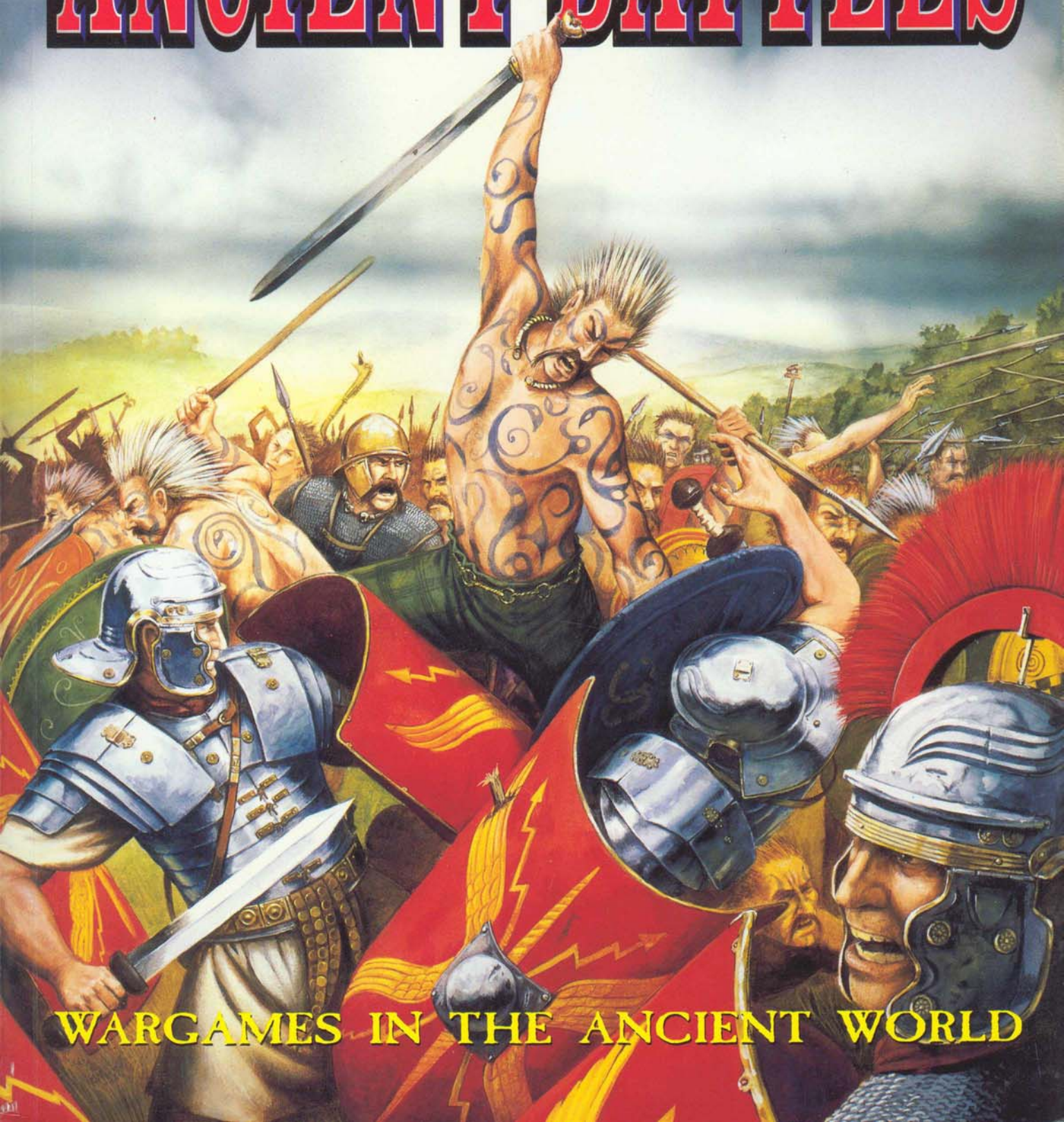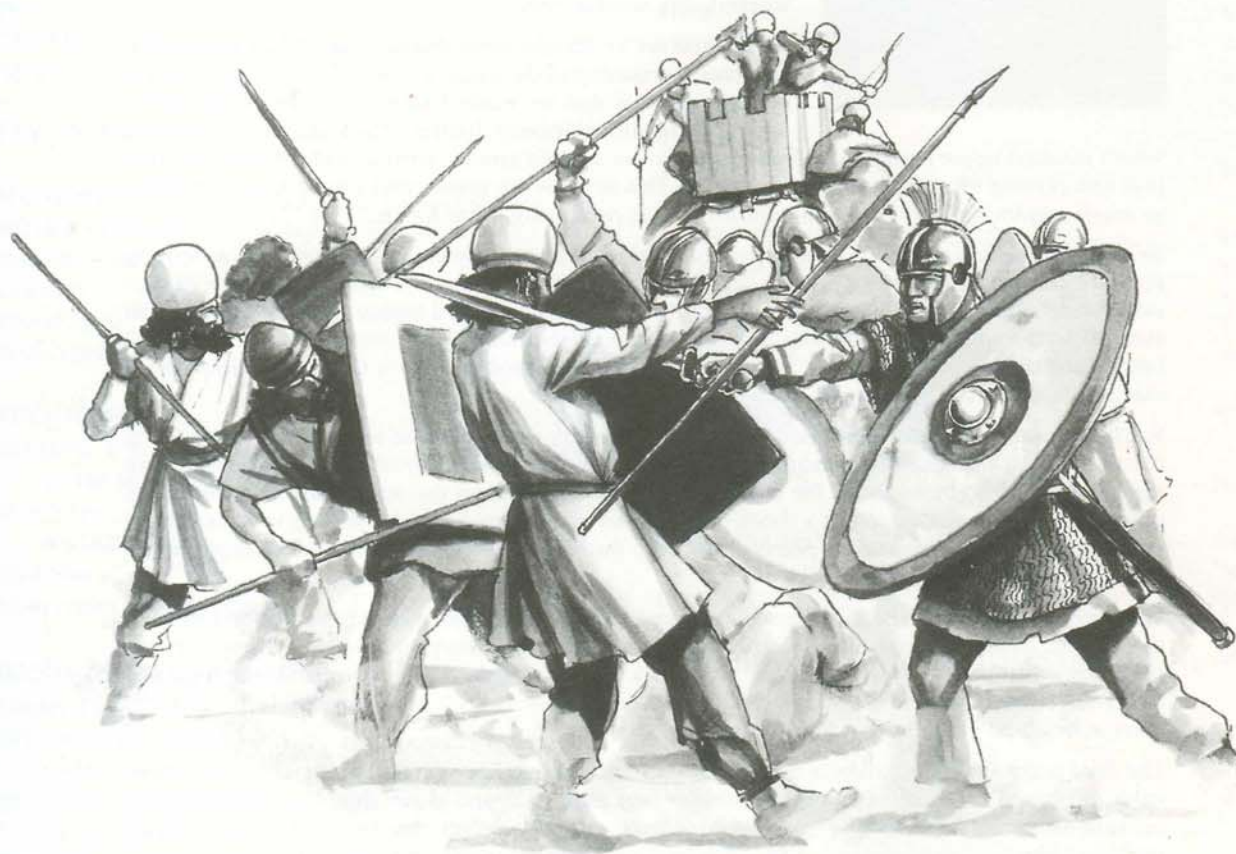# WARHAMMER

