WAR CRY

BY DAVE PETROWSKY

NEW!

SECOND EDITION

WITH GIANT
WALL CHARTS

68
$4.00

Judges Guild
EMPEROR
SERIES RULESET

COMPREHENSIVE SET
OF MINIATURES RULES
ANCIENTS THROUGH MEDIEVAL ERA
EASY TO LEARN, QUICK TO PLAY

TABLE OF CONTENTS

Designed by Dave Petrowsky and Jim Allen
Art by Ken Simpson, Ed Perry, and Erin McKee
Cover Art by Ken Simpson

The Authors used some of the following sources as references for Painting Guides and Historical Information:

Liliane and Fred Funcken, **Arms and Uniforms, Ancient Egypt to the 18th Century 1**, Casterman, Tournai, Belguim, Third Edition, 1977
Peter Connolly, **The Greek Armies**, Macdonald Educational Limited, London, 1977
Peter Connolly, **Hannibal and the Enemies of Rome**, Macdonald Educational Limited, London, 1978
Peter Connolly, **The Roman Army**, Macdonald Educational Limited, Second Edition, London, 1976
Edwin Tunis, **Weapons, A Pictorial History**, World Publishing, Times Mirror Publishing, New York, 1972

Game Scale

1" = 10 Meters (10 Yards)
1 Figure = 30 Men
1 Figure = 8 - 10 Chariots, Elephants, or Engines

| | | Stand Sizes | | Infantry should be on Multi Stands |
Abbreviation	Type	25 mm Scale	15 mm Scale	Description - Figures per Stand
Lt. Inf.	Light Infantry	30 x 30 mm	15 x 20 mm	No Armor - 2 per Stand 60 x 30 mm
Lt. - Med. Inf.	Light Medium Infantry	20 x 30 mm	10 x 20 mm	No Armor - 3 per Stand 60 x 30 mm
Med. Inf.	Medium Infantry	15 x 20 mm	7½ x 15 mm	Chain Mail Vest, Leather, or Similar - 4 per Stand 60 x 20 mm
Lt. - Hvy. Inf.	Light Heavy Infantry	20 x 30 mm	15 x 20 mm	Suit of Mail or Similar - 3 per Stand 60 x 20 mm
Hvy. Inf.	Heavy Infantry	15 x 20 mm	7½ x 15 mm	Same as Above - 4 per Stand 60 x 20 mm
A. Inf.	Armored Infantry	15 x 20 mm	7½ x 15 mm	Plate Armor - 4 per Stand 60 x 20 mm
Lt. Cav.	Light Cavalry	30 x 40 mm	15 x 25 mm	No Armor - 1 per Stand ALL BELOW
Med. Cav.	Medium Cavalry	20 x 40 mm	15 x 25 mm	Mail Vest, Leather, or Similar
Hvy. Cav.	Heavy Cavalry	20 x 40 mm	15 x 25 mm	Suit of Mail or Similar
E Hvy. Cav.	Extra Heavy Cavalry	20 x 40 mm	15 x 25 mm	Barded Horse, Suit of Mail or Similar
S Hvy. Cav.	Super Heavy Cavalry	15 x 40 mm	7½ x 25 mm	Plate Armor, may or may not be Barded
Lt. Camel	Light Camel	30 x 40 mm	15 x 25 mm	No Armor
Med. Camel	Medium Camel	20 x 40 mm	15 x 25 mm	Mail Vest, Leather or Similar
Hvy. Camel	Heavy Camel	20 x 40 mm	15 x 25 mm	Suit of Mail or Similar
E Hvy. Camel	Extra Heavy Camel	20 x 40 mm	15 x 25 mm	Suit of Mail and Barding
El.	Elephant	40 x 60 mm	20 x 40 mm	
Lt. Char.	Light Chariot	50 x 60 mm	20 x 40 mm	2 Horses, 2 Men (may or may not be armed)
Med. Char.	Medium Chariot	40 x 60 mm	20 x 40 mm	2 Horses, 3 Men (may or may not be armed)
Hvy. Char.	Heavy Chariot	50 x 60 mm	25 x 40 mm	4 Horses, 4 Men (may or may not be armed)
S Char.	Scythe Chariot	50 x 60 mm	25 x 40 mm	Same as Medium Chariot, but with Blades
	Stone Thrower	80 x 60 mm	40 x 40 mm	
	Cart or Wagons	40 x 60 mm	20 x 40 mm	
	Siege Engine	80 x 60 mm	40 x 40 mm	
	Pack Animal	30 x 40 mm	15 x 25 mm	

These Stand sizes are compatable with the **WarGames Research Group of London, England, Ancients Rules.** Other sets of rules, both those published in the United States and elsewhere, have come to use these common base sizes. Therefore, it is not necessary to remount figures to play different sets of rules.

Sequence of Play

Phase I: Order Writing Phase. During this phase, all orders are written by both players for all units under their command.

Phase II: Movement Phase. This Phase consists of two sub-phases: Sub-phase A - Charge Declaration Phase. Units ordered to charge enemy units this turn must state this intention and indicate which enemy units are to be the targets of the charge. Sub-phase B - Movement Phase. All units are moved as per their orders. Reaction moves to enemy actions are decided. (It may be necessary to move units portions of their movements to determine actual points of contact.)

Phase III: Missile Fire Phase. Units with Missile Weapons may employ them against enemy units within range. (Some Missile units may actually have been considered to have fired during the previous phase.)

Phase IV: Melee Phase. All units in base-to-base contact with enemy units engage in melee.

Phase V: Morale Check Phase. Units that need to check morale do so at this time, and implement the results of this check as called for by the Morale rules.

Orders

Orders are written during the Order Writing Phase by each player for all units under his command. These orders can be as short or as long as the players wish, but they must describe in detail any action to be undertaken by the unit that turn in terms of Movement and Combat with the exception of Missile Fire. If you are not forced to fire at a priority target, you may fire without orders.

Movement orders must indicate the distance to be moved and any changes in direction or formation to be made by that unit during that turn. Distances to be moved may be described in terms of inches (centimeters) or fractions of a move (i.e., advance 8 inches, advance 20 cm., advance ½ turn, move at charge rate). Movement orders for a unit could simply be "advance". In this case the unit would move one normal move, at its normal movement rate in a straight line with no changes of formation or direction. Any unit which intends to initiate combat with an enemy unit must state so in its orders (i.e., attack blue infantry, charge phalanx, skirmish with heavy cavalry). The target unit must be specified or no attack will be permitted. Note that this applies to only Melee Combat, missile fire is directed as convenient, the firing unit shooting at whatever target in their field of fire first meets their target priority.

Orders covering any change in direction must describe the extent of this change and the type of turn to be made (wheel or turn). They should also indicate exactly when during the move they will take place. For example, a unit can be ordered to advance ½ move, wheel 45° to the right, and advance the remainder of its move.

Movement

Different types of troops move at different rates, depending upon their equipment, type of formation, and terrain being traversed. The Movement chart lists the maximum distances which may be moved by each troop type under three different circumstances. Normal movement is that speed typically used in ordinary movement about the battlefield, and permits the unit to retain its battle formation. Charge movement represents that little extra reserve each fighter uses to hurl himself upon his enemy to gain the advantage of momentum. March column is a formation change (see the Movement chart for specific evolution and formation costs).

Movement distances are measured from the front of the unit's center stand. All stands of a unit must be in base-to-base contact at all times. If for any reason a unit is split up such that parts are not in base-to-base contact, they are considered to be in Disarrray, and must check morale, and must regroup at the earliest possible moment.

The various types of Light Infantry, Light and Medium Cavalry, and Light Chariots may alternate Charge and Normal movement rates. They cannot use Charge rate on two consecutive turns. All other troop types can only use Charge movement to contact or to attempt to contact the enemy. Any evolutions or changes of formation to be undertaken by a unit using the Charge rate must be completed within its Normal move rate, prior to exceeding its Normal move rate. That portion of a Charge move exceeding the unit's Normal move must be conducted in a straight line in an attempt to impact the enemy unit. For example: a unit of Heavy Cavalry with a Normal movement of 10" (25 cm.) and a Charge rate of 16" (40 cm.) cannot conduct any changes of direction or formation costing a movement penalty in excess of 10" (25 cm.). The last 6" (15 cm.) of its Charge move must be made in a straight line towards the target of its charge.

Turns are made by rotating the stands of the entire unit in place and then adjusting the individual stands to conform. Note that most often this entails a formation change for the unit. Consult the Movement chart to find any appropriate penalties.

Wheels are conducted by pivoting the end stand to the left or right, with the inside figure remaining stationary and the outside figure traveling on the arc of a circle the distance appropriate to change the entire front of the formation. Changes of direction less than 45° can be made at no penalty. See the Movement chart to find appropriate penalties for larger wheels under each troop type.

Light Infantry may pass through any other Unit in their army as long as the Troops they pass through do not move that turn. The Light Infantry must pay double for the distance moved through the other Troops. This kind of movement can also be used to Evade; firing and then passing through. Any other interpretation results in both Units involved going into Disarray.

Terrain

Hills: On wargames battlefields, terrain features are generally made up of layers of material. If in a multi-layer setup the distance from the edge of one layer to another is three inches or greater then that slope is considered 'gentle'! If the distance is between three inches and one inch, the slope is considered steep.

If the distance is less than one inch the slope is considered unclimbable!

For every layer or contour Missile Troops are above or below the target they add or subtract one inch of distance from the range they can fire up to a maximum change of three inches.

