Introduction

Rule Scales

The scales for these ancient rules have been based around six millimetre wargames figures and the area that a based unit occupies. The ground scale therefore based on a close order unit is one metre equals two millimetres, which equates to one hundred metres equalling twenty centimetres. The figure scale is approximately one to four, so a basic Greek Lochos which contained ninety six men would be represented by a unit of twenty four figures. Finally the time scale for movement at the above ground scale is approximately one minute to each bound that is played.

Unit Characteristics

Troop Type Of Units
There are three different troop types these are; infantry, cavalry and mounted, the later includes elephants, chariots and camels. An infantry unit is graded by its armour rating, which is unarmoured, lightly, moderately, heavily or fully armoured, whilst a cavalry unit is graded by its horse; which is light, heavy or fully armoured.

Training Of Units
A unit can be trained in formation drill work and weapon skills either as part of a standing army or through individual training. The following four categories of training denote weather a unit is trained or not and which skills they have.

Regular Trained
A regular trained unit is part of a standing army; it receives regular training in formation drill work and weapon skills. Regular units will always attempt to remain formed at all times.

Irregular Trained
An irregular trained unit is not part of a standing army, but it has received some irregular training in formation drill work and weapon skills. Irregular unit will always attempt to remain formed, but they do have a tendency to break ranks and become unformed in close combat.

Tribal Trained
A tribal trained unit is made up of individual warriors that have been brought together in times of need to fight for their lord or chieftain. Tribal units have no training in formation drill work, but will remain together as an unformed band. Their weapon skills will range from average to excellent.

Levi Trained
A levi trained unit is a draft of the populous that has been brought together to fight for their country or state, these include slaves, criminals and free people. A levi trained unit has no training in either formation drill work or weapon skills. Levi units remain together in an unformed rabble that are slow to move around the battlefield and are poor fighters.

Morale Of Units
Each unit will have a morale grade of between one and nine, one being the best and nine being the worst. The morale grade is a direct reflection on the unit's confidence level, so if the unit fails a morale check then the unit's confidence will falter and the unit will be obliged to carry out a compulsory movement obligation, until the units confidence level returns to its normal state.

Order Of Units
There are three different types of order that a unit may be in these are; an open order formation that is used by a skirmish missile unit, a loose order formation that is used by a regular, irregular, tribal or levi trained unit and last is a close order formation that is only used by a regular or irregular trained unit. A unit will never change its order between open, loose and close.

Experience Of Units
A unit can have two categories of experience; one is for missile fire the other is for close combat. Missile experience is poor, average or good shots, whilst combat experience is raw, seasoned, veteran, elite or bodyguard.

Armour And Weapons

Armour Class Of Units
A unit will have an armour class of between zero and twenty, zero is having no armour and twenty is having complete armour. A unit's armour class is calculated by adding together the six armour values from a figure's head, body, each arm and both legs. A shield does not count towards the units overall armour class. The hoplite below has an armour class of twelve, metal helmet at four points plus plate mail at eight points.

Armour Class Values

Head Protection

Soft Leather Cap:	1 Point
Hard Leather Cap:	2 Points
Chain Mail Cap:	3 Points
Metal Helmet:	4 Points

Body Armour

Heavy Cloth:	1 Point
Soft Leather:	2 Points
Padded Leather	3 Points
Hard Leather:	4 Points
Scale Mail:	5 Points
Chain Mail:	6 Points
Banded Mail:	7 Points
Plate Mail:	8 Points

Arm Protection

Leather Greaves:	1 Point
Metal Greaves:	2 Points

Leg Protection

Leather Greaves:	1 Point
Metal Greaves:	2 Points

Partial Body Armour
A figure that has a mixture of body armour must have its armour class adjusted accordingly, i.e. a figure that has plate mail only on his front and no armour on his back will only count the plate mail as four armour points, but if the plate was sown onto a soft leather jerkin then the armour value would be five points.

Shields
There are three different types of shields that a unit could use; these are a small buckler shield normally used by open order infantry, a normal shield like the Greek hoplon or a larger body shield normally rectangular or oval in shape. All shields would give a similar amount of protection in close combat due to the speed of use of each shield type, but against missile fire each would give varying protection.

Armour Rating For Infantry
An infantry unit will have an armour rating as well as an armour class, the armour rating is solely for the purposes of movement and basically categories armour classes into different movement rates. The table below shows the brake down of armour classes into the five armour ratings.

Armour Rating	Armour Class	
	From	To
Unarmoured	0	0
Lightly	1	6
Moderately	7	12
Heavily	13	19
Fully	20	20

Shields do not have any effect of the armour rating of infantry.

Long Weapons

These fall into four categories; which are thrusting spears, long thrusting spears, pikes and long pikes. All long weapons are considered to be two handed, but a shield of medium size can still be employed whilst using a long weapon. Each weapon is classed by its size these are as follows:

Thrusting Spear	2m – 3m	Athenian Hoplites	2 Ranks
Long Thrusting Spear	3m – 4m	Spartan Hoplites	3 Ranks
Pike	4m – 5m	Theban Hoplites	4 Ranks
Long Pike	5m+	Macedonian Foot Companions	5 Ranks

Each weapon is listed with an example of the troops that use it and the number of maximum ranks that can be employed by a formed unit that is using this weapon. All spears and pikes would have a flattened arrow type head at its front end and a heavier balancing spike at its rear end. This allows the weapons centre of gravity to be three quarters of the way back along the weapons shaft. Long weapons are extremely light for there size, this is partly due to the type of wood that is used and the small circumference of the weapons shaft, the later indicates that these weapons are prone to breaking easily.

Spear

This single handed weapon is the most common of infantry weapons, its size is less that two metres and its weight is not much more than a kilogram. The spear would have a flattened arrow type head at its front end, with no spike on its rear end and its centre of gravity was about the middle of the weapons shaft. This single rank weapon needs little skill to use and is employed by both trained and untrained units.

Swords

Swords are grouped into three types these are; cut and thrust, hack and slash and two handed cutting all are a single rank weapon and with the exception of the two handed cutting sword are all single handed weapons.

Sword – Cut And Thrust

This is the shortest and fastest of the three listed swords, it is primarily used for thrust attacks to vital exposed parts of the body, like the face, neck or arm pit. The sword would be normally grooved along it blade to aid retraction, the Roman Gladius is a good example of this sword.

Sword – Hack And Slash

This is a medium length sword of moderate speed; it is primarily used for hack attacks to the neck and other exposed parts of the body. The sword would be heavier than the above cut and thrust weapon with its blade being designed to take the impact of a hack against armour. The Celtic Long Sword is a good example of this sword.

Sword – Two Handed Cutting

This large and heavy weapon is very slow, but this is more than compensated for by the weapons damage, it is primarily used for a two handed over head chop attack. This attack is designed to inflict maximum damage to the head, neck or shoulders and the weapons momentum will carry the sword well into the body of the opponent, in some instances cleaving them in two. The Thracian Rhompia is a good example of this sword.

Axes

There are two types of axes, a single handed axe and a two handed axe, treat these weapons like the sword – hack and slash for the single handed axe and the sword – two handed cutting for the other.

Dagger/Improvised Weapon

Daggers are slim, light and fast weapons up to half a metre in length, they are not a primary close combat weapon. Daggers are normally carried by all troop types as a survival aid rather than a close combat weapon. Improvised weapons can take the form of any mix of weapons, but would normally be cheap and inexpensive, like staves and clubs. All are single hand and rank weapons.

Lance
This light and slim cavalry contact weapon is designed to cause maximum damage on impact, impaling the opponent on the end of the lance. Due to retraction of the lance being difficult or it breaking on contact, the cavalry unit will resort to a secondary weapon in subsequent rounds of close combat. The Persian Lance is a good example of this weapon.

Cavalry Spear
This cavalry weapon is slightly longer than its equivalent foot spear; it is used for under or over arm thrusts at an opponent. Like the spear it has a flattened arrow type head at its front end, with no spike on its rear end and its centre of gravity was about the middle of the weapon. This weapon is more robust than the lance and can be used effectively even when stationary. The Greek Cavalry Spear is a good example of this weapon.

Heavy Throwing Weapons
These weapons are for contact only; they have a heavy wood shaft, with fine metal pole protruding from its end. The weapon is normally weighted so that when it contacts an opponent the metal shaft bends, this in turn restricts the movement of an impaled opponent or pulls the opponents shield away from his body. The weight of these weapons restricts their use to a few metres; the Roman Pilum is a good example of this weapon.

Light Throwing Weapons
This is a general weapons category for all light weight weapons that are thrown these include, javelin, dart and throwing axe. These weapons may be used as a contact or ranged weapon.

Sling
An inexpensive weapon that requires a lot of skill to use, the sling which is a leather strap, fires small plum shaped lead weights that weigh thirty grams or more.

Greek Bow
The Greek bow of this period was the short composite bow; this bow was constructed using layers of different wood, this in turn gave the bow a heavy pull weight. The bow itself was strung by inverting the shaped bow back upon itself so creating even more pull. Arrows about half a metre in length are then fired from the bow. The Greek bow is an excellent short distance weapon and had a pull weight of around 45 pounds.

Scythian Bow
The Scythian bow is constructed like the Greek bow but it is a finer weapon, allowing an arrow to be fired a longer distance due to the bows greater pull weight of around 90 pounds.

Light Artillery
These man portable devices would either fire wooden bolts or small balls; the weapon would be mounted on a small frame and crewed by two to four people. It had a similar range to the bow, but fired an obviously heavier missile, doing greater impact damage. The Roman Light Bolt Shooter is a good example of this weapon.
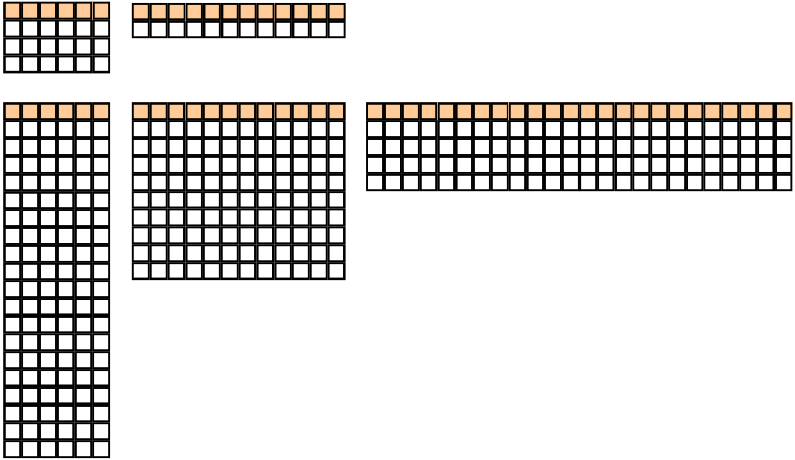
Heavy Artillery
These heavier weapons were normally only used in siege situations; they were not very portable and took many hours to construct. They fired mainly large rocks to reduce defences and crush troops under their immense impact. These weapons were crewed by six to twelve people. The Roman catapult is a good example of this weapon.
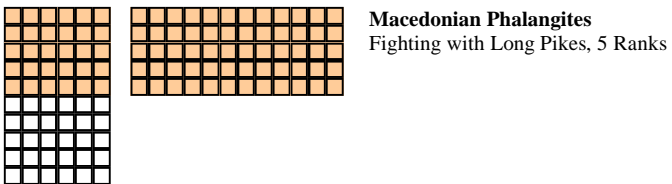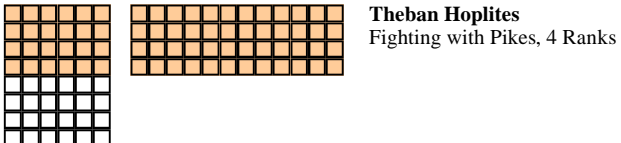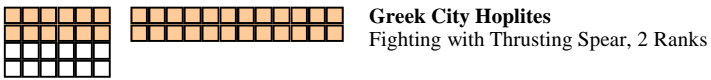
Unit Organisations

Open Order Line   12 – 24 Figures   (48 – 96 Men)

Loose Order Columns   24 – 120 Figures   (96 – 600 Men)

Close Order Columns   24 – 60 Figures   (96 – 240 Men)

Greek City Hoplites
Fighting with Thrusting Spear, 2 Ranks

Spartan Hoplites
Fighting with Long Thrusting Spear, 3 Ranks

Theban Hoplites
Fighting with Pikes, 4 Ranks

Macedonian Phalangites
Fighting with Long Pikes, 5 Ranks

Orange squares denote figures that can fight in a formed close combat.