ANCIENT BATTLES

WARGAMES IN THE ANCIENT WORLD

WARHAMMER®
ANCIENT BATTLES

**Designed & Developed by Jervis Johnson,
Rick Priestley, Alan Perry & Michael Perry**

**With artwork by Alan Perry,
Michael Perry & David Gallagher**

Production work by Talima Fox & Mark Saunders

Produced By Warhammer Historical Wargames Ltd.

FOREWORD
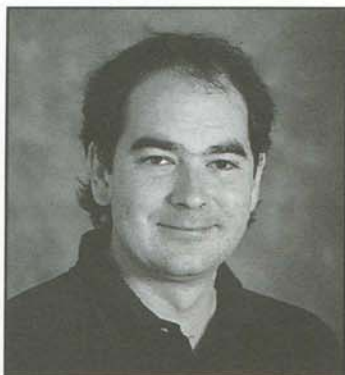
The idea for this book followed a conversation with Michael Perry. Michael explained that he had just been putting the finishing touches to his late Roman and Pict ranges for the Wargames Foundry, and had promised to demonstrate a game using the two armies at the Partizan show in Newark. As we discussed the various rules sets then available we wondered what it would be like if we used the well-known Warhammer fantasy gaming rules. A version of these rules were cobbled together for the game at Partizan, and to our delight they worked very satisfactorily.

Since then we've fought more battles than I can remember, each as entertaining as the game we played at Partizan. It soon became obvious that we really had to let more people know about Warhammer Ancient Battles. Thus started an odyssey which resulted in me reading up about the different ancient armies, writing and revising the army lists and playing more than just a few games. This book is the result, and I hope that it provides as much inspiration and entertainment for you as producing it has for us.

Be warned though, the Warhammer Ancient Battle rules are fairly complex. However, as long as you take the trouble to read the rules slowly and carefully, I think you'll find that they are easy to understand and – far more importantly – to use. This being said I'd highly recommend that you start off with a small skirmish using a dozen or so models a side before moving on to a full-scale battle (unlike one of our players, whose very first game involved over a thousand miniatures a side… talk about diving in at the deep end!).

You'll find the game rules described in an informal style, with points of interest discussed along the way so that the reader can gain some insight into how and why certain aspects of combat are represented. This emphasis on the intent of the game rather than the strict interpretation of the rules may come as something of a shock to hardened players used to rules written in a quasi-legal style. Some fiercely competitive players may even find that this leaves rules open to exploitation (yes, that means YOU Xavier!).

In my experience, even the most lawerly of game rules fall into this trap, so I've decided to keep the text in conversational English and trust to the player's native intelligence to resolve any potential misunderstanding that might arise. As a rule of thumb, if you try to do something and find yourself saying, "Well it doesn't say I can't do this in the rules!", you're probably bending the rules at best and at worst cheating completely!

The final point I'd like to make is that although I find ancient history fascinating, and while these rules are based on a lot of careful reading, when all is said and done they have been written because I like playing games with model soldiers and they reflect that fact. Put simply, there's nothing I like better than seeing a few hundred well-painted miniatures laid out on nicely made terrain. Or at least, I like nothing better than this except winning a hard fought battle with said miniatures (rare though such victories are!). This is the reason I started wargaming and why I still do today.

Have fun!

Jervis Johnson.

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Using the rules and ideas in this book you can join the great commanders of the ancient world and relive again their dreams of conquest.

Stand beside Rameses the Great at the Battle of Kadesh as he fights to rescue his armies from a devastating Hittite ambush. Chariots roar and crash as the two greatest empires of biblical times struggle to establish their dominion over the Near East.

