

Paean

Greek City State Wars



Rules for Hoplite Warfare

Greek Archaic Period 650BC to 490BC



INTRODUCTION

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

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

The historical timeframe for these rules is the Greek Archaic Period of 650BC to 490BC.

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

The rules are designed for the small 6mm miniature figure scale, these fit on a standardised 40mm frontage base. The frontage of figures on the base and the subsequent number of ranks determine the type and number of offensive dice that are rolled for missile fire and close combat without any modifying situational dice being added.

They have a figure scale of 3:1, a ground scale of approximately one pace per 1mm and a timescale of 3 minutes for every bound sequence that is completed. The latter is harder to quantify so take the timescale as an average.

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

Heroic characters with Demi-God qualities can influence the course of a battle, giving aid at times of need and inspiring their fellow warriors to feats of great renown. Heroes may throw out challenges to other heroes and commanders in hope of winning great renown and a legendary status.

This period is dominated by Hoplite warfare, men with a thrusting spear and an *Aspis* or *Hoplion* shield; hence the name hoplite. Prior to this period hoplites fought in an individual open or loose ordered structure, but they soon realised that closing ranks and forming a structured rank-and-file close ordered formation of men with interlocking shields was more effective. Although the word Phalanx was not coined until much later, relating to the Macedonian Pike Phalanx; its meaning is literally a group of men in close rank-and-file formation. So, for the historians of you out there, the use of the word phalanx within these rules is a reflection of this style of warfare. The size of a phalanx varies greatly, but at its heart is a base formation that joins together with others of the same kind to form larger Phalanx formations.

Supporting the close structured Phalanx are loose formations that normally protect their flanks, these formations are swifter and can manoeuvre easier. Operating out front are the skirmish formations with their array of missile weapons, agile and flexible, these formations operate independently to all other formations who take orders from their commanders. Finally, there are the massed open structured formations, moving has one they can envelope formations quickly, but their punching power is weaker since they lack the shock of impact that the rank-and-file formations possess.

Various offensive dice are employed by formations, the exact type **D4**, **D6** or **D8** is dependent on their structure and variety of armour types are worn by both infantry and cavalry.

The Gods are fickle and each bound they may show their displeasure or approval of your battling prowess through the use of randomised omens. Gaining the favour of a God may improve your chance of winning, but being on the receiving end of their wrath could prove problematic.



FORMATION BASE SIZES

All formation bases will have the same fixed frontage of 40mm for 4, 6 or 8 figures per rank. For infantry the depth a base is 15mm deep for a single rank, 20mm deep for double ranks, 25mm deep for triple ranks and 30mm deep for quadruple ranks. For cavalry the depth is 20mm for a skirmish or open structured formation that operate in a single rank and is 30mm for a loose structured formation that operates in a regimented double rank.

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

BASIC STATISTICS

Every formation base participating within the game will have FIVE basic statistics associated with it, these are: operational structure, experience class, armour value, armament and troop category.

OPERATIONAL STRUCTURE

This is simply the number of figures that are allocated to each rank of an individual formation base and this denotes at a glance which operational structure the formation is functioning by, these are:

SKIRMISH (D4)

FOUR figures placed randomly across a fixed frontage base of 40mm, its 15mm deep for infantry and 20mm deep for cavalry. Figures that are in a skirmish formation have complete freedom of movement and may move up to their full move distance, changing facing, direction of travel and formation shape within a single action. Skirmish formations are always missile armed.

OPEN (D6 per rank)

TWELVE infantry figures in two ranks of six placed randomly across a fixed frontage base of 40mm or SIX cavalry figures in one rank placed randomly across a fixed frontage base of 40mm, both infantry and cavalry bases are 20mm deep. Figures in an open formation are a random mass and do not have the regimented structure of loose or close formations. This gives them freedom of movement just like skirmish formations and the advantage of immediate envelopment when they advance to contact, but they lose the ability to allow rear bases to become supporting bases in close combat.

LOOSE (D6 per rank)

SIX figures per RANK across a fixed frontage base of 40mm. These loose structure figures are regimented and infantry can operate in a two or three rank depth per base. Loose formations unlike open formations **do not** have freedom of movement, but they have less stringent restraints than close structured formations.

CLOSE (D8 per rank)

EIGHT figures per RANK across a fixed frontage base of 40mm. Associated with the HOPLITE warrior formation, this close structure allows infantry figures to be in either two, three or four ranks per base. Standing in close proximity to each other and having the capability to lock-shields, this close structure requires numerous actions to manoeuvre around the battlefield, changing facing and formation orientation.

The number of figures four, six or eight also denotes the type of dice that are rolled when executing a missile or combat attack; these dice are known as OFFENSIVE DICE: **D4**, **D6** or **D8**. Therefore, the number of figures act as a visual prompt for players.

ARMAMENT

These fell in to two distinct categories, close combat and ranged weapons.

The main close combat weapon was predominately the Dory, a single-handed thrusting spear weighted at both ends to provide balance when held mid-shaft. Secondary combat weapons are the Xiphos or Kopis both are swords, the Xiphos was for thrusting while the Kopis was for downward slashing. A shorter spear was also available for lighter formations, normally used by massed formations and not orderly formations.

There were three basic types of ranged weapons, the javelin or Akontion, a sling or Sfondonai and the Greek bow or Toxon.

The armament doesn't have to be noted on each base since each figure should clearly be depicted by the weapons they have (WYSIWYG - what you see is what you get).



EXPERIENCE CLASS

All individual formation bases will have an associated experience class assigned to them. This is indicated on their base with its FIRST LETTER and identifies their combat experience, if any, these figures have.

ELITE (E)

The best of the best, normally selected from regular trained figure types forming personal bodyguards for generals or one-off specialist formations.

VETERAN (V)

Regular figures that have experienced close conflict and have lived to tell the tale or venerable figures that have had many years of drill experience.

SEASONED (S)

Mainly formed from the citizen class that have been called upon as required and are conscripted to fight for a season, they may have seen conflict over previous years of service and know basic drills.

IRREGULAR (I)

These figure types are untrained and inexperienced and normally formed into formations that require no drill and fight as a skirmish, open or loose structured formations.

ARMOUR TYPES

All Ancient Greek formations will have an armour value of between TWO and SIX this value relates to the protection that is afforded to a warrior, armour classifications with their values are shown below:

UNARMoured (2)

Figures that carried no shield and wore no armour or helm.

LIGHT (3)

Figures that wore no armour, but carried a shield and may have worn a helm or cap.

MEDIUM (4)

Figures that wore leather pelts or leather/linothorax breast armour with a helm or cap and carried a shield.

HEAVY (5)

Figures that wore extra laminated linothorax or bronzed bell cuirasses armour with a helm or cap and carried a shield.

SUPREME (6)

Figures that have complete protection of arms, legs, body and head with leather/bronzed armour and carried a shield. This armour classification is normally reserved for heroes, general and specialist small elite formations.

It is suggested that research for your formations should dictate their armour value.

Armour for this time period was relatively basic in layout, a helm open or enclosed fashioned of bronze or a leather cap; armour was leather, linothorax or bronzed in nature covering the upper body and groin area; bronzed greaves were also employed to protect the lower legs and arms. The main shield was the Aspis or Hoplon this large round shield gave ample protection from missile fire and close combat weapons; other shields were available these tended to be smaller and used by lighter formations.

TROOP CATEGORY

This period sees a troop category of either infantry or cavalry, although a Greek cavalry formation is normally no more than mounted infantry in most instances.



UNIT FORMATIONS

Single bases are grouped together to procedure a FORMATION; these must be of the same troop category, operation structure and armament, but their armour type and experience class may vary by base with slight exceptions.

For example: a Phalanx would consist solely of an infantry troop category in a close structured formation, armed with the Dory. Armour types may vary from light through to supreme, but all **must** have an Aspis shield to form a Phalanx, giving them the capability to CLOSE RANKS and lock-shields. Their experience class may vary by having more practiced figures intermingled with less seasoned warriors.

FORMATION SIZE

Each skirmish, open, loose or close formation should start with a predetermined number of bases. Only close formations can adjust this starting size by separating or amalgamating with the itself or similar formations. Skirmish, open or loose formations cannot separate or amalgamate with similar structured formations, their size remains fixed and is only reduced by casualties.

Recommended formation sizes vary from six bases through to twelve bases, spaced in multiples of two: **6, 8, 10, 12**

FORMATION RESTRICTIONS

When compiling an army list for your City State some obvious restrictions will apply, historical exceptions may be referenced but the use of common-sense is advised.

For example: warriors operating in a skirmish structure will not wear armour that is heavy or supreme; historical reference to such formations should be considered and maybe reclassified to open or loose formations.

OPERATIONAL STRUCTURE vs ARMOUR TYPE

The following indicates limitations for armour type against specific operational structures:

	Unarmoured	Light	Medium	Heavy	Supreme
Skirmish	✓	✓	✓	✗	✗
Open	✓	✓	✓	✗	✗
Loose	✓	✓	✓	✓	✗
Close	✓	✓	✓	✓	✓

COMMAND AND CONTROL

A City State army requires an ample command structure to operate efficiently, the number of subordinate commanders is left to the discretion of each player, but all armies **must** have a general. It is recommended that each subordinate commander should have a minimum of three formations to command, while the general may only have their bodyguard.



CREATING ARMY LISTS

With the consideration of the requirements for command and control, operational structures, experience classes, armour types and armaments it is possible to start creating your City State army list.

These rules do not give or outline specific army lists for the Greek City States, but by independent historical research it is possible to come to your own conclusions about these. In doing so, players will have a better understanding of the formations that they are fielding in the game.

***For example:** a Spartan Mora consists of 576 hoplites, this consisted of 8 smaller formations called Pentekostys; each had 72 hoplites. At a figure ratio of 3:1 this equates to 8 close structure bases (8 figures in each rank) with 3 ranks per base. Spartan would be Veteran Class for the majority of bases, but the venerable Spartans could be Elite, also consideration is required for younger Spartans (normally under 21) these were trained but had little or no true combat experience. Therefore, it is not unreasonable for a Mora to consist of the following:*

- 2 Elite infantry close structure bases of 3 ranks with heavy armour, Aspis shield and thrusting spear*
- 4 Veteran infantry close structure bases of 3 ranks with medium armour, Aspis shield and thrusting spear*
- 2 Seasoned infantry close structure bases of 3 ranks with light armour, Aspis shield and thrusting spear*

A subordinate Spartan commander could command 2 Mora, therefore doubling the above bases. This allows a finite number of combinations; if two Mora are split, there may be 4 Elites, 8 Veteran and 4 Seasoned, the Elite could fight with the Veteran creating a formation of 12 bases, or all 16 could come together only to split later.

The Spartan King (general) could assemble 6 Mora and ancillaries including the Spartan Helots, these were an irregular open structure unarmoured infantry formation with javelin and light spear.

Hoplite formations that are under the control of the same commander are allowed to split and converge back together. Other formations must remain together and will decrease in size when their bases are dispersed and they **cannot** merge with other formations of a similar configuration.

RATIOS

The ratios of experience class and operational structure of formations is dependant of the specific City State that the army is modelled upon. Most had a trained Elite formation; this may have acted as the bodyguard for their general or it may have been separate. Some City States had small standing armies and called upon their citizens and their nobility in time of crisis to form the main body of the hoplite army. Each player will have their own requirements for ratios, but remember very little was truly documented about this period. Philosophers of the period were contradicted by others that give differing accounts of the same battle and army sizes.

So, for undocumented City States or ones with little classical context it is suggested that players should create a balanced army, with the experience class expanding from elites through veteran to seasoned and the inclusion of irregulars if the City State was slave based and not completely citizen based.

A suggested ratio would be **60%** Hoplites, close infantry consisting of **10%** Elites, **20%** Veteran, **30%** Seasoned. The remainder could be **10%** Seasoned skirmish infantry and **30%** Seasoned loose infantry. Ratios are not fixed, but between **40%** and **60%** hoplite infantry is recommended.

ENCOUNTER

It is suggested that each encounter has a specified POINTS VALUE that both players agree too. Multiples of 500 points cost will give increasing scales of battle starting with 1,000 points increasing through to 5,000 points. Larger battles can easily be fought, but this may require the use of RESERVES.



ARMY BUILDER

From your created Army List cost each commander with the formations that are under its control. Greek City State Armies are constructed base by base, so the following points system allows players to point their army by this simple principle:

FORMATION COST

Each **base** of a formation is costed by **adding** the corresponding POINTS VALUE for their operational structure, experience class, armour type and armament together and then **multiplying** this result by the number of RANKS in ONE base.