Bound Sequence Overview

1. **Compulsory Round** ↤
    a. Compulsory Movement
    b. Morale For Seeing Routing Or Retreating Units
    c. Fanatical Tests
    d. Move Any Berserk Units

2. **Contact Round** ↻
    a. Write Down Charges Or Advances To Contact
    b. Declare Charges Or Advances To Contact
    c. Morale For Units That Are Charging Or Advancing To Contact
    d. Move Charges Or Advances To Contact
    e. Morale For Units That Are Receiving A Charge Or Advance To Contact
    f. Evade Missile Fire
    g. Morale For Units Receiving Casualties From Missile Fire
    h. Move Any Receiving Units That Are Making A Response
    i. Secondary Charges Or Advances To Contact

3. **Normal Movement Round** ↤

4. **Missile Round** ↤
    a. Normal Missile Fire
    b. Morale For Units Receiving Casualties From Missile Fire

5. **Finalise Charges Or Advances To Contact Round** ↤

6. **Close Combat Round** ↻
    a. Contact Missile Fire
    b. Close Combat
    c. Move Units That Are Being Pushed Back And Are Following Up
    d. Roll For Breaking Of Long Weapons
    e. Formation Roll For Irregular Units Becoming Unformed
    f. Morale For Units Receiving Casualties From Close Combat

7. **Recovery Round** ↤
    a. Morale To Stop Units Pursuing
    b. Morale To Stop Routing Or Retreating Units
    c. Morale For Lose Of General/Sub General

↤   Denotes; that each phase should be resolved from right to left.
↻   Denotes; that the round sequence is fully resolved, phase by phase for each group of units that are involved, move right to left between each group of units in turn.

Bound Sequence Descriptions

The overall bound sequence is split up into seven rounds, each round having a number of different phases that must be played in order; a short description of what occurs in each round and is as follows:

Compulsory Round

This round deals with any compulsory movement obligations that are still in force upon a unit and the response of other units for seeing such movement obligations. Any fanatical tests and their possible subsequent compulsory movement obligations are also dealt with in this round.

Compulsory Movement Phase

A unit that is routing, retreating, retiring or pursuing is moved its compulsory distance in this phase. A unit that evaded, retired, stood or rallied last bound will have its response counter removed this phase, leaving the unit free of any compulsory movement obligations. A check is made for the abandonment of shield and weapons by a close or loose order foot unit on its initial rout move. A check is made by a routing, retreating or retiring unit that is attempting to burst through a friendly unit. If the unit bursts through then a morale check must be made by the friendly unit. A unit that fails its burst through morale check must immediately retire. Any burst through attempts and subsequent morale checks resulting from a new retiring unit, will continue until there are no more units retiring. Any mass melees are declared in this phase.

Morale For Seeing Routing Or Retreating Units Phase

A unit must make a morale check if it has had a higher or equal morale grade unit of the same type rout or retreat within ten centimetres of it this round, failure indicates that the unit will immediately retreat. Type refers to infantry, cavalry, chariots and elephants. A check is then made by a unit that retreats if it is attempting to burst through a friendly unit. If the unit bursts through then a morale check must be made by the friendly unit. A unit that fails its burst through morale check must immediately retire. Any burst through attempts and subsequent morale checks resulting from a new retiring unit, will continue until there are no more units retiring.

Fanatical Tests Phase

A unit that is classed as "fanatic" must make a check to see if it becomes berserk when it moves within thirty centimetres of a close or loose order enemy unit or when the unit has received missile casualties in the previous bound. Once a unit has gone berserk it need not test again until it recovers from the effects of another compulsory movement obligation.

Move Any Berserk Units Phase

A unit that has gone berserk will be obliged to move in a state of uncontrolled advance until it is within charge reach of a close or loose order enemy unit. At this point the berserk unit will automatically charge the enemy unit; no morale check for the charge is required.

Contact Round

This round deals with the sequence of events that must take place before contact can be made between two or more units. This sequence may have to be repeated for a unit in the same round if the enemy unit that it is attempting to contact retires or evades out of the units contact distance, but an eligible secondary target is exposed.

Write Down Charges Or Advances To Contact Phase

A unit that wishes to close to combat must either do so by charging or advancing to contact. This intention must be wrote down in the following manner, identification of charging or advancing unit, identification of receiving unit and type of contact, charge (C) or advance to contact (A).

Declare Charges Or Advances To Contact Phase

A unit that wishes to close to combat is declared now.

Morale For Units That Are Charging Or Advancing To Contact Phase

A unit that has declared a charge or advance to contact must make a morale check to see if it continues with its orders. Failure indicates that the unit will stand and may not perform any other actions that are not combat orientated for the rest of this bound.

Move Charges Or Advances To Contact Phase

A unit that is charging or advancing to contact will be moved towards its intended target, a note must be made of the intervening distance for possible future reference. If its intended target is also charging or advancing to contact then the units will meet at a mutual point towards the middle of the intervening distance. A unit that is charging or advancing to contact against a unit that at present is stationary will stop two centimetres away from it, if the unit is within its relevant charge distance. A unit that fails to make contact with an enemy unit due to misjudging the contact distance must still be moved its full charge or advance movement distance; the unit will then become unformed.

Morale For Units That Are Receiving A Charge Or Advance To Contact Phase

A unit that at present is standing to receive a charge or advance to contact must make a morale check to see if it continues with any possible responses, failure indicates that a close or loose order unit must immediately retire, whilst an open order unit must make an immediate compulsory evade move without firing. A check is then made by a unit that retires if it is attempting to burst through a friendly unit. If the unit bursts through then a morale check must be made by the friendly unit. A unit that fails its burst through morale check must immediately retire. Any burst through attempts and subsequent morale checks resulting from a new retiring unit, will continue until there are no more units retiring. A unit that attempted to charge or advance to contact and received a stand compulsory movement obligation must now check its morale again if it is the target of an enemy charge or advance to contact.

Evade Missile Fire Phase

An evading unit may discharge a ranged missile weapon in this phase before it evades.

Morale For Units Receiving Casualties From Missile Fire Phase

A unit that has received casualties from missile fire must make a morale check this phase to see if it continues as normal, failure indicates that the unit must immediately retire.

Move Any Receiving Units That Are Making A Response Phase

A unit that has passed its morale check for receiving a charge or advance to contact can now stand stationary and receive its enemy, evade or counter charge. Evading and counter charging is dependant on the receiving unit's present formation. A check is made by a unit that evades if it is attempting to burst through a friendly unit. If the unit bursts through then a morale check must be made by the friendly unit. A unit that fails its burst through morale check must immediately retire. Any burst through attempts and subsequent morale checks resulting from a new retiring unit, will continue until there are no more units retiring.

Secondary Charges Or Advances To Contact Phase

A unit that is charging or advancing to contact may elect to continue with its charge or advance to contact against a secondary target if its first target retired or evaded out of the allowable contact distance. The secondary target must still be within the contact distance and must be within thirty degrees of the advancing unit's present frontal facing. If there is more than one secondary target to choose, then the target that is closest to the original line of charge or advance to contact move must be chosen. Return to the declare charges or advance to contact phase and continue through the contact round again in sequence.

Normal Movement Round

Units may be moved up to their normal movement distance if they are not suffering from a compulsory movement obligation, have not charged, advanced to contact or made a response move. When units are moved any terrain restrictions must be accounted for.

Missile Round

This round deals with the sequence of events that must take place if a unit uses a ranged weapon.

Normal Missile Fire Phase

A unit that is armed with a ranged missile weapon may fire it in this phase if an enemy unit is within range and the unit has a clear line of sight to its target.

Morale For Units Receiving Casualties From Missile Fire Phase

A unit that has received casualties from missile fire must make a morale check this phase to see if it continues as normal, failure indicates that the unit must retire in the next compulsory movement phase.

Finalise Charges Or Advances To Contact Round

A unit that is still continuing to charge or advance to contact must now be moved to contact with the enemy unit. A counter charging unit is moved the remaining two centimetres to contact with the unit that is charging or advancing to contact with it. If the enemy is two centimetres away then contact will be made, if the enemy evaded or retired then the unit will stop its attack at the point the enemy unit initially occupied.

Contact Round

This round deals with the sequence of events that must take place when two or more units contact each other in close combat.

Contact Missile Fire Phase

A unit will have a contact weapon if it is armed with a heavy or light throwing weapon; this can be used before the initial phase of close combat takes place.

Close Combat Phase

If two or more units have made contact with each other then a phase of close combat must be fought.

Move Units That Are Being Pushed Back And Following Up Phase

A unit that loses a phase of close combat will be pushed back two centimetres and will automatically become unformed, whilst the unit that won the phase of close combat will follow up the unit that was pushed back.

Roll For Braking Of Long Weapons

A unit that is armed with a thrusting spear, long thrusting spear, pike or long pike must roll at the end of each round of close combat to see if their weapon remain intact or whether it brakes. There is a fifteen percent chance that enough of the weapons will brake to make the continued use of this weapon ineffective by the unit. If the weapon brakes then a counter must be placed next to unit to indicate this and a note made on the unit's casualty sheet. The unit must now us a secondary weapon, but it may be resupplied with its long weapon at a later time, see *Supply – Re-supplying Units.*

Formation Roll For Irregular Units Becoming Unformed

A formed irregular unit that is in close combat must roll to successfully keep its formed formation, if a roll of fifteen percent or less is made then the unit will become unformed.

Morale For Units Receiving Casualties From Close Combat Phase

A unit that has received casualties from close combat must make a morale check this phase to see if it continues as normal, failure indicates that the unit must rout in the next compulsory movement phase.

Recovery Round

This round deals with the sequence of events that must take place at the end of the bound to try and recover units that are under compulsory movement obligations.

Morale To Stop Units Pursuing Phase

A unit that has had an enemy unit rout away from it in close combat or is already pursuing an enemy unit must make a morale check this phase to see if it continues as normal or stops pursing. Failure indicates that the unit will start or continue with it's pursuit in the next compulsory movement phase.

Morale To Stop Routing Or Retreating Units Phase

A unit that is routing or retreating from a previous bound must make a morale check this phase to see if it can bring itself back under control, failure indicates that the unit will continue with its compulsory movement obligation.