Ken Simpson
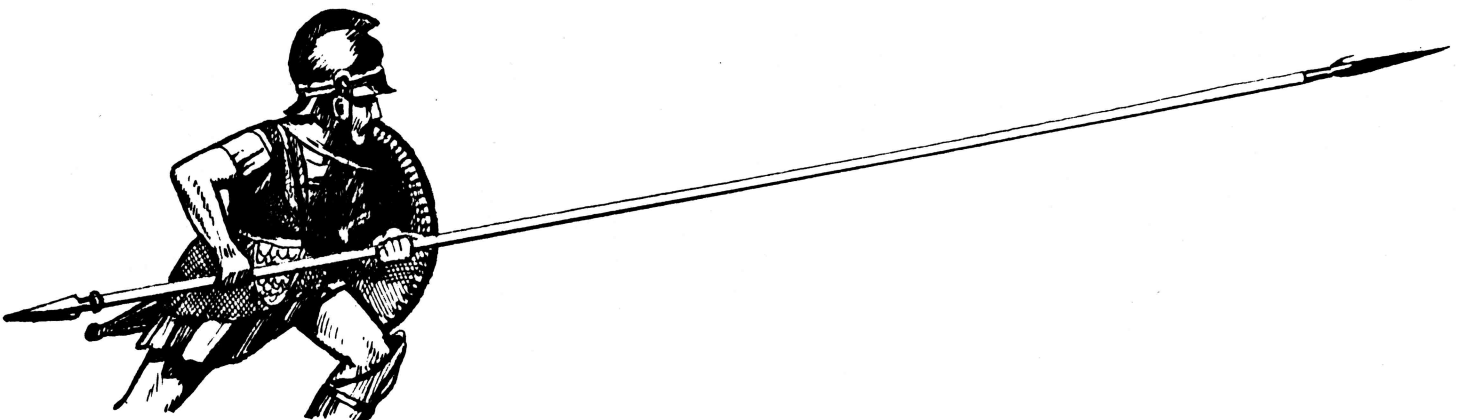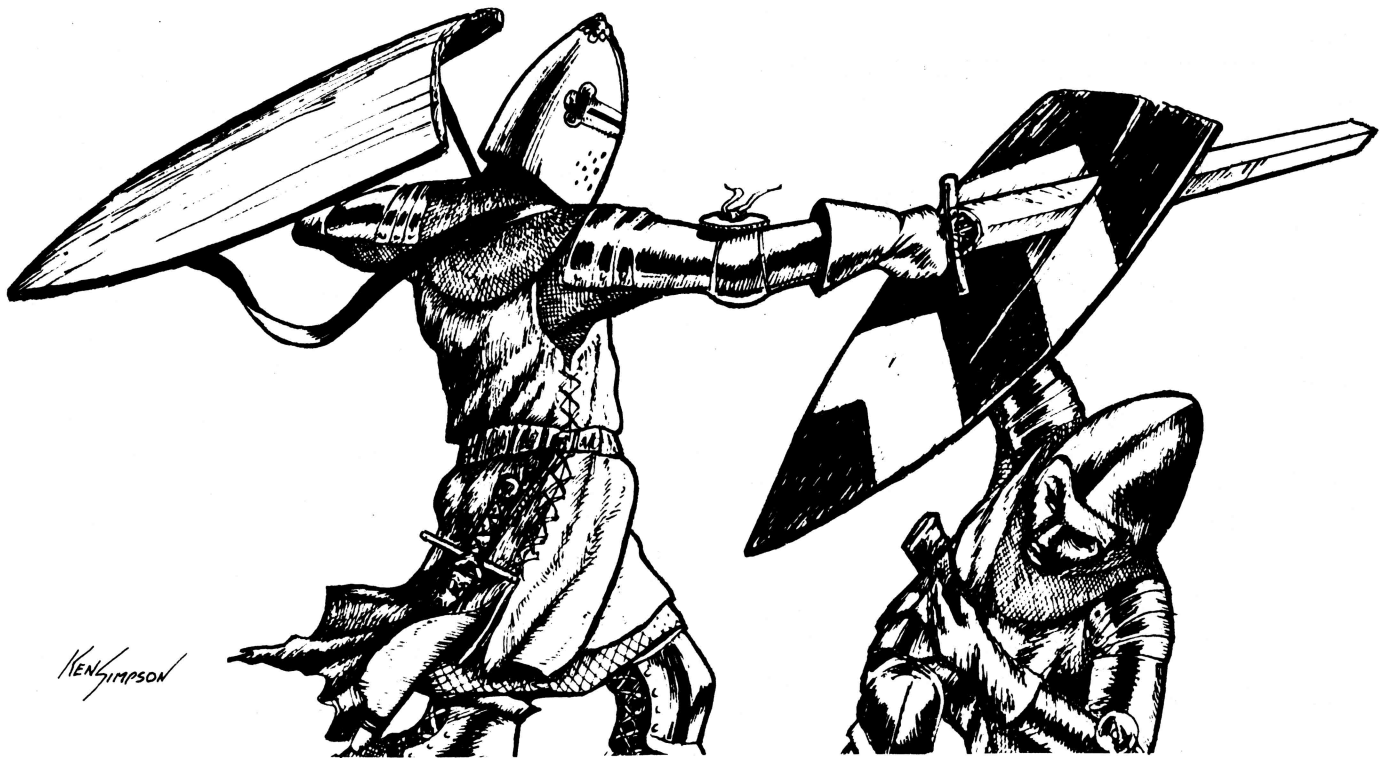
Reaction Moves

At times situations occur on the wargaming table, not to mention in real combat, that renders orders written at the start of a turn invalid or downright foolhardy to implement. A Unit, for example, with orders to wheel to the right and advance, suddenly finds itself charged from the left by an enemy Unit. To continue with its move as written would subject it to a flank or rear attack. This Unit would recognize the more immediate threat and would react to it. The degree to which that Unit is capable of reacting would depend upon that Unit's training and experience. The better and more experienced the Unit, the better it would be able to appreciate the changing situation and react accordingly. Also the type of situation would affect the Unit's ability to react.

The possible situations requiring a reaction divide into two categories: a new and unexpected action by a known Enemy Unit, and an action by a previously unknown or hidden Enemy Unit (i.e., an Enemy Unit that could not be seen by the reacting Unit at the start of the turn due to terrain or intervening friendly or enemy Units which blocked the line of sight between the reacting Unit and the new Enemy Unit).

Reaction Moves:

    Regular vs. Known Enemy requires ¼ turn to react
    Regular vs. Unknown Enemy requires ½ turn to react

    Irregular vs. Known Enemy requires ½ turn to react
    Irregular vs. Unknown Enemy requires Full turn to react

During the Reaction Time a Unit will continue to implement its orders as written. For example, a Regular Unit has orders to advance 8" (20 cm.), and finds itself being charged in the flank by an Enemy Unit whose presence was known at the start of the turn. Since this falls under the category of an unexpected action by a Known Enemy, the Regular Unit would require ½ turn to react. The Unit would therefore advance ½ of its normal move distance (4" or 10 cm.) before it could react to this new threat and turn to face the charge. Note that the Reaction Time of a Unit is measured in terms of the distance the Unit could move in one turn. In the case of a Unit with orders to stand or hold present position that suddenly finds itself theatened by an enemy unit, the threatened Unit would be required to remain motionless until its required Reaction Time had elapsed. Reaction Time rules will frequently force a Unit to remain inactive until it is too late for it to respond to its situation.

Evading Troops

Light Infantry or Light Cavalry Units may evade Enemy Units moving to attack or charging them. Light Infantry cannot attempt to attack any other Units except other Light Infantry. The Evade move consists of an initial turn of up to 180° directly away from the oncoming enemy and subsequent movement away from the enemy. 'Directly away' means facing in the same exact direction as the troops charging If charged from two directions, then the evading Troops turn in a direction that will keep them heading equally away from both Enemy Units. There is no movement cost for the initial turn away from the enemy Evading Troops always move away from the enemy the full distance they can move. Troops in a formation one Rank deep can turn and evade one full move. Troops in a formation two Ranks deep can turn and evade one half move. Troops in formation three or more Ranks deep can not evade at all. Evading Troops forced to melee anyway must check Morale with an additional -1 modifier.

Evading Missile Troops may attempt to fire and then fall back if the Enemy Unit starts at least six inches away. Roll one die and apply the result below.

Irregular	**Regular**
Bow and Sling	**Bow and Sling**
1, 2, 3 Evade, No Fire	1, 2 Evade, No Fire
4, 5, 6 Evade After Fire	3, 4, 5, 6 Evade After Fire

When you Evade, pay no penalty for turning. But for Terrain Effects, also pay -2 in Firing and only first Rank may fire if also Evading.

Javelin/Melee Missiles

Irregular	**Regular**
1, 2 Fall Back	1 Fall Back
3, 4, 5, 6 Fire, Fall Back or	2, 3, 4, 5, 6 Fire, Fall Back or
Melee	Melee

Non-moving Bow and Sling Infantry may fire two Ranks deep. If moved up to ½ normal move, may fire first Rank only with a modifier of -2. Moving more than ½ of a normal move prohibits Bow and Sling fire.

Crossbow Troops may only fire one Rank deep, whether stationary or moving ½ normal move or less (modifier -2).

Javelin armed Troops may use their Javelin as Missiles and fire one rank only. In melee they fight 1½ rank for Irregular and 1½ for Regular Troops. They cannot fie in Missile stage and then melee. If going into Melee, their extra ½ Rank is used first round only and is considered as Javelin being thrown over head.

Missile Troops which are sub-Units may fire over one Rank of their Parent Unit Troops. Alternate: Missile Troops with order to support a Unit may act as the second Rank of that Unit and fire over the first Rank.

Bow Troops take even numbered casualties, i.e., 2, 4, 6, 8th.

Parent Troops take odd numbered casualties, i.e., 1, 3, 5, 7, 9th.

Missile Fire

Missile Armed Units can fire only once per turn. Missile Armed Units that are completely stationary during a turn can fire two Ranks deep. No orders must be written for Units to fire. It may be resolved at any point during the phase that is convenient to the owning player. Opportunity fire may be deemed to take place at any point during the transit of a target through the arc of fire of the Missile Unit.

Foot Archers and Slingers may move half their normal move and fire only with their front Rank figures at a -2 on factors (this includes ordinary Crossbows). Heavy Crossbows cannot move and fire. Mounted Troops have no minus for movement and fire only with the first Rank at any time during their movement. Cavalry, Chariots, Camelry, and Elephants are all considered to be Mounted Troops. Mounted Troops cannot use their Missile Fire and then attack in Melee the same turn. When charged, however, if the charging Enemy Troops move over ½ a normal move, the defending Missile Troops can fire and melee, provided they do not move. Mounted Troops can also split, move and fire. That is, Move part of their Move, Fire and Move the rest of their Move.

If the firing Unit is split due to Terrain (such as half on each side of a crest), the firing Unit can select two separate targets but only those figures of the Unit which can sight the enemy can fire at that enemy target.

Foot Bow, Slingers, and Light Crossbowmen can move ½ their normal movement and fire their first Rank with a -2 factor (minus two figures) modifier. Heavy Crossbow Units cannot move and fire in the same turn. Javelin, Light Spear, and Pilum armed Units can move or charge, move and fire without any penalties although they can only fire the front Rank and every other figure in the second Rank counting from the left every odd numbered figure (1, 3, 5, 7. . .can fire in the second Rank).

Bow armed Cavalry can move and fire with no penalties although Mounted Archers always have a penalty of -1 factor (minus one figure) when firing (even if stationary). Bow armed Cavalry can fire every figure in the first Rank and every other figure in the second Rank counting from the left (1, 3, 5, 7. . . .can fire in the second Rank). Archers mounted on Camels are considered the same as Bow armed Cavalry. Chariots and Elephant mounted Archers can fire in one Rank only although Archers mounted on Elephants can fire over smaller Units (friendly or enemy) if the target is over six inches away from another friendly Unit. Cavalry cannot move, fire, and melee in the same turn. Platform Troops (Chariots and Elephants) can move, fire, and melee in the same turn.

If a Missile armed Unit (other than skirmishers) is charged, the Missile armed Unit can fire and melee the enemy only if the charging Unit moved over half his movement before contact is made. If the enemy Unit moves less than half his movement to make contact, the Missile armed Unit (other than skirmishers) can only melee the attacking Unit.

If Missile armed Troops are attacked during the same turn that they move, the Missile armed Units cannot fire. Missile armed Troops cannot fire at Enemy Units 6" or less away and still melee. The Missile armed Units must melee. After melee, Missile armed Units must spend one turn of inactivity to collect their weapons before being able to fire Missiles again.

To resolve Missile Fire on the Missile Fire Chart, count the number of figures firing. Each figure is a factor. Find the range to the target. Note the appropriate number on the Factor Modifier Table and add or subtract as necessary. Then use the Die Roll Modifier Chart and total up any pertinent numbers. Roll one die. Add or subtract the Die Roll Modifiers to come up with the final number. Cross index the Final Factor with the Die Roll on the Missile Chart. The number at the intersection is the number of figures killed or casualties caused.