OPERATIONAL STRUCTURE

- 1 Skirmish
- 2 Open
- 3 Loose
- 4 Close

EXPERIENCE CLASS

- 1 Irregular
- 2 Seasoned
- 4 Veteran
- 6 Elite

ARMOUR TYPE

- 1 Unarmoured
- 2 Light
- 3 Medium
- 4 Heavy
- 5 Supreme

ARMAMENT

- 1 Light Spear
- 1 Thrusting Spear
- 2 Javelin
- 3 Greek Bow
- 4 Sling
- 1 Good Shot (missile only)

Bases may be armed with multiple weapons like javelin/light spear.

The complete formation cost is simply the BASE value **multiplied** by the required number of bases in your formation.

COMMAND COST

The cost for each type of available commander and hero is listed below.

COMMANDER

20	Cautious	8
40	Average	9
80	Excellent	10
120	Superior	11

HERO

40	Average	9
80	Excellent	10
120	Superior	11
180	Legendary	12
60	Each additional Special Heroic Ability	

Remember the General **must** be the highest rated commander on the battlefield.

TROOP CATEGORY

Points for infantry or cavalry don't really make any difference in overall costs, since any advantage is only applied to movement and the command-and-control distance in most cases stop cavalry from running amok behind enemy-lines.



The Battlefield

Players may have their own way of preparing a battlefield, but if you don't then here are a few suggestions:

The points value of your army should relate to the size of the battlefield to allow for manoeuvrability, for every 500 POINTS VALUE assigned, **40 centimetres** of battlefield frontage should be allowed. Specific battles may require less or more space, but as a general rule of thumb this gives a good flavoursome battle.

Once the points value of an encounter is determined players should select their fielded armies and any reserves they wish to hold back for later, see *Holding Reserves*.

Once armies have been pointed, each player should roll a **D6 die** and select a set-up option:

CLASSICAL SET-UP

This type of classical set-up dictates one side already holding the selected ground they wish to fight on and the opposing aggressor lining-up against them.

The **winner** picks and sets up the battlefield, placing hills, woods, settlements etc.

When the set-up of the battlefield is completed, the **loser** selects which battlefield edge they will defend, positioning their fielded army up to **30 centimetres** in from their table-edge, any reserves are not placed on the table yet.

The **winner** then places their fielded army up to **20 centimetres** in from their table-edge, again any reserve formations are not placed on the table.

ENCOUNTER SET-UP

Occasionally, two opposing armies may encounter each other and have to deploy on the march against each other.

The **winner** picks and sets up the battlefield, placing hills, woods, settlements etc.

When the set-up of the battlefield is completed, the **loser** selects which battlefield edge they will attack from.

Starting with the loser both players alternate and move ONE formation on to the battlefield from their selected table-edge. Continue until all formations have been positioned, if one army has more formations then these will be moved last when the opposing player has no formations to position. Commanders and heroes are then moved on to the battlefield last.

After either set-up reroll a **D6 dice** for initiative and start the battle, **ALEA IACTA EST**

HOLDING RESERVES

A general may hold some of their army in RESERVE, this may consist of up to **one third** of their armies POINTS VALUE. Forces that are held in reserve must have at least one subordinate commander that is leading them. Skirmish formations are allowed since these act independently.

When activated RESERVES are allowed to enter the battlefield on ONE selected flank each time **reserves are called**. A large force of reserves may be split between multiple subordinate commanders; in which case ONE subordinate can be called to outflank in one bound and then another subordinate can be called to outflank in a subsequent bound attacking from the opposite flank.

CALLING RESERVES

Generals call for RESERVES within their activation phase.

Starting from **bound 2** reserves may be called to **outflank**, roll a **D6** dice and add the present bound number to the dice roll. If the resultant number is **7+** then reserves will arrive on the desired flank, if the roll is less then no reserves arrive this bound and the general loses their activation.

Once a flank has been assigned to general the opposing general **cannot** use it. If both flanks have been assigned and there are reserves left to field, these **must** be brought on behind the rear of their own army; moving on from the table-edge.



RULES



GAME TURN

A game turn incorporates a joint initiative phase; this is followed by a flowing bound sequence that both players participate in.

INITIATIVE

The initiative is determined at the start of each bound. Both sides roll a **D6** dice and add the resultant number to their general's order value. The **highest** resulting value wins initiative for the present bound; a **draw** indicates a reroll is required at the start of the game, after this the general that had lost initiative the previous bound now gains it.

BOUND SEQUENCE

In the ensuing bound sequence, the player that won initiative acts first in each of the following sub-phases, followed by the player that lost initiative.

OMENS

If a natural 6 is rolled for initiative an omen card **must** be drawn or an omen rolled for this bound.

RALLY

Compulsory rally phase in which all ROUTED formations **must** attempt to RALLY.

COMPULSORY COMBAT

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

SKIRMISH ACTIONS

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

CALL OF POWER

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

COMMAND ORDERS

In initiative order players each select ONE of their commanders to issue orders to their light-medium, medium, light-heavy and heavy formations that are under that commander's control. For every order that is issued a *Command Roll* on **2D6** dice is required with any command modifiers being applied to the rolled dice (see Command Rolls).

Success is achieved when the final modified roll is **equal to** or **less than** the order value of the controlling commander, this indicates that the formation may execute a single action, see *Formation Actions* and the commander can continue issuing orders; but failure indicates a loss of their command and an opposing commander is activated if one is available. If no opposing commanders are available then continue activating the player's remaining commanders. The phase ends once all eligible commanders have either relinquished or lost their command.

Commanders can be selected in any order; this is not relevant to their personal order values.

CALL OF MIGHT

A heroic character receives ONE free action this may be used for personal gain or if they are leading a formation they can inspire their fellow warriors with a *Call of Might*.

HEROIC ACTIONS

In initiative order players each select ONE heroic character to activate, successfully execute *Heroic Action Tests* to perform heroic actions, see *Heroes*.

VICTORY CONDITIONS

Check the victory conditions for the battle, including any specific conditions that may have been added for the current battle that is being fought. If any conditions are met then the battle **immediately ends** and the victor is declared.

If the VICTORY CONDITIONS are **not** met, then the game turn ends and a new game turn begins with initiative rolls.



VICTORY CONDITIONS

Before continuing with a new bound, check the VICTORY CONDITIONS for the present battle. Common victory conditions are as follows:

SPECIFIC BATTLEFIELD POSITIONAL OBJECTIVE

If a specific battlefield positional objective is gained then this is immediately declared. This may be to HOLD a terrain feature for **X bounds** or to stop the opposing army from gaining a specified terrain feature.

LOSS OF GENERAL

If the general is mortally wound, killed or captured by the opposing side.

ARMY SHATTERED

All armies are obliged to field at least **forty** percent close structured formations. If ALL these infantry formations are DISPERSED and have not yet *Rallied*, then this army is considered **Shattered**.

SURRENDER

A general can at anytime announce that they wish to surrender if they feel that it is fruitless to continue the battle.



OMENS

These are occurrences of an event that takes place within the timeframe of the battle, they are taken to be signs from the Gods and they can be interpreted as good or bad omens. Omens last for ONE full bound and can affect one or both armies.

OMEN CARDS

An omen card is drawn or a **D20** die rolled, when either general rolls a **6** on their initiative die; the effect of the drawn omen card will be applied to the general that rolled a **6**, this may be both general if the dice were tied with a **double 6**.

1 ZEUS - RULER OF THE GODS OF OLYMPUS

GOOD OMEN: Suddenly there is a deafening crack of thunder, a bolt of lightning and a soaring eagle crosses the sky.

The general selects ONE opposing formation for the bolt of lightning to strike, it inflicts **6D8** close combat offensive dice on the formation with **no** dispersal saves allowed; use combat morale test for any DISPERSALS caused. All formation tests are performed with an additional **+2 modifier** for seeing the soaring eagle.

2 HADES - RULER OF THE UNDERWORLD, brother of Zeus

BAD OMEN: A fog rolls in across the battlefield, cold and damp is the air within it.

A dread falls upon all your formations and they suffer an additional **-2 modifier** to any **tests** that they have to perform this bound. All normal movement actions have their distances HALVED, rounding up any fractions.

3 POSEIDON - OLYMPIAN GOD OF THE SEA AND EARTHQUACKS, brother of Zeus

GOOD OMEN: The earth shakes and the ground splits asunder.

The general selects ONE opposing close structured formation and it becomes UNFORMED and all movement distances for the opposing army is HALVED this bound.

4 HERA - QUEEN OF OLYMPUS, wife of Zeus

BAD OMEN: Three white swans are in flight, but they unexpectedly fall to ground, dead.

This omen of Hera disheartens the general and causes their **order value** to be temporally reduced by **-2** for this bound. They also give **no** positive modifiers to any tests that are performed this bound.

5 HESTIA - OLYMPIAN GODDESS OF HEALTH, sister of Zeus

GOOD OMEN: A flock of geese fly into a white cloud from which a fine rain descends.

All UNFORMED formations will automatically RALLY this bound when they are washed with the cleansing drizzle. Do not apply the **+2 modifier** to these formations for just having rallied, they are fresh and ready to go to battle.

6 DEMETER - OLYMPIAN GODDESS OF AGRICULTURE, sister of Zeus

BAD OMEN: A dark foreboding cloud of swarm of insects descends on to your army.

The range for all **command rolls** is reduced to a maximum of **15cm** this bound, an out-of-sight command roll **cannot** be used for distance passed this.

7 ARES - OLYMPIAN GOD OF WAR, son of Zeus and Hera

GOOD OMEN: The howling of wolves is heard over the clash of battle.

Any formation that charges will automatically pass their charge test and just need to roll for charge distance. Formations that make contact will gain **+3 offensive dice** instead of the normal +2.

8 APHRODITE - OLYMPIAN GODDESS OF LOVE, daughter of Zeus and Dione

BAD OMEN: A booming voice shouts "cease" or is it just the wind?

Unsure, formations fail to activate if the **command roll** is a successful double roll and the commander's activation ends.

9 APOLLO - OLYPIAN GOD OF ARCHERY, son of Zeus and Leto and twin of Artemis

GOOD OMEN: A cloud in the shape of an archery bow and arrow rolls across the horizon.

All missile armed formations gain a **+1** to each of their offensive dice rolls this bound for their renewed inspiration.

10 ARTEMIS - OLYMPIAN GODDESS OF TRANSITIONS, daughter of Zeus and Leto and twin of Appollo

BAD OMEN: A sudden wind howls and sand devils' squall across the battlefield.

There is a sudden change in the weather roll a new **weather condition** using the random weather generator.



- 11 **ATHENA - OLYMPIAN GODDESS OF WISDOM AND WAR**, daughter of Zeus and Metis
GOOD OMEN: *A blessing in the form of a shower of rose petals fall upon a single hero.*
 A selected hero character receives the blessing of Athena; this allows them to immediately call a CHALLENGE against any opposing commander or hero that they are **not** in base contact with. A refusal to this challenge will result in their heroic or command value of the challenged character being permanently reduced to the value of 8. Move the challenger to base contact with the challenged character if it is accepted.
- 12 **DIONYSUS - OLYMPIAN GOD OF MADNESS**, son of Zeus and Semele
BAD OMEN: *The skies darken and a sudden heavy rain shower falls with seemingly blood-red drops.*
 All formations suffer despair and execute any tests with an additional **-1 modifier**.
- 13 **HERMES - OLYMPIAN MESSENGER OF THE GODS**, son of Zeus and Maia
GOOD OMEN: *A flock of ravens, black as night, fly in murmuration above the battlefield.*
 All commanders gain the ability to reroll ONE failed **command roll** this bound.
- 14 **HEPHAESTUS - OLYMPIAN GOD OF FIRE**, son of Zeus and Hera
BAD OMEN: *Thick black acrid volcanic smoke drifts in patches about the battlefield.*
 Formations suffer a **-1 modifier** to their missile or close combat offensive dice rolls this bound.
- 15 **LETO - GODDESS OF MOTHERHOOD**, daughter of the Titans Coeus and Phoebe.
GOOD OMEN: *A white stag finds a path across the battlefield.*
 A sign that afterlife awaits heroic deeds means that all open, loose and close formations need **not** test for seeing ROUTS or RETREATS this bound.
- 16 **PERSEPHONE - GODDESS OF THE UNDERWORLD**, daughter of Zeus and Demeter, wife of Hades
BAD OMEN: *Swirling clouds in the sky slow and form what appears to be a five headed hydra.*
 All formations **refuse** to charge to contact whilst this omen is hanging in the air.
- 17 **HELIOS - THE SUN GOD**, son of the Titans Hyperion and Theia
GOOD OMEN: *The sun shines so bright, is that a chariot in the air or was it just a bird?*
 All open, loose and close formations will receive ONE FREE action in the **call of power** phase of this bound; there is no range associated within this free action. The general still may issue a second free **call of power** action to all formations that are still within **10cm** after the first free actions have been resolved.
- 18 **HECATE - GODDESS OF MAGIC**, daughter of Perses and Asteria
BAD OMEN: *A paean to the fallen rides through the air tormenting those that hear it.*
 All formations that require a **contact reaction test** will fail it, unless the resultant modified test roll is **10+**. Once a formation has passed, it can roll subsequent **contact reaction tests** as normal.
- 19 **EROS - GOD OF LOVE**, son of the Aphrodite
GOOD OMEN: *A strange feeling of hope befalls all commanders as they see a large hawk dive to the earth and fly off with a serpent in its talons.*
 All commanders can execute ONE FREE normal movement action in the **call of power** phase of this bound, before the general issues their normal **call of power** action to formations within **10cm**.
- 20 **NYX - THE GODDESS OF NIGHT**, she is the offspring of Chaos
BAD OMEN: *The sun is slowly covered by the moon, then it becomes a full total solar eclipse, breathtaking, but...*
 All formations think the world is ending and must roll for seeing a ROUT with a **-1 modifier** being applied to each roll. Commanders and heroes must roll their value or less, else they will EVADE to their nearest close structured formation and join them, obviously to offer their support!

