

PAEAN

GREEK CITY STATE WARS



Rules for Hoplite Warfare

Greek Archaic Period 800BC to 480BC



INTRODUCTION

Paeon is the war cry of the Greek Hoplite Phalanx, the literal definition is “a song of joyful praise or exultation”, normally to their deity in most cases this would have been *Apollo* the Greek God of War.

These ancient wargame rules have been developed to be fast, fun and enjoyable; they function on the simple principles of command, action and response. The main aim of the rules is to create a paperless wargame that feels historical when played and gives a realistic conclusion at the battles end.

The rules are designed for small miniature scale figures that fit on a standardised frontage base. The frontage of figures on the base and the subsequent number of ranks determine the type and number of offensive dice that are rolled for missile fire and close combat without any modifying situational dice being added.

The ebb and flow of the battle is determined through the individual commanders of each army, they use their command abilities to control the stream of orders to the formations that they govern. Fortune does favour the brave and these rules definitely reward the zeal of a pious commander.

Heroic characters with Demi-God qualities can influence the course of a battle, giving aid at times of need and inspiring their fellow warriors to feats of great renown.

The historical timeframe for these rules is the Greek Archaic Period of 800BC to 480BC. In Greece there were many hundreds of *Poleis* or centres of population, many of these *Poleis* were conquered or came together through a shared interest to form larger Greek City States. These rules are set in a time where the key *Poleis* are wanton for expansion and conquest.

UNIT FORMATIONS

A single base of infantry or cavalry is the smallest formation; with a figure scale of approximately one to four this represents about sixty four men for a two deep heavy hoplite base. Larger formations are formed by grouping together the smaller single base formations into larger multiple base formations or Phalanx.

These rules have five different types of formations for infantry and three for cavalry, these are:

INFANTRY	Figures/Rank	Ranks/Base	Armour Value	Movement CM
Light	4	1	2	15
Light Medium	6	2	2	15
Medium	6	2	3	10
Light Heavy	8	2-4	3	10
Heavy	8	2-4	4	5
CAVALRY				
Light	4	1	2	30
Light Medium	6	1	2	25
Medium	6	2	3	20

All formations have a fixed frontage size of 40mm for 4, 6 or 8 figures per rank. For infantry the depth of the base is 15mm deep for a single rank, 20mm deep for double ranks, 25mm deep for triple ranks and 30mm deep for quadruple ranks. For cavalry the depth is 20mm for *light* and *light* medium cavalry in a single rank and 30mm for *medium* cavalry in a double rank.

Commanders and heroes are individually based on a 30mm circular base.

The above base sizes are for 1/300th scale figures or 6mm, double the sizes and distances for 15mm figures and triple the sizes and distances for 25mm figures.



INITIATIVE

The initiative is only determined once at the start of each game. Both sides roll a D6 dice and add the resultant number to their army commanders *Command Value*. The highest resulting value wins initiative; a draw indicates a reroll is required. The side with initiative starts the first *Bound Sequence*.

BOUND SEQUENCE

In each bound sequence the active side can issue orders from its army commanders and sub-commanders.

COMPULSORY COMBAT

Any combatants that are still in base contact with their enemy will execute a single round of *Close Combat*.

SKIRMISH ACTIONS

All *light* formations execute *Initiative Tests* to check if they can undertake skirmish actions to harass the enemy. A *light* formation may attempt to perform consecutive tests if the previous test was successful.

CALL OF POWER

The supreme army commander can freely issue ONE order to each friendly formation that is within 10cm of itself. Each formation may execute a single FREE action, see *Formation Actions*.

COMMAND ORDERS

Each commander can attempt to issue orders to *light medium, medium, light heavy and heavy* friendly formations. For each order a successful *Command Roll* must be achieved with any command modifiers applied. Success indicates that the formation may execute a single action, see *Formation Actions*. Continuing success means that the commander can continue issuing orders, but failure indicates a loss of command for this commander and the next commander then receives the baton to issue orders. The round ends once all eligible commanders have either relinquished or lost their command.

The *Command Value* of the commander determines in which order commanders and sub-commanders are selected to issue orders, start with the highest value and then pass to the next highest. If two or more sub-commanders have the same rating then the player may elect which of these sub-commanders will issue orders next.

CALL OF MIGHT

If a *Heroic Character* is with a formation he can inspire his fellow warriors with a *Call of Might*. The formation will immediately receive ONE free action.

HEROIC ACTIONS

A *Heroic Character* can execute *Heroic Action Tests* to perform Heroic Actions, see *Heroes*.

RALLYING

Remove all *Rally* markers from all friendly formations that have been *Pushed-Back* in the previous bound sequences, do not remove Rally markers that have been inflicted in this present bound sequence.

When the active side has fully completed the bound sequence then the opposing side becomes the active side and the bound sequence starts again.



COMMANDERS

A Greek City State army has two tiers of command, the first and foremost tier would be the army commander; this person may be a King or Prince of the City State. The second is the subordinate commander, these commanders may be tactically and military the equivalent of the army commander, but they are never better.

COMMAND VALUE

Each commander will have a *Command Value* of between 8 and 11, the higher the value the better the commander's ability. Commanders will be activated to issue orders in their *Command Value* sequence, highest to lowest.

Command Value		Army Commander	Subordinate Commander
8	Poor	Never	Cautious
9	Average	Cautious	Normal
10	Excellent	Normal	Exceptional
11	Supreme	Exceptional	Never

The command value of the armies' commanders can be predetermined for the city state or they can be randomly generated prior to each battle. For this method roll a D6 dice, a resultant 1 indicates a Cautious commander, 2-5 indicates a Normal commander and a 6 indicates an Exceptional commander. Remember that subordinate commanders can never be higher than their army commander, so a Cautious army commander will never have an Exceptional subordinate commander; treat an Exceptional result as a Normal result.

ARMY COMMANDER

The army commander as the special ability of the *Call of Power*, this is used in his armies active bound sequence. This ability allows the commander to automatically issue ONE FREE order to each friendly formation that is fully or partly within 10cm of the commander's base. Each formation that receives an order can execute a single action, see *Formation Actions*.

After the *Call of Power* round the army commander can start to issue orders, but for each order a successful *Command Roll* must be achieved. The army commander can continue to issue successful orders to all formations within the army, but if an order fails then the commander will automatically lose his ability to issue any more orders this bound.

SUBORDINATE COMMANDER

A subordinate commander can only issue orders in his command phase. A successful *Command Roll* must be achieved for each order that is issued. A subordinate commander can continue to issue successful orders to any formation that is under its command, but if an order fails then the commander will automatically lose his ability to issue any more orders this bound.

LINE OF SIGHT

Commanders should have a direct line of sight to the formation that they wish to issue an order to. Intervening formations do not block the line of sight, but intervening terrain like woods, hills and settlements do.

COMMAND ROLLS

This roll is based on the *Command Value* with situational modifiers applied for the testing commander, these are:

- 1 Formation is 10 to 20 cm from Commander and in Line of Sight
- 2 Formation is 20 to 30 cm from Commander and in Line of Sight
- 3 Formation is over 30 cm from Commander and in Line of Sight
- 4 Formation is Out of Line of Sight of the Commander

- 1 Each Subsequent Command to the same *Light Heavy* or *Heavy* formation
- 2 Each Subsequent Command to the same *Light Medium* and *Medium* formation

A commander may elect to issue an order to a formation and return to issue a subsequent order later after other formations have received intermediate orders, this may continue until the command roll fails or is relinquished.



RELINQUISHED COMMAND

A commander has the option to relinquish his ability to issue orders at any point within his command phase; once this is declared the commander may opt to make a move of up to 20cm. The commander is moved from his present location and then the command phase is passed on to the next active commander, if no commanders are available then the *Bound Sequence* ends. Relinquishing a command is the normal way to move a commander about the battlefield; if a command roll fails at any time then no movement is possible by that commander this bound.

COMMANDING A FORMATION

A commander can use its move to make contact with a formation and join it. In the next active bound the commander can lead the formation. *Command Rolls* are executed and orders are still received by the formation that the commander is with. Orders to other formations are NOT ALLOWED when the commander is leading a formation.

When the formation is moved the commander is automatically moved with it.

The commander doesn't aid a close combat, but he can issue orders whilst in close combat and so force another phase to be immediately fought. If the formation loses the combat then the commander must immediately make a successful roll against its *Command Value*. If the roll is above the value then the commander is killed.

The commander can leave the formation by relinquishing command and moving away into the open.

A formation that is led by a sub-commander can still receive the FREE *Call of Power* action from its army commander.

LOSING COMMANDERS

A commander can't be targeted by missile fire if he is alone. But if the commander is with a unit and it receives casualties from missile fire, then roll against the commanders *Command Value*. If the resultant roll is higher, the commander receives a mortal wound.

A commander can be killed if he is leading a formation in *Close Combat* and the melee is lost, see above. If a commander is contacted by an eligible formation *light medium, medium, light heavy or heavy* and does not evade successfully, then the commander will be automatically killed or captured.