Morale For Lose Of General/Sub General

A morale check must be made by all the units under the command of a general or sub general if he is killed. Failure indicates that the unit must retreat from the battlefield in the next compulsory movement phase. The unit will not recover its morale and will be lost when it leaves the battlefield.

Compulsory Movement

Close or loose order units that are making a compulsory move will automatically become unformed, except for units that are standing, retiring, evading or following up. Also routing and retreating units will automatically flow into a column formation. All units will move directly away from the enemy with their backs towards them, except for units that are being pushed-back and are following up. Any units that reach the table edge will be removed from play. If a routing or retreating unit is contacted by an enemy unit then a free round of close combat will take place. There are ten types of compulsory movement these are:

Rout
A routing unit must be moved straight back in its initial rout move, it will attempt to burst through any friendly units that are in its way unforming them. In subsequent rounds the unit will move straight back towards its own base line and it will still attempt to burst through friendly units that are contacted.

Retreat
A retreating unit must be moved straight back in its initial retreat move, it will attempt to burst through any friendly units that are in its way unforming them. In subsequent rounds the unit will move straight back towards its own base line and will flow round other friendly units if a gap of at least two centimetres exists, otherwise the unit will attempt to burst through the friendly units.

Retire
A retiring unit must be moved straight back away from the cause in its initial retire move. An open order unit will interpenetrate or flow around another friendly unit, whilst a close or loose order unit will flow round another friendly unit if a gap of at least two centimetres exists, otherwise the unit will attempt to burst through the friendly unit. After the units initial retire move the unit will stop retiring, a close or loose order unit that flowed around or successfully burst through a friendly unit will become unformed.

Pursue
A unit that pursues must be move straight forward after the routing enemy unit. A new enemy may be contacted if the routing unit interpenetrates a friendly unit or if it is repulsed by a friendly unit and is made to search for a sufficient gap to flow through. A pursuing unit will not via away from its pursued enemy to attack a new enemy that is off to its sides.

Stand
A standing unit must remain stationary throughout the normal movement round and it can't attack another unit with ranged missile fire this bound. It may respond to other charges or advances to contact against it by turning to meet them, if the response time allows this and it may use contact weapons if close combat then takes place. A standing unit can't counter charge, but other compulsory movement orders will override the stand order. The unit will move normally in the bound following the stand.

Evade
An evading unit must be moved straight back in its initial evade move, the unit may discharge a ranged weapon before evading. An open order unit will interpenetrate or flow around another friendly unit, whilst a loose order unit will flow around another friendly unit if a gap of at least two centimetres exists, otherwise the unit will attempt to burst through the friendly unit. A loose order unit that flowed around or successfully burst through a friendly unit will become unformed.

Uncontrolled Advance
A unit that is suffering from an uncontrolled advance will automatically become unformed and must be moved straight towards the nearest enemy loose or close order unit. If the advancing unit is within charge reach, the unit will automatically charge without taking a morale check.

Push-Back
A unit that lost its last round of close combat will automatically be pushed back two centimetres and will become unformed.

Follow-Up
A unit that won its last round of close combat will automatically follow up the unit that it is pushing back.

Rally
A regular or irregular unit that has successfully stopped its compulsory movement obligation must spend two full bounds rallying on the spot; it may realign itself to face any direction, but no other actions are possible this bound. Once the unit has rallied it will become a formed unit again.

Compulsory Movement Rates
The following movement distances are all stated in centimetres.

Infantry	Compulsory Movement Rates						
	Rout		Retreat	Retire	Pursue	Evade	Advance
Unarmoured	32	35	28	26	30	22	24
Lightly Armoured	27	30	24	22	26	19	20
Moderately Armoured	22	25	20	18	21	15	17
Heavily Armoured	16	18	14	13	15	11	
Fully Armoured	10	12	8	8	9	7	

Cavalry	Compulsory Movement Rates					
	Rout	Retreat	Retire	Pursue	Evade	Advance
Light Horse	64	56	52	60	44	48
Heavy Horse	48	42	39	45	33	36
Fully Armoured Horse	32	28	26	30	22	

Other Mounted	Compulsory Movement Rates					
	Rout	Retreat	Retire	Pursue	Evade	Advance
2 Horse Chariot	58	50	47	54	40	
4 Horse Chariot	45	39	36	42	31	
Camel	38	34	31	36	26	
Elephant	26	22	21	24	18	

Artillery	Compulsory Movement Rates					
	Rout	Retreat	Retire	Pursue	Evade	Advance
Light Artillery	10	8	8			
Heavy Artillery	6	6	5			

Factors in blue denote a unit that has abandoned its shield and weapons, whilst factors in red denote that the movement will unform the unit. A loose order unit that evades or a close or loose order unit that retires will become unformed if it has to burst through or flow around a friendly unit. Open order units will not be unformed by any of the above compulsory movement obligations.

The movement rates for artillery refer to crew movement rates without any weapons; the artillery piece will be left behind, but can be re-manned if the crew return later.

Effects Of Enemy Units On Compulsory Movement
A unit that is under a compulsory movement obligation to move straight back away from the enemy or to move straight back towards its own baseline will not move within two centimetres of an enemy unit. The unit that is under the compulsory movement obligation should always pass the enemy unit on the side that is closest to its own baseline. If the unit is confronted with a solid line of enemy units then it will move straight back towards its own baseline at this point or if the enemy is blocking such a path the unit will move towards the nearest table edge. The unit will flow around any single enemy units that it encounters whilst making its compulsory movement obligation.

Generals With Units

A general or sub general must be moved with a unit if it suffers a compulsory movement obligation. If the unit leaves the battlefield in the compulsory movement phase then the general is lost and counts as being killed. The general figure may move away from the unit in the normal movement round as long has the unit is still on the battlefield.

Abandonment Of Shield And Weapons By Routing Foot Units

A routing close or loose order foot unit may abandon its heavier weapons and shields to gain extra rout speed. There is a ten percent chance multiplied by the units morale grade that a unit will discard its shield and weapons, this is rolled for when the unit initially routs. Only daggers will be kept, these are either carried or sheathed by the routing unit. If a unit does abandon its shield and weapons then this must be noted on the casualty sheet. To resupply a unit must move back to its baggage train and remain there for a full bound. A unit that has abandoned its weapons may still fight in close combat with either a dagger, if the unit is armed with one or an improvised weapon.

Bursting Through Friendly Units

A unit that is attempting to burst through a friendly unit must make a successful burst through roll to succeed; if the unit fails then it will be repulsed by the friendly unit causing no casualties. The unit that was attempting to burst through will then continue its compulsory move and head along the frontage of the opposing friendly units looking for a gap of two centimetres. Whilst searching the unit will attempt to burst through each new friendly unit that it encounters and if repulsed it will continue to move on seeking a sufficient gap to flow through.

Roll 1d6 and add or subtract the following modifiers:

+1   Close order unit attempting to burst through
+1   Heavy cavalry attempting to burst through
+2   Repulsing unit is unformed
+2   Light chariots attempting to burst through
+3   Heavy chariots attempting to burst through
+4   Elephants attempting to burst through
-1   Repulsing unit is armed with thrusting spear or long thrusting spear
-1   Repulsing unit is veteran
-2   Repulsing unit is armed with pike or long pike
-2   Open order unit attempting to burst through
-2   Repulsing unit is elite
-3   Repulsing unit is bodyguard

A unit will burst through an opposing unit if the final result is equal to or greater than the score that is shown below; failure indicates that the unit has been repulsed. A regular or irregular close or loose order unit that has been burst through will immediately become unformed. A unit that has been burst through must make an immediate morale check, see *Morale Checks – Morale For Units That Have Been Burst Through.*

Result	Order of Testers		
	Open	**Loose**	**Close**
Burst Through	Auto	3	6

A unit that is caught in the flank or rear will automatically be burst through no roll is required.

Stopping Compulsory Interpenetration

A retiring or evading open order unit that makes a compulsory interpenetration with a friendly unit will unform it, if the unit is contacted and the open order unit is still in its midst and has not yet cleared the unit. The close or loose order unit may elect to stop the retiring or evading unit from interpenetrating it by closing ranks, this intension must be announced before the open order unit is moved. If the unit elects to close ranks then the open order unit will attempt to burst through it if a sufficient two centimetre gap is not available

Leaving The Battlefield

Evading units that reach the edge of the battlefield will stop and rally at this point, unless the charging unit is still within reach, then the evading unit will leave the battlefield. Units that leave the battlefield through evading, retiring or pursuing have a one off chance of returning, roll a 1d6 die, if a six is rolled then the unit will return in two bounds time. All other units that are suffering from a compulsory movement obligation and reach the edge of the battlefield are considered to have disbanded and will not come back for the remainder of the battle.

Becoming Unformed

An open order unit does not have a formation status so it will never become unformed. A tribal and levi unit will always be unformed, but a regular or irregular close or loose order unit will only become unformed under the following circumstances:

1.   Making a compulsory movement obligation, except stand, *retire*, *evade* or follow up
2.   Fanatical unit becoming berserk
3.   Being pushed back in close combat
4.   Being contacted in the flack or rear
5.   Being contacted whilst doubling
6.   Irregular units who fail a formation test after close combat
7.   Moving over a terrain type that has an unforming effect
8.   Doubling
9.   Charging
10.   Being burst through
11.   Being interpenetrated by a formation that is unforming
12.   Failing to make contact, due to misjudging a units charge or advance to contact distance

Italics denote that exceptions do not apply if the unit flowed around or burst through a friendly unit.

Effects Of Being Unformed

An unformed unit will use the unformed factors on the weapons effectiveness table. A unit that has a long weapon and become unformed in close combat will cast its long weapon away in favour of a shorter secondary weapon.

Reforming

A regular or irregular unit must attempt to maintain a formed formation at all times. The time taken for a unit to reform is dependent of the cause that unformed the unit, see below.

Causes 1 – 2 (Compulsory Movement Obligations)

A regular or irregular unit must immediately rally on the spot if it has successfully stopped from a compulsory movement obligation. A player must declare that he is reforming a unit in the compulsory movement phase. A rally marker must be placed next to the unit and it may realign itself to face in any direction, but no other actions are possible for this and the next bound. In the next but one compulsory movement round the unit will be reformed and the rally marker can be removed.

Causes 3 – 6 (Close Combat)

A regular or irregular unit that is unformed due to close combat must rally when the combat as ceased. The reforming unit must not be; under a compulsory movement obligation, moving over a terrain type that has an unforming effect, still in close combat or berserk. A player must declare that he is reforming a unit at the start of the compulsory movement phase. A rally marker must be placed next to the unit and it may realign itself to face in any direction, but no other actions are possible this bound. In the next compulsory movement round the unit will be reformed and the rally marker can be removed.

Causes 7 – 12 (Movement)

A regular or irregular unit that is unformed due to the movement of itself or friends will automatically reform itself in the following movement round after the cause of the unform has ceased to exist. A regular unit will reform itself whilst moving at up to three quarters its normal movement distance; an irregular unit will reform itself whilst moving up to half its normal movement distance. A unit must comply with the movement restrictions to reform and will be reformed at the end of the movement round in which the reforming took place.

Contact Movement

Points Of Contact

The following diagram shows the arcs of contact upon a unit, these include front, flank and rear arcs.