If a D20 die is used and the same Omen is rolled again, then it is the **Luck of the Gods** and nothing happens.



RALLY PHASE

Any formation that has become UNFORMED for any reason will at the start of the bound sequence execute a **rally attempt**, this **must** be executed LEFT to RIGHT across the battlefield.

Roll **2D6** dice and the resultant modified roll must be **7+** to successfully PASS, below 7 indicates a failure and the formation will immediately RETREAT.

DICE MODIFIERS

+3	Elite	+2	General within 10cm*
+2	Veteran	+1	Subordinate within 10cm*
+1	Seasoned	+1	No enemy formations within 30cm
0	Irregular	-1	Each UNFORMED friendly formation within 15cm
		-2	Engaged in on-going close combat
		-2	Open or Loose formation that has suffered 50% or more DISPERSALS

7+

* These two modifiers are not culminative, if both commanders are within modify with the **+2** General modifier.

If a mixed experience class close formation is attempting to RALLY use the experience class of the **majority**.

CATASTROPHIC FAILURE

A rallying formation will automatically DISPERSE if the resultant modified roll is **3** or **lower** or if a **natural double ONE** is rolled, remove the formation from the battlefield.

A successful rally attempt results in the formation becoming FORMED facing the enemy, all the separated bases are brought back together again and a **+2 ACTION MARKER** is placed with the formation for this bound sequence. Open, loose and close formations can now receive fresh orders this bound, unless they are still engaged in close combat. A separate order is required if a rallied formation wishes to reorder the layout of all the bases within the formation, see *Formation Actions – Reordering*.

While involved in an on-going close combat an UNFORMED formation **must** attempt to reform.

UNFORMED

An UNFORMED formation is represented by moving all the bases of the formation away from each other and leaving a **1cm** gap around each base. Unformed bases **must** remain **stationary** until their next rally phase, when they can attempt to reform.

The state of an UNFORMED skirmish or open formation is more akin to it being disrupted than unformed, since both formation structures don't operate in rank-and-file. The status of UNFORMED is purely to stop it executing orders until it can *Rally*.

If a single UNFORMED close structured base RALLIES, then it may immediately move **4cm** towards another formation that is in same command-and-control group in an attempt to join with it. If unsuccessful the base **must** RALLY again next rally phase and once again if successful it moves once more in an attempt to rejoin it, see *Formation Actions - Forming*.

A singular UNFORMED skirmish, open or loose base will automatically be DISPERSED after they successfully RALLY. This stops them from causing more tests for seeing a routing formation when a rally test fails. The best cause of action is to remove it from play since ONE base **cannot** reform with itself and it **cannot** join a similar skirmish, open or loose formation.

RESTRICTIVE GROUND

A formation that ROUTS or RETREATS will leave a line of restrictive ground behind them, this **cannot** be entered by friendly formations this bound, but opposing formations may enter, cross or hold this ground. For gaming purposes, it is assumed that a formation that is executing a compulsory move takes the full bound to do so.



COMPULSORY COMBAT PHASE

At the start of the compulsory combat phase and before combat begins specific formation may attempt to extract themselves from close combat.

CAVALRY FORMATIONS

A cavalry formation may elect to RETIRE if they are in base contact with an infantry formation. If a RETIRE is declared, roll **2D6** dice and the resultant modified roll must be **7+** to successfully PASS, below 7 indicates a failure and the formation will remain in close combat this phase.

OPEN INFANTRY FORMATIONS

An open infantry formation may elect to RETIRE if they are in base contact with a loose or close structured infantry formation. If a RETIRE is declared, roll **2D6** dice and the resultant modified roll must be **7+** to successfully PASS, below 7 indicates a failure and the formation will remain in close combat this phase.

DICE MODIFIERS

- +3** Elite
- +2** Veteran
- +1** Seasoned
- 0** Irregular

7+

If successful the formation will RETIRE one full move away from the engaged formation and it will end its move facing their enemy, a **+2 ACTION MARKER** is placed with the formation for this bound sequence; see *Command Rolls*.

COMPULSORY COMBAT

After any RETIRE moves all formations that are still **engaged** in close combat **must** now execute ONE phase of close combat.

COMPULSORY ADVERSE MOVEMENT

A failed morale test could potentially give an immediate compulsory movement outcome, these are:

UNFORMED

A formation becomes unformed and all bases are moved away from each other leaving a **1cm** gap around each base.

EVADE

The distance of an evade move is dependent on the formations structure, a skirmish formation evades **4D6cm**, an open formation evades **3D6cm** and a loose formation evades **2D6cm**, all retaining their original facing.

RETIRE

A formation moves ONE full movement action away from their opponent, retaining their original facing, then a **+2 ACTION MARKER** is placed with the formation for this bound sequence; see *Command Rolls*.

RETREAT

A formation turns and moves ONE full movement action away from their opponent and then ONE full move towards their own table-edge and after this move the formation becomes UNFORMED.

ROUT

A formation turns and moves ONE full movement action away from their opponent and then TWO full moves towards their own table-edge and after this move the formation becomes UNFORMED.

Formations that contact friendly formations will interpenetrate them causing them to become UNFORMED unless it is a close structured formation contacted on their frontal facing and they successfully roll a contact reaction test to **close-ranks** or an open or skirmish formation that is evading.



COMMANDERS

A Greek City State army has two tiers of command, the first and foremost tier is the general, this person may be a Royal of the City State or an accomplished leader. The second tier is the subordinate commanders, these leaders may be tactically and militarily the equivalent of the general, but they are never superior.

Each commander will have an order value ranging from between **8** to **11**.

Order Value		General	Subordinate
8	Cautious	Never	1
9	Average	1	2 - 5
10	Excellent	2 - 5	6
11	Superior	6	Never

The order value of commanders can be predetermined for the city state or they can be randomly generated prior to each battle. For this method roll a **D6** die and refer to the relevant commander type, the only exception to this roll is if a **6** is rolled for a subordinate and the general is Average, the subordinate must also be Average, not Excellent as rolled.

GENERAL

The army general should be unattached to any formation except their bodyguard formation.

CALL OF POWER

The general has the special ability of the **call of power**; this is used in his army's active bound sequence. This ability allows the general to automatically issue ONE FREE order to each friendly formation that is fully or partly within a **10cm** radius of their base. Each formation that receives an order can execute a single action, see *Formation Actions*. This ability **does not** extend to ordering skirmish formations to move again, since they use skirmish actions.

A general that is leading a formation that is engaged in close combat can with their call of power activate their formation to fight another phase of combat, other formations **cannot** receive a call of power order while the general is engaged.

After the call of power phase, the general may start to issue orders normally when they are activated, but for each order a successful command roll must be achieved. The general can continue to issue successful orders to any formation that requires an order within the army, but if an order fails then the commander will automatically lose his ability to issue any more orders this bound.

While issuing orders a general may attempt to issue a single order to each subordinate allowing them to reposition themselves up to their full movement distance, a successful command roll is still required for this action. This order can be issued even after the subordinate has been activated this bound.

SUBORDINATE

A subordinate can only issue orders in the command phase that they are activated in. A successful command roll must be achieved for each order that is issued. A subordinate can continue to issue successful orders to any formation that is under their command, but if an order fails the subordinate will automatically lose their ability to issue any more orders this bound.

LINE OF SIGHT

Commanders do not require a direct line of sight to the formation that they wish to issue an order to, since a runner is employed to deliver this order. Intervening formations do not count as blocking the line of sight, but intervening terrain like woods, hills and settlements do. If this occurs a **+4** modifier is applied to the command roll for being **out of sight**.

FRIENDLY CONTACT

If a friendly formation moves over a commander and this move does not clear the commander then the commander is displaced to the **nearest** open space, leave a 1cm gap between commander and formation to indicate they are **not** attached.



COMMAND ROLLS

Activated commanders issue orders to open, loose and close formations that are directly under their control. For each order that is issued a command roll is required, roll **2D6** dice and apply the following situational modifiers to the dice; a PASS result is **equal to** or **less than** the Order Value of the testing commander and allows a formation to perform ONE action; if the result is greater the commander loses the ability to command for the remainder of this bound. The dice modifiers are:

Distance from Commander	0 – 10cm	>10 – 20cm	>20 – 30cm	>30cm	Out of Sight
DICE MODIFIERS:	+0	+1	+2	+3	+4

- +1** Commander leading a formation and giving orders to another formation
- +1** Each subsequent command to the same close structured formation*
- +2** Each subsequent command to the same loose structured formation*
- +2** Formation RALLIED or RETIRED this bound

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

* Place an **ACTION MARKER** or die next the formation to indicate this cumulative value for future rolls.

RELINQUISHED COMMAND and MOVE

A commander has the option to relinquish their ability to issue orders at any point within their command phase; once this is declared the commander may opt to make a move. Foot commanders can move up to **20cm**, while mounted commanders can move **40cm**, this difference is purely down to the formation types that they are commanding: infantry or cavalry.

The commander is moved from his present location and then the command phase is relinquished to the next opposing active commander, if no commanders are available the **bound sequence** ends. Relinquishing a command is the normal way to move a commander about the battlefield; if a command roll fails at any time, then that commander **cannot** move, unless a general orders them to move.

COMMANDING A FORMATION

A commander can use its move to make contact with a formation and join it; the commander can then lead this formation. While leading a formation a commander can still issue orders to other formations with a +1 penalty; if this formation is engaged in close combat **no** orders are allowed.

When the commander's formation receives a movement order the commander is automatically moved with it. Commanders can leave a formation by relinquishing their command and then moving away into the open.

Commanders **do not** fight in close combat, instead they bolster the formations **combat morale test**. For **each** DISPERSAL the formation receives from missile fire or close combat a commander **must** immediately make a successful roll, **2D6** dice, against their order value. If the roll is **greater than** the stated value the commander is mortally wound.

A formation that is led by a subordinate can still receive the FREE **call of power** action from their general.

LOSING COMMANDERS

A commander **cannot** be targeted by missile fire if he is alone in the open, but can be contacted by an eligible open, loose or close formation. If the commander does **not** successfully make a contact reaction roll to evade, the commander will be caught and killed or captured.

Mortally wounded, killed or captured commanders will immediately be removed from the battlefield.

Formations that are under the direct control of a lost subordinate commander can now only be ordered by the general.

If the general is lost then the battle immediately ends.



SKIRMISH STRUCTURED FORMATIONS

These formations perform the skirmishing role of a Greek City State Army and are based in a single rank of four figures.

SKIRMISH ACTIONS

Skirmish formations are independent from all other structured formations; they act on their own initiative and do not receive orders from any commanders, as they know their role is to harass the opposing enemy formations.

In the skirmish actions phase each formation can attempt to execute a number of skirmish actions by successfully passing an initiative test for each action that is required.

Each skirmish formation within the army will undertake an initiative test and will continue to undertake tests until it fails in its attempt or the formation is passed-over. The next formation then tests and this process is repeated until all the skirmish formations have failed their initiative test or have relinquished their activation, at this time the phase ends.

INITIATIVE TEST

The initiative test is based upon the formations experience and training, roll **2D6** and the resultant score with situational modifiers being added to the dice roll must be **equal to or less than** the number stated below.