Mortally wounded, killed or captured commanders will immediately be removed from the battlefield. Lost commanders cannot be replaced within the present battle timeframe.

Formations that are under the direct control of a lost subordinate commander can be ordered by the army commander. If the army commander is lost then the battle immediately ends.



SKIRMISH ACTIONS

Light formations are independent from other formations; they act on their own initiative and DON'T RECEIVE orders from any commanders. They know their role is to harass the opposing enemy formations.

In this round each *light* formation can attempt to execute a number of skirmish actions by successfully passing an *Initiative Test* for each action that is required.

Each *light* formation within a side's army will undertake an *Initiative Test*, and will continue to undertake tests until it fails in its attempt. The next *light* formation is then tested and this process is repeated until all the *light* formations have failed their *Initiative Test*, at this time the round ends.

INITIATIVE TEST

The initiative test is based upon the formations experience and training, roll 2D6 and the resultant score must be equal to or less than the number stated below with the situational modifier subtracted. A successful test indicates that the formation can execute ONE skirmish action; it then rolls the initiative test again at a -2 modifier (cumulative).

- 7 Irregular
- 8 Seasoned
- 9 Veteran

- 2 Each Consecutive Initiative Test

ONE of the following skirmish actions can be executed on each successful *Initiative Test*:

- Movement** Execute a normal move for the *light* formation
- Missile Fire** Fire at an opposing target that is within the formations missile range

Missile fire from consecutive successful tests will be cumulative on the same target until the formation fails its test. At this time the final number of successful hits is applied against the target formation.

SEPERATING AND MERGING

A *light* formation CANNOT be separated or merged with another *light* formation. Their size is determined at the start of the battle and since they act independently they CANNOT receive an order to merge or separate with another *light* formation.

CAUGHT EVADING

A *light* formation that fails its *Contact Reaction Test* and is caught by a charge will fight a single round of close combat before it automatically *Evades*. The difference in hits that are inflicted on the *light* formation will automatically DISPERSE one base for each hit before the *Evade* takes place. This immediate dispersal represents the *light* formation being cut-down when it is caught evading.



FORMATION ACTIONS

When a formation receives an order, indicate this with a marker or a small dice. Increment this for each additional order that is received in the same bound; this will help to calculate the on-going *Command Roll* that is required for the formation. The FREE order for the *Call Of Power* or *Call Of Might* rounds are NOT indicated, these do not affect the on-going *Command Roll*.

When an order is successfully issued a formation may execute ONE of the following actions:

NORMAL MOVEMENT

The number below indicates the distance in centimetres that a formation can move for each action that is executed.

	Infantry		Cavalry
5	Heavy	20	Medium
10	Light Heavy	25	Light Medium
10	Medium	30	Light
15	Light Medium		
15	Light		

- A *light* or *light medium* formation may manoeuvre and change formation at normal speed without penalty.
- Other formations may echelon up to forty five degrees or wheel at full speed.
- A *light* or *light medium* formation can freely move over or through difficult terrain without becoming *Unformed*.
- Other formations will become *Unformed*, see *Unformed Formations*.

CHARGING

This is a normal move in a STRAIGHT line that allows a *light medium**, *medium*, a *light heavy* or a *heavy* formation to end its move in contact with an opposing formation and fight a round of *Close Combat* with it. The charging formation is moved to a point that is 2cm away from the opposing formation so that it can undertake a *Contact Reaction Test*.

* A *light medium* formation that as a close combat melee weapon CANNOT charge a *medium*, *light heavy* or *heavy* formation frontally, but flank and rear charges are permitted.

Light formations CANNOT initiate a charge, but can be caught by a charge.

SUPPORT CHARGE

A formation may charge into an existing *Close Combat*, see *Supporting Close Combat*.

MISSILE FIRE

This action allows a missile armed formation to discharge its weapons against an opposing formation that is within the range of the specific missile types.

ABOUT FACING

A formation may about face one hundred and eighty degrees on the same spot, the front point of the base will become the back point of the base.

CHANGE FACING

A *medium*, *light heavy* or *heavy* formation can change its facing and reform in one complete action. This action is used to turn a formation through ninety degrees. The formation is reformed on the centre point of the left or right side of the initial formations facings. A formation that doesn't have the required space to reform will immediately become *Unformed*.

For example a formation which is two bases wide and three bases deep will reform becoming three bases wide and two bases deep, this new reformed formation requires 12+cm of clear space.



CHANGE FORMATION

A *medium, light heavy or heavy* formation may change into a different style of formation. The larger the formation the more orders are required to change the style of formation, each order will allow the formation to contract or expand its frontage by up to half its present size.

For example a six base wide formation that started in line could with this action change in to a three base wide and two base deep phalanx with one order, then change into a two base wide and three base deep phalanx with a second order and finally with a third order the formation could change in to a single base wide and six base deep column of march.

The change formation action may also be used on a single base or a selection of bases within a larger formation to order these selected bases to break from the larger formation and form a smaller formation of their own. Both the splitting formation and the split from formation count as having received an order for this action.

FORMING

This action allows a smaller *medium, light heavy or heavy* formation to amalgamate with troops of the same type to form a larger formation; this action is always used to reform a formation once it has become unformed. To form a larger formation the smaller formation must be within 2cm of the larger formation which remains stationary whilst the smaller formations join it.

A formation that starts outside of 2cm from the formation that it wishes to amalgamate with must move to within 2cm with a movement action. Therefore two *Command Rolls* are required to reform this formation.

The newly formed larger formation will replicate the number of received orders for this bound that is equivalent to the formation that had the highest number of orders when the formations amalgamated together. For instance if two of the joining formations had only received one order, but the third had to move closer and had received three orders, then the amalgamated formation would count as having received THREE orders this bound.

CONTRACTING/EXPANDING FLANKS

A *medium, light heavy or heavy* formation may contract or expand its left or right flank whilst leaving its uncontracting opposite flank anchored. Each order will allow the formation to contract or expand its frontage by ONE base.

For example a six base formation would reduce its frontage by one base per order, the front bases will be moved behind to form a second line. At the end of three consecutive orders a formation consisting of three bases wide and two bases deep would be formed anchored on the formations initial left or right flank. An eight base frontage formation would form a four base wide and two base deep formation with four consecutive orders.

GIVING GROUND

A *medium, light heavy or heavy* formation may receive an order to give ground; the ground given is equivalent to ONE base depth per order. Move the complete front row of bases to the back of the formation.

TRAVERSE

A *medium, light heavy or heavy* formation may traverse its position either left or right by HALF of ONE base. Move the whole formation either left or right by 2cm per order, keeping the same frontal facing.

REORDERING

A formation may remain stationary and reorder the bases within its formation; this action may be required after two or more formations have joined.

IGNORING ACTIONS

Any formation that has been *Pushed-Back* in its side's *Bound Sequence* will not be able to receive any more orders this bound. The formation must remain stationary for the rest of its sides bound sequence and must *Rally*.



CANCELLATION OF ACTIONS

If a *light medium* formation charges the flank or rear of a *medium*, *light heavy* or *heavy* formation and the *Contact Reaction Test* indicates that the heavier formation will *Turn To Face*, then the *light medium* formation MUST immediately cease its attempt to contact. Stop the *light medium* formation with 2cm between the two opposing formations. The *light medium* formation can then receive new orders from its commander.

SINGLE BASE FORMATIONS

A single base is a formation that is classed as being unformed and receives a penalty in close combat of a **-1 Attack Dice**. Single base formations should be grouped with others to form a larger formation.

LIGHT MEDIUM FORMATIONS

A *light medium* formation CANNOT be separated or merged with another *light medium* formation. Their size is determined at the start of the battle and this cannot be altered.

UNFORMED

An unformed *medium*, *light heavy* or *heavy* formation is represented by moving all its bases away from each other and leaving a ONE centimetre gap around each base. Each base becomes its own single formation and can move and react independently, but each base requires a successful *Command Roll* to be able to undertake an action. A single base formation is penalised with **-1 Attack Dice** when it is caught in close combat.

Any difficult terrain or being pushed-back will automatically unform a *medium*, *light heavy* and *heavy* formation.

A *light* or *light medium* formation will never become unformed.

INTERPENETRATION

Bases that contain *Commanders* and *Heroic Characters* can freely move around the battlefield.

Light formations may freely interpenetrate and be interpenetrated through by any other type of formation. A *light medium* formation may freely interpenetrate other *light medium* and *medium* formations.

Other formations may freely interpenetrate other formations as long as the interpenetrated formation remains stationary all this bound. If both formations move then both formations will immediately become unformed.

If a formation contacts another friendly formation in its *Push Back* move then both will automatically become *Unformed*. The formation that is being contacted may have the option to *Close Shields* against the *Push Back*, see *Closing Shields*.

VISIBILITY

All points on the battlefield are visible if a line of sight exists between them. Natural terrain features which include hills and woods will block line of sight. Opposing or friendly formations will obscure the line of sight but not block it. Obscured missile fire is resolved by *Overhead Fire*.