Example: 20 Light Medium Bowmen move ½ a turn and fire. . .they fire as 18 figures because they are in one Rank. If their target has metal armor, the firing Unit has a die roll modifier of -2. Because the target has no Shield, the die roll is modified by +1, therefore giving a total die roll modifier of -2 + 1 = -1. The player rolls a 5, giving a 4 after being modified. . .therefore 4 of the enemy are killed by Missile fire. Note that in this example, the range is considered normal for the Bowmen firing.

Arcs of Fire

Light Infantry - 60° to either side of straight ahead
Light Medium and Light Heavy Infantry - 45° to either side of straight ahead
Medium and Heavy Infantry - 22½° to either side of straight ahead
Mounted Bowmen - 180° to the left, 90° to the right of straight ahead

If more than one target is in the arc of fire of a particular Missile Unit, the Unit will first fire at any Unit which could engage it in melee in the next turn. After that a Missile Unit will return fire at any enemy Missile Unit of at least half of its own strength that fires at it. If two targets have equal priority, then the player may select his target.

Normally a Unit can fire at only one target area and cannot split its fire between Units. It can fire at more than one target if Terrain makes it impossible to fire at a single target.

For every layer or contour of hill that Missile Units fire from, 1'' (25 mm.) is added to their range up to a maximum of 3'' (75 mm.). For every layer or contour that Missile Troops fire up, 1'' (25 mm.) is subtracted from their range up to a maximum of 3'' (75 mm.).

Sight is limited to 3'' (75 mm.) in forest. Missile weapons can be used against targets in a forest only if the target is within 1'' (25 mm.) of the forest edge. Missile troops may fire out from the 1'' (25 mm) border area of a forest. Troops in the border of a forest are considered to be in light cover. Troops deeper in the forest may not fire out or be fired upon although the line of sight does extend up to 3'' (75 mm.) deep into the forest.

The aspect of the Target Unit is important in determining whether or not the target is Shielded or Unshielded or is attacked from the rear of flank. The aspect may best be determined by reference to the following diagram.

By extending the line of the front of Unit A, Unit B is found to be on Unit A's right flank. Unit C is less than ½ way across the front line and is thus considered to be on Unit A's front. By extending the lines of the right and left sides of Unit A, Unit D is found to be behind Unit A's rear. Units are considered to be unshielded if they are fired on from behind an unshielded flank, from the rear, or when using a two-handed weapon. The unshielded flank is for most units the fight flank since most men carry their shields on their left arms. Phalanxes are considered unshielded when fired upon from either flank as well as from the rear.

Chariots are very prone to Missile Fire. Note that special modifiers are listed on the chart for use against Chariot targets. The casualties caused then are halved since some shots will hit woodwork. Each Chariot takes a certain number of Hits to destroy: Light - 4, Medium - 5, Heavy - 8, Scythe - 4. All Hits are cumulative and Melee Hits may be combined with Missile Hits.

Artillery

Artillery in ancient times was a mechanical "Engine" throwing rocks or very heavy arrows. Due to the extreme power of artillery engines, no armor or shields are proof against their attack. Consequently any variation of the Die Modifiers on artillery fire is due to the range or formation of the target unit (although Dense Cover does provide a -2 modification). Missile fire from artillery uses a slightly different system of resolution, the crew rather than the engine considered to be the firing element.

Ballistas are Arrow-firing engines. Missile Factors for a Ballista are 4 times the number of crew at short range and 2 times the number of crew at effective range.

Catapults are rock-throwing engines. Missile factors for Catapults are 3 times the number of crew at short range and 2 times the number of crew at effective range.

For example, a Ballista with a two man crew firing at short range would fire with 8 Missile Factors. Once the Missile Factors have been determined and the Die Roll Modifiers found, artillery fire is resolved on the Missile Fire Chart. Crews of engines get Light Cover benefits while manning weapons. If casualties are taken in one turn sufficient to kill the entire crew, the Ballista or Catapult is eliminated. Individual casualties not totalling the entire crew may be replaced by figures from any regular unit within 6" (15 cm.). This engine then suffers a further -1 on Die Roll Modifiers due to using untrained crew.

Catapults: To fire, you give your Range (guess) and roll one die. If you roll a 1, you are 3" short; a 2, you are 3" to the right; a 3, you are 3" to the left; a 4, you are 3" long; a 5 or 6, you hit. Example: You say your Range is 20". You roll die, it is a 4. You are then measure 23". Anything 23" away is hit. Catapults are three times the number of Crew.
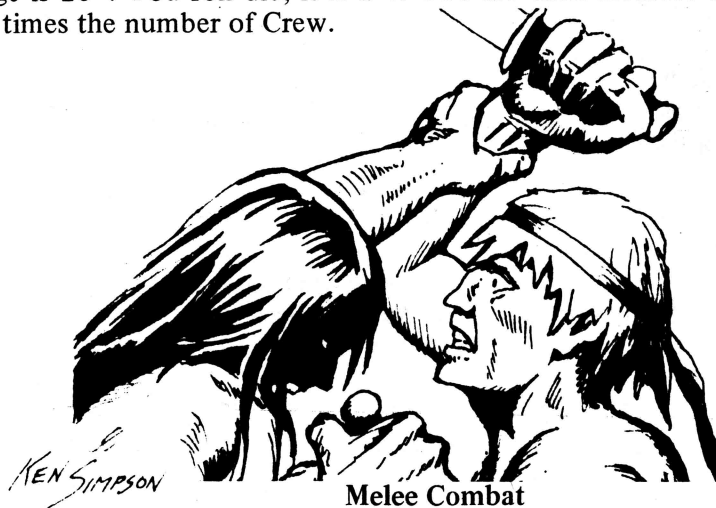
Melee Combat

Melee Combat occurs when two or more opposing Units are in contact with each other. The Troops involved are considered to be exchanging blows in hand-to-hand fighting, therefore Melee action is simultaneous. No casualties are removed until both sides have resolved Melee Combat. To engage in Melee Combat, opposing stands must touch. Only figures in base-to-base contact, and one figure overlapping on each side can fight. Face-to-face contact is a Frontal Assault; front-to-side is a Flank Assault; and front-to-rear is a Rear Assault.

To resolve Melee Combat each side counts the number of figures involved in the combat. Each Infantry, Cavalry, and Camelry figure counts as one factor each. Elephants and Chariots count differently. See the separate sections regarding each. Compare the troop types. Die Roll Modifiers may apply and are found by consulting the Melee Chart. Additional Die Roll Modifiers may apply due to the weapon type being used, aspect of formation attacked, and terrain features. All possible Die Roll modifiers are listed on the Melee Combat Chart for easy reference. Roll one die and add or subtract the appropriate number. Cross index the Final Die Roll with the Adjusted Factors Fighting. The number at the intersection of the two values is the number of casualties caused to the enemy in terms of figures to be removed. After both sides have resolved Melee Combat, the casualties are removed from all participating units. Losses are taken from the ranks furthest from the point of contact, from left to right.

Owing to their length, certain weapon types permit more than the first rank to participate in Melee Combat. Infantry armed with Pikes fight with the entire first rank plus ½ of the next two ranks. Thus if a Pike Unit is three or more ranks deep, all of the figures in the rist rank and half of the figures in the second and third ranks fight in Melee Combat. If armed with Long Spears, every figure in the first rank and ½ of the second rank may fight. Javelin, Pilum and Melee Missiles used by Irregular get 1½ ranks first round; used by Regular, 1½ ranks first round; Heavy Pilum, etc. are +1.

Disengagement

Breaking off melee may be done by Disengagement. You must write "Disengage" in your order writing phase. When moving, you must pay all necessary movement (at charging of normal movement rates) penalties to turn around and move away. Your opponent then may attack you once (with no Shield penalties - count Armor)) "free", that is without you being able to attack back. Your opponent may then decide to follow your path of retreat at normal movement rates.

If your opponent contacts your retiring unit, he may attack your unit again (without rear attack bonuses) free.

Disengagment is a form of retreat and a unit doing so must check Morale at the end of the turn.

Note that after your unit moves as far as it can, your foe can them move after you as far as possible within movement restrictions to catch your unit.

If Cavalry has charged and melee than stayed for a second or more rounds, he then has to go by the Disengage Rate. However if he stays only one round he does not.

Extra Heavy Cavalry are treated as Super Heavy Cavalry for the first turn of Melee Combat. They are treated as Heavy Cavalry for the second and succeeding turns of Melee Combat. If they later become involved in other Melee Combats, the first turns of these Melees are also treated as Super Heavy Cavalry. When attacked from the flank or rear on any turn, Extra Heavy Cavalry are treated as Heavy Cavalry.

Chariots

Chariots count as one factor per Crewman and one factor per Horse in melee. Two additional factors are added for Scythe Chariots as a bonus. Chariots that are stationary receive only the factors of the Crewmen. Chariots are very susceptible to Missile Fire. All Hits indicated on the Missile Fire Table are halved rounding down because of the structure and/or Shield Bearers.

Light Chariots can take four Hits before being destroyed. Medium Chariots can take five Hits before being destroyed. Heavy Chariots can take eight Hits before being destroyed. All Hits are accumulative and can be combined with Hits caused by Melee.

Chariots are very difficult to control in Melee Combat. Before each Chariot can attack, each Chariot must be rolled for on the following table:

Chariots are very difficult to control in Melee Combat. Before each Chariot can attack, it must roll one die.

Type	Crash	Swerve	Impact
Light	1, 2	3, 4, 5	6
Medium and Heavy	1	2, 3	4, 5, 6

A Crashed Chariot is halted before impacting the Enemy Unit and tipped over. All Crewmen are killed in a crash. A Swerving Chariot must be turned away from the Enemy Unit halfway between the starting point of the Chariot's move and the Enemy Unit. A Swerving Chariot will not turn into the direction of another Chariot and if no other direction is available, the Swerving Chariot will crash. If a Chariot begins at least 6" away from an Enemy Unit, the Crewmen (except the driver) can Missile Fire before Melee.

Chariots successfully impacting can fight using the Melee Chart. Chariots can break away from melee after impacting by paying a turn penalty to turn around and move away from the Enemy Unit. They must make this choice immediately, after the turn they impact or lose this ability. Chariots breaking away from melee in this manner cannot be attacked by Enemy Units in the turn they move away. They can not do this to Cavalry or Elephants of other Chariots.

Light Chariots are defined as 2 Crewmen and two Horses.

Medium Chariots are defined as 3 Crewmen and two Horses.

Heavy Chariots are defined as 4 Crewmen and four Horses.
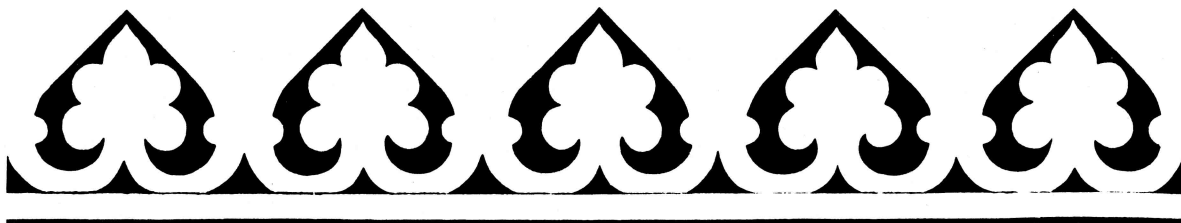
Cavalry Melee Rules
and
Chariot Melee Rules

Cavalry and Chariots have the option to melee in two different manners. First, they can charge the enemy, melee that same turn with the charge bonus (if applicable), and then (paying all Movement penalties for turning) turn around and move away from the enemy Unit without the enemy getting a "free" attack on the Unit moving away. This manner of melee can only be used against Infantry (Foot) Units by Cavalry or Chariots. Note that the option to move away from the enemy must be exercised immediately after the first turn of impact or melee...thereafter, the enemy Units can get a "free" attack and may be able to follow the Unit moving away.