Stride across Asia with Alexander and his Macedonians as he wrests control of the Persian empire from Darius, the king of kings. Carry the battle into India or westwards against Rome, fight the wars Alexander would have fought had he lived.

Pit your wits against the greatest strategists of the Punic wars. March with Hannibal across the Alps and see if you can topple the power of Rome where the Carthaginians failed.

If your sympathies lie with the Romans themselves then what greater adventure than Caesar's conquest of Gaul. Or perhaps you'd take the fight to the north German frontier with Germanicus... the greatest emperor Rome never had... until now!

THE WARGAME

Wargaming is a hobby enjoyed by a growing band of devotees all over the world. Amongst their ranks can be found scholars dedicated to researching ancient armies, avid collectors of model soldiers, skilled painters and modellers, and expert tabletop generals. This eclectic mix of interests is one of the fascinating things about wargaming, for whilst some might aspire to be expert researchers, others become proficient painters or modellers, and yet more establish their reputations as unbeatable commanders.

This book is about fighting tabletop battles with armies of model soldiers representing the warriors of ancient times. For those who are already wargamers, this book provides a set of game rules which we hope you will enjoy reading and will be inspired to use.

To those who are not already wargamers we extend our welcome to what is a challenging and rewarding hobby, and trust that you will feel sufficiently enthused to take the first step towards mustering an army of your own.

Warhammer Ancient Battles is the first in a series of volumes that will eventually include separate source books covering further army lists, historical background and painting details for a variety of ancient armies. We hope to cover the chariot armies of the Pharaohs and the enemies of Egypt, the forces of the Greeks and Persians, of Alexander the Great and his successors, the Legions of Rome, barbarian hordes, and the armies of the Dark Ages.

Wargaming isn't only about refighting the huge and well documented set-piece battles of history. We acknowledge that for every decisive battle there were hundreds of small actions and minor skirmishes that are now forgotten. Encounters along these lines are alluded to by ancient authors such as Tacitus and Xenophon. They are implied by lists of booty won in foreign wars, by stelae and border stones erected by victorious armies, and by the archeological record of outposts and fortifications.

In a wargame we can join Roman patrols north of Hadrian's wall, tracking down brigand bands or raiders, ever nervous of ambush by the local Caledonians.

Or we can become part of a foraging party from the ill-led armies of Vitellius, caught and forced to fight for our lives by advancing Vespansianic patrols on the eve of the Battle of Cremona.

As bodyguards of the Pharaoh's envoy we might journey far southwards to punish bandits in Nubia and exact tribute from their chieftains.

Or, if we are feeling brave, we might join the savage house-to-house fighting in Carthage, as Roman soldiers use planks to cross the burning rooftops and fight the Carthaginians in each room of every tenement.

Whatever era or nation you choose we wish you victory!

THE GAME

The Warhammer Ancient Battles game is very detailed and it would be a mammoth task if it were necessary to learn every rule before you begin to play. Fortunately this isn't really the case, as many of the rules are designed to represent extraordinary circumstances, weapons, and machines of war.

We suggest that players familiarise themselves with the basic game mechanisms and then get stuck into their first battle. The best way to learn is to play, and if you make a few mistakes to start with, it matters very little and can be easily put right next time.

WHAT YOU WILL NEED

To play you will need two or more players, two miniature armies, and a firm, level surface such as a tabletop. For the benefit of players who are new to the wargaming hobby, later on we shall describe how to go about collecting and painting an army.

Each player will also need a tape measure or ruler marked in feet and inches, and as many ordinary six sided dice marked 1 to 6 as you can lay your hands on. These are referred to as D6 from now on. When the text tells you to roll a D6 it simply means roll a dice. When the text tells you to roll 2D6 it is instructing you to roll two dice and add the scores together to get a number from 2 to 12. In the same way, 3D6 is three dice added together, 4D6 is four dice added together, and so on. This short-hand way of referring to dice rolls saves a lot of space and repeated explanation in the text itself.

Scatter Dice and Artillery Dice

Warhammer Ancient Battles makes use of two special six-sided dice: the Scatter dice and Artillery dice. These are used where stone throwing engines are employed as described in the game rules. In most games they will not be needed. Both dice can be purchased from any Games Workshop store, or can be ordered directly from Games Workshop's Mail Order. Phone the Games Workshop Mail Order hotline on (0115) 9140000 in the UK, 1-800-394-GAME in America or (02) 98 29 6111 in Australia.

Alternatively, you can make your own Scatter or Artillery dice by painting the sides of an ordinary D6 white and marking the appropriate symbols on the faces with a felt tip pen. Refer to the section on War Machines for more details.
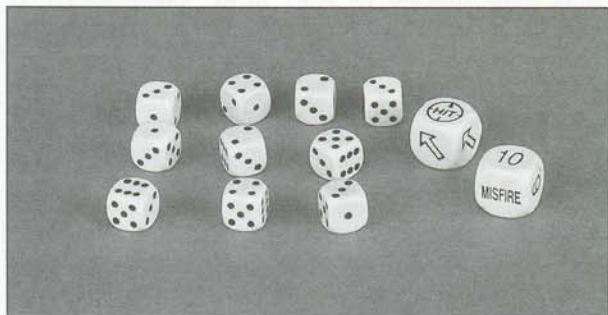
Fig 1.1. Examples of the different types of dice needed when playing wargames.

THE BATTLE

Battles are fought between two sides and each side is normally represented by a single player. You can involve several players on a side if you want, one player acting as overall commander while the others help him to move troops and roll dice. In the game rules and descriptions that follow we assume that each side is represented by one player, but this is only a convention adopted for convenience.