The visible distance within a wood or settlement is 5cm and missile fire may be exchanged at this distance. A formation on the edge of the wood or settlement can see and be seen normally, but it will receive the cover bonus if it is fired upon.

MOVEMENT RESTRICTIONS

Lights and *light mediums* perform their actions in an open formation and so suffer no penalties for manoeuvring across or through difficult terrain. All other formations will manoeuvre at HALF SPEED due to them being in a close formation. Woods, streams and settlements will also cause other formations to become *Unformed*.

DISPLACING FORMATIONS

If two formations end the bound in the exact same position on the battlefield then one of the units MUST be DISPLACED. Displace the lighter formation so that it DOESN'T achieve a tactical advantage over your opponent and place it with a slight gap between the two friendly formations. If a *medium*, *light heavy* or *heavy* formation is displaced by another *medium*, *light heavy* or *heavy* formation, then both formations will become UNFORMED.



HEROES

Heroes are completely independent; they act on their own initiative and DON'T receive orders from a commander. Heroes are individual characters who have been blessed or even sired by the Gods themselves, they are not afraid to die and in their pursuit of their goals they perform breath taking feats of heroism and inspire the men about them.

Heroes go about the battlefield issuing *Challenges* to opposing heroes or commanders and leading formations in to battle to win great renown for themselves and their commanders.

HEROIC VALUE

A Hero starts each new bound with a *Heroic Value* of between 9 and 12 this value is reduced for each consecutive heroic action that the hero executes. In the *Heroic Actions Round* each hero can attempt to execute a number of heroic actions by successfully passing a *Heroic Action Test* for each heroic action that is required.

HEROIC ACTION TEST

This test is based up on the hero's heroic value with any modifiers applied. Roll 2D6 and the resultant score must be equal to or less than the modified value. A successful test indicates that the hero can execute ONE heroic action.

- ? Base *Heroic Value*
- 1 Each Consecutive Heroic Move this round
- 1 Each Consecutive use of the *Bow of Artemis* special ability
- 1 Each Ordered Action with a *Light Heavy* or *Heavy* Formation this round
- 2 Each Ordered Action with a *Light Medium* or *Medium* Formation this round

ONE of the following heroic actions can be executed on each successful *Heroic Action Test*:

Movement	Execute a heroic move for the hero alone
Movement	Execute a heroic move for the formation that the hero is leading
Missile Fire	Order a formation that the hero is leading to fire at an opposing target that is within missile range
Missile Fire	Use the <i>Bow of Artemis</i> special ability
Heroic Combat	Execute a phase of <i>Close Combat</i> with a formation

Missile fire from consecutive successful tests will be cumulative on the same target until the hero fails its test. At this time the final number of successful hits is applied against the target formation.

If a hero fails a *Heroic Action Test* then the next hero is activated, if no heroes remain then move onto the *Rallying Round* of the present *Bound Sequence*.

CALL OF MIGHT

If a *Heroic Character* is with a formation he can inspire his fellow warriors with a *Call of Might*. The formation immediately receives ONE free action. No *Heroic Action Test* is required and the hero's Heroic Action Value is not reduced for this action.

LEADING FORMATIONS

A hero may lead a formation if it expends a heroic action and moves to contact with it, this can be done at any point within the *Heroic Actions* round. Place the hero at the back of the formation in base contact.

The size of formation that a hero can lead is dependent on the *Heroic Value* of the hero. A heroic value of 9 can lead 4 bases, a heroic value of 10 can lead 6 bases, a heroic value of 11 can lead 8 bases and a heroic value of 12 can lead 10 bases.

A subordinate commander CANNOT issue orders to a formation that is led by a hero. And an *Army Commander* can only influence them with the *Call of Power* action.



DEFENCE

Heroes are classified as *Extra Heavy* and have an *Armour Value* of 5.

A hero CANNOT be individually targeted by missile fire.

MOVEMENT

A hero has a possible movement rate of 20cm for each successful heroic action. The hero ignores any difficult terrain, but opposing enemy formations will block its movement path.

When making a *Challenge* against another hero or commander the hero must be moved in a STRAIGHT line to make contact.

A hero can end its move by joining or start its move by leaving a formation within a heroic action move. The hero may freely move between formations, but with a single heroic action the hero can only leave its present formation or join a new formation that is within its normal movement distance. Therefore two heroic actions are required to leave and then join another formation.

The *Speed of Hermes* special heroic ability also allows a hero to inspire a formation that he is leading to move faster, increase the formations normal movement rate by 5cm for each heroic move undertaken.

COMBAT

A hero MUST be leading a formation to make contact with an opposing formation. He will not charge recklessly into combat without the backing of his men, but he may be contacted by an opposing formation if he is himself in the open.

The number of *Offensive D8 Dice* that a hero receives in close combat is dependent of its *Heroic Value* for a *Challenge* or HALF its *Heroic Value* rounded down when the hero is leading a formation. A hero will always lead an attack from the front ranks of the formation and therefore will receive an additional D8 dice when the formation charges or counter charges to contact with the enemy.

A hero may STOP a formation from being *Pushed Back* due to the formation losing its combat phase. The hero must roll its *Base Heroic Value* or below minus the number of push backs on 2d6. If the roll is successful the formation stands and remains intact and the close combat is considered a DRAW. But if it fails the formation is pushed back and the hero is killed. If a formation suffers any *Dispersals* then the hero cannot stop these from accruing, but it can still influence the *Push Backs*.

A hero that leads a formation into close combat will NEVER withdraw from combat until the last base is *Pushed Back*. The hero is then placed with this base. If all the formation is dispersed then an additional THREE or more hits must be inflicted by a formation on the hero to fatally wound it in *Close Combat*.

A *Challenge* may be issued if a hero's formation wins the combat and there is an opposing hero or commander within the losing formation. An opposing hero must immediately accept the challenge, whilst a commander must react, see *Challenge – Single Combat*.

SPECIAL HEROIC ABILITIES

A hero may have a predetermined special heroic ability that is gifted to him by the Gods of Olympus, these are:

- | | | |
|---|-------------------------|---|
| 1 | <i>Speed of Hermes</i> | Imparts inspiration from a hero to the formation that he is leading to move 5cm faster |
| 2 | <i>Light of Apollo</i> | Grants a hero the talent to reroll one failed <i>Heroic Action Test</i> each bound |
| 3 | <i>Bow of Artemis</i> | Confers the hunter instinct on a hero and allows him to use a ranged missile weapon |
| 4 | <i>Spear of Ares</i> | Heightens the combat skills of the hero increasing the number of <i>Offensive Dice</i> by 2D8 |
| 5 | <i>Wisdom of Athena</i> | Bestows the knowledge of a tactical genius on the hero allowing him to be a Heroic General |
| 6 | <i>Shield of Zeus</i> | Enhances the bodily toughness of the hero increasing his <i>Armour Value</i> to 6 |

Optionally at the start of the battle make a random roll on the above chart for each hero that appears on the battlefield.



MISSILE FIRE

A *light* formation may elect to fire or throw its missile weapons with a skirmish action. A *light medium* or *medium* formation may elect to fire or throw its missile weapons on a successful *Command Roll* from at commander.

ARC OF FIRE

All *light* formations may fire through an 180° arc of their frontal facing, whilst *light medium* and *medium* formations may fire through a 90° arc of their frontal facing. Casualties from missile fire MUST be removed from the closest point of contact within the arc of fire that the fire was received from.

FLANK FIRE

Only a base that is fully behind a formations flank can fire against it, part bases will fire against the formations front.

MISSILE RANGES

The missile must be within its respective range to the target; these ranges are listed below in centimetres:

10	Javelin
20	Greek Bow
30	Sling

OFFENSIVE DICE ROLL

The number below indicates the opposing formations *Armour Value* and shows the required score or above that is required on the offensive dice roll to successfully hit the target. A *light* formation can't be targeted on its flanks or rear.

2	<i>Light</i> and <i>Light Medium</i>
3	<i>Medium</i> and <i>Light Heavy</i>
4	<i>Heavy</i>
-1	Attacking Flanks or Rear
-1	Expert Shots

The type of offensive dice that are rolled for a missile attack is dependent on the number of figures per rank on the attacking base and the number of ranks on a base denotes how many offensive dice are rolled per base.

D4	<i>Light</i> Formation
D6	<i>Light Medium</i> or <i>Medium</i> Formation per rank

Only 2 RANKS can freely fire or throw their missiles at an opposing target formation, any additional depth of ranks within the same formation will count as *Overhead Fire*.

Roll the final number of appropriate dice against formations armour value to determine the number of scoring hits.

Any resultant rolls of a 1 will always be counted as an automatic miss, no matter what the required offensive dice score was.

DISPERSING FORMATIONS

A base within a formation will be automatically DISPERSED for the following number of scoring hits.

2	One Rank Base
4	Two Rank Base
6	Three Rank Base
8	Four Rank Base

Scoring hits can be reduced by being in *Cover*, see *Cover Save*.