Melee Combat occurs when two or more opposing Units are in contact with each other. Melee Combat is simultaneous because the opposing troops are exchanging blows and no casualties are removed until both sides have attacked the opposing Unit(s). In actuality, the players can remove the casualties as they occur if they keep track of the number of figures removed so the opposing player can attack back with his original number of figures before the melee began. Opposing stands must touch. Only figures in Base to Base contact can melee. Face to Face contact is a Frontal Assault; Front to Side is a Flank Assault; and Front to Rear contact is a Rear Assault. Note the Flank Assaults receive a +5 die roll modifier and Rear Assaults receive a +7 die roll modifier and Units attacked in either of these two manners cannot attack back and must immediately check Morale. Other die roll modifiers may apply, refer to the Melee Table.

Elephant Rules

Elephants and their Riders are considered as a single unit with a combined Melee Combat Factor of six. Record the number of Melee and Missile casualties that each Elephant takes. When 12 casualties have been inflicted, the Elephant Routs. For each Elephant that Routs, roll one die and consult the following diagram. The Elephant then makes a charge move in the direction indicated. Each turn roll again, and Rout the Elephant in the direction indicated. After the third Rout remove the Elephant figure from the battlefield. If during the Rout moves the Elephant impacts any unit, either friend or foe, resolve as regular Melee Combat. Elephants may fight other Elephants. Each rolls one die. The higher number wins and the loser is forced back 1" (25 mm.). The first to be pushed back 3" (75 mm.) is considered turned and gored to death. As many as five rounds of Elephant vs. Elephant combat may be rolled in one turn. Elephants are killed upon receiving 12 casualties. (As an option, to represent the size difference between the Indian and African Forest Elephants, give the former a bonus of +1 on their die roll.)

Both Elephants and Camels may have a disruptive effect because of their smell. Any horse that comes within 12" (30 cm.) and is not used to the smell must roll one die. A result of 4, 5, or 6, and the entire unit of horses must retire a full Normal move and stand in Disarray for one turn. Troops seeing this retirement also have to check Morale.

Elephants move 8" normally and 12" when charging. They attack with Combat factor of 6, get a Charge Bonus of +4.

Any Bowmen on the Elephant may fire at targets if the Elephant is not engaged in melee, but fire as Mounted with a -1. They may also fire over smaller friendly forces at the enemy if the friendly forces are 6" or more away and their target is 6" or more away from the friendly forces.

To destroy or run off an Elephant, you must collect your Hits. If you put 2 hits on the Elephant and he rolls a 1, he goes berserk. This chart will show you how this progresses.

2 Hits: 1
4 Hits: 1, 2
6 Hits: 1, 2, 3
8 Hits: 1, 2, 3, 4
10 Hits: 1, 2, 3, 4, 5
12 Hits: Dead
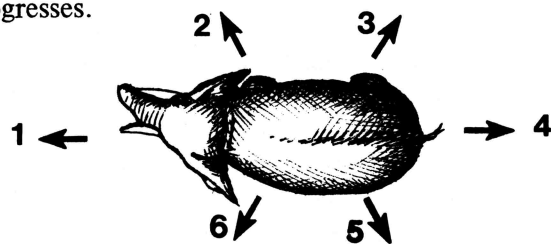
If an Elephant goes berserk, check on the Elephant Direction Chart and roll to see which way he goes. If he runs into something, again he fights and if he is Hit, check for berserk again, and runs again. He does this until he runs off the board or is dead. If an Elephant is around Bow Fire and Melee, attacker gets an additional -1. Do not forget to check Melee Chart for additonal pluses and Elephants on other troop types.

Elephant vs. Chariot: Chariots have no effect and can not Melee an Elephant.

Elephant vs. Elephant: Each Elephant gets one die each, the high die wins. If two fight, one combines die total of two, high total wins and the loser is pushed back one inch. The first to be pushed back three inches is turned and gored to death.

The larger Indian Elephant will get a +1 vs. an African Elephant. Also if one Elephant starts with at least 4 hits or more, he will fight with a -1 on his die roll.

Point Values

Point values are useful in determining the victor in battles. For each enemy **figure** killed, count the full Point value. For each enemy figure Routed, count the full value minus one. For each enemy figure retreated off the field, count the full value minus two.

Light Infantry - 3
Light Medium Infantry - 3
Medium Infantry - 4
Light Heavy Infantry - 5
Heavy Infantry - 5
Armored Infantry - 6
Light Cavalry - 5
Medium Cavalry - 6
Heavy Cavalry - 8
Extra Heavy Cavalry - 9
Super Heavy Cavalry - 10
Light Camelry - 5
Medium Camelry - 6
Heavy Camelry - 8
Extra Heavy Camelry - 9
Elephant - 20
Artillery with 2 Man Crew - 10
Artillery with 3 Man Crew - 20
Artillery with 4 Man Crew - 30

Chariot - 3 per Horse plus points of Crew (Scythe equipped - 2 additional)
Carts and Baggage Wagons are ½ cost of equivalent Chariot.
Walls - 5 points per inch (2 points per centimeter) for Earthworks or Wooden Palisades.
Walls - 10 per inch (4 points per centimeter) for Stone or Brick.

Each Unit of Irregular Infantry pay 10 points per Unit. Each Unit of Regular Infantry pay 15 points per Unit. All Cavalry pay 20 points per Unit. Elephants and Chariots are Irregular.

Regular and Irregular Troops

There were usually two types of Troops. Regular Troops were Troops who were better trained than Irregular Troops. In our rules, Regular Troops change formation quicker than Irregular Troops. You will notice there are other small things that make Regular Troops better. It is possible to have Regular and Irregular Troops in the same army, and when you play a game, you should decide between your opponent and yourself to what you have, trying to be historically accurate. All Irregular Light Cavalry may move and fight as Regular.

Irregular	**Could Be**	**Regular**
Egypt	**Either**	Greek
Persian	Mongol	Macedonian
Assyrian	Turk	Roman Republic
Hun	Viking	Roman Empire
Gaul	Norman	Bzyantine
Visgath	Med. Knights	
Sassand		

Each Unit of Irregular Infantry pay 10 points per Unit. Each Unit of Regular Infantry pay 15 points per Unit. All Cavarly pay 20 points per Unit. Elephants and Chariots are Irregular.

Fortifications

Fortifications shall be classified according to Height: Level 1 up to 3 meters; Level 2 from 4 meters on up. Level I Fortifications represents low Palisades, Earthworks, etc., less than 3 meters in Height. Level II represents more permanent types of Fortifications of 4 meters or more.

Morale Effects in Fortifications

Men occupying Linear type Fortifications (do not constitute part of an enclosing wall) get the benefits of two secure flanks as long as the Fortification has not been breached. Men occupying Fortifications that form part of an enclosing wall, such as a Fort or Castle Wall, get this benefit plus rear support whether or not friendly Units are available to provide such support.

Men defending Level I Fortifications have added +1 to their Morale number.
Men defending Level II Fortifications have +2.
Men defending Towers or Stone Buildings have +3.
Men defending similar structures of Wood have +1.

The latter can change to - 2 if the attackers succeed in setting fire to the building (Wooden structures, or thatched roof of Stone buildings).
Morale is checked each turn during the assault, regardless of losses, for both attackers and defenders. (Morale was usually of great importance in assaults on prepared positions.)
Units active on walls, i.e., firing Missiles, manning Artillery, dumping boiling Oil, etc., get the effect of dense cover from Missile Fire. Units firing through Arrow Slits additionally must be fired on at short range, but the attackers get no bonus for the short range.
Units defending walls of Level II Fortifications have a limited Missile capability against Troops below the walls, even if the defenders are not equipped with Missile weapons. Each figure defending, if not involved in hand-to-hand combat with troops attacking the wall, have a Missile capability of ½ factor per figure, with a range of 4" (no modification for short range, is always considered effective range).

For Battering Artillery and Assault on Fortifications see page 25.

Melee Weapons

Pike: All men armed with a Pike may fight with every man in the front rank and every other man in the second rank and third rank going left from right (count as shielded in front).

Long Spear: Men armed with Long Spears may fight with every man in the front rank and every other from left to right in the second rank.

Heavy Javelin and Pilum: Can be thrown as a Missile with range of 4''. If used in Melee, every man in front rank can fight, every other man in second rank can fight first round only, and first round of combat only. Light Javelin is the same but with 6'' range.

Two-Handed Chopping Weapons: They fight one rank only with a +3 modifier vs. all Cavalry, Chariots, Elephants and Camels. Armed Heavy Infantry and Medium Infantry +2 vs. Light Medium Infantry and Light Infantry.

Both Regular and Irregular fight 1½ with Melee Weapons first round only. Heavy Pilum and Heavy Javelin get +1 die roll modifier. Light Javelin, Darts, and Throwing Axes are considered Light Melee Missile Weapons.

Disarray

Disarray is a condition wherein a Unit becomes disorganized and loses its formation as a result of Combat, Morale Check, or difficult Terrain. While in Disarray, only half of the figures in the first Rank can fight. No other Ranks may fight, and the Unit cannot move. It takes one full turn of inaction to recover from Disarry. Unit in Disarray fights with a -2 also. Disarry may occur when:

1) A Unit not allowed to interpenetrate moves into another Unit.
2) A Unit is attacked from the flank or rear.
3) A Unit of close order Infantry (Medium, Heavy, or Armored) has moved through woods, crossed a stream at a ford, or has crossed the second contour of a hill. The same conditions apply to all types of Cavalry and Camelry.

Combat orders are required for a Unit to initiate Combat with an Enemy Unit. The orders must indicate the target Unit or Units and should also state whether or not the attacking Unit is to charge into Combat. A Unit may always defend itself without specific order to do so. A Unit may never attack another Unit unless it has written orders to attack that Unit. Note that this is Melee Combat, Missile Units do not need order to employ Missile Weapons. It is assumed that any such Unit would have a Unit Commander capable of exercising his own initiative to the extent of firing at enemy targets of opportunity without explicit order from the army commander.

Note that this rule is intended to cover those situation where a Unit finds itself actively threatened by an Enemy Unit. It is not designed to allow players to alter the written orders of their Units as the whim strikes them or as they perceive a tactical or strategical error in their plans. Rather it is an attempt to reflect the abilities of individual Unit Commanders in ancient armies to perceive threats to their Units and override the orders handed down from above in the interest of self preservation.

Lack of Orders: If for some reason orders are not written for a certain Unit, this Unit can perform only very restricted tasks. The only movement possible to such a Unit is an Evade Move (for Units capable of such a move), and certain limited changes of facing. If such a Unit is charged by an Enemy Unit, it may change front to face the charge. Units without orders may never initiate Melee Combat; if attacked they may only defend themselves.

Missile Units for whom no orders have been written may employ their Missile Weapons against Enemy Units passing through their arc of fire, but may not move or change facing to place an Enemy Unit, within their arc of fire. If more than one Enemy Unit is moving within the arc of fire, than refer to the Fire Priority chart on the Missile Fire table.