45°   45°
Front Arc
Flank Arc   Flank Arc
Rear Arc
45°   45°
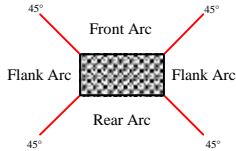
Write And Declare Charges Or Advances To Contact

A unit that wishes to initiate close combat with an enemy unit must either charge or advance to contact, both require the unit to pass a morale test before this can occur, see *Morale Checks - Morale For Units That Are Charging Or Advancing To Contact*. The player must note down which unit is charging (C) or advancing to contact (A) and to which enemy unit the relevant move relates. No pre-measuring is allowed, the distance must be estimated.

Charging

A unit that charges will move at its fastest possible speed and will immediately become unformed, because the unit will automatically break ranks. Tribal, levi, berserk, cavalry and mounted units must all charge an enemy unit. An open order unit must also charge, but it will not become unformed.

Advancing To Contact

A formed regular or irregular unit that advances to contact will move at a slow charge speed, the unit will retain its formation and will not become unformed. A regular or irregular close order infantry unit must advance to contact with an enemy unit, whilst a loose order unit may charge or advance to contact.

Restrictions

A unit can only charge or advance to contact if the enemy unit is within forty five degrees of the units frontal facing, this is reduced to thirty degrees for a secondary charge or advance to contact. An open order unit that is armed with a close combat weapon, except dagger or improvised weapon, can make a frontal charge against another open order unit; close and loose order units must be charged in the flank or rear. An open order unit that is armed only with a missile weapon is only permitted to contact a unit that it will receive a free attack against. Only a berserk infantry unit can charge a mounted unit that isn't stationary, therefore other infantry units can only charge stationary mounted units or mounted units that are in a mass melee.

Cancellation Of Action

An infantry unit must cancel its attack if a mounted unit charges or advances to contact with it, except for a berserk infantry unit who will continue. An open order unit armed with a close combat weapon will cancel its attack against a close or loose order unit if the unit turns to face the attack within the permitted response time allowed, the open order unit will reign in two centimetres away from the unit. A unit that is charging or advancing to contact with a stationary enemy unit will cancel its attack if another charge or advance to contact is declared against the units flank, if the attack is declared against the units rear then the unit is given the option to cancel its attack or continue.

Alteration Of Action

A unit that is charging or advancing to contact with a stationary enemy unit must alter its attack to face a new frontal threat within a forty five degree arc of it present frontal facing. A threat is an enemy unit that declares a charge or advance to contact against the unit.

Existing Close Combat

A unit may charge or advance to contact with an enemy unit that is in close combat if it has an exposed flank or rear to attack. If both units are unformed then a mass melee is taking place, in which case the unit will automatically become unformed once contact has been made.

Flank Or Rear Attacks

An open order unit that is attacked in its flank or rear will turn to face the enemy unit automatically; the open order unit will flow in which ever direction is required to present its frontal facing. This is achieved due to the open order unit not having a formation status. A close or loose order unit that is attacked in the flank arc may turn through ninety degrees to face the attack if the response time allows it. A unit that is attacked in the rear arc may turn through one hundred and eighty degrees to face the attack if the response time allows it. If the unit is contacted whilst responding to these attacks, then it will become unformed. The time taken for a unit to respond and turn is a quarter move for a regular unit, half a move for an irregular unit and three quarters of a move for a levi unit.

Contacting Through Open Order Infantry Units

An infantry unit may charge or advance to contact through a friendly open order infantry unit, if it is within three centimetres of the interpenetrating unit. The open order unit will be placed two centimetres away from the back of the interpenetrating unit if this or a greater distance is not already achieved by the unit. No contact movement is allowed through open order cavalry units or by cavalry or mounted units through open order infantry units.

Contact Movement Distances

The distance between the two opposing units must firstly be measured and a note made, this is because the charging/advancing unit may have various options depending on the response of the receiving unit. The following movement distances are all stated in centimetres.

Infantry	Order of Unit			
	Open	**Loose**		**Close**
	Charge	**Charge**	**Advance**	**Advance**
Unarmoured	30	23	19	
Lightly Armoured	26	20	16	11
Moderately Armoured		17	14	10
Heavily Armoured		12	10	8
Fully Armoured		8	6	5

Cavalry	Order of Unit		
	Open	**Loose**	**Close**
	Charge	**Charge**	**Charge**
Light Horse	60	45	
Heavy Horse		30	23
Fully Armoured Horse		23	15

Other Mounts	Order of Unit		
	Open	**Loose**	**Close**
	Charge	**Charge**	**Charge**
2 Horse Chariot	54	41	
4 Horse Chariot		32	21
Camel	36	27	
Elephant	24	18	12

Factors in red denote that the movement will unform the unit.

The distance between the attacking unit and the enemy unit must be equal to or less than the above stated movement distance. If the enemy unit is within the required distance then the attacking unit will be moved to a point two centimetres away from the enemy unit. The enemy unit must now make a morale check and decide upon its response to the attack, see *Morale Checks – Morale For Units That Are Receiving A Charge Or Advance To Contact*.

Failure To Contact The Enemy Unit

A charging or advancing to contact unit that misjudges its contact distance and fails to contact, must be moved its full charge or advance move along its intended path and then the unit will become unformed.

Finalising Charges Or Advances To Contact

A counter charging unit is moved the remaining two centimetres to contact with the unit that is charging or advancing to contact with it. The counter charging unit will be moved to contact if the enemy unit is to retire or has evaded and the unit is still within the contact distance after an evade move or would still be within the contact distance after a retire move. A unit that is charging or advancing to contact and as not misjudged its contact distance will be moved to contact with an enemy unit that is still standing stationary two centimetres away. If a unit has evaded or retired out of the contact distance, then the attacking unit will reign in on the point that the enemy unit initially occupied.

Responding To An Attack

A unit that has had a charge or advance to contact declared against it and is not itself charging or advancing to contact must make a morale check, this includes units that are at present in a close combat situation, see *Morale Checks - Morale For Units That Are Receiving A Charge Or Advance To Contact*. The responses that a unit may give if the morale check is successful is dependent on the order of the unit that is being attacked, these are:

Order of Unit	Allowed Response		
	Stand	Evade	Counter Charge
Open	Yes	Yes	No
Loose	Yes	Yes	Yes
Close	Yes	No	Yes

Stand

The unit will remain stationary to receive the charge or advance to contact. The unit may attempt to turn ninety or one hundred and eighty degrees if it is attacked in its flank or rear. The unit may discharge any missile weapons in the missile round and if applicable contact weapons in the close combat round.

Evade

A missile armed unit may discharge its missiles before evading; this missile attack is resolved in the evade missile fire phase, use the appropriate factors for effective range. An evading unit must be moved straight back in its initial evade move. An open order unit will interpenetrate or flow around another friendly unit, whilst a loose order unit will flow around another friendly unit if a gap of at least two centimetres exists, otherwise the unit will attempt to burst through the friendly unit. A loose order unit that flowed around or successfully burst through a friendly unit will become unformed.

Counter Charge

A unit that is counter charging will only move forward when it is certain that the enemy unit is going to finalise it charge or advance to contact in round five. At this point the counter charging unit must be move forward to contact across the remaining two centimetres. The counter charge will not gain any real momentum over this move distance, so use the advancing to contact factors on the close combat weapons effectiveness table. An infantry unit is not allowed to counter charge a mounted unit unless the unit is berserk.

Secondary Charges Or Advances To Contact

A unit that is charging or advancing to contact has the option of continuing with its attack, if the unit that it is attacking retires or evades out of its contact distance and a new enemy unit is within a thirty degree arc of its present frontal facing, also the new unit must be within the attackers contact distance. If the unit wishes to continue with its attack, then return to phase 2b in the contact round. The attacking unit must make another morale check, if successful the unit must be moved to a point two centimetres away from the new enemy unit and then the new enemy unit must make a response morale check. If the attacking unit is unsuccessful with its morale check, then it will reign in at the mid point between the new enemy unit and its present point of attack. A unit that declines the option of continuing with its attack will reign in as above.

An attacking unit may continue with repeated attacks in the same round, if the enemy units continue to retire or evade and a new enemy unit is revealed, this will continue until the attacking unit moves to the extent of its contact distance or contact is made with an enemy unit.

Normal Movement

The following movement distances are all stated in centimetres.

Infantry	Order of Unit		
	Open	Loose	Close
Unarmoured	20	15	
Lightly Armoured	17	13	9
Moderately Armoured		11	8
Heavily Armoured		8	6
Fully Armoured		5	4

Cavalry	Order of Unit		
	Open	Loose	Close
Light Horse	40	30	
Heavy Horse		20	15
Fully Armoured Horse		15	10

Mounted	Order of Unit		
	Open	Loose	Close
2 Horse Chariot	36	27	
4 Horse Chariot		21	14
Camel	24	18	
Elephant	16	12	8

Artillery	Order of Unit		
	Open	Loose	Close
Light Artillery		4	
Heavy Artillery		30° Turn Only	

Other	Order of Unit		
	Open	Loose	Close
General Foot	20		
General Mounted	40		
Baggage Train		6	
Supply Wagon		10	

Units Allowed To Move
A unit that has not made a compulsory move, charge, advance to contact or responded to a contact move may move normally within the movement round. Deployed heavy artillery can only turn on the spot up to 30° each movement round, if the artillery moves then it can't fire in the same bound.

Moving To Contact
A unit is not allowed to move to contact in the movement round, it must stop two centimetres away from an enemy unit, then in the following bound either declare a charge or advance to contact against it.

Rallying In The Movement Round
A unit that is unformed by the effects of movement can rally in the movement round, the exception is for a unit that has been unformed by the effects of a compulsory movement obligation or close combat, see *Compulsory Movement – Reforming*.

Doubling
Once per battle a unit canl move at a faster pace if it doubles across the battlefield, the unit will immediately become unformed, but it will move at twice its normal movement rate. Doubling can't be kept up for more than three consecutive movement rounds; units that cease doubling can't reinitiate it again. Regular and irregular units must immediately reform once doubling as ceased. A levi unit is not allowed to use the double movement rate.

Changing Formation
The permissible formations that a formed unit may change to are a double line or a column of attack. The time taken for any formation change is a quarter move for a tribal unit, half a move for a regular unit, three quarters of a move for an irregular unit and a full move for a levi unit. An unformed regular or irregular unit must reform before making any formation changes, the only exception to this is a unit in close combat that expands its frontage to meet a formed attack. An open order unit can only operate in a single line formation. Other formations do exist but these are covered under *special formations*.

Changing Direction
A unit may turn ninety or one hundred and eighty degrees and then move in the new direction. The time taken to turn or about face is a quarter move for a regular unit, half a move for an irregular unit and three quarters of a move for a levi unit. An open order or tribal unit will not suffer any movement deduction for changing its direction through any angle, see *Swarming*. Changes in direction can be preformed whilst a unit is unformed.

Wheeling
Wheeling is pivoting a unit on its left or right flank whilst its other flank moves around, this can only be preformed by regular or irregular non phalanx close or loose order units. A regular unit can pivot at three quarter speed, whilst an irregular can pivot at half speed.

Inclining
Inclining is moving a unit at a forty five degree angle either left or right, whilst keeping the unit facing forward. Only a regular trained non phalanx close or loose order unit can incline at half speed.