Any part scoring hits that are remaining will be lost after all bases have been *Dispersed* unless a consecutive order is given, see *Consecutive Missile Fire*.



MISSILE REACTION TEST

A formation must undertake a missile reaction test when it loses any bases to missile fire. Roll a D4 dice, the resultant score with any modifiers applied must be equal to or less than the number of bases that are remaining within the formation after the casualties have been inflicted to continue as normal. A failure indicates that the remainder of the formation will be automatically DISPERSED and removed from the battlefield.

The experience and training of a formation will influence the resultant dice roll by the following:

- +1 Irregular
- 0 Seasoned
- 1 Veteran
- 2 Elite

CONSECUTIVE MISSILE FIRE

Missile armed troops that fire at an opposing formation with two or more consecutive orders can carry-over any part hits from the *Offensive Dice Roll* into the next consecutive action. Consecutive actions are broken if the attacking missile armed formation fires but then the next and/or subsequent orders are directed at a different formation before returning to the same missile armed formation to fire again. If this happens then any effects of part hits are lost and can't be carried-over from the previous firing action.

OVERHEAD FIRE

A missile armed formation may elect to fire over the heads of any opposing or friendly formations. There is no penalty for firing over the heads of an intervening command base that is between the firing formation and the opposing target formation. Any successful scoring dice from the *Offensive Dice Roll* must be rerolled again for each *light, light medium, medium, light heavy* or *heavy* RANK that the attacking missiles pass over before they hit their target. Each intervening rank will obscure the target and reduce the effect of the missile fire.

HIGHER GROUND

Missiles can be fired from or to higher ground over the heads of friendly or opposing formations if the target is at least 5cm away from any intervening formations. The rules for *Overhead Fire* do not apply when firing from or to higher ground.

FIRING INTO CLOSE COMBAT

Missile fire into an on-going close combat or mass mêlée is allowed, but NOT against the formations that are in base contact or are overlapping. Targeting the rear supporting or other flank bases of a mass formation is permitted.

COVER SAVE

A formation that has 50% or greater majority of its bases in or behind cover will receive a COVER SAVE against the initial *Offensive Dice Roll*. The required score or above on the rolled dice is:

- 3+ Woodland Areas
- 4+ Settlements
- 5+ Defence Works/Palisades : D4 dice requires a 4 followed by a 2+
- 6+ Fortifications/City Walls : D4 dice requires a 4 followed by a 3+

Any successful scoring dice are then rolled against the formations *Armour Value*; this is the normal *Offensive Dice Roll*.

A formation that is within the permitted 5cm visible distance of the edge of cover and fires out at a target will automatically give the target formation a cover save against the attack. Firing from the edge of cover negates the cover save for the target formation, although the formation that is on the edge of cover will still receive a cover save if it is itself fired upon.

COMMANDERS/HEROES

Command and hero bases are NOT an eligible target for missile fire.



CONTACT REACTIONS

A contact reaction test is resolved after the charging formation has been placed 2cm away from the target formation.

When an opposing formation is about to be contacted it must undertake a contact reaction test, roll 2D6 and the resultant score must be equal to or less than the number stated below with the situational modifiers added or subtracted. Once the dice have been rolled a reaction is then declared that is conducive with the results below.

7	Irregular
8	Seasoned
9	Veteran
10	Elite
11	Hero
?	Commander
-2	Each Consecutive Reaction Test

LIGHT REACTIONS

- A *light* formation may on a successful reaction FIRE MISSILES at the attacking formation.
- After or before any missile fire a *light* formation may EVADE on a successful reaction test.

Two successful reaction tests are required for a *light* formation to fire its missiles and evade. If any of the reaction tests fail, then the *light* formation will STAND and receive the opposing formation.

LIGHT MEDIUM AND MEDIUM REACTIONS

- A *light medium* or *medium* formation may on a successful reaction FIRE MISSILES at the attacking formation.
- After or before any missile fire a *light medium* or *medium* formation may EVADE on a successful reaction test.
- Only a *medium* formation may elect to COUNTER CHARGE on a successful reaction test.
- A *light medium* or *medium* formation may TURN TO FACE if it is attacked on a flank, no counter charge is possible.

Two successful reaction tests are required for a formation to fire its missiles and counter charge or evade. If any of the reaction tests fail, then the *light medium* or *medium* formation will STAND and receive the opposing formation.

LIGHT HEAVY AND HEAVY REACTIONS

- A *light heavy* or *heavy* formation may elect to COUNTER CHARGE on a successful reaction test.
- A *light heavy* or *heavy* formation may TURN TO FACE if attacked on a flank, no counter charge is possible.

If the reaction tests fails then the *light heavy* or *heavy* formation will STAND and receive the opposing formation.

COMMAND REACTIONS

- A command base will automatically EVADE on a successful reaction test.

If the reaction test fails then the command base will be captured or killed, remove it from the battlefield.

? Use the commander's *Command Value* for the *Contact Reaction Test*.

HEROIC CHARACTER REACTIONS

- A heroic character may elect to COUNTER CHARGE on a successful reaction test.

If the reaction tests fails then the heroic character will STAND and receive the opposing formation.

A COUNTER CHARGE will also apply to a formation that the hero is leading.

To fire missiles the formation must be a missile armed formation with javelins, bows or slings.

FAINT CHARGE

After all *Contact Reactions* have been resolved the charging formation may declare a FAINT and stop its charge 2cm away if it is not contacted by the opposing formation. The formation can continue to receive orders as normal after the faint.



CONSECUTIVE REACTIONS

Every time a formation successfully makes a reaction test within the present bound sequence a -2 modifier should be applied to the next *Contact Reaction Test* in the same bound. This modifier represents the fatigue that the formation will suffer due to its constant response to contact attacks.

EVADES

A formation that evades will move its full movement distance away from the contacting enemy. A *light* or *light medium* formation will flow around any obstacles and interpenetrate other friendly formations without penalty. A *medium* formation that evades will become an *Unformed Formation* at the end of its move if it flows around any obstacles, moves across difficult terrain or interpenetrates any friend formations.

A commander will automatically move to its nearest light heavy or heavy formation and immediately join it. If no formations are within its full movement distance, then the commander will evade a full move away from the contacting enemy.

A heroic character will NEVER evade, but will fight to the end.

The charging formation MUST be moved to its full movement distance in pursuit of the evading formation. If this move brings the charging formation into contact with a formation that was behind the evading formation, then another *Contact Reaction Test* will be required for this formation. Continue executing subsequent secondary contact reaction tests until the charging formation makes it to contact with a formation or until it moves its full movement distance and stops.

MISSILE FIRE

A formation can fire or throw its missile weapons at a charging formation. The formation can then attempt another *Contact Reaction Test* to attempt another course of reaction, but not another phase of missile fire.

COUNTER CHARGE

A *medium*, *light heavy* or *heavy* formation may elect to counter charge an opposing charging formation. This response gives the counter charging formation the situational modifier for counter charging.

A counter charge is NOT allowed if the formation has already been pushed-back and is *Rallying*, it has turned to face or it is infantry attempting to counter charge a cavalry formation. A successful counter charging formation will be moved 2cm forward to make contact with the charging formation.

TURN TO FACE

A formation that is going to be contacted in its flank or rear has the option to turn all or some of the bases within the formation to face the attack. If only some of the bases turn then this will mean that the formation splits in to two different formations, one facing forward and the other facing to its flank/rear. A formation must maintain its original formation layout, i.e. if a single line of six bases were caught in its flank, then all six bases could turn to form a one base wide by a six deep column.

A single base formation that is already in close combat to its front and is to be contacted in its flank by a fresh formation will not take a *Contact Reaction Test*, since the majority of its formation is already fighting to its front.

After the formation turns to face the attacking formation is moved to contact.

STAND

A failed *Contact Reaction Test* indicates that the formation remains STATIONARY and is contacted by the opposing formation.

A *light* formation that is contacted will automatically EVADE after the initial close combat phase. Fight the combat phase and then evade the *light* formation before issuing any more commands.

A *light medium* formation that is contacted will have the option to EVADE after the initial close combat phase. Fight the close combat phase and then make another contact reaction test. If successful the *light medium* formation can evade, a failure indicates that the formation must remain in combat but it can again attempt to evade after its next close combat phase.



CLOSE COMBAT

A formation that charges to contact with an opposing formation will immediately fight a phase of close combat. Only the bases that are in full or partial base contact with the opposing formation can fight. All other bases that are behind these contacting bases count as supporting in the close combat.

A *light* formation can NEVER initiate a close combat, whilst a *light medium* formation can NEVER initiate a close combat frontally with a *medium*, *light heavy* or *heavy* formation.

OFFENSIVE DICE

In each round of close combat both sides use their *Offensive Dice* in a roll off against each other, the winner is the side that achieves the majority of scoring hits against its opponent.