10	Elite
9	Veteran
8	Seasoned
7	Irregular

Situational Dice Modifier

+2	Each Consecutive Initiative Test
+2	Rallied this bound

Each successful test indicates that the formation can execute ONE of the following skirmish actions:

Movement	Execute a normal movement action for the formation
Missile Fire	Fire at an opposing target that is within the formations missile range

SEPERATING AND MERGING

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

CAUGHT EVADING

A skirmish formation that fails its contact reaction test and is caught by a charge or advance to contact will receive a single phase of close combat attacks against it, before it automatically ROUTS. Hits inflicted on the formation will automatically DISPERSE one base for each hit, no dispersal saves are allowed and the formation does not fight back. This immediate dispersal represents the formation being cut-down when it is caught trying to evade.

The remaining bases ROUT, if they remain on the battlefield the formation will become UNFORMED and **must** attempt to RALLY in the appropriate rally phase of the next bound sequence.

CAUSING MORALES

A targeted formation may require a **missile reaction test** and/or a **missile morale test** after a DISPERSED is caused from missile fire. Multiple missile fire actions may cause a cumulative number of hits across these actions, but a morale test is only required when the firing formation relinquishes its actions against the targeted formation or fails its initiative roll to execute another action, see *Consecutive Missile Fire*.



FORMATION ACTIONS

When an open, loose or close formation receives an order indicate this by placing a marker or a small dice next to the formation: **1** for close formations and **2** for open or loose formations. Increment this number by the same amount for each additional successful order that is received in the same bound, this will help to calculate the on-going subsequent command modifier for another potential *Command Roll* that is required for this formation.

The FREE *Call of Power* or *Call of Might* orders are NOT included in this as these don't affect the on-going *Command Roll*.

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

NORMAL MOVEMENT

The **operation structure** of a formation is used to determine its normal movement rate; formations naturally move slower when they have to maintain a tighter ordered rank and file to fight effectively.

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

	INFANTRY		CAVALRY
16	Skirmish	30	Skirmish
12	Open	25	Open
8	Loose	20	Loose
4	Close		

- Skirmish and open formations may manoeuvre freely at normal speed without penalty.
- Loose and close formations may echelon up to forty-five degrees or wheel at full speed.
- Skirmish and open formations can freely move over or through difficult terrain.
- Difficult terrain is IMPASSABLE to loose and close formations.

ADVANCE TO CONTACT

While executing normal movement an open, loose or close structured formation may advance to contact with an opposing formation. The attacker HALTS when they are 2cm away, so a contact reaction test can be executed by the opposing formation. This gap is then closed by the attacker or defender, dependent on the outcome of the contact reaction test.

ENVELOPING CONTACT

Open formations that have melee weapons can advance to contact and **immediately** ENVELOP their foe after a contact reaction has been performed, unless an EVADE reaction is executed.

FAINT

Formations can declare a FAINT if they advance to contact against a flank or rear and the opposing formations contact reaction response is TURN TO FACE. The fainting formation HALTS when it is 2cm away from the opposing formation.

CHARGING

Charging is a sudden rush to contact performed over a short distance; it relies on the shock of impact to gain an advantage. Only a loose or close formation may declare a charge move against an opposing formation, a morale test is required and if successful the charge must be completed in a **straight line**. The distance of a charge is determined by rolling **2D6** dice and the resultant roll indicates the charge distance in centimetres.

A formation that fails to be ordered to charge to contact **cannot** be ordered to move again this bound and will HOLD their ground until next bound or until they are compelled to do otherwise through a contact reaction test. The formation will become UNFORMED after their charge if the rolled charge distance is **inadequate**.

All loose and close formations **must** be able to end their move in contact with an opposing formation to fight a phase of close combat. The charging formation is moved to a point 2cm away so that a contact reaction test can be undertaken.

Open formations **cannot** initiate a charge, but can be caught by a charge.



MISSILE FIRE

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

ABOUT FACING

A loose and close formation can about-face one hundred and eighty degrees on the spot; then loose formations can perform a FULL normal movement action, while close formations can only perform HALF a normal movement action. Skirmish and open formations can freely change facing within their normal movement action.

CHANGE FACING

A loose or close formation can change its facing and reform in one complete action. This action is used to turn a formation through ninety degrees. The formation is reformed on the centre point of the left or right side of the initial formation's facings. A formation that doesn't have the required space to reform will become UNFORMED.

CHANGE FRONTAGE

Open or loose formations can execute ONE action to expand or contract their entire frontage, while close formations require ONE action to expand or contract HALF their present frontage size; the formation may do this from its centre, left or right flank. Multiple orders may be required for the formation to change to its desired frontage.

SEPERATE

A close formation may separate in to two smaller formations; both splitting formations count as having received ONE order for this action.

FORMING

This action allows a close formation to advance to contact and amalgamate with another friendly close formation that is under the same command and control has itself. Remove the lowest token that indicate performed actions and leave the highest incrementing it by one for the forming action. Use this new modifier to determine potential future actions for this formation for this present bound.

GIVING GROUND

A loose or close formation may receive an order to give ground; the ground given is equivalent to a TWO-base depth per action for loose formations and a ONE-base depth per action for close formations. Giving ground is achieved by moving the complete front row of bases to the back of the formation; for loose formations move the front row again, this may mean that the original front row arrives back at the front if the formation is only two bases deep.

TRAVERSE

A loose or close formation may traverse its position either to the left or right by HALF its movement rate. The formation turns 90° left or right, moves the indicated distance and then turns 90° to face forward again.

REORDERING

A close formation **must** remain **stationary** and then it can reorder the bases within its formation; this single action may be required after two or more formations have amalgamated together, see *Forming*. This allows a formation to group bases of similar class experience and armour types together.

IGNORING ACTIONS

A formation that is UNFORMED **cannot** receive orders until it has successfully RALLIED.



INTERPENETRATION

When a formation attempts to interpenetrate another formation continue to issue orders to it until the formation has cleared the formation that it is interpenetrating. If at any point their commander fails to issue enough orders to clear the formation, then one of the formations **must** be displaced backwards.

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

Skirmish formations may freely interpenetrate and be interpenetrated through by any other type of formation, while an open formation may freely interpenetrate other open and loose formations.

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

If a RETREATING or ROUTING formation contacts another friendly formation or a character the following **will** occur:

A skirmish formation will be swept aside, move the skirmish formation to one side, keeping all skirmish bases in contact with one another.

A commander or hero will be swept away, place the swept base in contact at the front of this formation.

An open or loose formation will be interpenetrated and will automatically become UNFORMED.

A close formation that is being contacted **will** attempt to CLOSE RANKS against a formation that is routing or retreating. If a successful contact reaction test is rolled, the contacted formation will **not** be unformed; the routing or retreating formation flows around it, otherwise it becomes UNFORMED.

DISPLACING FORMATIONS

If two formations end the bound in the exact same position on the battlefield then one of the units **must** be DISPLACED.

Displace the lighter formation so that it DOESN'T achieve a tactical advantage over your opponent and place it with a slight gap between the two friendly formations. If a loose or close formation is displaced by another loose or close formation, then both formations will become UNFORMED.

VISIBILITY

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

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



MISSILE FIRE

A skirmish formation may elect to fire or throw its missile weapons with a skirmish action. An open or loose formation may elect to fire or throw its missile weapons on a successful *Command Roll* from a commander.

ARC OF FIRE

All skirmish formations fire through an 180° arc of their frontal facing, while open and loose formations fire through a 90° arc of their frontal facing.

FLANK FIRE

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

MISSILE RANGES

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

10	Javelin
20	Greek Bow
30	Sling

OFFENSIVE DICE ROLL

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

D4	Skirmish formation per base
D6	Open or loose formation per rank

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

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

Resultant rolls of a natural 1 will always be counted as a miss, no matter what the required offensive dice score was.

The number below indicates the opposing formations armour value and shows the required score or above that is required on the offensive dice roll to successfully hit the target.

2	Unarmoured	-1	Attacking Flanks or Rear
3	Light	-1	Good Shots
4	Medium		
5	Heavy		
6	Supreme		

EXTENDED DICE ROLLING FOR D4 DICE

To hit armour value 5 and 6 with a D4 die, reroll all D4 dice that roll a 4 and then to hit armour value 5 a 2+ is required, while to hit armour value 6 a 3+ is required.

TARGET PRIORITY

Missile fire may be targeted against any opposing formation that is within its missile range.

When missile fire is declared the **closest** bases within the targeted formation must be allocated hits first, unless these are in cover and there are bases in the open and within missile range. Players may opt to target bases that are in cover first, but they will receive the appropriate COVER-SAVE.

For formations that have a mixture of bases in cover and in the open, roll the offensive dice separately for any bases that are targeted in the open, until all bases have been DISPERSED or all offensive dice have been rolled.



DISPERSING FORMATIONS

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

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

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

PART SCORING HITS

Any part scoring hits that remain after an action will cause a *Part Scoring Hits Test* unless a consecutive order is given, see *Consecutive Missile Fire*.

CONSECUTIVE MISSILE FIRE

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

PART SCORING HITS TEST

Formations that receive part scoring hits **must** roll a **D6** die to determine if ONE additional base is DISPERSED. Roll a **D6** die and apply the following modifiers, if the resultant score is **equal to** or **less than** the number of part scoring hits then ONE additional base is DISPERSED, a result that is greater indicates a PASS.

+2	Elite
+1	Veteran
0	Seasoned
-1	Irregular

DISPERSED =< PART SCORING HIT

Rolling a **natural 6** is always a PASS. If a commander is leading the formation, then a failed test may be rerolled.

MISSILE MORALE TEST

A morale test must be performed when any formation loses at least ONE base from missile fire.

Roll **2D6** dice and the resultant modified roll must be **7+** to successfully PASS, below 7 indicates a failure and the formation will immediately RETIRE.

DICE MODIFIERS

+3	Elite	+2	General within 10cm*
+2	Veteran	+1	Subordinate within 10cm*
+1	Seasoned	+1	No open, loose or close formation within 10cm
0	Irregular	-1	Per base DISPERSED

7+

* Does not apply to skirmish formations who have independent autonomy.

CATASTROPHIC FAILURE

If the resultant modified dice roll is **3** or **less** or if a **natural double ONE** is rolled, a formation will RETREAT instead of retiring.

Missile morale tests are executed after any *Part Scoring Hits Test*, since a formation may lose an additional base due to any part scoring hits that were inflicted.



OVERHEAD FIRE

A missile armed formation may elect to fire over the heads of any opposing or friendly formations; this includes from the third or greater ranks of their formation. There is no penalty for firing over the heads of an intervening command or hero base that are between the firing formation and their opposing target formation.

Any successful scoring dice from the first offensive dice roll must be successfully rerolled again for overhead fire. All successful dice that are rolled a second time will score ONE hit each on the opposing formation.

HIGHER GROUND

Missiles can be fired from or to higher ground over the heads of friendly or opposing formations, there **must** be a gap of at least **3cm** between any intervening formations for both the firer and the targeted formations. If this occurs the rules for *Overhead Fire* do not apply when firing from or to higher ground, all offensive dice are rolled just once.

FIRING INTO CLOSE COMBAT

Missile fire into an on-going close combat or mass mêlée is allowed, but **not** against any **primary** or **supporting bases**; targeting other flank or rear bases of the formation is permitted.

COVER-SAVE

Bases within a formation that are in or behind cover will receive a COVER-SAVE. Roll the stated number of offensive dice for the cover save, dice that score **equal to** or **greater than** the stated cover save value will then be rolled again against the formations armour value; this is the normal offensive dice roll. Any offensive dice that **fail** are removed from the dice pool.

- 2+ Woodland Areas
- 3+ Settlements
- 4+ Fortifications/City Walls

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

COMMANDERS/HEROES

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



CONTACT REACTIONS

Formations that wish to advance or charge to contact with an opposing formation **must** firstly declare their intent. A formation that advances to contact will initiate a **contact reaction test** for the opposing formation, while a charging formation **must** first pass a **charge morale test** themselves, have sufficient distance to contact their opponents and then their opponents perform a **contact reaction test** to receive the charge.

REMEMBER: skirmish formations **cannot** initiate close combat in any form, while open formations don't have the rank-and-file structure to declare a charge.

CHARGE MORALE TEST

When a loose or close formation declares a charge, it **must** perform a charge morale test to initiate the charge.

Roll **2D6** dice and the resultant modified roll must be **7+** to successfully PASS, below 7 indicates a failure and the formation will refuse to charge and HALTS on its present position.