If Enemy Units are moving beyond the reach of a charge move and are not actively charging the Unit in question, then that Unit may not move at all.

Overlapping

When two or more Units are fighting Hand-To-Hand and one Unit has a larger front line, it may overlap his opponent by one figure on each side the first round, and by two figures the second round, and so on. This is for all Melee when it is possible.

Morale

Each Unit should be assigned a Base Morale number. The higher the number the higher the Morale. If possible you should assign Morale through historical precedence. Such as a Roman Praetorian Guard would have a Morale of 11, so would the Spartans, an average Soldier would be a 7. If you want to make a Unit a little better in Morale, you have to pay .1 point per figure, so a Unit of 20 figures with a base of 7, would have to pay 20 points to be made into nines.

The average Army will have about two 9s, one 11 or 13. Most will be 5 or 7.

     5 for Troops who lack enthuisiasm and are not steady.
     7 for the average Fighting Man
     9 for above average, 1 point per figure extra
   11 for Guardsmen, 1 point per figure extra
   13 for Fanatic Berserker, 1 point per figure extra

This is for Regular and Irregular Troops. See the Army List for an idea of Morale for your Army!

The Base Morale of a Unit may become a negative number, i.e., a Unit of Poor Troops starting with a Base number of 5, upon taking 60% casualties would drop to a Base Morale number of -1.

The various modifiers are cumulative except that no matter how many friendly Units are on flank or rear, only +1 may be received for each flank and +1 for the rear. When retiring or retreating, movement penalties for Terrain are ignored. A Unit may not retire or retreat towards an enemy Unit. If because of impassable Terrain or being surrounded by enemy forces, a Unit cannot retire or retreat, it surrenders and is taken off the field as if destroyed. All Units which Rout (with the exception of Elephants) are immediately removed from battle.

Ken Simpson
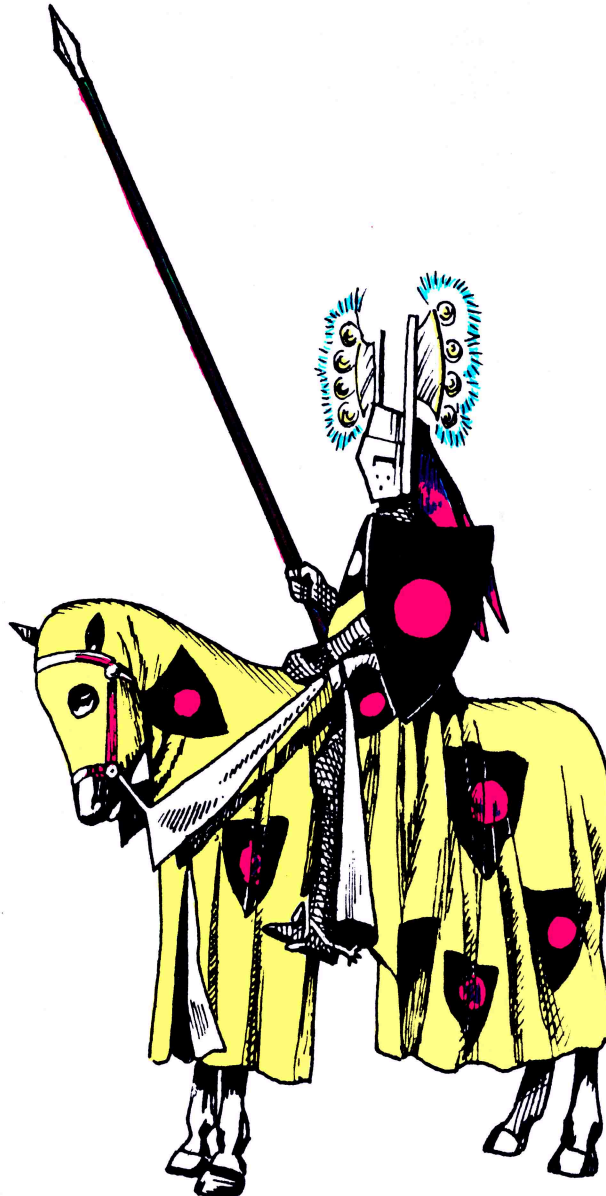
Carthaginian Army Morale Chart

Base Morale	Base	Number Lost (Morale Changes To)					
		30%	Loss	50%	Loss	60%	Loss
50 Gaul Light - Medium Infantry	7	15	(4)	25	(2)	30	(1)
15 Gaul Heavy Infantry	8	5	(5)	8	(3)	10	(2)
15 Gaul Light Infantry Bow	6	5	(--)	8	(1)	10	(--)
12 Gaul Light Cavalry	8	4	(5)	6	(3)	8	(2)
30 Spanish Heavy Javelin, Light - Medium Infantry	7	9	(4)	25	(2)	18	(1)
20 Spanish Heavy Javelin, Light - Medium Infantry	7	6	(4)	10	(2)	12	(1)
20 Spanish Javelin Light Infantry	7	6	(4)	10	(2)	12	(1)
12 Baleric Sling, Light	8	4	(5)	6	(3)	8	(2)
24 African Medium Infantry	7	7	(4)	12	(2)	14	(1)
14 African Light Infantry	7	4	(4)	7	(2)	8	(1)
20 Cart Heavy Infantry	6	6	(3)	10	(1)	12	(--)
20 Greek Mercenary Medium Infantry	8	6	(5)	10	(3)	12	(2)
10 Cretan Mercenary Light Infantry Bow	7	3	(4)	5	(2)	6	(1)
12 Numid Light Cavalry	7	4	(4)	6	(2)	8	(1)
18 Spanish Medium Cavalry	7	5	(4)	9	(2)	10	(1)
15 Libyo-Phonecian Heavy Cavalry	8	4	(5)	7	(3)	8	(2)
10 Carts, Heavy Cavalry	9	3	(6)	5	(4)	6	(3)

Greek Army Morale Chart

Base Morale	Base	30%	Loss	50%	Loss	60%	Loss
		Number Lost (Morale Changes To)					
20 Greek Light - Medium Spear	7	6	(4)	10	(2)	12	(1)
50 Greek Heavy Infantry	8	15	(5)	30	(3)	30	(2)
20 Greek Medium Infantry	7	6	(4)	10	(2)	12	(1)
15 Greek Light - Medium Javelin, Spear	7	5	(4)	8	(2)	10	(1)
20 Creten Bow Light Infantry	6	6	(3)	10	(1)	12	(--)
12 Slingers Light Infantry	6	4	(3)	6	(1)	8	(--)
10 Slingers no/sl Light Infantry	6	3	(3)	5	(1)	6	(--)
20 Greek Light - Medium Infantry with 2-Hand Cutting Weapons	7	6	(4)	10	(2)	12	(1)
12 Greek Light Infantry with Javelins	6	4	(3)	6	(1)	8	(--)
12 Greek Heavy Cavalry	8	4	(5)	6	(3)	8	(2)
15 Greek Heavy Cavalry no Shields	7	5	(4)	8	(2)	10	(1)
12 Greek Light Cavalry	6	4	(3)	6	(1)	8	(--)
12 Dahae Light Cavalry with Bows	6	4	(3)	6	(1)	8	(--)
10 Thracian Light Cavalry with Lance, no Shields	6	3	(3)	5	(1)	6	(--)
6 War Elephants	Check on Elephant Chart for Information.						
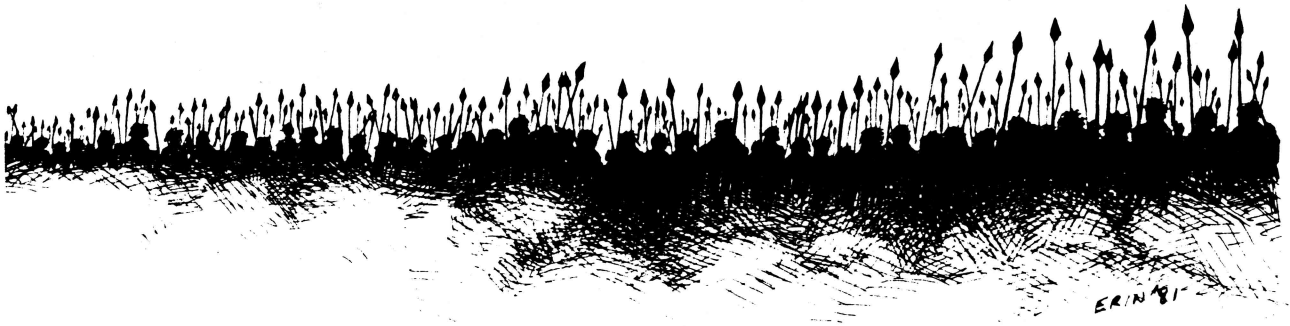
Assyrian Army

Points		Base	30%	Loss	50%	Loss	60%	Loss
120	12 HC Bow, Spear and Shield	9	6	(4)	4	(6)	3	(8)
72	12 LC Bow, Shield, and Spear	7	4	(4)	2	(6)	1	(8)
144	24 HI Short Spear, Shield, Bow	7	4	(7)	2	(12)	1	(14)
120	24 HI Short Spear, Shield	7	4	(7)	2	(12)	1	(14)
120	30 LH Bow only	7	4	(9)	2	(15)	1	(18)
60	20 Auxillery LMI Bow only	6	3	(6)	1	(10)	0	(12)
24	12 Auxillery LI Bow only	5	2	(4)	0	(6)	-1	(8)
180	30 HI Bow, Spear and Shield	7	4	(9)	2	(15)	1	(18)
80	4 Heavy Chariots - 4 Men, 4 Horses							
68	4 Medium Chariots - 3 Men, 2 Horses							

All are Irregular. All Spears are Short Spears. Only one Unit of high Morale. Note Chariots do not have a Morale number.

Add to this one General if two players to a side; if more players, you may add one Sub-General.

Also you will notice that dual armed Troops must pay 1 extra point per figure as well as the 1 extra point per figure for high Morale.

The Romans made extensive use, in the Eastern Empire, of indigenous Light Cavalry and of Palmyran Allies.

Note: The 1st Cohort is shown here as a double Strength Cohort. Many Historians believe this to be the case, stating ancient pay records as the source for this belief. However, there is a theory, gaining more and more credence, that all of the "non-combatants" - the Physicians, Veterinarians, Artillerists, etc. were attached to the 1st Cohort for pay purposes and logistics only, and that the 1st Cohort actually contained the same number of basic fighting men as the rest of the Legion.

Also, I show the 1st as having either of 2 possible Morale numbers. The 1st Cohort, according to many sources, was composed of the best men of the Legion, and, since the 1st was also trusted with the guarding of the Eagle Standard of the Legion, this would seem to make some sense.

Consequently, there are good arguments for either using the 1st Cohort as a double Strength, 32 Figure Elite Unit, a 32 Figure Regular Unit, a 16 Figure Elite or 16 Figure Regular Cohort.

Also, most Historians and Army-List style publications agree that the Regular Roman Infantryman of this period was at his peak as far as Training, Abilities, and Morale. Consequently, instead of the Morale number of 7 given to most Regular Infantry, Romans of this period should be one number better.