The type of offensive dice that are rolled by a formation for a close combat is dependent on the number of figures per rank on the attacking base, the different offensive dice are:

D4	<i>Light</i>	4 figures per rank
D6	<i>Light Medium and Medium</i>	6 figures per rank
D8	<i>Light Heavy and Heavy</i>	8 figures per rank

The number of offensive dice that are rolled is dependent on the number of ranks and the situational modifiers that are shown below:

1	Contacting Ranks	for each rack on each contacting base
1	Charging	for each contacting base on initial close combat phase
1	Counter Charging	for each contacting base on initial close combat phase
1	Supporting Base	for each base that is behind the contacting bases
1	Overlapping Flank	for each front base that is fully overlapping the opponents flank
1	Veteran	per base fighting in formation
2	Elites	per base fighting in formation
-1	Single Base Formation	for being an unformed single base formation

OFFENSIVE DICE ROLL

The number below indicates the opposing formations *Armour Value* and shows the required score or above that is required on the offensive dice roll to successfully hit the target. A contact to the flank or rear will reduce the *Armour Value*.

2	<i>Light and Light Medium</i>
3	<i>Medium and Light Heavy</i>
4	<i>Heavy</i>
5	<i>Hero</i>
-1	Attacking Flanks or Rear, not <i>Light</i> , <i>Light Medium</i> or <i>Hero</i>
+2	Only Missile Armed Formation - Javelin, Bow or Sling with no melee weapon

Roll the final number of appropriate dice against formations armour value to determine the number of scoring hits.

The minimum *Armour Value* is 2 with all modifiers applied and the maximum *Armour Value* is 7 with all modifiers applied. Out of dice range results can be obtained through a consecutive dice roll, see the chart below:

	5	6	7
D4	4/2+	4/3+	4/4
D6	5+	6	6/2+



COMBAT REACTION

The side with the majority of scoring hits is the winner of the close combat. For each one difference in the scoring hits, ONE base within the losing formation will be PUSHED-BACK 5cm and becomes UNFORMED, except *lights* see *Caught Evading*.

Start allocating again on the bases that have already been pushed back if there are still scoring hits outstanding after all the bases within the attacked formation have been pushed back. But this time ONE base will be DISPERSED for each remaining scoring hit. A dispersed base is removed from the battlefield, continue until all scoring hits are allocated or all bases have been dispersed. Disperse the bases that are closest to the winning formation first.

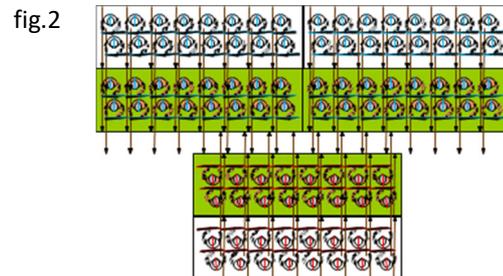
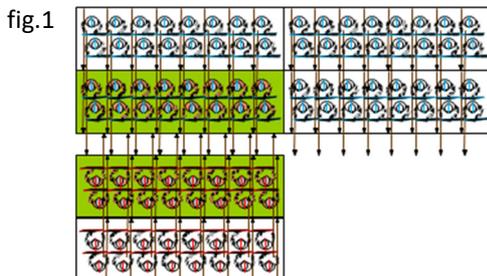
OUTCOME

When a phase of close combat is fought there are three possible outcomes, these are:

- 1: Lose Combat** The attacking formation is completely *Pushed Back* and/or *Dispersed*.
The pushed back bases cannot receive new orders or react in this or the next bound.
- 2: Draw Combat** Some or all of the attacking formation remains in contact with the opposing formation.
The close combat is a standoff and no more orders can be received this bound, unless there is a commander with the formation.
- 3: Win Combat** All of the opposing formation is completely *Pushed Back* and/or *Dispersed*.
The attacking formation is free to receive new orders this bound.

CONTACTING RANKS

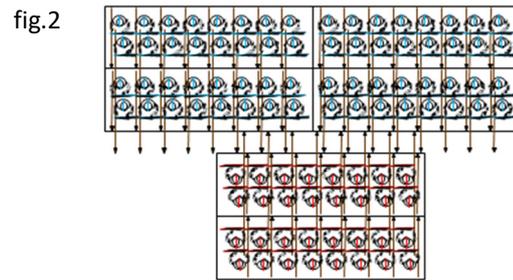
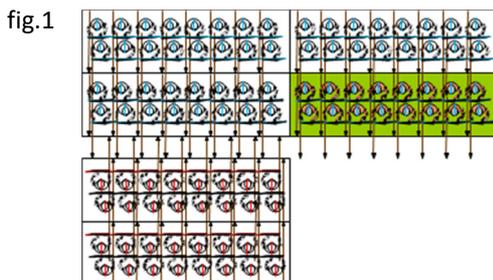
Only the bases within a formation that are fully or partially contacting an opposing formation can count their ranks.



The above illustrations show which bases within a formation will fight with contacting ranks, in (fig.1) each side will have a single base amounting to two offensive dice each for ranks per base. Whilst in (fig.2) there are two bases against one resulting in four offensive dice to two for ranks per base.

OVERLAPPING FLANKS

A formation may gain an additional offensive dice for *Overlapping Flank* if a base is completely overlapping either the left or right flanks of a formation. If both flanks are overlapped then two additional dice are gained, one for each base per flank.

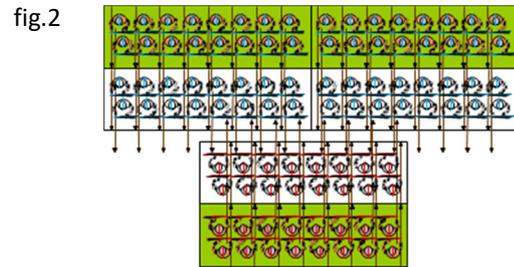
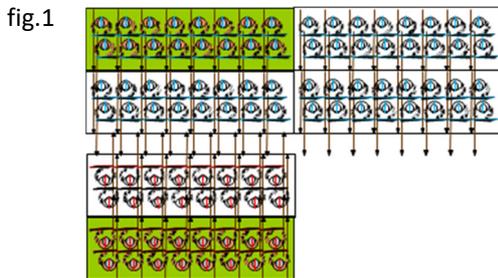


The above illustrations show a single overlapping base within a formation (fig.1). Whereas (fig.2) shows the appearance of overlapping bases, but none exist since both bases will receive their full number of ranks in the close combat.



SUPPORTING BASES

A formation that has attacked in depth will receive one offensive dice per base that is acting in a supporting role.



A *light heavy* or *heavy* formation can only have a MAXIMUM of four supporting bases per contacting base, whilst a *medium* formation can only have up to three supporting bases and a *light medium* formation can have up to two supporting base. Any additional supporting bases after this will not count towards the attack value of the close combat.

There are two formations indicated in (fig.1) in the illustrations above, each with one supporting base in the close combat. Whilst in (fig.2) more supporting bases are available because of the better tactical positioning of the formations initial *Charge* to contact.

CHARGING

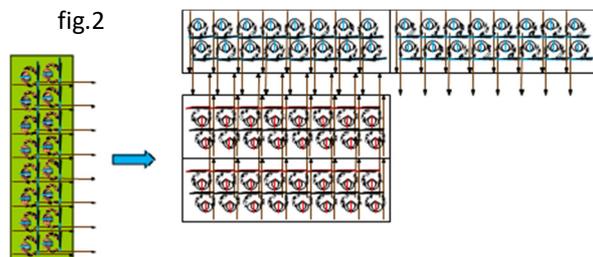
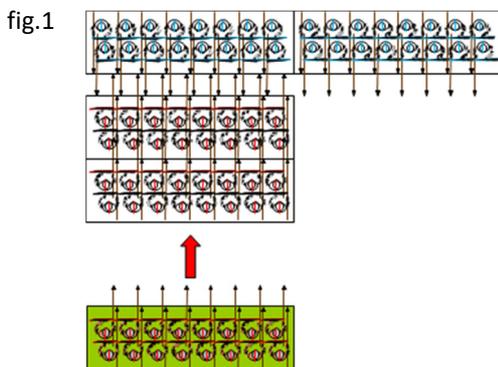
In the initial round of close combat the charging formation will receive ONE additional *Attack Dice* per base that is in contact with the opposing formation. Overlapping and supporting bases do NOT receive this additional dice for charging. Additional dice are received for the momentum of the initial contact only; any follow-up moves do not receive the charge bonus.

If the opposing formation's *Contact Reaction Test* indicates a counter charge. Then this formation will also receive ONE additional *Attack Dice* per base that is in contact with the attacking formation. Again overlapping and supporting bases do NOT receive this additional dice for charging.

SUPPORTING CLOSE COMBAT

A formation may be given an order to support an on-going close combat; the formation makes a normal move and closes the ground between itself and the close combat. It can make contact behind a friendly unit if it is of the same formation type or directly in contact with the enemy formation if it is of the same or a different formation type.

A FREE phase of *Close Combat* is fought with all formations within the *Mass Mêlée*.