DICE MODIFIERS

+3	Elite	+3	General leading formation
+2	Veteran	+2	Subordinate leading formation
+1	Seasoned	+2	Hero leading formation
0	Irregular	+2	Charging a REAR
		+2	General within 10cm *
		+1	Subordinate commander within 10cm *
		+1	Charging a FLANK
		-2	Charging primary bases with a LOWER experience class

7+

* If both a general and subordinate commander are within 10cm, only apply a **+2** modifier for the General.

SHOCK OF IMPACT

A charge is a coordinated short distance rush that adds additional momentum to the contact imparting a shock of impact upon the receiving formation. This impetus is represented by rolling **2D6** dice to determine the charge distance, a short **2cm** charge is automatic but attempting a longer charge comes with a decreasing chance of success.

All charges **must** be executed in a **straight line** since any deviation from this would UNFORM the formation.

A formation that misjudges its charge distance will become UNFORMED after covering its stated charge distance.

Having a commander or hero leading the formation allows a reroll of the impetus dice.

CHARGING versus ADVANCE TO CONTACT

An advance to contact gives all **primary bases** ONE additional *Offensive Die*, while a charge gives all **primary bases** TWO additional offensive dice. A penalty modifier is also imparted to formations that attempt to respond to a charge.

CONTACTING FLANKS

If a contact reaction test fails and a charge successfully contacts an opposing loose or close structured formations flank, this formation will **immediately** become UNFORMED due to the shock of impact.

A loose or close formation is **not** initially UNFORM when it is caught by an advanced to contact on its flank. A phase of close combat is fought and only if the contacted formation **loses** does it then become UNFORMED. If it **wins** the close combat it can CONSOLIDATE, potentially turning loose structured bases to face or splitting and turning close structured bases to face the opposing formation; producing a new formation. If a draw is declared then the combat remains the same.



CONTACT REACTION TEST

A contacting formation **must STOP 2cm away** from its targeted FORMED formation and a contact reaction test is resolved.

Roll **2D6** dice and the resultant modified roll must be **7+** to successfully PASS, below 7 indicates a failure and the formation will remain STAIONARY in its present position.

DICE MODIFIERS

+?	Commander	+1	Commander/Hero leading formation
+4	Hero	-1	Being charged by same experience class of formation
+3	Elite	-1	Being contacted on a FLANK *
+2	Veteran	-2	Being contacted in the REAR *
+1	Seasoned	-2	Being charged by better experience class of formation
0	Irregular	-2	Each Consecutive Reaction Test

7+

SKIRMISH FORMATION REACTIONS

- A skirmish formation may on a successful reaction FIRE MISSILES at the attacking formation.
- After or before any missile fire a skirmish formation may EVADE on a successful reaction test.
- * Skirmish formations cannot be contacted in their flank or rear they always TURN TO FACE as a FREE reaction

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

OPEN and LOOSE FORMATION REACTIONS

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

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

CLOSE FORMATION REACTIONS

- A close formation may elect to COUNTER CHARGE on a successful reaction test.
- A close formation may TURN TO FACE if attacked on a flank, no counter charge is possible.
- A close formation may CLOSE RANKS if it is to be contacted frontally.

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

COMMAND REACTIONS

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

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

? Use the commander's order value for the contact reaction test.

HEROIC CHARACTER REACTIONS

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

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

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

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

FAINT CHARGE

A formation can declare a FAINT if it advances to contact against a flank or rear of an opposing formation and it *Turns to Face* with its contacting reaction. The fainting formation HALTS when it is 2cm away from the opposing formation and it can continue to receive orders as normal after the faint.



CONSECUTIVE REACTIONS

Every time a formation successfully makes a contact reaction test within the present bound sequence a **-2** modifier should be applied to their next test. This modifier represents the fatigue that the formation will suffer over multiple reactions.

EVADES

The distance of an evade move is dependent on the formations structure, a skirmish formation evades **4D6cm**, an open formation evades **3D6cm** and a loose formation evades **2D6cm**, all retaining their original facing. A skirmish or open formation will flow around any obstacles and interpenetrate other friendly formations without penalty. A loose formation that evades will become UNFORMED at the end of its move if it flows through any obstacles, moves across difficult terrain or interpenetrates any friendly formations.

A commander will move to its own nearest close formation of two or more bases and immediately join it. If no formations are within their full movement distance, then the commander will EVADE a full move away from the contacting enemy.

A heroic character will **never** EVADE, but will fight to the end.

A charging or advancing to contact loose or close formation **may** move its full movement distance in pursuit of the evading formation. If this move brings the formation into contact with a formation that was behind the evading formation, then another contact reaction test will be required for this formation. Continue executing subsequent secondary contact reaction tests until the formation makes it to contact with another formation or until it moves its full movement distance. Optionally, the formation may HALT at the location the contact reaction test was initially resolved.

An open formation that is advancing to contact may pursue a formation that EVADES; optionally, it may HALT or continue to move normally. If the formation continues to move it **cannot** again advance to contact with another formation, since the remainder of the move is now normal movement.

MISSILE FIRE

A formation can fire or throw its missile weapons at a formation that is charging or advancing to contact. The formation can then perform another contact reaction test to attempt a different course of reaction, **not** another phase of missile fire.

COUNTER CHARGE

A loose or close formation may elect to counter charge an opposing formation that is charging or advancing to contact. This response gives the counter charging formation the situational modifier for counter charging.

A counter charge is **not allowed** if a formation has turned to face or it is infantry attempting to counter charge a cavalry formation. A successful counter charging formation will move the remaining **2cm** to make contact with the charging formation.

TURN TO FACE

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

A close formation that is already engaged can TURN TO FACE bases that are not **primary** or **supporting bases**, these bases will split from the formation. After a formation TURNS TO FACE the attacking formation is moved to contact.

STAND and POST COMBAT REACTIONS

A failed contact reaction test indicates that the formation remains **stationary** and is contacted by the opposing formation.

A skirmish formation that is contacted will automatically ROUT after the initial close combat phase. Fight an unopposed combat phase and then ROUT the skirmish formation before issuing any more commands.

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



CLOSE COMBAT

A formation that advances or charges to contact with an opposing formation will immediately fight ONE phase of close combat. All contacting bases that are at least fifty percent in contact will fight with their full complement of ranks; these are known as **primary bases**. Bases that are directly behind and to each side of the primary bases will count as supporting in the close combat and are known as **supporting bases**.

A skirmish formation can NEVER initiate a close combat, whilst an open formation can NEVER charge to contact.

OFFENSIVE DICE

In each phase of close combat both sides use their offensive dice to inflict **hits** on each other.

The type of offensive dice that are rolled by a formation for close combat is dependent on the number of figures in each rank on the contacting **primary bases**, the different offensive dice are:

D4	Skirmish	4 figures per rank
D6	Open or Loose	6 figures per rank
D8	Close	8 figures per rank

The number of offensive dice that are rolled is dependent on the number of ranks and the situational modifiers that are shown below. Tally the indicated numbers to gain each sides pool of offensive dice.

1	Contacting Ranks	each rack on each contacting primary base
1	Advance to Contact	each primary base on initial close combat phase
1	Counter Charging	each primary base on initial close combat phase
1	Supporting Base	each supporting base that is directly behind a primary base
1	Overlapping Flank	each front base that is fully overlapping the opponents flank
1	Flank or Rear	each base that is contacting a flank or rear of a formation
1	Higher Ground	each primary base that is on higher ground
1	Veteran	each primary base that is veteran
2	Impetus	each primary base on initial charge to contact
2	Elites	each primary base that is elite
3	Hero	hero leading formation
-1	Unformed	a single base that has not yet rallied
-1	Only Missile Armed Formation	each missile armed base with additional no mêlée weapon

OFFENSIVE DICE ROLL

Indicated below are the possible armour types of the opposing **primary bases**, roll the offensive dice against their associated number, successful rolls that **equal** or **exceed** this, score ONE hit.

2+	Unarmoured
3+	Light
4+	Medium
5+	Heavy
6+	Supreme
-1	Attacking Flanks or Rear

A roll of **1** is always considered a **miss** even after any applied modifiers.

If a formation contains **primary bases** with different armour values, then determine the offensive dice that must be rolled against these individual bases. This process is slightly longer but is more accurate, calculate the offensive dice for the primary base that is directly contacting it with any supporting bases that are associated to this base. Successful hits are then pooled together with other inflicted hits.



DISPERSAL SAVES

An opposing formation uses their experience class to save against each inflicted hit that is caused on them attempting to shrug-off the hits effect and allowing them to continue to fight. Failure could result in the base being DISPERSED.

Roll a **D6** die against the experience class of the primary base that is performing each dispersal save, the indicated save result must be successfully rolled to PASS the dispersal save.

SAVE RESULT		DICE MODIFIERS	
3+	Elite	-1	Unformed formation
4+	Veteran		
5+	Seasoned		
6+	Irregular		

A rolled natural **6** is always a successful save result.

BASE DISPERSALS

The opposing general selects a **primary base** that must roll its dispersal saves for the inflicted hits caused. Each base has a specific number of RANKS (**X**), this number of DISPERSAL SAVES (**X**) must be **failed** for the chosen base is be immediately DISPERSED and removed from the battlefield.

The opposing general selects another **primary base** if there are still a remaining number of inflicted hits left to roll. Continue performing dispersal saves against primary bases until all primary bases have been DISPERSED or all inflicted hits have been rolled.

SUPPORTING BASES

If there are inflicted hits to be resolved after all contacting **primary bases** have been DISPERSED, the victor **must** claim the dead-ground and contact the supporting bases, these now become the **primary bases**. Continue performing dispersal saves for inflicted hits against the new primary bases until all primary bases have been DISPERSED or all inflicted hits have been rolled. Any remaining failed DISPERSAL SAVES that don't equal (**X**)and DISPERSE a base are lost.

COMBAT MORALE TEST

A combat morale **must** be executed if **one** or **more** bases are DISPERSED from a formation.

Roll **2D6** dice and the resultant modified roll must be **7+** to successfully PASS, below 7 indicates a failure and the formation will immediately ROUT, unless they both fail then they both RETREAT.

DICE MODIFIERS			
+3	Elite	+3	General leading formation
+2	Veteran	+2	Subordinate commander leading formation
+1	Seasoned	+1	Hero leading formation
0	Irregular	+1	Won Close Combat, caused more DISPERSALS
		-1	Per base DISPERSED this close combat phase
		-1	Formation is UNFORMED

7+

A successful roll indicates that the testing formation will remain in contact and continues to fight in the next compulsory close combat phase. The victor immediately gains a **consolidation move**.

If ONE formation **fails** it will immediately about turn and ROUT from the engagement at **triple** its normal movement rate. Execute the first full move **straight back** interpenetrating any friendly formations that don't CLOSE RANKS against them; at this point check if the other formation PURSUES the routers (see *Pursuit Test*). If there are **no pursuits** turn the routers towards their own table-edge and execute TWO full moves towards it; the formation then becomes UNFORMED.



If BOTH formations fail their morale test, turn each around and RETREAT them straight back ONE full move interpenetrating any friendly formations that don't CLOSE RANKS against them and then ONE full move straight back towards their own table-edge; the formation then becomes UNFORMED.

Any open, loose and close structured formations that are interpenetrated will themselves become UNFORMED. Skirmish formations are swept aside, move them to one side and commanders or heroes are swept away, see **interpenetration**.

PURSUIT TEST

The victors of close combat **must** perform a pursuit test if their movement rate is **equal to** or **faster** than a formation that they have caused to ROUT. A slower formation does not execute a pursuit test and remains **stationary**.

Roll **2D6** dice and the resultant modified roll must be **7+** to successfully PASS, below 7 indicates a failure and the formation will immediately PURSUE the routers.

DICE MODIFIERS

+3	Elite	+1	Commander within 10cm
+1	Veteran	+2	Close formation
-1	Seasoned		
-3	Irregular		

7+

A **failed** roll that is **lower** indicates that the victorious formation will PURSUE and remain in contact with the routing formation after it has performed its first full move straight backwards away from the engagement.

UNFORMED ENGAGEMENT

If caught, the routing formation will be UNFORMED after their initial rout move, having their backs towards the engaged pursuer. This engagement is deemed a continuation of the previously fought engagement, so another phase of close combat will be fought in the next compulsory combat phase.

An open or loose formation that is still engaged with another opposing formation will **not** pursue a routed formation, while a close formation will split their existing formation to pursue the routers.

CHARGING

In the initial phase of close combat, a charging loose or close formation will receive TWO additional offensive dice per **primary base** that is in contact with the opposing formation. Overlapping and supporting bases **do not** receive these additional dice for charging. The additional dice are received for the momentum of shock of impact from the initial contact; any follow-up moves do not receive a charge bonus.