CHOOSING FORCES

Before you are ready to fight a battle, both sides must choose their forces. If players are new to the wargaming hobby there is nothing wrong with simply using all the models available – so long as they are roughly equal in number. However, it is usual for serious players to choose armies from an army list.

An army list is a list of all the different troops that form a particular army. So, a Roman army has its own list, as does a Persian army, a Greek army and so on. The list describes the armour and weapons carried by troops of that time, as well as any special rules that apply to them in the game.

To keep things fair, the army list ascribes every type of warrior a points value. The better fighter a model is the higher its points value. If a model carries more weapons, or wears additional armour, its points value is increased. If it rides a horse, camel or war elephant its points value is increased further. We have included two army lists in this rulebook, one covering Romans and one for their barbarian foes.

When fighting a battle both sides choose armies to the same total value. A reasonably sized battle is provided by 500 to 1,000 points on each side, and such a game can reasonably be resolved within an evening.

A larger 2,000 point battle will take a little longer, but can still be fought in a long evening. Three thousand points will give you a fairly big battle that will probably last a full day. You can fight any size battle you like, from a few hundred points to many thousands if you have space and time!

While discussing armies and points values we ought to mention the forthcoming Warhammer Ancient Battles Armies series of books. Each covers historically matched armies, such as the Romans and their barbarian opponents. Each book is intended to describe the different armies, detailed special rules for using them, a painting guide with shield and banner designs, and includes the army list itself. The army list defines which troops the army may have, what weapons they can carry, and their points values.

SETTING UP THE GAME

Suggestions for setting up scenery, deploying the armies, and working out which side has won are discussed after the game rules. You may want to skip forward now – in which case feel free to do so.

CHARACTERISTICS

The ancient world witnessed the development of many types of warriors, from naked sword-waving barbarians to armoured cavalry armed with lances and bows. In addition to horses, elephants and camels played their part, as did man-made machines in the form of chariots, bolt-throwers and stone-throwing catapults. To represent these troops, creatures and machines in the game we have nine categories which describe the various aspects of their physical or mental make up. These are called **characteristics**.

All characteristics are measured on a scale of 1 to 10. The higher a characteristic the better it is. Some creatures have been given a '0' for certain characteristics which means they have no ability whatsoever in that field. These are usually quite obvious, for example, a horse has no Ballistic Skill (BS) because it is quite unable to shoot a bow or throw a missile!

Movement Allowance (M)

Often simply called *move*, this shows the number of inches a warrior can move on the tabletop under normal circumstances. For example, a warrior with a Move of 4 can move 4 inches per turn.

Weapon Skill (WS)

Defines how accomplished or skilled a warrior is with his weapons, or how determined and vicious a fighter he is. The higher the score, the more likely the warrior is to strike a hand-to-hand combat opponent. An ordinary warrior has a Weapon Skill of 3. A battle-hardened veteran might have a Weapon Skill of 4, 5 or even higher. Models with a WS of 0 are hit automatically if attacked by an enemy model in hand-to-hand combat.

Ballistic Skill (BS)

Shows how good a warrior is with ranged weapons such as bows, crossbows or even thrown rocks. The higher the BS, the easier a warrior finds it to hit with missile attacks.

Strength (S)

Shows how strong a warrior or weapon is. A puny warrior may have a Strength of 2 and a mighty elephant may have a Strength of 6 or even higher. Most men have a Strength of 3. Some war machines, chariots and weapons have a higher Strength as we shall see.

Toughness (T)

Toughness is a measure of a man, beast, or object's ability to resist damage, or withstand physical damage and pain. The tougher a warrior is the better he can withstand an enemy's blows.

Wounds (W)

This is how much damage a warrior can take before he dies or is so badly hurt he can't fight any more. Most warriors have a Wounds characteristic value of only 1.

Large creatures or war engines are often able to withstand several wounds that would slay a smaller creature and so they have a Wounds value of 2, 3, 4 or more.

Initiative (I)

Indicates how fast a warrior can react. Warriors with a low Initiative score are slow or cumbersome; warriors with a high Initiative score are much quicker and more agile. In close combat Initiative tells us the order in which warriors strike, since faster warriors will be able to attack before slower ones.

Attacks (A)

Indicates the number of times a warrior attacks during close combat. Most warriors attack only once, although some warriors of exceptional skill may be able to strike several times.

Leadership (Ld)

A warrior with a high Leadership value is courageous, steadfast, and self-controlled. A warrior with a low value is the opposite! Warriors with high Leadership can lead others, inspiring them to greater feats of valour.

PROFILES

Every warrior in an army has a characteristic profile which lists the value of its characteristics. In the Roman and Barbarian army lists included later in the rulebook you will find profiles for the troops used by these armies. The following example is the profile for a Roman Legionary.

	M	WS	BS	S	T	W	I	A	Ld
Regular Legionary	4	3	3	3	3	1	3	1	7

WEAPONS AND ARMOUR

Most warriors carry weapons and wear armour. Some are armed with bows or other missile weapons enabling them to strike at a distance. Others are equipped with spears or swords to use in hand-to-hand combat. Later we will be describing special rules to reflect the differences between different types of weapons and armour.

UNITS OF WARRIORS

On the battlefield troops don't fight as a disorganised mob of individuals. They fight in properly organised units with officers to lead them. Units march in disciplined ranks, and they are trained to manoeuvre as a solid block.

