy combat unit, or
- within range and LOS of an enemy unit that has missiles (this includes H&D fire) and is not Engaged.

An individual leader may attempt to rally a given unit only once per Game Turn. The limitation applies to the leader, not the unit, which may be rallied by another leader in that same Game Turn. To Rally a Routed unit the player rolls the die:

- If the DR is the same as or lower than the leader's Initiative Rating +1, the unit is Rallied. Flip its ROUTED marker to its RALLIED side.
- If the DR is higher than the leader's Initiative +1, the unit rout moves its full MA using the procedure described in 10.22, unless the DR was also higher than the unit's printed TQ in which case it is instead eliminated.

Rampaging elephants never Rally.

When a unit is rallied, the player rolls the die, consults the Rally Table, and gives the unit the Cohesion Hits listed, according to that DR and the unit's printed TQ.

EXAMPLE: A Leader with an Initiative of 4 attempts to rally a routed Principes unit (with a printed TQ of 7). If the player rolls a 2, the unit is rallied. He then rolls a 5 so the rallied unit now has 2 Hits. If the original roll was a 6, the unit rout moves, and if an 8, the unit would be eliminated.

Rallied units may not receive or use orders until the next Game Turn; however, they may be refaced at no cost in MP or Cohesion Hits when rallied. Rallied units are automatically Depleted (10.3)—flip the counter to its reverse side; infantry missile units receive a MISSILE No marker.

10.29 The Rally Table: Use this table to determine the number of Cohesion Hits a Rallied unit receives.
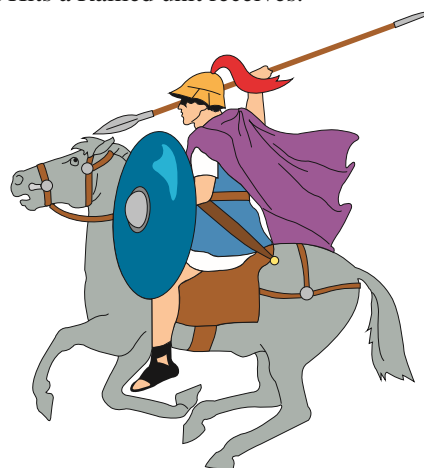
10.3 DEPLETION

DESIGN NOTE: Depletion reflects the actual loss of men in combat

10.31 Any time a Routed unit is Rallied, it automatically becomes Depleted. In some scenarios, certain units may start the game Depleted. Units that are already Depleted do not suffer additional Depletions. To indicate Depletion, flip the unit to its reverse side. Once Depleted, a unit remains so for the remainder of the game.

10.32 Depletion affects combat as follows:

* If any Depleted unit is involved in a shock attack, there is a 1L column adjustment on the Shock Results Table.
* If any Depleted unit is defending against a shock attack, there is a 1R column adjustment on the Shock Results Table.
* When a Depleted unit uses Missile Fire, add one (+1) to the Missile Fire die roll.

10.33 When attempting to Rally (10.28) a Depleted unit, add one (+1) to the Rally die roll. When consulting the Rally Table, add two (+2) to that die roll. This does not apply to newly depleted units, only those that were Depleted prior to the Rally attempt.

10.4 ENGAGED (OPTIONAL)

10.41 Units and leaders stacked with them become Engaged due to Shock combat (see 8.47). An ENGAGED marker is placed on each unit to indicate its status. Engaged units:

* cannot voluntarily move or change facing under any circumstances, *and*
* may not use Missile Fire, nor may they be the target of Missile Fire, *and*
* must, if possible, receive a SHOCK-NO TQ CHECK marker in the Shock Designation segment (8.41) if within Command Range of the active leader regardless of command restrictions.

10.42 Cavalry, Skirmishers, and Light Infantry engaged with units whose MA is less than their MA may retreat one hex maintaining their current facing, instead of receiving the SHOCK NO TQ CHECK marker. Non-Shock capable units *must* retreat if possible. That hex:

* must be vacant and one that the unit could enter by normal movement, *and*
* cannot be in an enemy ZOC, *and*
* cannot be adjacent to a unit with which the retreating unit is Engaged.