If the opposing formation's contact reaction test indicates a counter charge, this formation will also receive ONE additional offensive die per primary base that is in contact with the attacking formation. Again, overlapping and supporting bases do not receive this additional die for counter charging.

DECLARING THE VICTOR OF COMBAT

Technically the **victor** is the side that inflicted **most** DISPERSALS, if no dispersals or the same number of dispersals were caused then a **draw** is declared. Although, there is a twist, which is technically the victor may ROUT and the loser may remain, in which case the side that remains is declared the **victor**.



TEST FOR SEEING ROUTS

Immediately after a ROUT takes place any open, loose or close formations **must** perform a morale test, starting from LEFT to RIGHT, for seeing the routing formation that is or as been within **10cm**. If a formation tests for seeing a specific rout and passes, this rout then doesn't have any more influence of this formation again in future tests.

Each formation that requires a test must roll **2D6** dice and the resultant modified roll must be **7+** to successfully PASS, below 7 indicates a failure and the formation will immediately become UNFORMED.

FROMATION	TESTING				
	MODIFIERS	Irregular	Seasoned	Veteran	Elite
ROUTING	Irregular	0	+1	+2	+3
	Seasoned	-1	0	+1	+2
	Veteran	-2	-1	0	+1
	Elite	-3	-2	-1	0

DICE MODIFIERS

Only apply ONE of the following modifiers:

- +3** General with formation
- +2** Subordinate with formation
- +2** Hero with formation
- +2** General within 10cm
- +1** Subordinate within 10cm

7+

Because skirmish formations act independently, they do not require a test for seeing routing formations.

An open, loose or close formation that fails a test for seeing routs will become UNFORMED, it **cannot** receive any new orders until it rallies.

An UNFORMED formation that fails to RALLY **will** immediately RETREAT.

CATASTROPHIC FAILURE

An UNFORMED formation will instead ROUT away from their foes if the resultant modified dice roll is **3 or less** or if a **natural double ONE** is rolled.

CONTINUED COMBAT

Close combat is considered to be on-going if both sides still have **primary bases** in contact after the combat phase ends. Another phase of combat will automatically be fought at the start of each new bound sequence. A commander or hero that is leading a formation may use their call of power/might phase to immediately perform an additional phase of close combat in this relevant phase.

A close combat phase **will** be triggered if any bases of an opposing on-going engagement are contacted. The new formation fights normally while all existing formations, friend and foe, fight only with their **primary bases** that are already in close combat. If the formation only makes contact with their own formation and merges in a supporting role, then another phase of close combat is **not** triggered.

HOLDING HIGHER GROUND

A formation that is **stationary** on higher ground against a formation that is lower will receive ONE additional offensive die per **primary base** that is in contact with the opposing formation. Overlapping and supporting bases do not receive this additional die.



CONTACTING RANKS

All contacting bases that are at least fifty percent in contact will fight with their full complement of ranks; these are known as **primary bases**.

fig.1

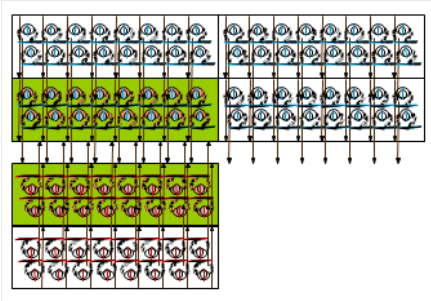
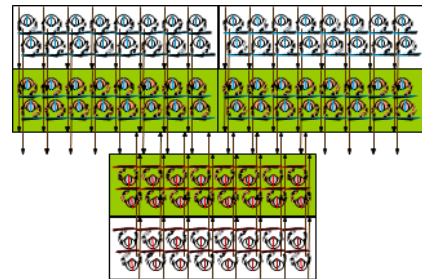


fig.2



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

EXPERIENCE CLASS

The specific experience class of each **primary base** will also add additional offensive dice, veterans gain ONE offensive die per base, while elites gain TWO offensive dice per base. Supporting and overlapping bases **do not** receive additional dice for their experience class.

UNFORMED

If contacted, each UNFORMED **primary base** will suffer a reduction of ONE offensive die from their dice pool.

SUPPORTING BASES

A formation that has attacked in depth will receive ONE offensive dice per base that is acting in a supporting role, these are similar bases that are directly behind the contacting **primary bases**.

fig.1

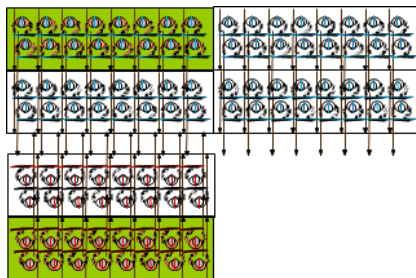
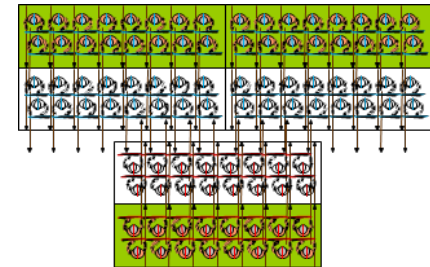


fig.2



There are two formations indicated in the illustrations above (fig.1), each with one supporting base in the close combat. While in (fig.2) more supporting bases are available because of the better tactical positioning of the formations that it is contacting.



OVERLAPPING FLANKS

A formation will gain ONE additional offensive die for an overlapping flank, if the base is more than fifty percent overlapping either the left or right flanks of the **primary bases**. If both flanks are overlapped then TWO additional dice are gained, one for each flank.

fig.1

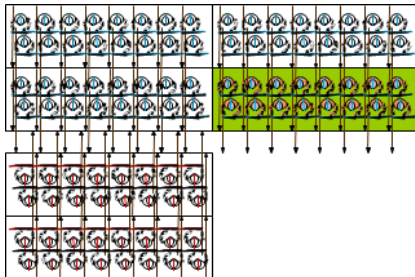
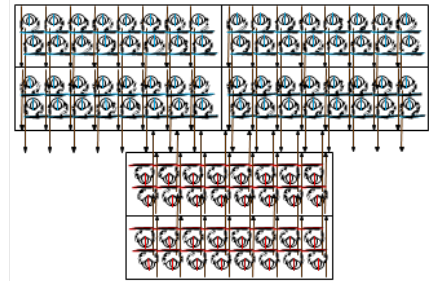


fig.2



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

If a formation has a depth of three or more bases, then these don't count as supporting bases. However, they do count towards calculating a PUSH after a close formation wins a close combat.

ENVELOPING FLANKS

Open structured formations on contact can immediately envelope an opposing formations flanks if there is sufficient remaining movement to do so. Formations that are enveloped **do not** become UNFORMED for being contacted on their flank unless they **loss** the ensuring close combat. If the flanked formation **wins** then they may CONSOLIDATE and turn-to-face with the flanked bases or split them if it is a close formation and then turn-to-face. A draw indicates that the flanked formation remains in the same position until it possibly wins its next phase of close combat.

SUPPORTING CLOSE COMBAT

A formation may be given an order to support an on-going close combat. The formation makes a normal move and closes the ground between itself and the engaged friendly formation; if it can make contact against its rear and the unit is of the same operational structure, the formation will amalgamate with it.

Formations that join as a supporting base **do not** trigger another phase of close combat (fig.1).

fig.1

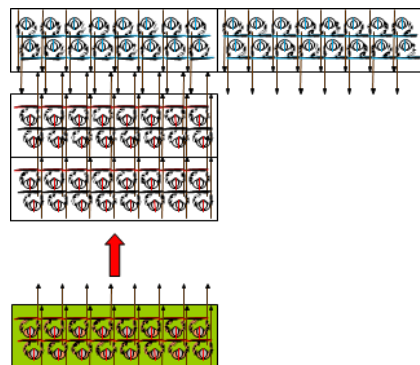
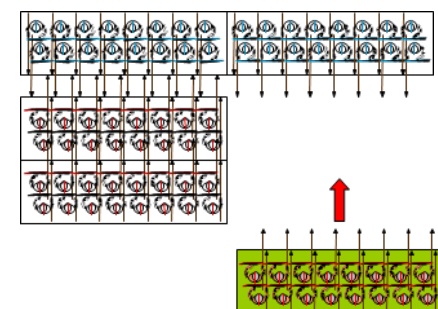


fig.2



However, if a formation supports an on-going close combat by advancing to contact or charging a base (fig.2) then this will trigger another phase of close combat. All of the newly contacting formation, primary and supporting bases will fight, while only primary bases from the existing formations, friend and foe, will fight.

If this formation is within **1cm** of an existing friendly formation that is already engaged in the same combat and the formation is of the same operational structure, the TWO formations may also amalgamate.



FLANK/REAR ATTACKS

A formation will immediately become UNFORMED if it is **charged** on its flank or rear. An unformed defender suffers a modifier to its armour value and it fights with a reduction of ONE offensive dice for each base that is still in contact, modifiers for veteran and elites are still applicable.

fig.1

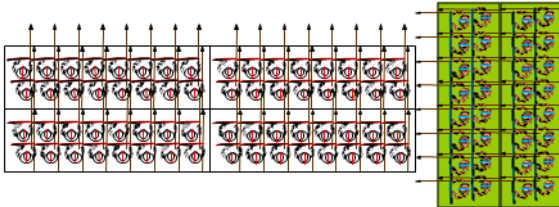
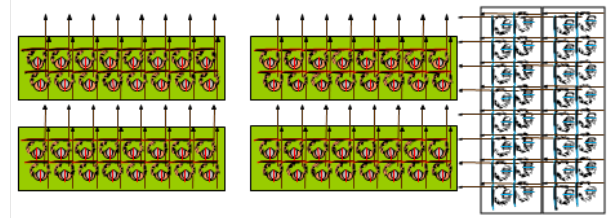
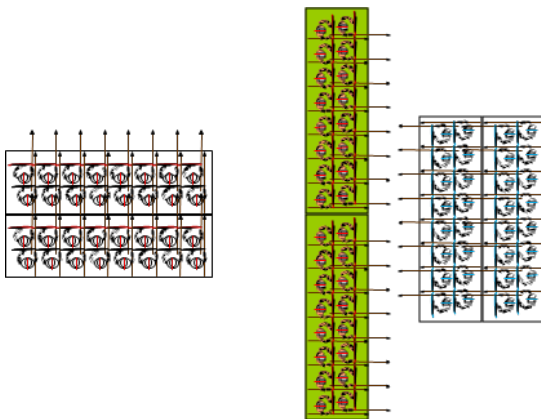


fig.2



The above illustrations show a formation being charged in the flank (fig.1) and how it becomes UNFORMED (fig.2).



The illustration on the left shows how a loose or close formation from (fig.1) may TURN TO FACE if its contact reaction test was successful.

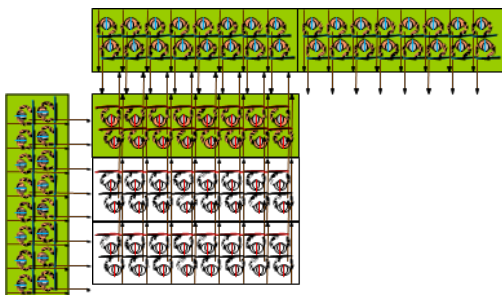
In turning to face the formation splits into two, two bases that turn and two bases that stay facing forward.

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

Formations that STAND and are charged in their flanks will automatically become UNFORMED (fig.2). If they remain in contact the formation may attempt to RALLY in the next rally phase which also allows them to TURN TO FACE if they are not in contact with any other opposing formations to their front.

CONTACTING MULTIPLE FORMATIONS

If two or more separate opposing formations are engaged, then any DISPERSALS that are caused by the defender must initially be allocated to a frontal formation. Once frontal formations have been DISPERSED, flanking formation may be attacked.



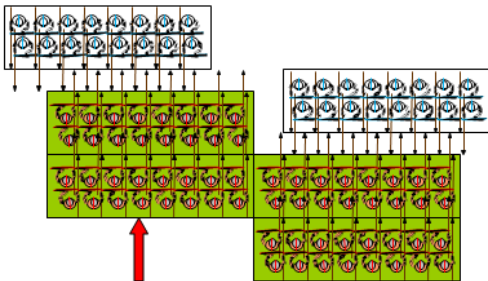
The left illustration shows two blue formations attacking a single red formation. The reds have been caught in the flank by an advance to contact and therefore their **primary base** will only roll a single offensive dice, with another for the **supporting base**.

The attacking formations will roll 4 offensive dice. The frontal formation receives TWO offensive dice for ranks and ONE for an overlap. The flanking formation receives TWO offensive dice for ranks, but since it is itself unformed for being a single base this is reduced by ONE. It will also receive a reduced armour value on its offensive dice roll for attacking the formations flank.