Swarming
A tribal or open order unit will swarm around the battlefield, the unit can be turned to face any direction and measurements for moving the unit should be taken from the middle of the unit.

Phalanx Units
A unit that is in a phalanx formation can not wheel or incline; it must change direction through ninety degrees, move sideways and then reface to move forwards once again. This is due to phalanx units being constructed of smaller units that move independently of each other.

Movement Restrictions
The following table shows the movement multiplier that is received for moving through different types of restrictions, this is dependent on the formation and unit type.

Terrain	Close Order		Loose Order		Open Order	Artillery
	Infantry	Mounted	Infantry	Mounted		
Open Wood	3	6	2	4	--	8
Close Wood	4	8	3	6	2	Imp
Broken Ground	3	3	2	2	--	4
Marsh/Swamp	6	Imp	4	Imp	3	Imp
Steep Slope	4	2	3	2	2	6
Sand Dunes	6	8	4	6	3	10
Stream	3	4	2	3	2	Imp
River	6	8	4	6	3	Imp
Settlement	4	Imp	3	Imp	2	Imp
Linear Obstacle	8	12	6	10	4	Imp

The movement multiplier shows the equivalent forward distance in centimetres that one centimetre of normal movement would require, i.e. if a close order heavily armoured infantry unit was moving in an open wood, it would expend three centimetres of its movement rate to move one centimetre forward, so it would only be able to move one centimetre per movement round. A regular or irregular close or loose order unit will become unformed when it moves within the above restriction. A unit will remain unformed until it has spent the required time reforming, see *Compulsory Movement – Reforming*. A unit is not allowed to reform whilst it is still in the above restriction.

Friendly Dead Ground

A unit can't advance into or across an area that as been routed or retreated across by a friendly unit. A unit can't also advance into or across an area that as been retired or evaded across by a close or loose order friendly unit. A unit may not move into the line of an ongoing charge or advance to contact that will be moved in the finalise charges or advances to contact round.

Moving Past Enemy Units

A unit may move past an enemy unit if there is a gap that is equal to or greater than the unit's present formation frontage plus one centimetre. The unit must be in an attack type formation to move past the enemy unit, see *Unit Organisations*.

Interpenetration

The following table shows the order of units that can be interpenetrated and if both or only one of the units can move, the tables also indicates if a unit can't be interpenetrated.

Infantry/Infantry	Order Of Interpenetrating Unit		
	Open	**Loose**	**Close**
Open	Yes	Yes	Yes
Loose	Yes	Yes	No
Close	Yes	No	No

Mounted/Mounted	Order Of Interpenetrating Unit		
	Open	**Loose**	**Close**
Open	Yes	Yes	No
Loose	Yes	Yes	No
Close	No	No	No

Infantry/Mounted	Order Of Interpenetrating Unit		
	Open	**Loose**	**Close**
Open	Yes	Yes	No
Loose	Yes	No	No
Close	No	No	No

Yes   Both units may move freely and will not unform each other
Yes   One unit may move freely, if both move then close or loose order units will become unformed
No   Interpenetration is not allowed

A unit that is not allowed to interpenetrate another unit can attempt to burst through the unit, see *Compulsory Movement – Bursting Through Friendly Units*.

Special Movement

Missile Fire

A unit may only fire a missile weapon if the following criterion is meet: The unit must have: adequate ammunition, line of sight to the target, the correct arc of fire and the correct firing range to the target. The unit must also meet any other special requirements that the rules stipulate for firing in certain situations. Fire will only take place at the position that a unit presently occupies.

Line Of Sight

A firing unit must have a direct line of sight to its target. If the unit is firing over intervening terrain, then the following table will give a multiplier that can be used to indicate the amount of dead ground that is directly behind the terrain.

	Height Of Intervening Terrain In Contour Levels									
	Height Of The Terrain That The Observing Unit Is On In Contour Levels									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
1	0.11	0.13	0.14	0.17	0.20	0.25	0.33	0.50	1.00	
2	0.25	0.29	0.33	0.40	0.50	0.67	1.00	2.00		
3	0.43	0.50	0.60	0.75	1.00	1.50	3.00			
4	0.67	0.80	1.00	1.33	2.00	4.00				
5	1.00	1.25	1.67	2.50	5.00					
6	1.50	2.00	3.00	6.00		**Infinite Dead Ground**				
7	2.33	3.50	7.00							
8	4.00	8.00								
9	9.00									

The following table gives the equivalent heights of the terrain features in contour levels.

Terrain Feature	**Height**
Hills Per Contour	1
Settlements	1
Trees	2

Any special terrain features that are used within a battle should have their height defined before the commencement of the battle.

To calculate the area of dead ground behind any intervening terrain, multiply the distance between the observing unit and the far edge of the intervening terrain by the above multiplier. The multiplier is obtained by cross-referencing the height from which the observation is taking place and the height of the intervening terrain. The result is the area of dead ground that is immediately behind the intervening terrain, see the example below.

Example Of Dead Ground
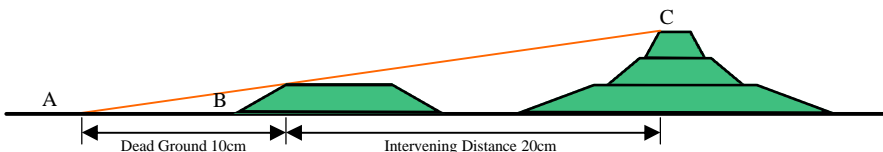
In the above example unit C is observing over a one contour high hill from the top of a three contour high hill. The multiplier of 0.50 is obtained from the table above to give a resulting dead ground of 10cm (20cm x 0.50 = 10cm). Unit B is within this area of dead ground so it can't be seen, but unit A is outside and therefore is within the visible area of unit C.

Arcs Of Fire

The arc of fire of a weapon is dependant on the unit that is using it; the arcs of fire are:

Frontal Facing Of Unit

90° Arc
180° Arc
360° Arc
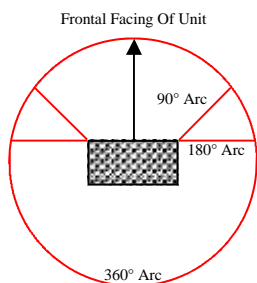
90°	Close or loose order foot and cavalry units
180°	Open order foot units
360°	Open order cavalry units
360°	Chariot and elephant mounted units

Ranges

There are three ranges that a unit may fire at these are; contact, effective and extreme. Contact is when two or more units make initial contact in close combat and a contact weapon is thrown; effective is the range at which a missile will deliver its maximum damage potential and extreme is the range where a missile is classed has being almost spent.

Evader's Missile Fire

A missile armed unit that elected to evade may discharge a missile weapon at the enemy unit that is attempting to make contact with it before it evades. All evade missile fire will take place at effective range. If the enemy unit retires because of the casualties that were inflicted from this fire, then the evading unit has the option of continuing with it's evade or to stand.

Contact Missile Fire

The only contact weapons available are heavy and light throwing weapons, these may be used by a unit on initial contact with an enemy unit. The damaged caused by the contact weapon is taken into account in the initial phase of close combat, see *Close Combat – Contact Weapons*. A contact weapon may be used in the normal missile fire phase and the contact missile fire phase of the same bound. The number of figures that can throw their weapons on contact is determined by the number of figures in base to base contact, with the possibility of one overlap per flank and a second rank if applicable.

Ranks Able To Fire

A unit armed with a heavy throwing weapon, a light throwing weapon or a bow can fire two ranks, all other weapons are limited to only one rank of fire. A composite unit that contains bows is allowed to fire its bowmen over three ranks of intervening troops; the unit will count the reduction for firing a second rank.

Target Priority

The only target priority that applies to a missile armed unit is it must fire at a unit that is attempting to contact it. Besides this the unit is free to fire at which ever enemy unit it wishes to, providing that the unit meets any other special requirements that the rules stipulate for firing in certain situations

Supporting Fire

A missile armed unit can fire at an enemy unit that is charging or advancing to contact with a friendly unit, it will receive a slight reduction for firing due to the target being in contact with the friendly unit for part of this bound.

Artillery

Light artillery will count each model that fires as four figures and heavy artillery will count each model that fires as eight figures. Both light and heavy artillery will count as open order when fired upon or contacted by an enemy unit.
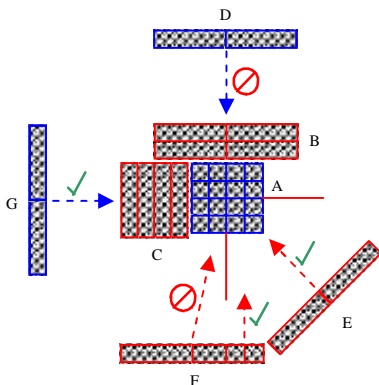
Missile Fire And Shields
For restrictions on the use of shields when firing missiles see *Close Combat – Shielded Units*.

Close And Loose Order Units
Close and lose order units that throw/fire ranged missile weapons can only fire them at effective range.

Firing In To Close Combat

A unit is only allowed to fire into close combat if it is targeting a formation that is more that two ranks deep and it is firing on the units exposed flank or rear. A unit is not allowed to fire in to an unformed mass melee.

The example above shows unit A is being attacked by units B and C, each army has two missile armed units near by. Units D and F are not allowed to fire due to insufficient target depth, but units E and G are allowed to fire. The two red lines extending from unit A indicate the safe angle of fire, in the above instance unit F could possibly fire two figures.

Firing Over Head
A unit can fire over the heads of an intervening friendly unit if there is a five centimetre gap between the firer and a friendly unit, also there must be a two centimetre gap between an intervening friendly unit and a target that is on higher ground. If the firer is itself on higher ground then there must be a two centimetre gap between the firer and a friendly unit, also there must be a five centimetre gap between an intervening friendly unit and the target. A composite unit may fire its missile armed troops over the heads of the other troops within its own unit.

Ammunition
A missile armed unit will have a fixed amount of ammunition that it carries with it; this is dependent on the unit's formation and role. The following table shows the amount of ammunition each unit carries:

Missile Weapon	Formation	
	Open	**Close/Loose**
Heavy Throwing Weapon	--	1
Light Throwing Weapon	6	3
Sling	12	--
Bow	12	8
Crossbow	12	8
Light Artillery	10	--
Heavy Artillery	6	--

When the above ammunition is reduced to zero the unit is out of ammunition and must return to the nearest supply wagon or camp to resupply, see *Supply – Re-supplying Units*. A Unit may re-supply at any point when it has used more than fifty percent of its ammunition.

Missile Fire Mechanics

Find the initial factor from the missile effectiveness table and then add or subtract any applicable factors for armour, experience, movement, formation and contact responses. To this add the result of the random dice roll and then cross reference it on the missile and close combat casualty table.

Missile Effectiveness Table

Missile Weapon	Range	Order of Target		
		Open	Loose	Close
Heavy Throwing Weapon	Contact	0	4	8
Light Throwing Weapon	Contact	-1	2	5
	2 – 6	-4	0	3
	6 – 12	-8	-4	0
Sling	2 – 24	-5	-1	2
	40 – 70	-10	-6	-2
Greek Bow	2 – 8	-3	0	3
	8 - 24	-8	-5	-2
Scythian Bow	2 – 18	-2	1	4
	18 – 54	-6	-3	0
Light Artillery	5 – 40	-4	0	5
	40 – 60	-9	-4	1
Heavy Artillery	20 – 60	-6	1	7
	60 – 100	-12	-5	2

Factors in orange are only used on contact, whilst factors in pink denote extreme range.