Generally speaking, a unit is made up of troops of the same type. For example, it could be a unit of warriors armed with bows and wearing light armour. All the models in a unit will be of the same type, and have the same weapons and armour. Although it's true that individual warriors in the same unit may vary in certain ways – some are probably weaker, faster or braver than others, we assume that the differences average out over the unit as a whole.

Units move and fight in a formation of one, two, three, or more ranks. Each rank must have the same number of models except for the rear rank of a unit which may have fewer models than the ranks in front. If a unit has a leader, standard bearer or musician these are placed in the middle of the front rank as shown in fig 2.1.
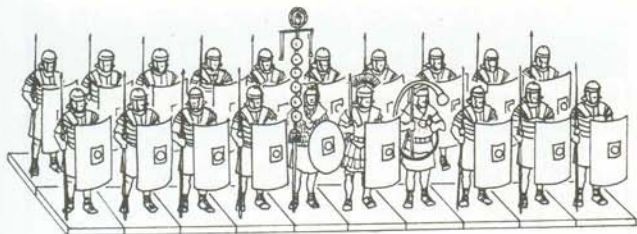

Fig 2.1. Formation of a unit of troops allowing for the leader, standard bearer and musician to be in the front ranks.

Units can change formation as described later in this book, but this takes time as we shall soon discover.

FACING

All models are assumed to face directly forward from the front of their base. This is important because a model can only see things that lie in a 90° arc in front of it. It is vital that troops can see their enemy in order to shoot or charge as described later.

The facing rule is shown in fig 2.2. It is worth remembering this simple rule right from the start as it becomes very important once the game is underway.
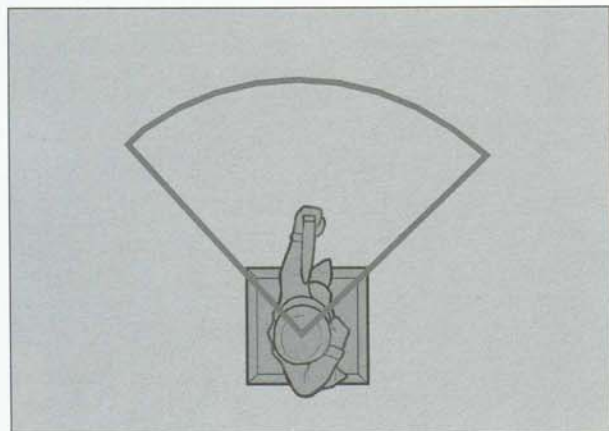

Fig 2.2. The archer can shoot at only what he sees, ie only what is in his line of sight.

CAVALRY

Most of the armies of ancient times included cavalry. Some armies also included huge elephants or fast moving chariots. Elephants, chariots and their riders are covered by special rules described later in this rulebook.

When we refer to cavalry we specifically refer to horse-mounted troops (rather than camel riders, charioteers, etc). Rules for cavalry are discussed throughout the game where appropriate. A cavalry model is treated in all respects as a single model. Should the rider be slain the entire model is removed from the battle.

> "... When [Scipio] Africanus asked who, in Hannibal's opinion was the greatest general, Hannibal named Alexander, the king of the Macedonians, because with a small force he had routed armies innumerable and because he had traversed the most distant regions, even to see which transcended human hopes. To the next, as to whom he would rank second, Hannibal selected Pyrrhus; saying that he had been the first to teach the art of castrametation; besides no one had chosen his ground or placed his troops more discriminatingly; he possessed also the art of winning men over to him, so that the Italian peoples preferred the lordship of a foreign king to that of the Roman people, so long the master in that land. When he continued, asking whom Hannibal considered third, he named himself without hesitation. Then Scipio broke into a laugh and said 'What would you say if you had defeated me?' "Then, beyond doubt,' he replied, 'I should place myself both before Alexander and before Pyrrhus and before all other generals."
>
> **Livy, on the conversation between the rival generals following Hannibal's defeat at the Battle of Zama.**

Although horses have a separate profile, when the model is attacked it's the rider's Toughness and Wounds that are used. When Leadership tests are required use the rider's Leadership value. The mount's Toughness, Wounds, and Leadership are never used, but are included on its profile because horses might conceivably appear on their own or as pack animals for example.

BASES

We recommend that individual models are glued to card or plasti-card bases. There are two reason for this. Firstly it stops them falling over. Secondly, it allows us to standardise the space taken by a model in the ranks, and therefore determines how many troops will fight when it comes to close quarter combat.

We recommend the following base widths for 25mm models (which is the scale of model featured throughout these rules, and the one we prefer). Base depths are not specified, and you should simply make the base deep enough to fit the model.

Two sets of sizes are shown, the smaller provides compact and denser looking units, the other is more suitable for the larger 25mm figures made by figure manufacturers these days. The base sizes below are suggested. You don't have to use them if you don't want to. If you have an army that is already based there's no need to change it; a few millimetres here or there is unlikely to make much difference.

BASE SIZES	
Cavalry and Mounted Troops	20-25mm wide
Light Infantry and Skirmishers	20-25mm wide
Other Infantry	15-20mm wide
War Engines, Chariots etc.	As required

THE TURN

Battles are fought between two opposing sides – two armies pitting armed might and cunning against each other. The forces represented by the models are commanded by kings and generals. Their metal counterparts are commanded by you – the player.

In a real battle lots of things happen at once and it is difficult to tell exactly how the battle is progressing at any one moment. The fortunes of each side sway throughout the battle as one side charges and then the other, roaring with fury and bloodlust as they throw themselves upon their enemy. Mighty war engines lob their cargoes of death towards their cowering foes and clouds of arrows darken the turbulent skies.