The illustrations above show a formation supporting from the rear (fig.1) and a formation supporting from the flank (fig.2). The flank support would cause a *Contact Reaction Test* for the opposing formation, possibly allowing the back base to *Turn To Face* against the flank charge, if it stands then the formation will be contacted in its flank and will become *Unformed*.

Each time a new formation is ordered into the *mêlée* a FREE phase of *Close Combat* is fought straight away.



FLANK/REAR ATTACKS

A formation will automatically become *Unformed* if it is contacted on its flank or rear. The defender suffers a modifier to its *Armour Value* see *Offensive Dice Roll*, and it only fights with the one offensive dice for each base that is still in contact. This is instead of the number of ranks, but the modifiers for *Veteran* and *Elites* are still applicable.

fig.1

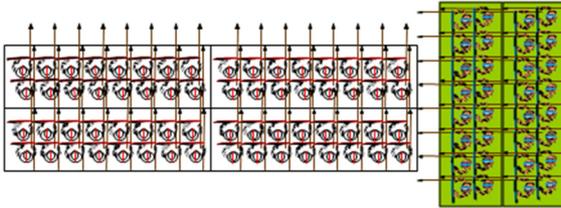
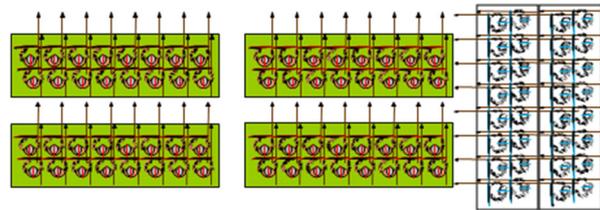
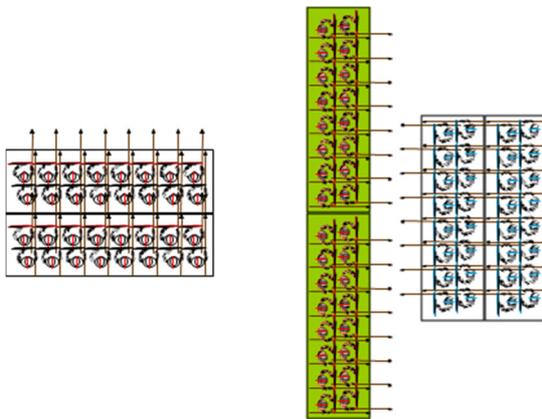


fig.2



The above illustrations shows a formation being contacted in the flank (fig.1) and how it becomes *Unformed* (fig.2).



The illustration on the left shows how the formation from (fig.1) would *Turn To Face* if it successfully executes a *Contact Reaction Test*.

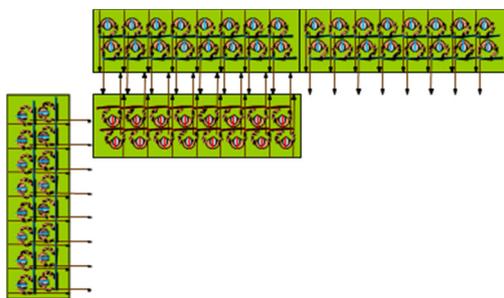
In turning to face the formation is split into two, the bases that turn and the bases that stay facing forward.

The formation does have the option to turn all of its four bases to face the opposing formation. In most instances it would be advantageous to do so.

Formations that *STAND* and are caught in their flanks will automatically *Turn To Face* in their next *Compulsory Combat Round* if they are not in contact with any other opposing formations to their front.

CONTACTING MULTIPLE FORMATIONS

If a single base is contacting two separate opposing enemy formations then only the frontal opposing formation may be initially attacked. Once this formation has been *Pushed-Back* or *Dispersed*, then the flanking formation may be attacked.



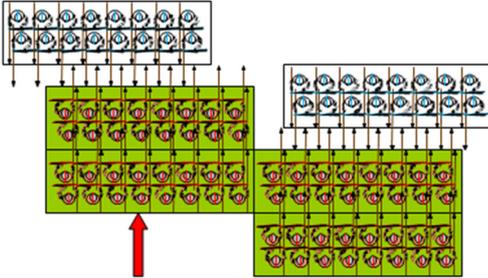
The illustration shows two formations attacking a single formation. The formation has been caught in the flank and therefore it will only roll a single offensive dice for the one base, **NO RANKS**.

The attacking formations will roll five offensive dice. The frontal formation receives two dice for ranks and one for an overlap. The flanking formation receives two offensive dice for ranks and it will also receive a reduced *Armour Value* for its offensive dice roll.



FOLLOW-ON CHARGES

A follow-on charge may be executed when a formation charges to contact with an opposing formation. The follow-on charge allows a formation to distend its frontal line to contact another opposing formation that is within one base depth of contact.

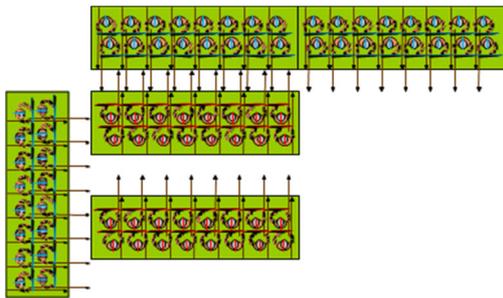


The above illustration shows a charge that as contacted two opposing formations with the use of the follow-on charge.

If the close combat is resolved in the red formations favour, then the formation will automatically readdress its frontal facing after the close combat phase ends. The formation may readdress itself on either of its two frontages.

MASS MÊLÉE

A mass mêlée occurs when there are multiple formations in close combat. Roll all the respective offensive dice for each side together and then determine the outcome of the mass mêlée as a whole.



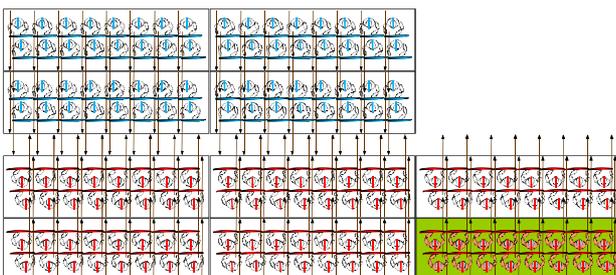
The illustration shows two formations attacking two more single formations. Because both single formations have been caught in the flank they will only roll one offensive dice each.

The attacking formations will roll five offensive dice. The frontal formation receives two dice for ranks and one for an overlap. The flanking formation receives two offensive dice and it will also gain a reduced *Armour Value* on its offensive dice roll.

The winner of the mass mêlée must elect to *Push-Back* or *Disperse* the formation that has the most points of contact. In the above illustration the two main opposing formations would receive any casualties since they are the only formations that are making full frontal base contact with each other.

REDUNDENT BASES

The following illustration shows a single redundant base that won't fight in the close combat because it is neither supporting nor overlapping the opposing formation. Any other bases that would be behind this base or to the right of this base would also be classified as redundant for the purpose of the combat.





THE PUSH

When a *light heavy* or *heavy* formation wins a round of close combat it will automatically push the opposing formation back 2cm and it will automatically follow-up this push move to keep contact with its enemy. A *light medium* or *medium* formation will NOT push an opposing formation back 2cm, although the *Combat Reaction* of the losing formation may still cause *Push Backs* and *Dispersals*, see below.

The push reflects the close order nature of the victorious heavier formation and its ability to call upon supporting ranks to help push their opponent backwards in the close combat. If the push causes the opposing formation to contact a friendly formation, even one that has been *Pushed Back* recently and is still rallying, then the opposing formation will automatically become *Unformed* due to this contact.

PUSH BACKS

After a round of close combat the losing side may also suffer a number of *Push Backs*. The *Combat Reaction* of the losing formation indicates the number of *Push Backs* and/or *Dispersals* that a formation suffers. A base will be pushed back a distance of 5cm from the close combat and there MUST be a 1cm gap between all pushed back bases, this represents the formation becoming fragmented and unformed.

A light medium formation will NOT be pushed back, but will automatically be cut-down and DISPERSED instead.

fig.1

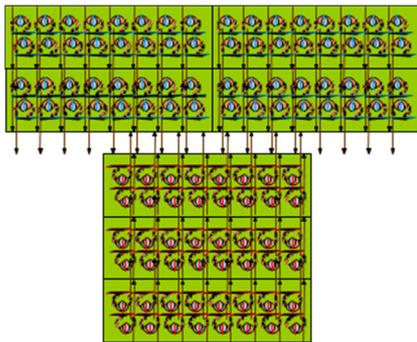
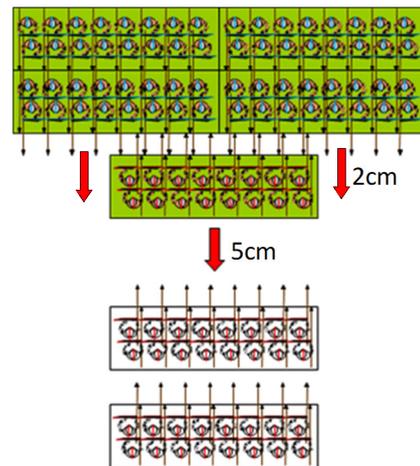


fig.2



Note that *lights* are NOT pushed back but will automatically evade instead, see *Caught Evading*.