Armour:-
-?   Opponents AC (Armour Class)
-1   Opponent is shielded – Buckler
-3   Opponent is shielded – Normal Shield
-5   Opponent is shielded – Body Shield

Experience:-
+5   Good Shot
-2   Poor Shot

Moved This Bound:-
+1   Target Stationary
-1   Target moved between 10cm and 20cm
-3   Target moved over 20cm
-6   Firer moved over half its normal move

Formation:-
-1   Firing a second rank
-2   Firing frontally at a formed close order phalan
-3   Firing in a close or loose order formation

Contact Response:-
-1   Giving supporting fire
-2   Open order formation evading
-4   Stood receiving charge or advance
-6   Loose order formation evading

Prepared:-
-2   Target behind linear or natural obstacle
-4   Target behind prepared defence works
-8   Target behind wooden fortification
-12   Target behind stone fortification

Factors in red are the **only** factors that are used by a unit that is throwing a contact weapon.

Add the result of a random 1d6 dice roll.

Class	Dice Roll					
	1	2	3	4	5	6
Regular	-1	0	0	+1	+1	+1
Irregular	-1	-1	0	0	+1	+1
Tribal	-2	-1	0	0	+1	+2
Levi	-3	-2	-1	0	0	+1

Factors in red denote roll again continuing to add or deduct the result.

Close Combat

Regular Units
A regular trained unit will always attempt to retain a formed formation, especially in close combat. Whilst formed the unit will fight with the number of figures that are in base to base contact with an enemy unit, including any possible overlaps. The unit will also fight with the number of ranks of figures that the unit's weapon type allows.

Irregular Units
An irregular trained unit will always attempt to retain a formed formation, but unlike regulars they have a tendency to ignore their training in the heat of battle and break ranks, becoming unformed. This is represented by each irregular unit having to make a formation roll after each phase of close combat. If fifteen percent or less is rolled then the unit will break ranks. Whilst formed the unit will fight with the number of figures that are in base to base contact with an enemy unit, including any possible overlaps. The unit will also fight with the number of ranks of figures that the unit's weapon type allows.

Tribal Units
A tribal trained unit will always be unformed; they are skilled with a weapon, but are not trained to maintain any type of formation. A tribal unit will normally operate en-mass and swarm around the battlefield looking for enemy units to attack.

Levi Units
A levi unit is not trained; it will always be unformed and it is not skilled with a weapon. A levi unit is penalised when making a close combat attack against an enemy unit.

Unformed Units
A unit that is or becomes unformed will fight with the number of figures that are in base to base contact with an enemy unit, no overlaps. In subsequent rounds of close combat the unit will fight with double this amount of figures if a two centimetre gap is present on either side of the enemy unit, this occurs even if the unit is pushed back. The unit is said to have flowed around the unit, although this action does not unform a formed unit that is attacked in this way. Missile fire, charges or advances to contact are not affected by this type of overlap and the unit is not moved to represent such moves.

Fanatics
A fanatical unit that has gone berserk will automatically be unformed; therefore it will fight with the number of figures that are in base to base contact with an enemy unit, no overlaps. In subsequent rounds of close combat the unit will automatically flow around a formed units flanks if any gap exists, this will double the amount of figures that are allowed to fight.

Mass Melees
The term mass melee refers to a free for all close combat situation where all the units involved are unformed and mill around fighting each other; this allows all the remaining figures in a unit to fight. A mass melee is declared in the compulsory movement phase if all the units that are in close combat are unformed. Units will use the standing factors on the close combat weapons effectiveness chart, unless the unit as charged or advanced to contact this round, in which case only the factor for advancing to contact is used for both contact methods. A formed unit that joins a mass melee will fight with the number of figures that are in contact with the melee, plus any overlaps. After initial contact the unit will automatically become unformed and will fight with all its remaining figures in the following rounds. An unformed unit that joins a mass melee will fight with the number of figures that are in contact with the melee. After initial contact the unit will automatically fight with all its remaining figures in the following rounds. In subsequent rounds of mass melee all long weapons will be discarded in favour of a close in secondary combat weapon, like the sword or even an improvised weapon.

Any unit may join a mass melee infantry, cavalry, mounted or open order troops with a combat weapon. In a mass melee with multiple units on one or both sides, the equivalent percentage of figures must fight each other. A unit will not be pushed back on losing a phase of close combat and the winning side will not follow up; a unit will also not pursue a routing unit from a mass melee unless the router and victory are the only remaining two units in the mass melee.

Ratios Of Figures That Fight

The following tables shows the ratios of figures that will fight in close combat if a number of figures are known.

Close Order	1	2	3	4	5	6	7	8	9	10
Loose Order	1	1	2	3	4	4	5	6	6	7
Open Order	0	1	2	2	2	3	3	4	4	5

Loose Order	1	2	3	4	5	6	7	8	9	10
Open Order	1	1	2	3	3	4	5	5	6	7

Single Rank Weapons

All weapons, except long weapons, fight in a single rank only; weather the unit is formed or unformed.

Long Weapons That Fight By Ranks

The following table shows the total number of ranks of figures that can fight in a formed close combat with a long weapon.

Long Weapon	Ranks That Fight
	Formed
Long Pike	5
Pike	4
Long Thrusting Spear	3
Thrusting Spear	2

Contact Weapons

A contact weapon may only be used on initial contact with an enemy unit, see *Missile Fire – Contact Missile Fire*. A unit that has had a heavy throwing used against it on initial contact will count as being unshielded in the initial phase of close combat. The damage caused by the contact weapon in the contact missile fire phase is taken into account only for the purpose of push backs. If a unit drew or won the initial phase of close combat by inflicting the same or more casualties on an enemy unit, but the unit had received a greater amount of casualties overall with the inclusion of the contact missile damage, then even though the unit won or drew the close combat it would be pushed back. However if the unit won the phase of close combat, it would receive the modifier for winning close combat in its morale check.

Shielded Units

A unit can only count its shield if it is attacked on its frontal arc or left flank, but not both at the same time. A unit that is attacked on one of these arcs will be shielded. A unit can't use its shield if it is using a two handed cutting weapon, bow, crossbow or the unit is firing artillery. A unit will be unshielded on the initial phase of close combat if it has had a heavy throwing weapon used against it.
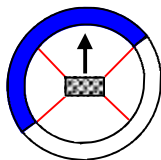
Expanding Unit Frontage

A formed unit will become unformed if it expands it's frontage in close combat, this expansion move is carried out in the normal movement round, see *Normal Movement – Changing Formation*. The only time that a unit can't expand it's frontage in close combat is when it is charging, advancing to contact, pursuing or is being pushed back. Expanding a unit's frontage is not the same as an unformed unit flowing around a formed unit to double the number of figures that are capable of fighting, see *Unformed Units*.

Counter Charging
A unit that counter charges will use the factors for advancing to contact on the weapons effectiveness table, these factors show that only a formed unit can use them, so ignore this for the purposes of counter charging.

Breaking Long Weapons
A unit that is armed with a long weapon will have a fifteen percent chance after every phase of close combat of breaking enough of the weapons to make them ineffective. On breaking their weapons the unit must revert to a secondary weapon to continue in combat.

Discarding Long Weapons
A unit that is using a long weapon in close combat will discard it and draw a shorter secondary weapon if it becomes unformed from any cause. Weapons that are discarded can not be retrieved once close combat has ended, the unit must be resupplied.

Lances
A lance is a one use contact weapon, which will automatically break after the initial contact of the unit. In subsequent rounds of close combat the cavalry unit must revert to a secondary weapon to continue in combat.

Broken, Lost Or Discarded Weapons
A unit that suffers the lose of a weapon can be resupplied with the same weapon again, see *Supply – Re-supplying Units*.

Daggers And Improvised Weapons
All units except levi units will automatically be armed with a dagger of some description, a unit that is only armed with a dagger as a combat weapon can't initiate close combat, but can defend itself against an attack by an enemy unit. A unit with an improvised weapon may initiate close combat.

Defending Obstacles Or Prepared Defence Works
A unit will continue to count any additional factors for defending an obstacle or prepared defence works until it loses a phase of close combat and is pushed back away from it. The attacking unit may then move over the obstacle or prepared defence works, unforming itself if not already unformed. Neither unit will now count the obstacle or defence works. In a stand off situation where two or more units are fighting over an obstacle or defence work only the defender will receive any additional factors, this is due to the way defensive obstacles and works are formed giving advantage to the defender and not the attacker. Defenders that win a phase of close combat need not push back the attacking unit and therefore need not follow up themselves, abandoning their defences. Instead the defender will receive the +4 melee bonus for "winning mass or multiple combat last bound" in their next close combat phase.

Pulling Off
The fastest moving unit may pull off from close combat at any time within the normal movement round; the unit will deduct for turning and then can make its normal move. The unit's opponent will not obtain a free attack on the unit that is pulling off, because it is considered that this move was initiated in the last close combat phase. The unit must also remain stationary whilst the faster unit pulls off, but the unit will have the option of charging or advancing to contact in the following bound, see *Contact Movement – Charging Or Advancing To Contact.*

Free Attacks
A unit is entitled to a free attack upon an enemy unit that is routing or retreating if contact is made or maintained between the two units. The routing or retreating unit will not respond to the attack and a morale is not taken for receiving casualties, if casualties are inflicted instead see *Recovery Round – Morale To Stop Routing Or Retreating Units.*

Multiple Unit Combat

A unit that is attacked by two or more units will attempt to defend itself against all possible attacks. The following examples refer to units that are armed with a single rank weapon, i.e. sword, and who are counted as formed unless otherwise stated.
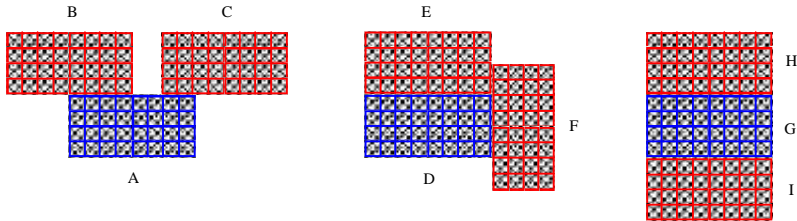

The example above shows that unit A is attacked by units B and C, both units A and B will fight with four figures and one figure overlap and both units A and C will fight with two figures and one figure overlap. Unit D is attacked by units E and F, both units D and E will fight with eight figures, whilst unit D fights unit F with three figures, but unit F fights with four figures and one figure overlap. Unit G is attacked by units H and I, all units fight each other with eight figures. Units D and G will become unformed because they have been attacked in the flank by unit F and in the rear by unit I. In the following round of close combat unit D will flow around the flanks of units E and F, doubling the number of figures that fight, whilst unit G will do the same with units H and I, see *Unformed Units*.

Mechanics Of Multiple Combat

Units that are involved in a multiple combat situation must try to adhere to the following general rules;

1. At least one unit must be formed or else the multiple combat will become a mass melee
2. A unit must allows maintain its present formation when following up or being pushed back
3. A unit may expand its frontage, but this will automatically unform a formed unit
4. A unit that drew in multiple combat may be required to push forward or fall back to remain in contact with an enemy unit; this does not count as following up or being pushed back for the unit that drew its combat.
5. A unit that is contacted by a multiple combat that moves will be instantly unformed and drawn into the combat; the contacting unit will also become unformed if it is not already.
6. A unit will not pursue an enemy unit that routs from a multiple combat if it is still in contact with another enemy unit.
7. A general who is with a unit that is in multiple combat can only give his combat bonus against a single enemy unit; this is considered to be the combat that the general is fighting in. Therefore the general can only be hit by the same enemy unit.