Roman Army of 1st and 2nd Century A.D. (Early Empire)

	No. of Men	Morale	30% Casualties Men	30% Casualties New Morale	50% Casualties Men	50% Casualties New Morale	70% Casualties Men	70% Casualties New Morale
1st Cohort - HI	32	8 (or 9)	22	5 (or 6)	16	3 (or 4)	8	1 (or 2)
2nd Cohort - HI	16	8	11	5	8	3	5	1
3rd Cohort - HI	16	8	11	5	8	3	5	1
4th Cohort - HI	16	8	11	5	8	3	5	1
5th Cohort - HI	16	8	11	5	8	3	5	1
Heavy Cavalry	16	7	11	4	8	2	5	0
LMI Auxillary	16	7	11	4	8	2	5	0
LHI Auxillary	16	7	11	4	8	2	5	0
LHI Asiatic Arm. Archers	16	7	11	4	8	2	5	0
LHI Auxillary Archers	16	7	11	4	8	2	5	0
LI or LMI Sling	16	7	11	4	8	2	5	0
LI Barbarian Symmachiaria	20	7 (or 6)	14	4 (or 3)	10	2 (or 1)	6	0 (or - 1)

Percentage Loss Table

Initial Strength	10%	20%	30%	40%	50%	60%	70%	80%	90%
1	0	0	0	0	0	1	1	1	1
2	0	0	1	1	1	1	1	2	2
3	0	1	1	1	1	2	2	2	3
4	0	1	1	2	2	2	3	3	4
5	0	1	1	2	2	3	3	4	4
6	1	1	2	2	3	4	4	5	5
7	1	1	2	3	3	4	5	6	6
8	1	2	2	3	4	5	6	6	7
9	1	2	3	4	4	5	6	7	8
10	1	2	3	4	5	6	7	8	9
11	1	2	3	4	5	7	8	9	10
12	1	2	4	5	6	7	8	10	11
13	1	3	4	5	6	8	9	10	12
14	1	3	4	6	7	8	10	11	13
15	1	3	4	6	7	9	10	12	13
16	2	3	5	6	8	10	11	13	14
17	2	3	5	7	8	10	12	14	15
18	2	4	5	7	9	11	13	14	16
19	2	4	6	8	9	11	13	15	17
20	2	4	6	8	10	12	14	16	18
21	2	4	6	8	10	13	15	17	19
22	2	4	7	9	11	13	15	18	20
23	2	5	7	9	11	14	16	18	21
24	2	5	7	10	12	14	17	19	22
25	2	5	7	10	12	15	17	20	22
26	3	5	8	10	13	16	18	21	23
27	3	5	8	11	13	16	19	22	24
28	3	6	8	11	14	17	20	22	25
29	3	6	9	12	14	17	20	23	26
30	3	6	9	12	15	18	21	24	27
31	3	6	9	12	15	19	22	25	28
32	3	6	10	13	16	19	22	26	29
33	3	7	10	13	16	20	23	26	30
34	3	7	10	14	17	20	24	27	31
35	3	7	10	14	17	21	24	28	31
36	4	7	11	14	18	22	25	29	32
37	4	7	11	15	18	22	26	30	33
38	4	8	11	15	19	23	27	30	34
39	4	8	12	16	19	23	27	31	35
40	4	8	12	16	20	24	28	32	36
41	4	8	12	16	20	25	29	33	37
42	4	8	13	17	21	25	29	34	38
43	4	9	13	17	21	26	30	34	39
44	4	9	13	18	22	26	31	35	40
45	4	9	13	18	22	27	31	36	40
46	5	9	14	18	23	28	32	37	41
47	5	9	14	19	23	28	33	38	42
48	5	10	14	19	24	29	34	39	44
49	5	10	15	20	24	29	34	39	44
50	5	10	15	20	25	30	35	40	45
51	5	10	15	20	25	31	36	41	46
52	5	10	16	21	26	31	36	42	47
53	5	11	16	22	27	32	37	42	48
54	5	11	16	22	27	32	38	43	49
55	5	11	16	22	27	33	38	44	49
56	6	11	17	22	28	34	39	45	50
57	6	11	17	23	28	34	40	46	51
58	6	12	17	23	29	35	41	46	52
59	6	12	18	24	29	35	41	47	53
60	6	12	18	24	30	36	42	48	54

Organizing Your Army

Generals

Each of the players Commanding Units in the game should have a figure on the table to represent him. One player on each side should be designated the Commander-in-Chief or Army Commander, and the other players on his side would then represent subordinate Generals.

Organizing Your Army into Units

A Unit can be made up of as few men as you want and as many as 50. But, remember, small Units are far more likely to lose Morale in Hand-to-Hand Combat. Only Vast Units may have Sub-Units. Such as Assyrian Heavy Infantry Spearmen may have a small Unit of Bowmen with them. A Sub-Unit may move 6" away from its Base Unit, but their Morale is still with the Base Unit.

A Commanding Officer or Sub-Commanding Officer does not have to be with a Unit, but can move from Unit to Unit. If the Unit he is in is attacked, no matter where he is in the Unit, he will be the last one killed.

In Units all stands have to be touching except for Light Infantry and Light Cavalry, whose stands may be 1" away from each other.

Side Arm Weapons

Swords, Hand Axes, Daggers, and Short Spear can only fight in one rank. You may have a Side Arm Weapon and another Primary Weapon. If you have two Primary Weapons, you must pay 1 point extra per weapon.

All Bows, Slings and Crossbows are considered Primary Weapons.

Weapons Classes and Point Cost

There are 5 main classes of weapons for the purposes of these rules:

Class I: Swords, Hand Axes, similar One-Handed Side Arms, Short Spears, etc.

Class II: Long Spears

Class III: Pikes, Sarrissa, and their like

Class IV: Bows, Slings, and Crossbows

Class V: Two-Handed Chopping Weapons

A person can freely combine Class I with any other single class at no extra Point cost. However, should a wargame figure be equipped with any combination of 2 or more of the other classes, he must pay an additional point for each of the other weapon type he has. Without Shield, 1 less point.

In other words, weapons in Class I are "free" and a person is also entitled to be equipped with a weapon from any other one class at no extra cost. However, should a figure be armed with a Sword and a Long Spear, he would have to pay extra to also be equipped with a Bow.

Army Morale Chart

After organizing your Army into Units, you will need to assign a Morale quality number to each of these Units and to draw up an Army Morale Chart. This chart should list each Unit, and if necessary some type of identifying feature for the Unit (in the event there are 2 or more Units of the same size and type in your Army). They should also list the Base Morale quality number of each Unit. The chart should then indicate how many figures are to be lost before the Unit reaches 30% losses, and then indicate how many figures would be lost at each 10% fraction thereafter. Players may abbreviate this and choose to show only losses sustained at 30%, at 50%, and at 70%. For example: A Roman Cohort of the Early Empire was comprised of approximately 480 men. In game terms, this breaks down into 16 figures. 10% of 16 is 1.6, so therefore this type of Unit has sustained 30% casualties when it has lost 5 figures and has 11 remaining. At this point the Cohort's Morale has dropped 3 points; if it was 7 at the start of the turn, it has now dropped to 4. Players will find it advisable and helpful to list the Unit's current Morale quality number along with the number of Troops lost (or remaining) at each of these divisions. An example of a Morale Chart is given in the Morale section.

Troops armed with two primary weapons must pay 1 additional point. Troops with 9 or higher Morale pay +1 per figure. There are many books available that are designed to help wargamers organize their figures into Armies, giving the numbers and types of Units that comprised an Army and a good idea of the quality of these Troops. Also, most historical works list the number of men that comprised the basic Unit of an Army and would give a good indication of the quality and capabilities of that Unit. To organize your Army then, all one need do is divide the number of men that historically comprised a Unit by 30, rounding off to the nearest whole number, and this is the number of wargaming figures that would comprise this Unit in the game.

In the event that there is no information available on the Morale and the quality of an Army, or if there is some disagreement between the players as to the Morale quality number that a Unit should have assigned to it, or if the players are using a Fantasy or Hypothetical Army, then the following procedure is recommended: (In point of fact, when this player first got into wargaming he did not have access to any kind of pertinent information, and used this technique quite frequently.) Take an ordinary deck of playing cards, add 2 Jokers, shuffle, and then draw a number of cards equal to the number of Units in your Army plus one additional card for each 5 Units, rounding off fractions to the nearest whole number. Thus an Army comprised of 15 Units would receive 15 cards (one for each Unit) plus 3 extra cards, one for each group of 5 Units. Each of these cards is then used to randomly assign a Morale quality number to each Unit, with the excess to be used as discards. These cards correspond to the following Morale quality numbers. In a Regular Army, Joker, Ace, and King are Elite; Queen, Jack, and 10 are Crack; 9, 8, 7, 6, and 5 are Average; 4, 3, and 2 are Poor. In an Irregular Army, Joker and Ace are Elite; King, Queen, and Jack are Crack; 10, 9, 8, 7, and 6 are Average; 5, 4, 3, and 2 are Poor.

The player can then assign any of these cards and corresponding quality numbers to any Unit he wishes. This method is sometimes more fun than a historically accurate Morale assignation, because it adds an unknown element to the game. No longer are all Roman Cohorts made of the same high standard Troops; a few may have become disenchanted with your leadership, or the lack of booty, or simply have a touch of "the Gaulic Trots" and not feel quite up to snuff. Also, your opponent does not know precisely how any Unit in your Army is going to fight. He might attack a Unit he expects to be easy pickins' and find that for this day, at any rate, they have turned into Tigers.
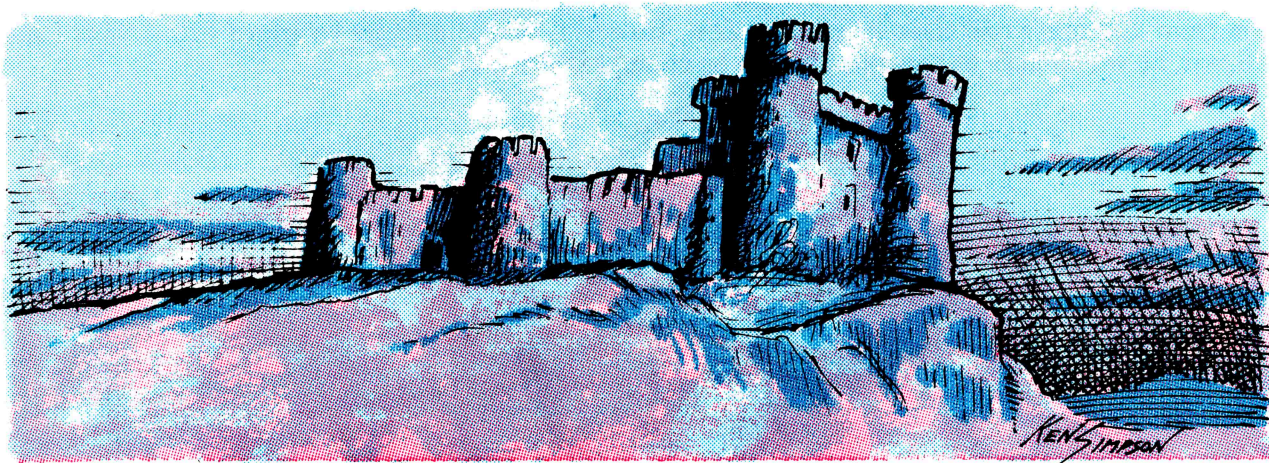
Battering with Artillery

Stone Throwing Artillery fire at Palisades (Level I Fortifications) using the Missile Chart and using all applicable factor (not die roll) modifiers. Calculate casualties, and once the equivalent of 12 casualties have been inflicted, that 60 mm of Palisades is eliminated. Since Stone Throwing Artillery would require great accuracy in order to consistently hit a small enough area to have the desired battering effect, they should be at close range to batter walls. At longer ranges, all Hits are halved.