The illustration above shows two formations in close combat (fig.1). The red formation receives four offensive dice, two for ranks and two for the supporting bases, whilst the blue formation receives six offensive dice, four for ranks and two for the supporting bases. After the offensive dice have been rolled the red side loses by a difference of two, indicating that two of the three bases must be pushed back (fig.2). The momentum of a winning *light heavy* or *heavy* formation then pushes the remaining bases that are in contact back 2cm, this is the automatic push move.

A formation that is pushed back must remain stationary and *Rally* until the end of its side's NEXT full active bound sequence. At the end of this active bound sequence there is a Rally Removal phase where all formations will automatically rally.

DISPERSALS

If the difference between the offensive dice in the above *Push Backs* example was five instead of two, then all three red bases would have been pushed back, one push back for each difference. But since there were only three bases to be pushed back and the difference was five, the remaining two differences would DISPERSE two of the bases that have already been pushed back.

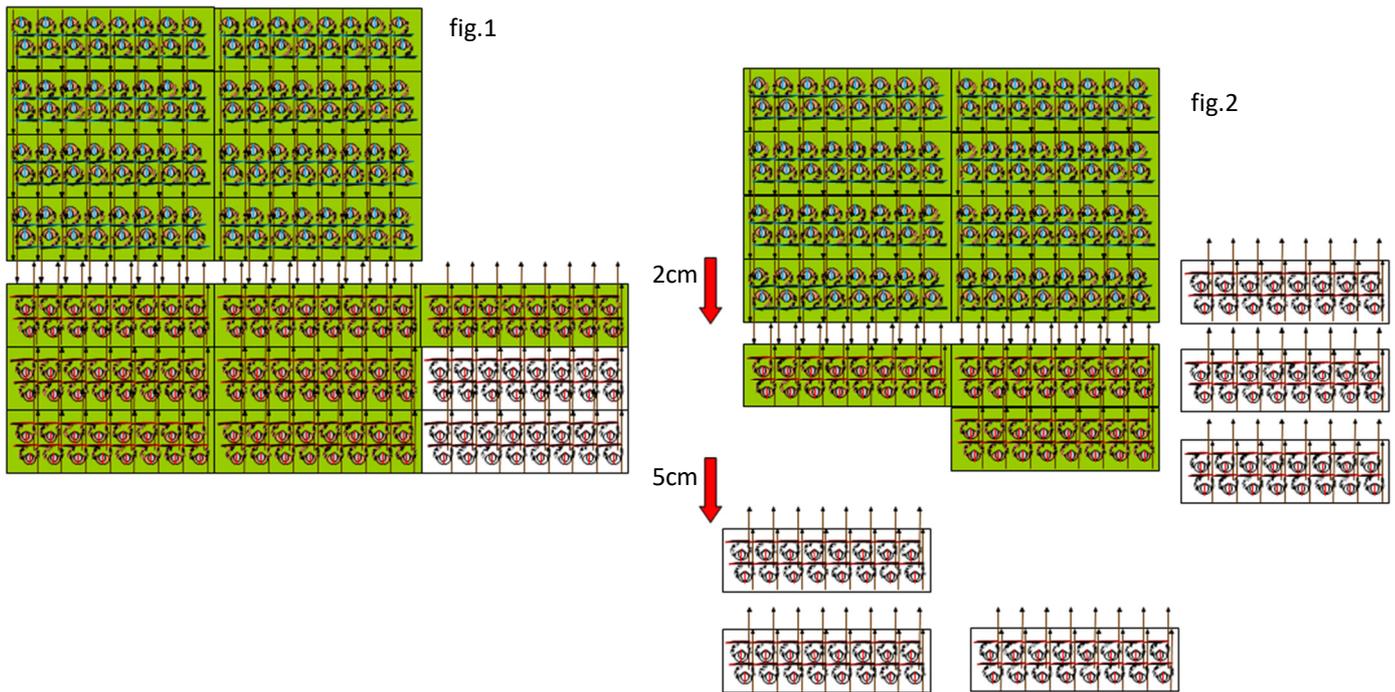
The closest two pushed back bases are dispersed and are removed from the battlefield, leaving the remaining single pushed back base in play.



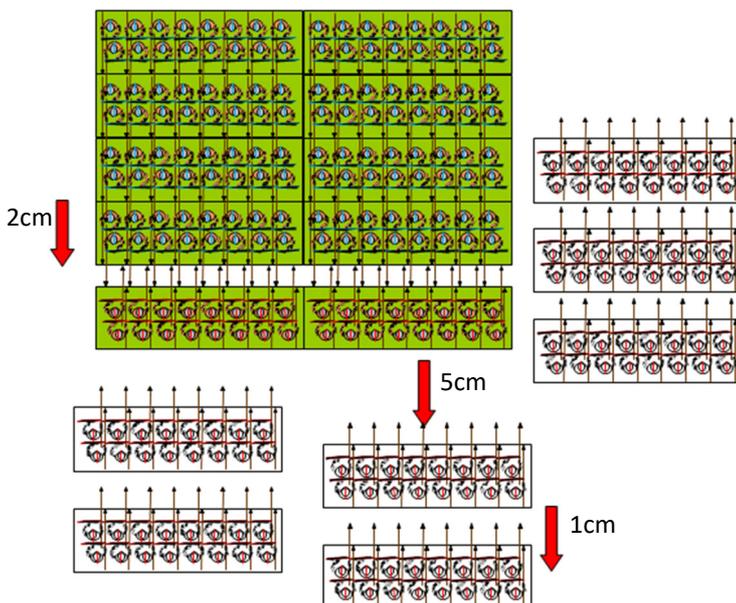
FRACTURE

When a victorious *light heavy* or *heavy* formation uses its close order mass to *Push* the opposing formation back 2cm it may cause the opposing formation to fracture. A fracture occurs if there are a number of un-contacted bases to either flank of the attacking formation. These bases may even have initially been overlapping, see the illustrations below.

The illustrations show a before (fig.1) and an after (fig.2) example of what would happen if the blue formation beats the red formation by a difference of three scoring hits. The push causes the remaining bases that are in contact to be pushed back 2cm, whilst the remaining bases are *Unformed* and are *Pushed Back* 5cm. The fracture occurs on the left flank of the blue formation where the three red bases become automatically UNFORMED.



CONTINUED PUSH BACKS



The illustration on the left shows a close combat that has continued at the beginning of the next bound sequence. Once again a red base has been *Pushed Back* 5cm by the blue formation, but this base as contacted another red base that has already been pushed back and is rallying. The rallying base is automatically *Pushed Back* another 1cm to keep the required 1cm gap between *Unformed* formations. Remember that each base is treated as a separate unformed formation.

The on-going close combat then moves 2cm forward due to compulsory *Push* move.

All bases that have been pushed back, including any contacted bases will start their *Rallying* process from this point forward.



CLOSING RANKS

If a formation's *Push Back* move brings it into contact with a friendly formation of equal or heavier *Armour Value* then the formation that is to be contacted can attempt to *Close Ranks* against it. In closing ranks the formation will repel causing the pushed back formation to flow around their shield wall.

If the contact is against the FRONT FACING of the formation then it will AUTOMATICALLY *Close Ranks* against it.

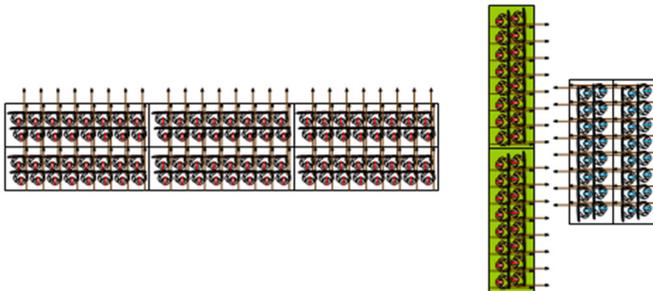


fig.1

The first illustration (fig.1) shows a red formation of two bases in close combat with a blue formation of two bases.

The reds lose the close combat and are pushed back towards their friendly formed formation behind.

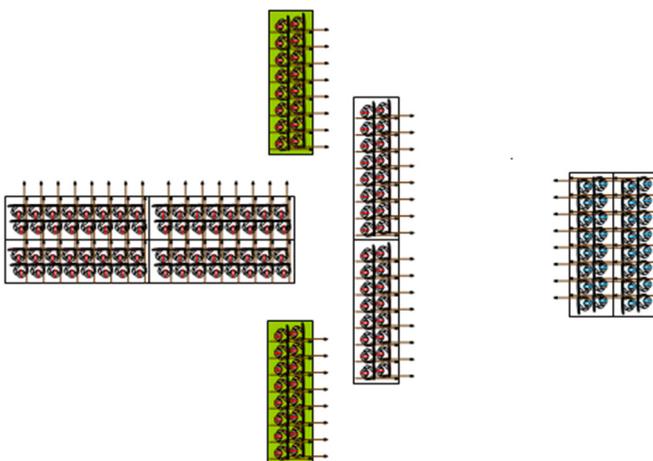


fig.2

The second illustration (fig.2) shows that the friendly red formation as successfully executed a *Contact Reaction Test* against the formation that is being pushed back and has *Turned To Face* it with two bases.