Examples Of Multiple Combat

Lines Of Rotation

Fig.1	Fig.2	Fig.3
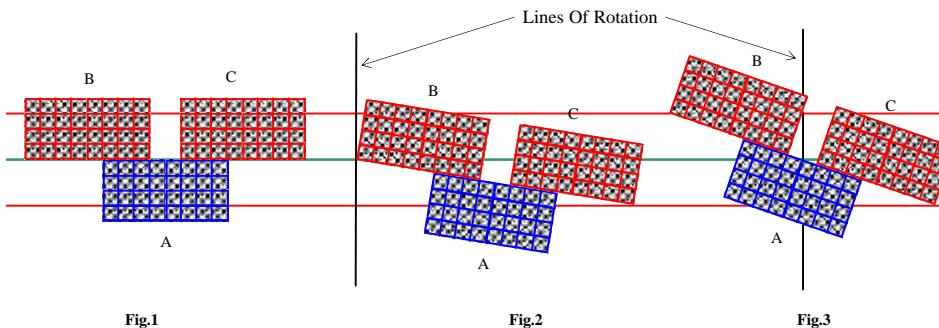
The green line denotes the starting point of the unit, whilst the red lines denote the compulsory two centimetre pushback point.

Fig.1: Unit A beats units B and C: both units B and C are pushed back becoming unformed, whilst unit A follows up. Both units B and C beat unit A: unit A is pushed back becoming unformed, whilst units A and B follow up.

Fig.2: Unit B drew against unit A, but unit C beat unit A: unit A is pushed back and unformed, whilst unit C follows up, but unit B must push forward to remain in contact. The combat pivots on a line of rotation at the front corner of unit B. This draw and win combat situation as four possible permutations, but each one will cause the combat to pivot either forwards or backwards on a similar line of rotation, either at the front corner of unit B or the front corner of unit C.

Fig.3: Unit A beats unit B and unit C beats unit A: unit B is pushed back becoming unformed, whilst unit A follows up, but unit A is pushed back becoming unformed whilst unit C follows up. In the next phase of close combat unit A counts as following up B and being pushed back against C, but the whole unit is counted as being unformed. This win and lose combat situation as two possible permutations, but each one will cause the combat to pivot around the line of rotation through the middle of unit A.

Winning Close Combat
To win close combat a unit must cause more whole casualties than its enemy inflicted on it. A unit may win a part of a close combat by inflicting more casualties on one enemy unit, but receiving more from another enemy unit.

Close Combat Mechanics

Find the initial factor from the weapons effectiveness table and then add or subtract any applicable factors for armour, experience, command, movement, formation and contact responses. To this add the result of the random dice roll and then cross reference it on the missile and close combat casualty table.

Weapons Effectiveness Table

Weapon	Manoeuvre Type					
	Charging	Advancing to Contact	Standing	Following Up	Pushed Back	Pursuing
Long Pike / Pike	N/A	9	7	10	N/A	N/A
Long Thrusting Spear / Trusting Spear	N/A	7	6	8	N/A	N/A
Spear	8	6	5 / 4	7 / 6	3	6
Sword / Cut And Thrust	6	5	8 / 7	7 / 6	1	4
Sword/Axe / Hack And Slash	7	6	5 / 6	6 / 7	2	7
Sword/Axe / Two Handed Cutting	9	8	6 / 5	5 / 7	0	6
Dagger / Improvised	5	4	0 / -1	2 / 1	-2	3
Lance	15	12	N/A	N/A	N/A	N/A
Cavalry Spear	9	8	5	7	3	6

Factors in red denote that the unit will become unformed if not already when using this attack.
Factors in **black** denote that the unit must be formed to use this attack.

Armour:-
-? Opponents AC (Armour Class)
-4 Opponent is shielded

Experience:-
+2 Veteran
+5 Elite
+5 Swordsmen fighting formed
+9 Bodyguard
-4 Raw

Command:-
+? Sub-general fighting with unit
+? General fighting with unit

Add the result of the random dice roll.

Formation:-
+1 Each flank that is overlapped with formed troops
+1 Formed thrusting spears being charged
+2 Formed long thrusting spears being charged
+3 Formed pikes being charged
+4 Formed long pikes being charged

Prepared:-
+2 Defending linear or natural obstacle
+4 Defending prepared defence works

Other:-
+1 Fighting from higher ground
+4 Won mass melee or multiple combat last bound
+10 Unit is berserk

Class	Dice Roll					
	1	2	3	4	5	6
Regular	-1	0	0	+1	+1	+1
Irregular	-1	-1	0	0	+1	+1
Tribal	-2	-1	0	0	+1	+2
Levi	-3	-2	-1	0	0	+1

Factors in red denote roll again continuing to add or deduct the result.

Missile And Close Combat Casualty Table

Factors	Figures Fighting										
	1	2	3	4	5	6	7	8	9	10	20
-20	0.01	0.01	0.02	0.02	0.03	0.03	0.04	0.04	0.05	0.05	0.10
-19	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.10	0.20
-18	0.02	0.04	0.06	0.08	0.10	0.12	0.14	0.16	0.18	0.20	0.40
-17	0.03	0.06	0.09	0.12	0.15	0.18	0.21	0.24	0.27	0.30	0.60
-16	0.04	0.08	0.12	0.16	0.20	0.24	0.28	0.32	0.36	0.40	0.80
-15	0.05	0.10	0.15	0.20	0.25	0.30	0.35	0.40	0.45	0.50	1.00
-14	0.06	0.12	0.18	0.24	0.30	0.36	0.42	0.48	0.54	0.60	1.20
-13	0.07	0.14	0.21	0.28	0.35	0.42	0.49	0.56	0.63	0.70	1.40
-12	0.08	0.16	0.24	0.32	0.40	0.48	0.56	0.64	0.72	0.80	1.60
-11	0.09	0.18	0.27	0.36	0.45	0.54	0.63	0.72	0.81	0.90	1.80
-10	0.10	0.20	0.30	0.40	0.50	0.60	0.70	0.80	0.90	1.00	2.00
-9	0.11	0.22	0.33	0.44	0.55	0.66	0.77	0.88	0.99	1.10	2.20
-8	0.12	0.24	0.36	0.48	0.60	0.72	0.84	0.96	1.08	1.20	2.40
-7	0.13	0.26	0.39	0.52	0.65	0.78	0.91	1.04	1.17	1.30	2.60
-6	0.14	0.28	0.42	0.56	0.70	0.84	0.98	1.12	1.26	1.40	2.80
-5	0.15	0.30	0.45	0.60	0.75	0.90	1.05	1.20	1.35	1.50	3.00
-4	0.16	0.32	0.48	0.64	0.80	0.96	1.12	1.28	1.44	1.60	3.20
-3	0.17	0.34	0.51	0.68	0.85	1.02	1.19	1.36	1.53	1.70	3.40
-2	0.18	0.36	0.54	0.72	0.90	1.08	1.26	1.44	1.62	1.80	3.60
-1	0.19	0.38	0.57	0.76	0.95	1.14	1.33	1.52	1.71	1.90	3.80
0	0.20	0.40	0.60	0.80	1.00	1.20	1.40	1.60	1.80	2.00	4.00
1	0.21	0.42	0.63	0.84	1.05	1.26	1.47	1.68	1.89	2.10	4.20
2	0.22	0.44	0.66	0.88	1.10	1.32	1.54	1.76	1.98	2.20	4.40
3	0.23	0.46	0.69	0.92	1.15	1.38	1.61	1.84	2.07	2.30	4.60
4	0.24	0.48	0.72	0.96	1.20	1.44	1.68	1.92	2.16	2.40	4.80
5	0.25	0.50	0.75	1.00	1.25	1.50	1.75	2.00	2.25	2.50	5.00
6	0.26	0.52	0.78	1.04	1.30	1.56	1.82	2.08	2.34	2.60	5.20
7	0.27	0.54	0.81	1.08	1.35	1.62	1.89	2.16	2.43	2.70	5.40
8	0.28	0.56	0.84	1.12	1.40	1.68	1.96	2.24	2.52	2.80	5.60
9	0.29	0.58	0.87	1.16	1.45	1.74	2.03	2.32	2.61	2.90	5.80
10	0.30	0.60	0.90	1.20	1.50	1.80	2.10	2.40	2.70	3.00	6.00
11	0.31	0.62	0.93	1.24	1.55	1.86	2.17	2.48	2.79	3.10	6.20
12	0.32	0.64	0.96	1.28	1.60	1.92	2.24	2.56	2.88	3.20	6.40
13	0.33	0.66	0.99	1.32	1.65	1.98	2.31	2.64	2.97	3.30	6.60
14	0.34	0.68	1.02	1.36	1.70	2.04	2.38	2.72	3.06	3.40	6.80
15	0.35	0.70	1.05	1.40	1.75	2.10	2.45	2.80	3.15	3.50	7.00
16	0.36	0.72	1.08	1.44	1.80	2.16	2.52	2.88	3.24	3.60	7.20
17	0.37	0.74	1.11	1.48	1.85	2.22	2.59	2.96	3.33	3.70	7.40
18	0.38	0.76	1.14	1.52	1.90	2.28	2.66	3.04	3.42	3.80	7.60
19	0.39	0.78	1.17	1.56	1.95	2.34	2.73	3.12	3.51	3.90	7.80
20	0.40	0.80	1.20	1.60	2.00	2.40	2.80	3.20	3.60	4.00	8.00

Factors in red denote a general being hit, see *Generals And Sub Generals – Killing Or Wounding Generals*

Casualties
A full point indicates a figure casualty, whilst a fraction of a point indicates a percentage chance of a figure casualty. If casualties are caused then a morale check must be made, see *Morale Checks – Morale For Units Receiving Casualties From Missile Fire* or *Close Combat.*

Morale Checks

The following morale checks all use the same method of calculating the final result; a unit rolls 2d6 and adds or subtracts the modifiers for the relevant morale check. The unit will pass its morale check if the final result is equal to or greater than its own morale grade. The morale grade of a unit will vary from one through to nine, one being the best and nine being the worst. If the result is less than the required number, the unit has failed its morale check and must comply with the compulsory movement obligation that the relevant check demands.

Morale For Units That Have Been Burst Through
A unit that has had a friendly unit burst through it this bound must make a morale check with the following modifiers.

+?   General/Sub General with unit
-1   Each 10% loss of casualties
-1   Burst through by mounted troops
-2   Burst through by elephants

The unit will continue as normal if the final result is equal to or greater than the units own morale grade; failure indicates that the unit will immediately retire.

Morale For Seeing Routing Or Retreating Units
A unit that has had an equal or higher morale class friendly unit of the same type rout or retreat within ten centimetres of itself this bound must make a morale check with the following modifiers. Type refers to infantry, cavalry, chariots and elephants.