DISTENDED MOVES

An advance to contact or charge may become a DISTENDED move when a formation can contact two opposing formations that are slightly staggered. This move allows a formation to distend its frontal line to contact another opposing formation that is within one base depth of the point of initial contact.

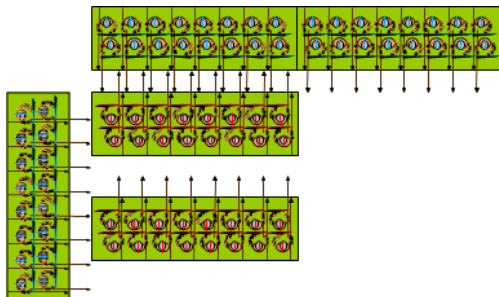


The above illustration shows a charge that has contacted two opposing formations with the use of the distending their frontage.

If the close combat is resolved in the red formations favour and it causes a CONSOLIDATION MOVE or a ROUT, the formation will automatically REDRESS its frontal facing after the close combat phase ends; the formation may readdress itself on either of its two frontages. A formation that splits and loses base contact while engaged, normally due to claiming dead-ground after dispersals have taken place will become a separate formation and **cannot** redress its frontage.

MASS MÊLÉE

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



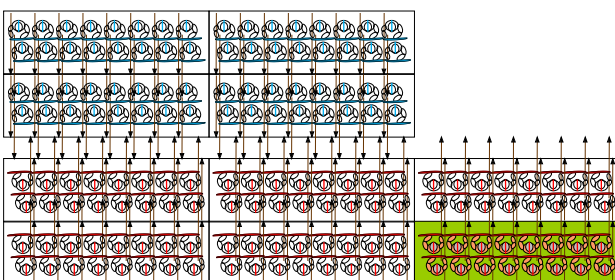
The illustration shows two formations attacking two more single formations. Because both single red formations have been caught in their flank, they will only roll ONE offensive dice each.

The attacking formations will roll **4** offensive dice. The frontal formation receives TWO dice for ranks and ONE for an overlap. The flanking formation receives ONE offensive dice and it will also gain a reduced armour value on its offensive dice roll.

The losing side **must** perform a combat morale test for each of its losing formations, causing all, one or none of them to ROUT from the close combat if this test fails.

REDUNDANT BASES

The following illustration shows a single redundant base that **won't fight** in the close combat because it is neither supporting or overlapping the opposing formation. Any other bases that would be to its right or more rows of bases behind the second row would also be classified as redundant for the purpose of the combat.





CLAIMING DEAD-GROUND

Formations that DISPERSE all opposing **primary bases** will immediately move forward to contact the opposing formations **supporting bases**, these now become the primary bases. Continue rolling for dispersal tests and claiming dead-ground of all bases that are DISPERSED. When the combat has been resolved the victor may perform a CONSOLIDATION MOVE. If the loser of a close combat only loses some of their **primary bases** and this leaves a gap that the victor doesn't want to exploit, the loser **must** consolidate one of their supporting bases into this gap, if a base is available.

CONSOLIDATION MOVES

If the **winner** of the close combat is a close formation it has the option to perform the PUSH consolidation move:

PUSH

When a close structured formation **wins** a phase of close combat it **may** attempt to PUSH an opposing formation back with its momentum. The distance of a push in centimetres **equals** the number of unsaved dispersals caused, **plus** the number of full ranks in the winning formation **minus** the number of full ranks in the losing formation. The maximum distance that a formation can be pushed back in a single combat phase is **4cm**.

The opposing formation will **not** be pushed back if the resultant number is **zero** or **below**; the winning formation **cannot** itself be pushed backwards by the loser if this occurs. Contact must be maintained at all times when pushing a formation back, the victor may elect to cease the PUSH at any time.

UNFORMED

A formation will automatically become UNFORMED if it is pushed back into another formation or disrupting terrain feature. A contacted close structured formation can attempt to CLOSE RANKS to prevent themselves becoming unformed, other structured formation types that cannot or close formations that fail to CLOSE RANKS will become UNFORMED.

An UNFORMED formation that is pushed back will remain UNFORMED and will not reform upon itself if other single bases are contacted by the push back; keep the formation separated by **1cm**.

CLOSE RANKS

A close structured formation that successfully closes its ranks will cause the pushed back formation to flow around it and not through it. If the ground is cleared, the formation that is pushing may contact the formation that closed ranks; neither formation will gain a contact bonus and a new phase of close combat will be immediately fought.

A formation that **wins** or **draws** a phase of close combat may also execute one of the following consolidation moves:

EXPANSION

A formation may freely move up to FOUR rear unengaged bases of the formation, including supporting ranks, to expand its frontage against the opposing formation. These contacting bases will become **primary bases** if they are in direct base contact and expanding ONE base for a **support** overlap on each flank is allowed. New **primary bases** will fight with their full ranks in the next compulsory close combat phase; these bases may be backed up with **supporting bases**.

ENVELOP

Only an open or loose formation may envelop its opposing formation by moving up to FOUR bases, this involves moving supporting bases around the side of the opposing formation to gain **primary base** status with these bases, ONE base may become a **support base** overlap on each flank. An enveloped formation will be penalised with the appropriate modifier for being contacted in its flank, while the enveloper will receive a reduced armour value against bases that have been enveloped.

An open formation will maintain its operational structure if it **loses** its next close combat phase, but a loose or close formation will become UNFORMED for being contacted in its flank. If an opposed formation **wins** the combat, it may READDRESS its lines and TURN TO FACE bases on its flank; if it doesn't then it will still remain formed, but will suffer reductions to its offensive dice rolls again. Close structured bases that turn will split and form a new smaller formation.

An open or loose formation that continues to win close combat may continue to envelop a flank and then a rear in their next CONSOLIDATION MOVE.



ENVELOPED

A close structured formation can PUSH an open or loose structured formation back, but these formations do not fracture. Instead, any bases that are overlapping to either side **will** ENVELOP onto the pushing close formations flanks. The pushing close structured formation may **refuse** the PUSH, opting instead for EXPANSION as their consolidation move or even to remain STATIONARY.

Skirmish formations automatically ROUT after combat so cannot be enveloped.

FRACTURE

When a victorious close formation uses its close order mass to PUSH an opposing close formation back it may cause the opposing formation to FRACTURE. This fracture occurs if there are a number of bases to either flank of the attacking formation. These bases may even have initially been overlapping, see the illustrations below.

The illustrations show a before (fig.1) and an after (fig.2) example of what could happen if the blue formation beats the red formation by a difference of SIX dispersing hits. The PUSH causes the remaining bases that are in contact to be moved back **4cm** (+6 difference in dispersal hits, +8 ranks, -6 opposing ranks = **8cm**). The formation is close structured and therefore has a maximum movement of **4cm**.

A fracture may occur on the left flank of the blue formation; these THREE bases must take a keeping the line test. If there were also bases on the other flank, these too would have to take a separate keeping the line test.

KEEPING THE LINE TEST

For a close formation to keep their line and fallback with the momentum of the PUSH, roll **2D6** dice and the resultant modified roll must be **7+** to successfully PASS, below 7 indicates a failure and the formation will immediately FRACTURE and becomes UNFORMED (fig.2).

DICE MODIFIERS

+3	Elite	+2	General leading formation
+2	Veteran	+1	Subordinate leading formation
+1	Seasoned	+1	Hero leading formation
0	Irregular	-1	Per base DISPERSED this close combat phase

7+

A PASS indicates that all bases will be pushed back keeping the line.

fig.1

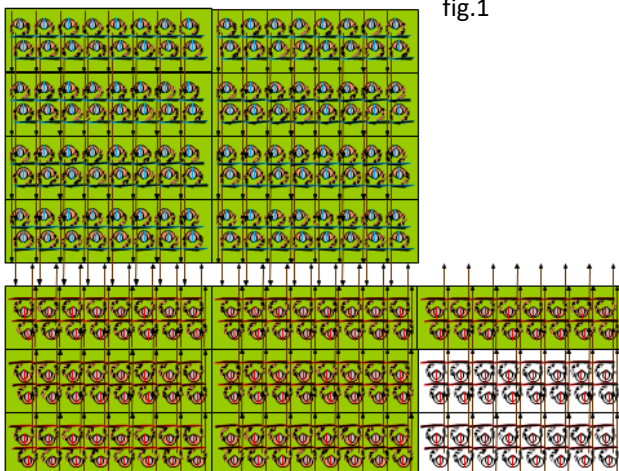
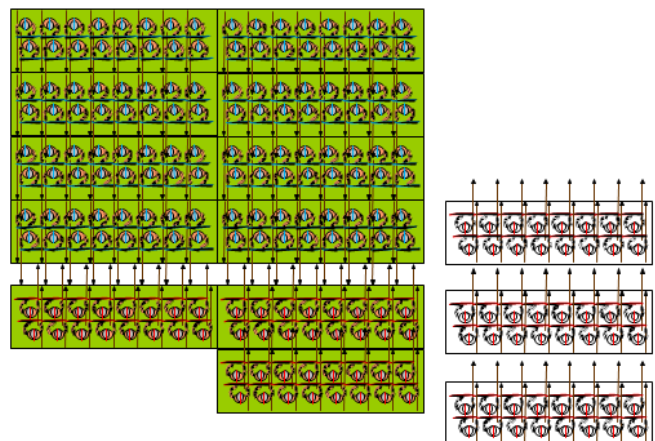


fig.2





CLOSING RANKS

A friendly close formation may attempt to CLOSE RANKS if a retreating or routing formation moves into contact with its frontal facing. On a successful contact reaction test the formation that is performing the compulsory adverse move will flow around their closed ranks, keeping the formation FORMED.

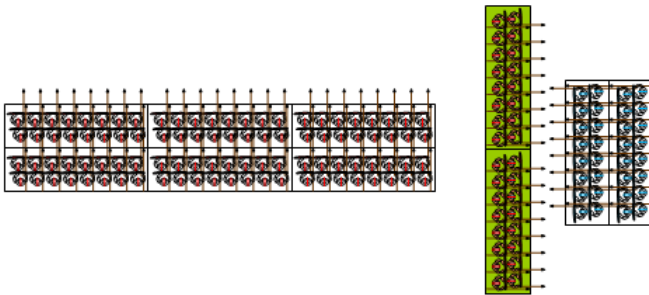


fig.1

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

The reds lose the close combat and ROUT; they move back towards their own friendly close formation behind.

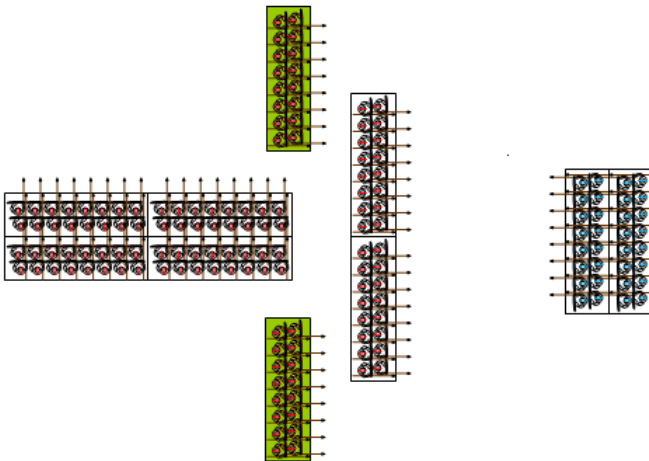


fig.2

The second illustration (fig.2) shows that the friendly red formation has successfully executed a contact reaction test against their formation that is routing and they TURN TO FACE it with two bases.

The formation now performs another contact reaction test with a **-2 modifier** for attempting to CLOSE RANKS; the routing bases will flow around them if successful.

The remaining four bases become a separate formation.

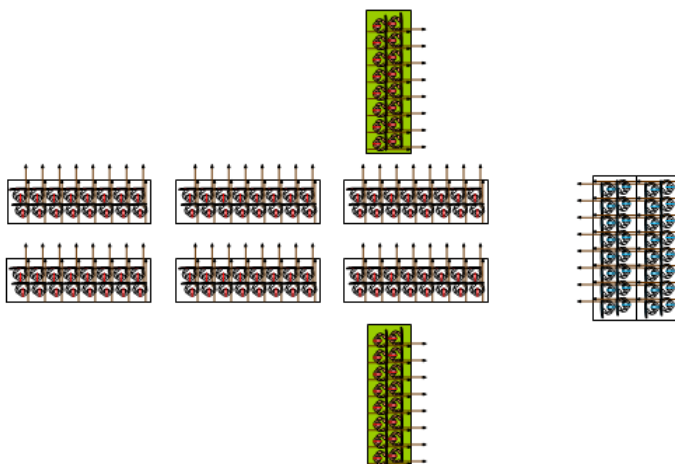


fig.3

The third illustration (fig.3) shows what would happen if the contact reaction test had failed.