In Warhammer Ancient Battles, we represent this howling maelstrom of action in turns, in a similar way to chess or draughts. Each player takes one complete turn, then his opponent takes a turn. The first player then takes another turn, followed by the second player again, and so on: each player taking a turn one after the other until the battle is over.

Within the turn, actions are performed in a fixed order called the **turn sequence**. Each turn is divided up into phases during which the player moves all of his units, shoots all his missiles, then resolves all hand-to-hand combat and so on.

THE TURN SEQUENCE

When it is your turn it's up to you to keep track of where you are in the turn sequence. If you forget, your opponent should be able to remind you. Each turn is divided into the four following phases. These are always completed in the order given below, and all actions in that phase must be resolved before moving on to the next.

1. START OF THE TURN

The rules often call upon a player to make tests or actions 'at the start of the turn'. These are mostly Psychology tests as discussed in the Psychology section.

2. MOVEMENT

During the movement phase you may move your troops as defined in the rules for Movement.

3. SHOOTING

During the shooting phase you may fire any missile weapons as described in the rules for Shooting.

4. CLOSE COMBAT

During the close combat phase all troops in hand-to-hand combat may fight. Note that this is an exception to the normal turn sequence in that both sides fight, not just the side whose turn it is.

EXCEPTIONS

There are exceptions to the general turn sequence when things are worked out as they occur rather than in any strict order. Quite often the actions of one player will trigger some special weapon or the sudden appearance of a particular troop type. This is rather like plunging from a mountain path or sinking into quicksand – consequences resulting from movement which may be conveniently resolved there and then. Inevitably there will be the odd occasion when events can be worked out in one phase or another with little real difference.

BE PREPARED TO IMPROVISE

Warhammer Ancient Battles is a challenging game, with many different armies and endless possibilities. In a game of this size and level of complexity there are bound to be some situations where the rules seem unclear, or a particular situation lies outside the rules as they are written. This is inevitable, as we can't possibly give rules to cover every circumstance. Nor would we want to try. Players should feel free to invent and improvise, exploring the ancient world for themselves and taking the game far beyond the published rules if they wish.

When you come across a situation not fully covered by the rulebook, be prepared to interpret a rule or come up with a suitable rule for yourselves.

When a situation of contention arises agree on a fair and reasonable solution and get on with the game as quickly as possible. One way of resolving a dispute is to roll a D6 to see whose interpretation applies and get on with the battle. Afterwards sit down and discuss what happened and see if you can reach an agreement in case the situation arises again. Remember, you're playing to enjoy a challenging battle with friends. The spirit of the game is more important than winning at any cost.
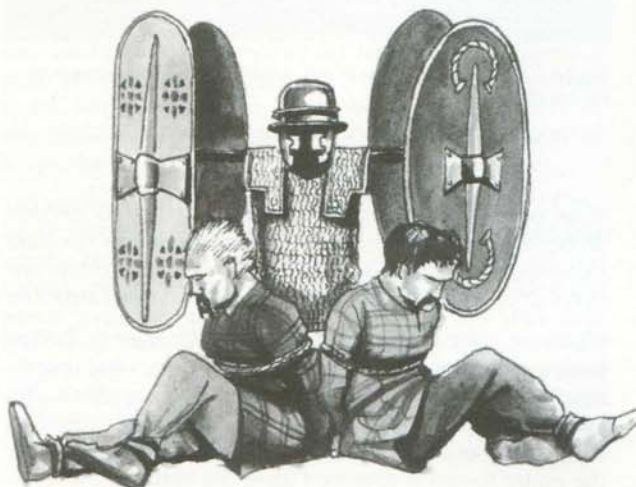
MOVEMENT

During the movement or move phase, you may move your forces on the battlefield. Like the turn sequence, the movement phase proceeds in a strict sequence.

MOVEMENT PHASE

1. DECLARE CHARGES

If you want any of your troops to charge you must declare this at the very start of the movement phase.

2. RALLY FLEEING TROOPS

If any of your troops are fleeing you may attempt to rally them.

3. COMPULSORY MOVES

Move troops that are subject to a compulsory movement rule.

4. MOVE CHARGERS

Move charging troops and resolve other movement resulting from the charge.

5. REMAINING MOVES

Move the rest of your troops.

DECLARE CHARGES

At the start of your move phase you must declare which units will charge. Except in a few unusual circumstances explained later in the rules section, you are never forced to charge. However, charging is the only way troops are normally allowed to move into hand-to-hand combat. If you want to attack an enemy then you must charge – you cannot simply move into hand-to-hand combat without charging.

To declare a charge you must indicate which of your units is charging, and which enemy unit it is going to charge. For example, you might wish to declare that your spearmen are charging the enemy's archers.

A unit may only declare a charge if at least one model in the unit can see at least one model in the opposing unit. It is not necessary that every charger can see his foe – the whole unit is assumed to have the enemy in sight so long as at least one model can see.

A unit can charge up to a maximum distance of double its normal move. This is referred to as the unit's 'charge distance' as explained later. When you declare a charge you must do so without measuring, relying upon your judgement to estimate the distance.