+1   Unit is regular
+1   No enemy within 30cm
+2   Defending prepared defence works
+?   General/Sub General with unit
-1   Each routing unit that has been within 10cm this bound
-1   Each 10% loss of casualties

The unit will continue as normal if the final result is equal to or greater than the units own morale grade; failure indicates that the unit will immediately retreat. If the unit as just retired due to being burst through, then replace the retire with a retreat, but don't move the unit again this bound.

Morale For Units That Are Charging Or Advancing To Contact
A unit that has declared a charge or advance to contact with an enemy unit must make a morale check with the following modifiers.

+1   Unit is advancing to contact
+?   General/Sub General with unit
-1   Each 10% loss of casualties
-1   Enemy is stood facing on higher ground
-1   Enemy is a heavier armour class
-1   Cavalry charging into a formed unit
-1   Not long weapons attempting to charge long thrusting spears or thrusting spears frontally
-2   Not long weapons attempting to charge long pikes or pikes frontally
-2   Elephants or camels charging into a formed unit
-2   Enemy unit defending prepared defence works

The unit will continue as normal if the final result is equal to or greater than the units own morale grade; failure indicates that the unit will stand for the rest of this bound. A unit that has failed to charge must make a charge response morale check if it is being charged.

Morale For Units That Are Receiving A Charge Or Advance To Contact

A stationary unit that is receiving a charge or advance to contact from an enemy unit must make a morale check with the following modifiers.

+1   Close or loose order standing to receive on higher ground
+2   Open order wishing to evade
+2   Defending prepared defence works
+?   General/Sub General with unit
-1   Each 10% loss of casualties
-1   Enemy unit is a heavier armour class
-1   Being charged by long trusting spears or trusting spears
-2   Being charged by long pikes or pikes
-2   Being charged by berserk unit

The unit may make a charge response if the final result is equal to or greater than the units own morale grade; failure indicates that a close or loose order unit must immediately retire, whilst an open order unit must make an immediate compulsory evade move without firing.

Morale For Units Receiving Casualties From Missile Casualties

A unit that has received casualties from missile fire should make a morale check with the following modifiers.

+2   Defending prepared defence works
+?   General/Sub General with unit
-1   Each 10% loss of casualties
-2   Each friendly unit cut-down this phase within 10cm

The final result must be equal to or greater than the units own morale grade; failure indicates that the unit will retire immediately from evade missile fire or in the next compulsory movement phase from normal missile fire.

Morale For Units Receiving Casualties From Close Combat

A unit that has received casualties from close combat should make a morale check with the following modifiers.

+1   Won all or part of close combat this round
+1   Defending linear or natural obstacle
+2   Defending prepared defence works
+?   General/Sub General with unit
-1   Each 10% loss of casualties
-1   Lost this round of close combat
-2   Each friendly unit cut-down this phase within 10cm

The final result must be equal to or greater than the units own morale grade; failure indicates that the unit will rout in the next compulsory movement phase.

Morale To Stop Units Pursuing

The following morale check must be made each time a unit routs an enemy unit from close combat or the unit itself is pursuing. This may mean a unit leaving an on going close combat to pursue a unit that as just routed from it.

+1	Each 10% loss of casualties
+2	Still fighting an enemy unit in close combat
+4	Defending prepared defence works
±?	General/Sub General with unit
-2	Pursuing and still in contact with routing unit
-2	Unit is irregular
-3	Unit is tribal
-4	Unit is levi
-5	Unit is berserk

The unit will either not pursue or stop pursing if the final result is equal to or greater than the units own morale grade; failure indicates that the unit will pursue its enemy in the next compulsory movement phase.

Morale To Stop Routing Or Retreating Units

A routing or retreating unit can only attempt to rally when it has lost contact with the enemy unit that it is pursuing.

+1	No enemy with 30cm
+2	Unit is regular
+?	General/Sub General with unit
-1	Unit is levi
-1	Casualties inflicted on unit this bound
-1	Each 10% loss of casualties
-1	Each other friendly unit routing within 10cm and in line of sight
-2	Each friendly unit cut-down within 10cm this bound
-2	Self routing

The unit will stop and rally if the final result is equal to or greater than the units own morale grade; failure indicates that the unit will continue to rout or retreat.

Morale For Lose Of General/Sub General

The units that are under the command of a sub general that is killed must take the following morale check; if the general is killed then all units must check.

+1	Defending prepared defence works
-?	Rating of general/sub general that is killed
-1	Each 10% loss of casualties
-1	Each other friendly unit routing within 10cm and in line of sight
-2	Each friendly unit cut-down within 10cm this bound

The unit will continue as normal if the final result is equal to or greater than the units own morale grade; failure indicates that the unit must retreat in the next compulsory movement phase towards its own baseline. Units that fail the morale check **can't be recovered** in the recovery round and once a unit reaches the baseline it is removed from play.

Fanatical Tests

Some special units are classed as either fanatical or berserkers, both types of units work themselves into a state of frenzy that is maintained for a number of bounds. A unit that is in a frenzied state "berserk" is not required to test for any morale checks, except for close combat. Fanatical units are normally extremely religious and believe that their death will bring them great honour, whilst berserker units use drugs to bring on their berserk state.

A unit that is classed as a "fanatical unit" and is not yet berserk must check its fanatical state when:

1.   It is within 30cm of a close or loose order enemy unit that is within sight
2.   It as taken missile casualties in the previous bound

A unit that is classed as a "berserker unit" will only check its fanatical state when it is required to go berserk by its general.

Fanatical Test
Roll 2d6 and add or subtract the following modifiers:

+1   Unit received casualties last bound
±?   General/Sub-General with unit
-2   Berserker Unit

The unit will continue as normal if the final result is less than the unit's morale grade; otherwise the unit will immediately go berserk if the final result is equal to or greater than the unit's morale grade. A fanatical unit that has gone berserk will not retest on this table until it has lost its berserk state, this can only be achieved by failing a close combat morale check. Berserk units do not require morale checks for other causes.

Moving Berserk Units
A unit that as gone berserk will be in a state of uncontrolled advance, it must move at its full movement rate towards the nearest enemy loose or close order unit. If the distance between the two units is less than the required charge distance the berserk unit will automatically charge, no morale check is required for charging.

Generals And Sub Generals

Ratings Of Generals
Generals and sub generals have a rating of between one and six; this rating is added to a unit's morale check or close combat calculation if the general is with the unit. The rating is to indicate the general's ability to lead and control is men, the higher the rating the better the general.

Killing Or Wounding Generals
A general will be hit, if he is with a unit that is receiving casualties from missile fire or close combat, when any of the resulting percentages are red.

Factors											
	Figures Fighting										
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**20**
-15	0.05	0.10	0.15	0.20	0.25	0.30	0.35	0.40	0.45	0.50	1.00

The above casualty table indicates a general being hit; the factors are for twelve figures that have gained a final factor of minus fifteen. Even if the sixty percent chance is missed the general is still hit.

For each hit on a general roll 1d6 and refer to the following table:

Roll	Wound	Points	Rating
1-3	Light	1	-1
4	Serious	2	-2
5	Critical	3	-3
6	Killed	4	N/A

A general can receive wounds up to a total of three points and still remain active, when the total reaches or exceeds four points the general is killed. A general who receives a light and then a serious wound will have taken a total of three wound points or the equivalent of a critical wound. With each wound a general receives his rating will drop by the stated amount, a general's rating will never fall below one.

The army general has total command and therefore if he is killed, a morale check must be made by every friendly unit on the battlefield. A sub general who is killed will only cause the units directly under his command to make a morale check, see *Morale Checks – Morale For Lose Of General/Sub General*. A unit that fails its morale check will automatically retreat towards its own baseline, the unit will stop and fight unformed if contacted by an enemy unit, but otherwise the unit will not stop until it is removed from the battlefield. A unit that is retreating because of the lose of a general can't recover its morale.

Capturing Generals
A general or sub general that is not with a unit can be captured if an enemy unit charges or advances to contact with the general. A general will make the following charge response to see how he reacts, roll 1d6 and refer to the following table.

Roll	Response Of General
1-3	General Evades To Nearest Unit
4-5	General Fights With Unit
6	General Captured

A general who evades must be moved to the nearest close or loose order unit. A general who fights will add a roll of a 1d6 to his rating, the unit will roll a 1d6 and add one if it is of loose order unit or add three if it is of close order unit. The highest result will cause a casualty, a light wound on the general and a single figure on the unit. A casualty on the unit will cause a morale check, whilst a wound on the general will cause him to make another response check, as above. A general who is captured is treated has being killed for unit morale checks.

Supply

For an army to function effectively it must have a line of supply, this is represented in these rules by the baggage train that nearly always accompanied an army when it was in the field.

Baggage Train
A baggage train is a representative selection of wagons and ponies that carry all the spare weaponry that an army requires, it consists of a number of supply wagons; the number of these wagons is dependent upon the size of the army. Each army will automatically start with one wagon and then will receive another wagon for every one thousand points that the army represents, therefore a four thousand point army would have five supply wagons.

Supply Wagon
The role of the supply wagon is to resupply the frontline units with missile and close combat weapons; each supply wagon carries five supply points. One supply point will rearm a unit with any one of its spent or lost weapons. A Persian Immortal foot unit that is armed with bow, sword and carries a shield would require the expenditure of three supply points to resupply it, if it had routed from close combat and had cast its weapons and shields away.

Baggage Camp
When the baggage train enters the battlefield it must select a suitable location to encamp, this takes six full bounds. The encampment takes the form of a baggage camp that is twelve centimetres square, this is basically set up by the camp followers that accompany every army. The camp followers are not a fighting unit and therefore are not represented on the battlefield by figures. Once the camp is ready it may rearm any unit that enters the camp or supply wagons may be sent out from the camp to the frontline units, only to return when they themselves require re-supplying. A baggage camp normally as unlimited supply points, see *Campaigns*. Once constructed the baggage camp will have a small earth ditch and rampart around it, this counts as a natural obstacle, see *Roman Marching Fort*. The number of figures that can fight or fire from a baggage camp is limited to a frontage of ten centimetres per side.

Re-supplying Units
For a unit to rearm it self with spent or lost weapons it must either make base to base contact with a supply wagon for a full bound or it must enter the baggage camp and remain there for a full bound. After this the unit is deemed to have been resupplied and may return fully armed back to battle.

Re-supplying Supply Wagons
Once a supply wagon as used its five points of supply it must return to the baggage camp for re-supply. The supply wagon must remain here for two full bounds, before it is fully supplied again.

Capturing Supply Wagons
A unit will capture an enemy supply wagon if it can charge or advance to contact with it. Once contact is made the supply wagon is removed from play and can't be used by either army again.

Ransacking Baggage Camps
An unopposed unit will capture and ransack an enemy baggage camp if it can charge or advance to contact with it. If the unit is opposed then it must rout the opposing units out of the baggage camp to capture it. Once captured the baggage camp can't resupply its own army for the remainder of the battle, any supply wagons that are in camp will also be removed. Supply wagons that are already out on the battlefield may continue to re-supply unit until they run out of supplies.

Roman Marching Fort
The Romans and a few other armies were able to erect in a very sort space of time a baggage camp that had a wooden palisade around the rampart, this counts as a prepared defence works. Constructing a baggage camp of this nature will require ten full bounds instead of the normal six bounds.

Campaigns
For a campaign it is suggested that a baggage camp should have a limited number of supply points and if captured these points would be taken by the ransacking army. Treasure would also be captured from a ransacked camp and this should be added to the coffers of the victorious army.