The routing formation makes contact with the friendly formed formation, unforming it. The routing formation then becomes UNFORMED and is positioned to either side of the now UNFORMED friendly formation.

If the first contact reaction test had been successful but the formation had failed their second test the same outcome would have occurred, except the turned to face bases in (fig.2) would have been unformed.



COMMANDERS THAT LOSE CLOSE COMBAT

A commander that is **not** killed while leading a formation that **loses** close combat will remain with the remaining bases of the formation. If the formation ROUTS the commander will also move with the formation until the commander can be activated again. If all the bases within a formation are dispersed, the commander will be left in the open to move and act as normal in their next active bound sequence if he is not killed. (see *Commanding A Formation*)

CONTACTING ENEMY FORMATIONS

An open, loose or close formation that is contacted by routing enemy bases will execute one FREE phase of close combat against them without any return offensive dice being rolled; the routing formation may execute **dispersal saves**.

If routing bases contact an UNFORMED enemy formation, this formation will itself give ground until a **3cm** gap is present between the two opposing formations.

LEAVING THE BATTLEFIELD

If a formation ROUTS over the table-edge with any of its bases, then the entire formation will automatically be DISPERSED and is removed from the battlefield. A formation that EVADES to the table-edge will **not** leave the battlefield, but will move along the table-edge towards open ground. If there is no reasonable open ground available the formation will be automatically STOP.

COVER-SAVES IN CLOSE COMBAT

If a formation is in cover when it is attacked then it will receive a cover-save before any offensive dice are rolled against its armour value. Cover-saves are as follows:

- 2+** Woodland Areas
- 3+** Settlements
- 4+** Fortifications/City Walls

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

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

If an open formation advances in to cover and contacts a defending formation, then like the above, the defender will initially receive a full cover-save, but the attacker will automatically receive a **2+** cover-save. In subsequent phases of close combat both sides will receive a **2+** cover-save.

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

READDRESSING LINES

After a phase of close combat, a victorious close formation that becomes separated or distended can readdress its lines by rejoining its parent formation (the one that it has split from) if it is within **1cm** and/or redressing its frontal facing if it has become distended.



WEATHER CONDITIONS

Most battles are going to be fought on a nice bright sunny day, but if a more testing or historical battle dictates that there should be an adverse weather effect in operation for the battle, then the following rules will help to adjust the rules.

RANDOM WEATHER

By using **2D6** dice a randomised weather condition can be generated:

2	High Winds
3-4	Light Winds
5-6	Gusty Winds
7	Misty
8-9	Showers
10-11	Light Rain
12	Heavy Rain

CONDITIONS

Weather conditions do not have to last the entire battle; a battle can start with a condition in play or the weather just turns after **(X)** BOUNDS and a random roll is made on the RANDOM WEATHER table above. It is also suggested that the weather condition only lasts for **2D6** bounds

MISTY

A fine mist rolls across the battlefield reducing visibility to **20cm**.

SHOWERS

At the start of each new bound after the initiative phase, both players roll a **D6** die and if the player that won initiative rolls higher there is light rain for this bound, unless a **6** is rolled then there is heavy rain for this bound. The bound is fair and cloudy if the loser wins this roll.

LIGHT RAIN

All normal movement rates are reduced by **1cm**.

HEAVY RAIN

All normal movement rates are reduced by **2cm** and bows **cannot** be fired.

GUSTY WINDS

At the start of each new bound after the initiative phase, both players roll a **D6** die and if the player that won initiative rolls higher there are light winds for this bound, unless a **6** is rolled then there are heavy winds for this bound. The bound is bright and sunny if the loser wins this roll.

LIGHT WINDS

Winds can be favourable, so each time a missile armed formation fires roll a **D6** die, if the result is a **5-6** then the wind is behind the formation and the missiles can travel an additional **5cm**, a result of **3-4** indicates a crosswind so reduced the pooled offensive dice that are rolled by **2** and finally, a result of **1-2** indicates that the wind is against the formation and all missiles travel **5cm** less in distance.

HIGH WINDS

Winds can be favourable, so each time a missile armed formation fires roll a **D6** die, if the result is a **5-6** then the wind is behind the formation and the missiles can travel an additional **10cm**, a result of **3-4** indicates a crosswind so reduced the pooled offensive dice that are rolled by **4** and finally, a result of **1-2** indicates that the wind is against the formation and all missiles travel **10cm** less in distance (javelins are reduced to a contact range of **3cm**).



CHALLENGE TO SINGLE COMBAT

To issue a challenge a commander or hero must **charge** to contact with the opposing foe; this charge move, stops commanders or heroes from just advancing to contact. The CHALLENGE is an action and therefore, must be rolled for against their **order** or **hero value**, success indicates that **2D6** dice are then rolled for their charge distance.

If either roll **fails**, the latter failing due there not being enough charge distance to make contact, then the challenger loses the remainder of their activation.

If a hero or commander is contacted by an opposing hero or commander then a CHALLENGE to single combat will be issued. A hero will **never** turndown the challenge, but a commander may elect to refuse the challenge. A challenge **cannot** be issued when a hero or commander is leading a formation, unless both are leading their respective formations in the same close combat and the victor may elect to challenge the loser at the end of the combat phase.

A challenged commander must roll **2D6** dice against their order value. A successful roll that is **equal to** or **less than** this indicates that the they have the option to accept or decline the challenge. A failure indicates that the commander **must** accept the challenge. If the challenge is refused, an immediate EVADE move is made by the commander and their order value is reduced by **-2** permanently for the remainder of the battle, an army doesn't like to see a weak commander.

SINGLE COMBAT

If a CHALLENGE is accepted each combatant will start with the equivalent number of **D8** offensive dice as their command or heroic values. Both combatants will roll their dice against their opponent's **armour value**, subordinates are **5**, while generals and heroes are **6**. A successful hit is scored by rolling **equal to** or **greater than** this armour vale.

Heroes may receive additional offensive dice or an increase armour value if they have the appropriate heroic ability.

Scoring hits reduce the combatants command or heroic value, so that the next time they fight they will cast less dice, this is a way of indicating minor wounds caused by the scoring hits.

Combatants fight for a single combat phase, if the combat is not concluded, another phase will be fought in the **compulsory combat** phase in the next bound and then possibly in the **call of power** and the **call of might** phases. Combatants cannot withdraw once they are locked in single combat, it's a fight to the death.

The single combat concludes when one or both combatants are mortally wounded, this occurs when their values reach ZERO. Since all offensive dice are rolled simultaneously, both combatants may reach ZERO in the same phase.

MULTIPLE CHALLENGES

A hero or commander can only be challenged once within the battle by the same opponent, if they decline, they **cannot** be challenged again and again in a hope to further reduce their command or heroic value.

RIGHTEOUS VICTOR

A victorious combatant is allowed to immediately perform a FREE move action. This hopefully replicates the high esteem that an accepted CHALLENGE was held by both opposing sides and that the challenger would not just be cut-down after their victory.

The victor will receive HALF their **lost** command or heroic value back in the next rally phase, it is presumed that the commander or hero is bandaged and they can continue to fight at this new value. Commanders that are below a command value of **8** will always start a bound able to issue orders at a value of **8**, even though their present command value is lower, this present value is used for subsequent CHALLENGES.



HEROES

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

Heroes go about the battlefield issuing CHALLENGES to opposing heroes or commanders and leading their own formation into battle to win great renown for themselves and their general.

HEROIC VALUE

A hero starts each new bound with a *Heroic Value* of between 9 and 12. In the heroic actions phase each hero can attempt to execute a number of heroic actions by successfully passing a heroic action test for each heroic action that is required.

HEROIC ACTION TEST

Roll **2D6** dice each time a hero elects to perform a heroic action and apply the following situational modifiers to the dice; a successful result is **equal to** or **less than** the Heroic Value of the testing hero. If the result is greater, the hero ceases their activation for this bound.

DICE MODIFIERS

- +1** Each Consecutive Heroic Move this phase
- +1** Each Consecutive use of the *Bow of Artemis* special ability
- +1** Each Ordered Action to their own formation using the *Wisdom of Athena* special ability
- +2** Each Ordered Action to their own formation

A successful test indicates that the hero can execute ONE of the following heroic actions:

Movement	Execute a personal heroic move for the hero alone
Formation	When leading their formation both formation and hero are moved together
Missile Fire	When leading their formation order them to fire at an opposing target that is within range
Heroic Fire	The hero may use the <i>Bow of Artemis</i> special ability
Challenge	Issue a CHALLENGE to an opposing commander or hero

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

If a hero fails their heroic action test, alternate to the next opposing hero for them to activate, move onto the victory conditions phase if no more heroes remain.

CALL OF MIGHT

Unlike the CALL OF POWER this ONE free action is assigned to a hero, if they are leading a formation they can inspire their fellow warriors this CALL OF MIGHT. The formation immediately receives ONE free action; **no** heroic action test is required and the hero's heroic action value is not reduced for this action.

LEADING A PERSONAL FORMATION

Heroes normally have a personal following of men that they can join and lead, this personal formation is limited to **six** bases of figures, they can be infantry or cavalry and can be any operational structure, except skirmish.

A hero may lead this formation by expending ONE heroic action and moving to contact with it, this can be done at any point within their heroic action phase; place the hero at the back of the formation and in base contact. A hero can expend a heroic action and leave the formation, performing a normal move when doing so.

A subordinate **cannot** issue orders to a formation that is led by a hero and the general can only influence them with his CALL OF POWER action.



DEFENCE

Heroes are classified as SUPREME armour type and have an armour value of 6.

A hero **cannot** be individually targeted by missile fire.

MOVEMENT

A hero who is alone can move up to **12cm** for each successful heroic movement action that is performed. The hero ignores any difficult terrain, but opposing enemy formations will block its movement path.

When calling a CHALLENGE against another hero or commander, the hero must charge in a **straight line** to make contact with their opponent, then a challenge is declared. (see *Challenge to Single Combat*).

The *Speed of Hermes* special heroic ability also allows a hero to inspire the formation that he is leading to move faster, increase the formations normal movement rate by an additional **4cm** for each heroic move undertaken, and roll **3D6** for charge distance.

COMBAT

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

In a close combat the hero modifies the offensive dice pool with **3D8** dice, heroes are always considered to be amongst the **primary bases** in the combat, even though their base may be positioned at the back of the formation that they are leading.

A hero may attempt to STOP their formation from routing if combat is lost; this requires the expenditure of ONE heroic action. If the heroic action test is successfully rolled, the formation can **reroll** their failed combat morale test.

A hero that leads their formation into close combat will NEVER withdraw from combat until the last base is ROUTED, the hero is then placed with this base. If the formation is completely DISPERSED, any additional **dispersal saves** will be inflicted on the hero. Roll against the hero's armour value and each dispersal save that is failed will reduce the heroic value of the hero by ONE.

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

SPECIAL HEROIC ABILITIES

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

- | | | |
|---|-------------------------|--|
| 1 | <i>Speed of Hermes</i> | Imparting inspiration to the formation that a hero is leading, they move 4cm faster |
| 2 | <i>Light of Apollo</i> | Grants a hero the talent to reroll one failed heroic action test each bound |
| 3 | <i>Bow of Artemis</i> | Allows a hero to use a ranged missile weapon, use THREE D8 offensive dice |
| 4 | <i>Spear of Ares</i> | Heightens the combat skills of the hero increasing the number of offensive dice by TWO D8 |
| 5 | <i>Wisdom of Athena</i> | Bestows the knowledge of a tactical genius on the hero, become a Heroic Commander |
| 6 | <i>Shield of Zeus</i> | Enhances the bodily toughness of the hero increasing his armour value to 7 |

Optionally at the start of the battle make a random roll on the above chart for each hero that appears on the battlefield or purchase them individually in the **army builder**.

HEROIC ADVANCEMENT

When a hero wins a CHALLENGE against an opposing hero or commander roll **2D6** dice, if the resultant roll is **less than** the heroic or command value of the vanquished opponent, then ONE advancement for the victorious hero is received.

These advancements either come in the form of increasing the **heroic value** of the hero by ONE POINT (to a maximum value of **12**: Legendary status), or selecting ONE more additional SPECIAL HEROIC ABILITY (to a maximum of all 6 abilities).



NOTES

RULE SUPPORT

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

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