DECLARING A CHARGE
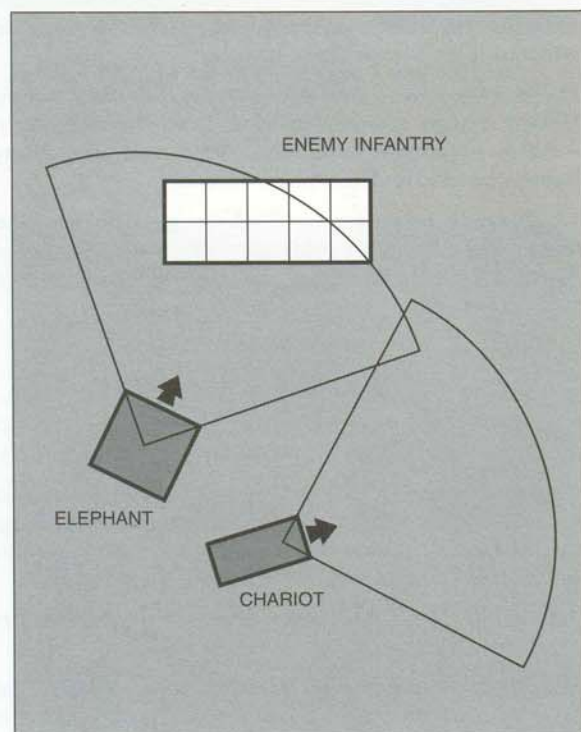
Fig 3.1. An elephant charges against a unit of enemy infantry. The infantry lie within the 90° arc of sight of the elephant so it can see to charge them. The chariot is facing the wrong way! It can neither see them or charge them.

Fig 3.2. The first unit of cavalry can see and declare a charge upon the enemy infantry. The other unit of cavalry is facing the wrong way, so they cannot charge the enemy infantry. Remember only one model needs to see the enemy for the unit to declare a charge.
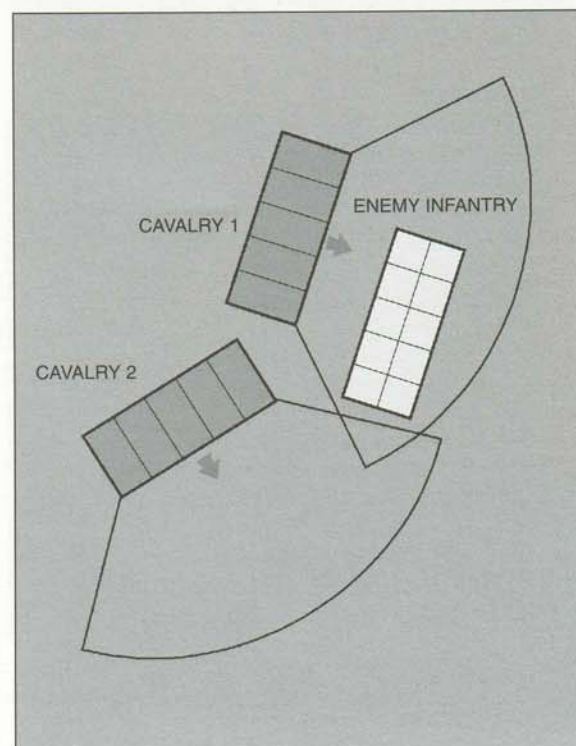
CHARGE RESPONSES

Once you've declared all your charges your opponent declares how his charged units will respond. A charged unit has four response options. These are stand & shoot, hold, flee, and fire & flee.

STAND & SHOOT

If the charged unit is equipped with missile weapons and the chargers are more than half their charge distance away, then the charged unit can shoot at the chargers as they advance. Work this out immediately – refer to the Shooting section for rules governing missile weapons.

HOLD

A unit can stand fast and receive the charge, individual troopers bracing themselves for the inevitable impact. This is the usual response of troops who are not equipped with missile weapons or who are too close to their enemy to shoot.

FLEE

Flee means just that – when your unit sees the enemy thundering down towards them they are quite likely to turn tail and run as fast as they can in the opposite direction! This is a rather desperate option as once troops begin to run they tend to carry on, and may run away from the battlefield altogether whether you want them to or not.

As soon as a unit declares that it is fleeing it is moved directly away from the charging enemy by 2D6" if its movement rate is 6" or less, or 3D6" if its move is more than 6". The fleeing unit is repositioned facing directly away from the enemy charging. Immediately move the fleeing troops the distance indicated by the dice roll. The full rules governing fleeing troops are covered later in the Hand-to-Hand Combat section.

FIRE & FLEE

If the charged unit is equipped with missile weapons and the chargers are more than half their charge move away from them, then troops can shoot at the chargers before turning around to flee. In effect, the fire & flee option is a combination of both stand & shoot and flee.

Work out the unit's shooting immediately – refer to the Shooting section for rules on missile weapons. Once the unit has fired it must flee unless its fire halts the charge, as can happen if the enemy panics as a result of casualties suffered. If the charge is successfully halted the shooters will stand instead. See the Panic section for rules regarding the effect of casualties.

Unless the chargers are halted by their fire, the unit must flee after it has shot, in which case it turns tail and runs as described above for fleeing. The only difference is the number of dice rolled to see how far the unit runs is reduced by one to represent the time spent shooting. A unit with a move of 6" or less will therefore flee 1D6" and units with a move of over 6" will flee 2D6".

RALLYING

Having declared charges and carried out any charge responses, the player whose turn it is now has the opportunity to rally any of his troops that are currently fleeing. Troops are normally forced to flee when they are defeated in hand-to-hand combat or if something else equally traumatic has happened to them. Fleeing troops are of no fighting value unless they can be rallied, which means the troops come to their senses and stop fleeing in readiness to fight once more.