When firing at Level II, the procedure is the same, but Level II Stone Fortifications must receive 20 Hits per 60 mm section to be eliminated. Troops (Archers) firing Fire Missiles can set fire to thatched roofs of structures when the structure receives 20 Hits. These Hits must be received on consecutive turns. If one turn goes by without continued Fire Arrow Hits, all Hits accumulated before are nullified. Archers firing Fire Arrows cannot effect Wooden Palisades. Artillery can fire Fire Missiles at Palisades and would require only half as many Hits to eliminate a 60 mm section. However, each turn Fire Missiles are fired 2 dice are rolled, and a roll of 5 or less means that the Artillery piece has caught fire and is eliminated.

Assault on Fortification

Level I
No charge bonuses given for assaulting Fortifications of either level.
Infantry fighting to cross Level I fights at - 1.
Cavalry fighting to cross Level I fights at - 2.
Infantry defending against Infantry fights at + 1.
Infantry defending against Cavalry fights at + 2.

Level II
Infantry fighting to cross Level II must first be elevated to the same height. This can be done by means of Scaling Ladders, Seige Towers, or Earthen Ramps built up against the walls. Ladders can be carried by troops at normal speed - no charge moves allowed while carrying Ladders. It requires ½ turn to raise Ladders against the wall and climb to the top. While climbing Ladders, troops are considered to be Shieldless. Ladders are considered to have a base width of 30 mm. This means that in 60 mm of wall only two Ladders could be raised, and consequently only two figures could fight.

Infantry fighting to cross Level II Walls from Ladders fight at - 2.
Cavalry must dismount and fight as Infantry against a Level II Wall.
Troops defending a Level II Wall against men on Ladders fight at + 2.

When using Siege Towers, men fighting at the Towers must be pushed up to the walls, and once the draw-bridge is dropped, troops fight as if they are on flat open ground; in other words the only die modifiers are for the troop types involved.
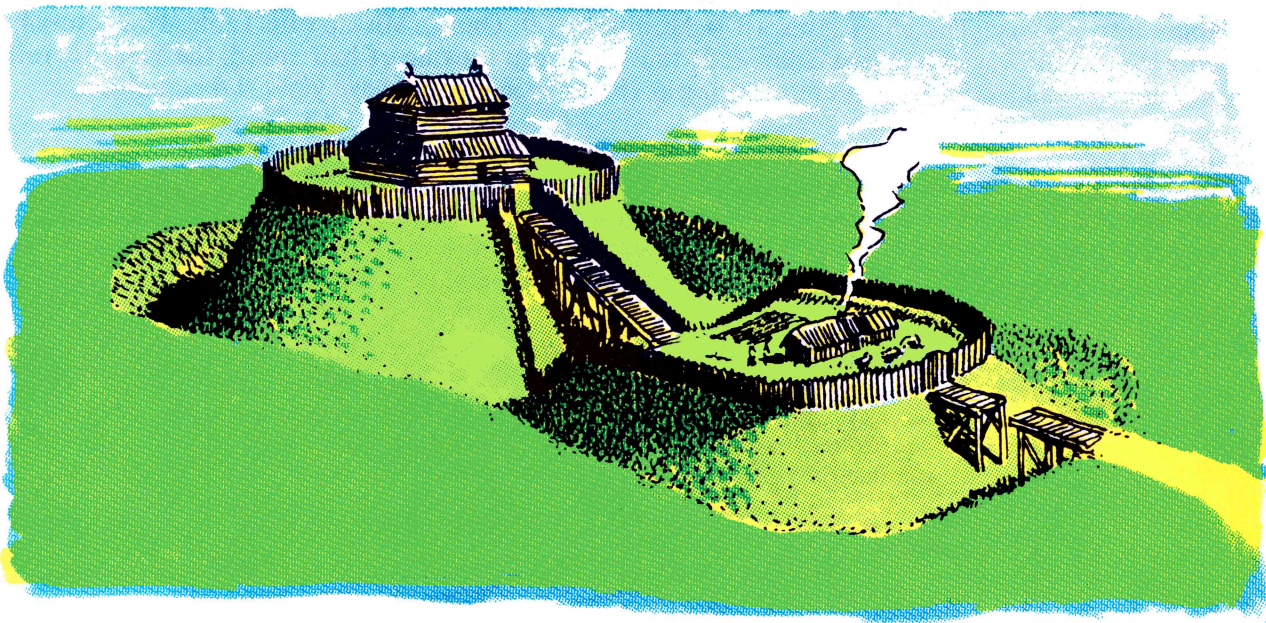
Optional Rules

The rules in this section add historical accuracy in certain situations but should only be used if both sides agree before the game starts.

1   **Hotly Pursued**: Sometimes in the course of a battle, one Unit would rout another Unit and instead of halting or turning to attack a new enemy Unit, would continue to pursue their broken opponent even though chased and chaser left the area of the battle altogether.

   If an opponent routs or retreats, the attacking Unit must also make a Morale check. If the number rolled is at least five below the number necessary to make Morale, then the attacking Unit must pursue. After the first turn of pursuit, any Generals or Sub-Generals present may subtract their Morale modifier instead of adding it. If any Unit pursues off the edge of the table, that Unit can not return to the battlefield but the enemy may only court one third of the persuing Units casualties for victory purposes.

2   **Cohort Relief** (Roman Republic and Empire): Two Units with at least one third of their figures in base to base contact may exchange places with each other even if one of the Units is engaged in melee. The Unit which enters into melee counts it as its first turn but can not receive a charge bonus. The Unit withdrawing from melee becomes Disarrayed but does not have to check Morale.

3   **Chivalric Honor**: Medieval Knights must attack any Unit which causes a casualty on them. If more than one Unit puts casualties on them, the nearest enemy and then the largest enemy are attacked. Presence of a Command figure within 12 inches or a Unit of enemy Knights within charge reach will negate this effect.

4   **Caltrops**: Only Regular Infantry can carry and spread Caltrops. These spikey obstacles only became common after 500 A. D. Each figure can carry enough Caltrops to cover an area of ½ inch by 1 inch. Thus a Unit of 16 men would spread Caltrops to cover an area 8 inches by 1 inch. It requires one full turn to spread Caltrops during which no other action may be taken. Caltrops may be recovered for reuse by the Unit that spread them or can be swept aside by any Infantry Unit. Either action requires two complete turns during which no other activity can be undertaken, the Unit conducting the activity being treated as Shieldless and in Disarray. Caltrops have an effect upon movement and can inflict casualties. Any enemy or friendly Unit except Light Infantry moving through Caltrops is in Disarry.

   Casualties are inflicted on a Unit according to the number of figures that move through the area, the speed they are moving, and the class of the Troops. To determine the number of casualties, take the Troop type and cross reference it with the speed they moved the turn of passing through the Caltrops to obtain a Die Modifier from the chart below. Take the number of figures that passed through the Caltrops field and conduct an attack on the Unit with that number of Factors Firing, applying the Die Modifier to the number rolled.

   Example: A Unit of 16 Heavy Infantry, moving at normal speed advances through Caltrops, going into Disarry. The chart gives a Die Modifier of 0. On the Missile Fire Table, 16 Factors Firing on a die roll of 4 yields 3 casualties. Had the Unit been moving at half speed, the same die roll still would have yielded 3 casualties but moving at charge speed would have yielded 4 casualties.

Troop Type	½ Move	Normal	Charge
LI, LMI, LHI	-4	-2	0
MI, HI, SHI	-3	0	+1
Cavalry	+1	+2	+4
Camels and Elephants	+2	+4	+6

KEN SIMPSON

5   **Norman Medieval Cavalry**: Normans trained their warhorses to fight, biting and kicking other horses and riders. In the second and subsequent turns of melee, Norman Knights receive a Die Roll Modifer of +1.

6   **Poison Weapons**: Troops firing Poison Arrows get a +1 Die Modifier on the Missile Fire Table for extra effectiveness of their weapons but also get a -1 on Morale for knowledge of what the enemy will do if they get taken prisoner.

7   **Smell Rule**: Both Elephants and Camels may have a disruptive effect because of their smell. Any Horse that comes within 12 inches (30 cm.) and is not used to the smell must roll one die. A result of 4, 5, or 6 and the entire Unit of Horses must retire a full Normal move and stand in Disarray for one turn. Troops seeing this retirement also have to check Morale.

8   **Forced Levy**: A maximum of 50 figures is permitted at a cost of two points each. Forced Levy have a base Morale of 4 each and must check Morale when they first sight the enemy and first receive Missile Fire. No orders to advance will be obeyed unless a Command figure stays within 12 inches during the advance. Morale is also normally checked at 30% and at succeeding 10% losses. Forced Levy give no +1 in Rear or Flank support to other Units but do not cause other Units to check Morale when they retire, retreat, or rout.

9   **Respect for the Dead**: Anytime one of a Unit of Elephants is killed, roll one die. On a result of 1, 2, or 3, no effect to the other Elephants; 4 or 5, the other Elephants halt in place for one turn; on 6, the other Elephants in the Unit become enraged and for two turns attempt to attack the enemy Unit which killed the first Elephant. The first turn of such enraged condition, the Elephants receive an additional +3 Die Modifier in Melee against that Unit only; the additional bonus drops to +2 on the second turn.

10   **Shield Wall**: Saxons, Vikings, and Norman Infantry may remain stationary and form a Shield Wall. As long as they remain in this position, they have an all around defence with no flanks or rear. Cavalry charging them receive no bonus and there is a -3 Modifier on Missile Fire directed at them.

11   **Testudo**: Legionaires of the Roman Empire and Republic can form a mobile Shield Wall which moves at half rate. Missile Fire directed at the Testudo has the number of Factors Firing cut in half.

Ramming Attacks: Any vessel which maneuvers into contact with another makes a Ram Attack on it. Roll on the Missile Fire Chart utilizing the Hull factors remaining as the Factors Firing. Add 1 to the die roll if able to move at full speed. Vessels with Ram Bows do double damage.

Movement: Vessels may move either under Sail or under Oars. Vessels under Sail are only able to turn up to 45°, must make any turns at the start of their move and must move the full distance they are capable of moving. Vessels under Oars may turn up to 90° in a game turn, may make multiple turns at any point or points during the move and may move any portion of the distance they are capable of. Movement is measured from the Bow and all turns are made by holding the Bow fixed and swinging the stern the required number of degrees.

Moves are written, indicating mode of movement (either Sail or Oars), the direction and extent of any turns to be made (in degrees left or right), the length of the move to be made in inches. Ramming Attacks are declared by writing "Ram" and indicating the target vessel. Ramming Vessels and targets are then moved in quarter-moves with the target vessel moving first. In quarter movement no vessel may make a turn greater than 30° in any segment. Vessels under Sail are permitted one 30° alteration of course during the movement. In instances where both vessels involved have order to Ram (although not necessarily each other), each captain involved rolls one die and adds 1 if his vessel is ordered to move in Oar mode. The captain with the higher score is permitted to choose whether he will move first or second in each quarter.

It takes one turn to embark/disembark. Troops are disorganized while so doing.

The area within 12 inches of the coast is considered Shallow Water and ships in this area can only use Oar Movement mode.