A Shock capable unit that cannot retreat must instead be given the SHOCK-NO TQ CHECK marker.

10.43 An ENGAGED marker can be removed because of unit eliminations, advances, and rout moves during the Collapse (8.47) step, or at any time, if an Engaged unit finds itself with no enemy Engaged units in its ZOC and is not itself in the ZOC of an Engaged enemy unit.

11.0 ARMY WITHDRAWAL AND VICTORY

DESIGN NOTE: The Army Withdrawal levels in the scenarios reflect the realities of each army's capabilities. Play balance may be adjusted by changing those levels, although this is something that should not be done until you are familiar with both the game and your opponent.

A player wins by causing his opponent's army to withdraw. An army will withdraw when it has accumulated Rout Points equal to or greater than its Withdrawal Level as given in the scenario. In the Army Withdrawal Phase, each player totals the number of Rout Points he has accumulated from his eliminated units—this includes combat units that have Routed off the map.

11.1 In general, a unit is worth Rout Points (RPs) equal to its TQ, with the following exceptions:

- All Skirmisher (SK) units and Elephants are worth 2 RP, except for Leader Elephants, which are worth zero.
- Phalanx units are worth twice (2x) their TQ rating. Thus, a phalanx with a TQ of '7' is worth 14 RP.
- Named leaders are worth five times (5x) their Initiative Rating; Tribunes, Prefects, and Replacement leaders are worth their Initiative Rating.

11.2 If a player's army Rout Point total is the same or higher than the Army Withdrawal Level, that army Withdraws, and that player has lost the battle. If both sides reach or exceed their Withdrawal Level at the end of the same turn, the player with the least number of RP above that level wins (but just barely). If both sides are exactly the same, it's a draw.

Livy–The Disaster at Cannae

Such was the battle of Cannae, a battle as famous as the disastrous one at the Allia; not so serious in its results, owing to the inaction of the enemy, but more serious and more horrible in view of the slaughter of the army. For the flight at the Allia saved the army though it lost the City, whereas at Cannae hardly fifty men shared the consul's flight, nearly the whole army met their death in company with the other consul. As those who had taken refuge in the two camps were only a defenseless crowd without any leaders, the men in the larger camp sent a message to the others asking them to cross over to them at night when the enemy, tired after the battle and the feasting in honor of their victory, would be buried in sleep. Then they would go in one body to Canusium. Some rejected the proposal with scorn. "Why," they asked, "cannot those who sent the message come themselves, since they are quite as able to join us as we to join them? Because, of course, all the country between us is scoured by the enemy and they prefer to expose other people to that deadly peril rather than themselves." Others did not disapprove of the proposal, but they lacked courage to carry it out. P. Sempronius Tuditanus protested this cowardice. "Would you," he asked, "rather be taken prisoners by a most avaricious and ruthless foe and a price put upon your heads and your value assessed after you have been asked whether you are a Roman citizen or a Latin ally, in order that another may win honor from your misery and disgrace? Certainly not, if you are really the fellow-countrymen of L. Aemilius, who chose a noble death rather than a life of degradation, and of all the brave men who are lying in heaps around him. But, before daylight overtakes us and the enemy gathers in larger force to bar our path, let us cut our way through the men who in disorder and confusion are clamoring at our gates. Good swords and brave hearts make a way through enemies, however densely they are massed. If you march shoulder to shoulder you will scatter this loose and disorganized force as easily as if nothing opposed you. Come then with me, all you who want to preserve yourselves and the State." With these words he drew his sword, and with his men in close formation marched through the very midst of the enemy. When the Numidians hurled their javelins on the right, the unprotected side, they transferred their shields to their right arms, and so got clear away to the larger camp. As many as 600 escaped on this occasion, and after another large body had joined them they at once left the camp and came through safely to Canusium. This action on the part of defeated men was due to the impulse of natural courage or of accident rather than to any concerted plan of their own or any one's generalship.

Excerpted from The History of Rome, Book 22. *Trans. Rev. Canon Roberts— http://etext.virginia.edu/toc/modeng/ public/Liv3His.html*

SPQR Rules Index

Terms and main entries are in **bold and underlined.** Primary references are listed in **bold** type.