The formation now automatically closes its ranks against the push back, because the formation is now facing it after its *Turn To Face*, the push back will flow around the friendly formation becoming *Unformed*.

The remaining four bases become a separate formation.

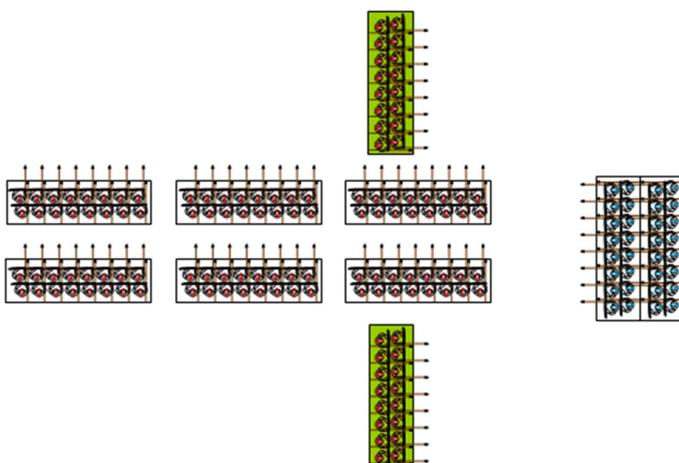


fig.3

The third illustration (fig.3) shows what would have happened if the *Contact Reaction Test* had been unsuccessful.

The pushed back formation makes contact with the friendly formed formation, unforming it. The pushed back formation is *Unformed* and is positioned to either side of the now unformed friendly formation.

The size of the contacted formation doesn't reduce the effect of the collateral damage that is caused from being contacted. A formation that is composed of twenty bases will still become unformed from a push back, so keep your flanks protected.



COMMANDERS IN PUSH BACKS

A commander that is not killed whilst it is leading a formation in an unsuccessful mêlée will be pushed back with the last un-dispersed base that leaves the mêlée. If the two formations are still in contact after a lost mêlée then the commander will remain with the contacting formation and will not be pushed back with the bases that have been unformed. If all the bases within a formation are dispersed then the commander will be left in the open to move and act as normal in its side's next active bound sequence if he is not killed, see *Commanding A Formation*.

CONTACTING ENEMY FORMATIONS

If a *Push Back* causes a base to contact a formed enemy formation then the pushed back base will automatically DISPERSE if the opposing formation is a *medium, light heavy or heavy* formation. If the opposing formation is a *light or light medium* then the opposing formation will itself give ground until a 1cm gap is present between the two formations.

If a *Push Back* causes a base to contact an unformed rallying enemy formation then this formation will itself give ground until a 1cm gap is present between the two opposing formations. The rallying formation will not be penalised for this adjustment in ground and will still *Rally* at the end of its next active bound sequence.

PUSHING BACK RALLYING FORMATIONS

A rallying formation that is pushed back by a friendly formation will have to restart its rallying period again. Treat the rallying formation as if it has just been pushed back for the first time and it will not *Rally* until the end of its sides next complete active bound sequence.

LEAVING THE BATTLEFIELD

If a *Push Back* causes a formation to move any part of its base over the table edge, then the formation will automatically be DISPERSED and is removed from the battlefield. A formation that *Evades* to the table edge will not leave the battlefield, but will move along the table edge towards open ground. If there is no reasonable open ground available then the formation will be automatically DISPERSED.

COVER SAVES IN CLOSE COMBAT

If a formation is in cover when it is attacked then it will receive a cover save before any offensive dice are rolled against its *Armour Value*. Cover Saves are as follows:

- 2+** Woodland Areas
- 3+** Settlements
- 4+** Defence Works/Palisades
- 5+** Fortifications/City Walls

A defending formation that is on the edge of cover will receive the above cover save on the initial round of close combat. The attacking formation makes all its initial attacks against the cover and then any successful dice are rolled again against the defenders armour value. The defending formation will roll directly against the attackers armour value.

In subsequent rounds of close combat if the defending formation holds its ground on the edge of cover, then its cover save will remain the same. If the attacking formation remains in contact with the defender, then it will now receive a **2+** cover save. If the defending formation is pushed back and the attacker follows up into the cover then both the defender and attacker will receive a **2+** cover save in each of the subsequent rounds of close combat.

If an attacking formation charges into cover and contacts a defending formation, then like above the defender will initially receive a full cover save, but the attacker will automatically receive a **2+** cover save. In subsequent rounds of close combat both sides will receive a **2+** cover save.

A formation that is pushed back out of cover will automatically lose the effects of cover.



CHALLENGE - SINGLE COMBAT

If a hero or commander is contacted by an opposing hero or commander then a challenge to *Single Combat* will be issued. A hero will NEVER turn down the challenge, but a commander may elect to refuse the challenge. A commander cannot be challenged if he is with a formation.

The commander must roll against its *Command Value*. A successful roll that is equal to or less than the command value indicates that the commander has the option to accept or decline the challenge. A failure indicates that the commander must accept the challenge. If the commander refuses the challenge then an immediate *Evade* move is made by the commander and its *Command Value* is reduced by a -1 permanently for the remainder of the battle, an army doesn't like to see a weak commander.

If the challenge is accepted then each combatant rolls a number of D8 attack dice that is equal to its *Command* or *Heroic Value*. These dice are rolled against the opponents armour value.

	Offensive Dice D8	Armour Value
Hero	9 - 12	5
Army Commander	9 - 11	4
Subordinate Commander	8 - 10	3

The combatant with the most successful hits wins the challenge and the opposing combatant is killed. If both sides draw then the challenge continues and is fought again in the next *Compulsory Combat* round.

A hero or commander can only be challenged once within the battle by the same opponent.

VICTORIOUS IN BATTLE

If you experience any issues with the rules then bear in mind that it's not the winning but the taking part that counts. Be logical about resolving these issues, and then you can beat the stuffing out of your opponent. Feel free to email any issues or resolved rules to our contact email address: support@wargameshop.co.uk

The suggested winning conditions for a battle is to DISPERSE all of your opponents *light heavy* and *heavy* Hoplite formations. Lighter formations wouldn't continue the fight without the hoplites to support them and will automatically DISPERSE when the last hoplite formation is removed.

Capturing or killing the opposing army commander will also force the opposing army to capitulate.



ARMY STRUCTURE

The structure of a city state army is left entirely to the players choosing, but it is suggested that the *light heavy* and *heavy* Hoplite formations should account for at least forty percent of an army's structure by figures. The remaining percentage of troops should consist of light, light medium and medium formations.

FORMATION POINTS

The following chart outlines the points that should be expended for a formation base of infantry or cavalry.

LIGHT		Javelin (1)	Bow (1)		Sling (1)	
	Irregular	1	2		3	
	Seasoned	2	3	5	4	6
	Veteran	3	5	8	6	9
LIGHT MEDIUM		Javelin (2)	Bow (2)		Javelin/Light Spear (2/1)	
	Irregular	5	7		9	4
	Seasoned	6	8		10	5
	Veteran	9	12		15	8
MEDIUM		Thrusting Spear (2)	Bow (2)		Javelin/Light Spear (2)	
	Irregular	8	11		14	
	Seasoned	9	12		15	
	Veteran	14	18		23	
LIGHT HEAVY		Thrusting Spear (2)	Long Thrusting Spear (3)		Short Pike (4)	
	Seasoned	12	18		24	
	Veteran	18	24		30	
	Elite	24	30		36	
HEAVY		Thrusting Spear (2)	Long Thrusting Spear (3)		Short Pike (4)	
	Seasoned	16	24		32	
	Veteran	24	32		40	
	Elite	32	40		48	

The bracketed (x) number next to the weapon type denotes the number of ranks within the formation base.
 The splitting of *light* bows and slings indicates normal seasoned/veteran and expert shot seasoned/veteran bases.
 The *light medium* javelin/light spear is split due to cavalry only being a single rank option.

COMMAND POINTS

The points that should be expended for commanders and heroes are as follows:

Value	Poor (8)	Average (9)	Excellent (10)	Supreme (11)	Legendary (12)
Commander	10	30	60	100	--
Hero	--	45	90	150	225

For a commander the value of 8 to 11 indicates its *Command Value* and for a hero the value of 9 to 12 indicates its *Heroic Value*. Heroes can purchase a *Special Heroic Ability* at a cost of an additional 50 points.

RULE SUPPORT

For any support questions email: support@wargameshop.co.uk

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