			Movement Sail/Oar	Hull
8	Viking Ships	24 Figures	48/24	18
4	Medieval Ships	24 Figures/4 Engines	36/18	20
4	Merchant Vessels	24 Figures/4 Engines	24/12	24
4	Galleys	6 Figures/1 Bolt Thrower	--/24	18
6	Fishing Boats	6 Figures	36/18	12

Boarding Attacks are conducted as if against Level I Fortifications.

Ballistas apply Missile Factors as usual against Crew and also apply one half the Missile Factor (rounded down) to the Hull Factors.

Catapults apply Missile Factors as usual against Crew plus applying the Missile Factor plus a Bonus, one point per Crew member firing, to the Hull Factors.

Byzantines may make Greek Fire Attacks. The attack rolled as if a normal Missile attack but if successful only does 2 points of Crew damage and 1 point of Hull damage. The target vessel succeeds in extinguishing the fire on a roll of 1 on a six-sided die and no further damage is done from that Hit. If the fire is not extinguished the first turn, the second turn, the fire will do 3 points of Hull damage; the third turn, 8 points; the fourth turn, 16 points; and so on. From the second turn on, vessels are considered to be on fire. Vessels on fire may only proceed at half speed. Vessels on fire make a Fire attack each turn on any vessel in contact with them.
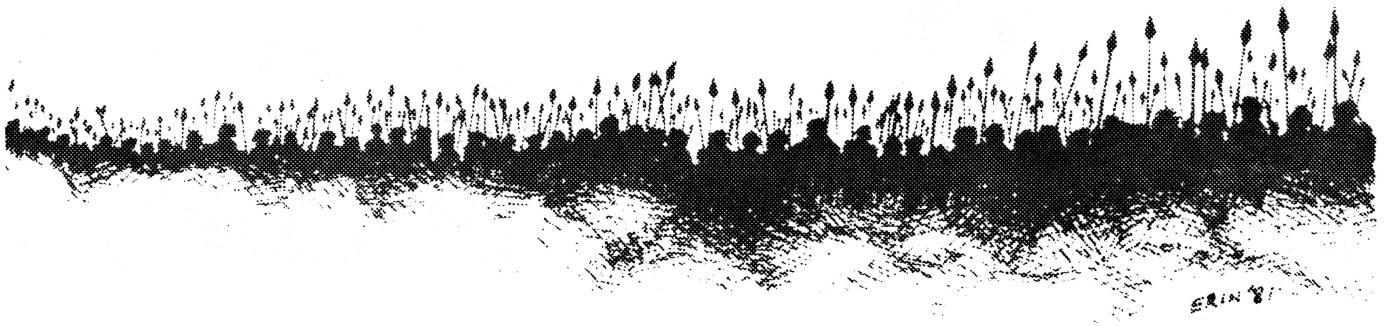
Questions and Answers

Q: How many Ranks of Mounted Missile Troops may fire?

A: 1½.

Q: Does Moving effect the number of Ranks which can Melee?

A: No, not for Mounted.

Q: Do Chariots and Elephants fire in more than one Rank?

A: No.

Q: Can Elephants fire over Cavalry?

A: Yes.

Q: What is the difference between a River and a Stream?

A: A River is 4" or more wide.

Q: Can Light Cavalry charge up or across a gentle slope?

A: Yes.

Q: How many Factors apply to Elephants?

A: 6.

Q: Do Units which evade, end up facing the enemy?

A: Yes, as only Light Infantry can evade and they pay no Turning Penalty. Remember, this counts as their Move for this turn.

Q: What happens if a Unit of Infantry Melees with Bow or Sling armed Troops and doesn't Melee the whole Unit (so some of the Sling or Bow are in Melee and some are not)? Can the ones not in Melee fire?

A: If less than half of the Missile Troops are engaged in Melee, the Unit may fire except the two closest figures to the figures engaged. Figures engaged in Melee cannot fire. They can do this until ½ or more of the Missile Troops are involved in Melee. First Rank only may fire when this occurs.

Q: Why does my Commanding Officer get 12" for Morale Support and other Units only 6" distance?

A: A lot of Troops in the Ancient World was more afraid of their CO than the enemy, and just his presence would help steady them (also the CO figure represents his officers).

Q: Why do some troops fight in more Ranks than others?

A: Military training and/or different weapon types account for this. For Greeks and Romans, it was because of their training. For Gaul Javelin, it was because of their weapon. You should not try to give an army weapons they did not use, such as Javelins or Two-Handed Axes for Persian Immortals.

Q: How many Javelins do Troops get to throw?

A: Three is normal, although they would throw back what was thrown at them, and sometimes recover the Javelin they have thrown.

Q: Why can't Javelin Units throw their Javelins in the Missile Fire stage then Melee all in the same turn?

A: If you are to Melee in the same turn, consider the Javelin as a Melee Missile. You would then get every man in the Front Rank and every other from the Back Rank on the Melee Chart. This is better than First Rank throwing and then First Rank only fighting for first ½ would be on Missile Chart, which is not nearly as good.

Q: Do Caltrops Disarray a Unit for a whole turn?

A: Yes.

Q: After my Cavalry hits and falls away from the enemy, what happens if they are then Meleed in the same turn?

A: They are in Disarray. Only every other man in the First Rank can fight with no Charge Bonus and a -2 also.

Q: Can any Cavalry use the new Strike and Fall Away to Regroup rule?

A: Yes.

Q: If a part of a unit of Troops are in Melee, can Missile Troops fire at the ones who are not?

A: If half or less than half of the Front Line are engaged in Melee, the remaining ½ or more on the Front Rank become targets for Missile Fire but ½ or more can not be engaged in Melee. For this to happen, count only the Front Rank.

Q: What is the difference between retreat and retire?

A: When a unit Retreats, all fully exits. Who ever sees this must check Morale. In a Retire, other units do not have to check Morale.

Q: When my Troops are told to retreat or fall back because of a Morale check, do I have to pay Terrain and Turning Penalty?

A: On the first move, you pay no Terrain or Turning Penalty, but any move after that you do.

When you write your orders, it's always easier and quicker to abbreviate as much as you can. So here is a list of the most common used terms:

Light Infantry	LI		Extra Heavy Cavalry	EHC
Medium Infantry	LMI		Super Heavy Cavalry	SHC
Heavy Infantry	HI		Camels	CAM
Light Heavy Infantry	LHI		Light Chariots	LCH
Armored Infantry	AI		Medium Chariots	MCH
Light Cavalry	LC		Heavy Chariots	HCH
Medium Cavalry	MC		Elephants	EL
Heavy Cavalry	HC			

It is also helpful to number your Units such as:

Light Infantry Unit No. 3	LI3
Super Heavy Cavalry No. 1	SHC1

MORE FINE PRODUCTS FROM

Judges Guild

37	FIRST FANTASY CAMPAIGN	$7.98
46	WILDERLANDS HEX SHEETS	$3.00
66	SEA STEEDS & WAVE RIDERS	$6.50
68	WAR CRY AND BATTLE LUST	$4.00
69	FLOTILLA ONE	$5.00
96	TREASURY OF ARCHAIC NAMES	$4.95
140	CASTLE BOOK II	$3.00
240	THE FANTASY CARTOGRAPHER'S FIELD BOOK	$3.98
360	LASER TANK	$1.50
410	THE ASTROGATORS CHART BOOK	$3.98
440	TEMPLE BOOK I	$3.00

APPROVED FOR USE WITH D&D tm

2	DUNGEON TAC CARDS	$3.95
14	READY REF BOOK	$2.99
27	TEGEL MANOR	$4.50
28	JUDGES SHIELD	$1.98
34	MODRON	$3.50
36	CHARACTER CHRONICLE CARDS	$1.98
47	CAMPAIGN HEXAGON SYSTEM	$2.50
48	WILDERLANDS OF HIGH FANTASY	$8.50
52	THIEVES OF BADABASKOR	$3.00
55	GENCON IX DUNGEON	$3.50
59	VILLAGE BOOK I	$2.75
60	CASTLE BOOK I	$2.75
61	ISLAND BOOK I	$2.75
62	CITY STATE OF THE INVINCIBLE OVERLORD	$8.00
63	CITADEL OF FIRE	$3.00
67	FANTASTIC WILDERLANDS BEYONDE	$8.00
71	FRONTIER FORTS OF KELNORE	$3.00
76	DRAGON CROWN	$1.75
80	OF SKULLS AND SCRAPFAGGOT GREEN	$4.50
92	WILDERLANDS OF THE MAGIC REALM	$8.50
93	UNDER THE STORM GIANT'S CASTLE	$3.00
95	SURVIVAL OF THE FITTEST	$3.50
102	CAVERNS OF THRACIA	$6.50
104	VILLAGE BOOK II	$3.00
108	VERBOSH	$6.50
111	MINES OF CUSTALCON	$3.95
113	BOOK OF TREASURE MAPS	$3.95
118	SWORD OF HOPE	$3.00
119	TOWER OF ULISSION	$3.00
150	CITY STATE OF THE WORLD EMPEROR	$12.00
270	SPIES OF LIGHTELF	$4.95
300	WILDERLANDS OF THE FANTASTIC REACHES	$8.50
320	BOOK OF TREASURE MAPS II	$3.95
420	UNKNOWN GODS	$6.00

APPROVED FOR USE WITH AD&D tm

87	CHARACTER CODEX	$4.50
88	DARK TOWER	$5.50
109	OPERATION OGRE	$3.25
114	MALTESE CLUE	$4.00
117	TEMPLE OF RA ACCURSED BY SET	$2.00
124	ESCAPE FROM ASTIGAR'S LAIR	$2.00
190	THE TREASURE VAULTS OF LINDORAN	$4.00
210	INFERNO	$5.98
260	PORTALS OF TORSH	$3.98
460	BOOK OF RUINS	$4.00

APPROVED FOR USE WITH TRAVELLER tm

75	TRAVELLER REFEREE SCREEN	$2.50
78	TRAVELLER LOG BOOK	$3.00
89	STARSHIP & SPACECRAFT FOR TRAVELLER	$5.50
105	DRA'K'NE STATION	$4.95
330	TANCRED	$5.98
340	LEY SECTOR	$4.98
350	DARTHANON QUEEN	$3.50

APPROVED FOR USE WITH RUNEQUEST GATEWAY tm

107	BROKEN TREE INN	$4.00
116	THE HELLPITS OF NIGHTFANG	$3.00
170	RUNEQUEST SHIELD	$2.50
220	LEGENDARY DUCK TOWER	$5.98
310	CITY OF LEI TABOR	$7.98
380	DUCK POND	$5.98

APPROVED FOR USE WITH CHIVALRY & SORCERY tm

250	C & S SHIELD	$3.00

APPROVED FOR USE WITH TUNNELS & TROLLS tm

400	THE TOUGHEST DUNGEON	$4.00

APPROVED FOR USE WITH SUPERHERO 2044 tm

430	HAZARD	$2.00

PEGASUS
Premier Issue
$3.00 per Issue

THE DUNGEONEER JOURNAL
Back Issues Available
$2.80 per Issue

THE JUDGES GUILD JOURNAL
Back Issues Available
$2.80 per Issue

THE DUNGEONEER
Back Issues Available
$2.80 per Issue

73	THE DUNGEONEER COMPENDIUM OF 1-6	$2.50

Are these other fine products available from your Dealer?
If not, ask why and have him contact us for full details.
Judges Guild, Incorporated, R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, IL. 62522