As fleeing usually results from hand-to-hand combat the rules for fleeing troops can be found in the Hand-to-Hand Combat section of this book. In the rally phase of his turn a player makes a test to determine whether his fleeing troops manage to rally. If the troops rally then they remain where they are but may immediately adopt a new fighting formation facing towards the enemy.

If the fleeing troops fail their rally test and continue to flee then they are moved next with other compulsory movement.

COMPULSORY MOVES

After the player has attempted to rally any units that are fleeing, it is time to make any compulsory moves that the rules require.

Generally speaking a player can move his troops how he wishes within the confines of the rules governing movement. However, sometimes troops go out of control for some reason, either because they are overcome by sheer terror, or because they are disorientated or confused. The player has no control over the movement of these troops and so these are referred to as **compulsory moves**.

The most common kind of compulsory move is fleeing. Fleeing troops always flee away from their enemy or towards their own base table edge, and they always move a randomly determined distance.

All compulsory movement is done now before other movement takes place. This gives troops moving in this way the opportunity to get in the way, block lines of advance and do all sorts of other annoying things.

MOVE CHARGERS

Once any compulsory moves are complete, it is time for the player to move any units that have declared a charge.

Chargers are moved towards their target in accordance with the rules in the next section. When troops charge they move twice as fast as normal, representing a run or gallop. This double speed move is a **charge move**.

For example, troops with a normal move of 4" per turn have a charge move of 8".

Sometimes you may find yourself able to charge an enemy in the flank or rear. This is particularly good as an attack from an unexpected direction might throw the enemy into a panic, and is likely to give you an advantage in combat. A charging unit's position at the start of the movement phase determines if it charges into the flank, rear or the front of the enemy target.

If the charging unit is in the target's frontal zone when the charge is declared it charges into the front. As units generally begin the game facing each other this is the most common situation. If the charging unit comes from the flank zone it charges into the side; if in the rear zone it charges into the rear as shown in the examples below.

REMAINING MOVES

Once compulsory moves and charges have been resolved it is time to move the rest of your troops.

Generally speaking, you do not have to move troops at all if you do not wish to. Or you can move them as short or great a distance as you like up to their permitted maximum move distance.

The rules governing movement, the encumbering effects of weighty armour, hindering terrain, obstacles to movement, and manoeuvring units on the battlefield are covered on the following pages. These rules apply to all movement except where otherwise noted, and so cover charging and compulsory movement as well as ordinary moves.

EXAMPLES OF CHARGE MOVES
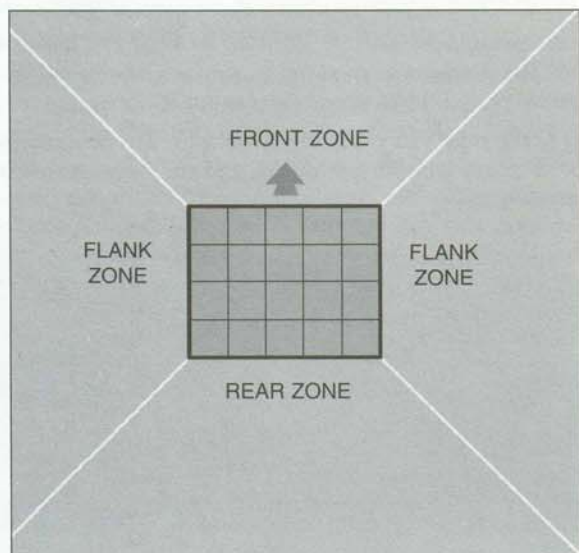
Fig 3.3. A unit's front, flank and rear zones extend out from its corners forming four quadrants of 90°.
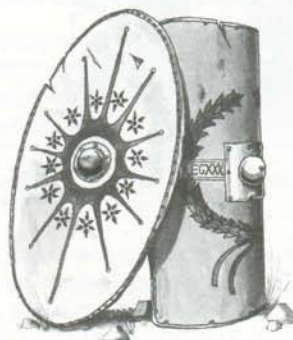
All units have a front, a rear and flanks as shown in fig 3.3. This is an important consideration in battle because units can only declare a charge against an enemy to their front – ie, an enemy they can see.

Although individual models can fight to their front, sides and rear, units which are attacked in the side or from behind suffer considerable disadvantages in combat – as we shall discover later! The lesson is – where possible charge your enemy in the sides or rear but whatever you do never present your vulnerable side or rear to the enemy!
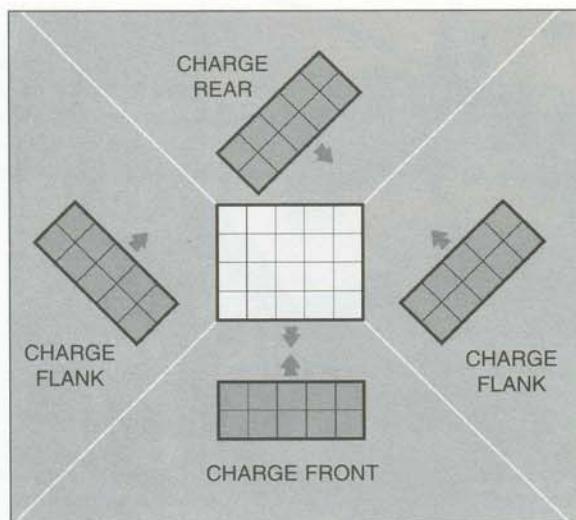
Fig 3.4. A unit in front of its enemy will charge the front, a unit to the side will charge the flank, and a unit behind will charge in the rear.
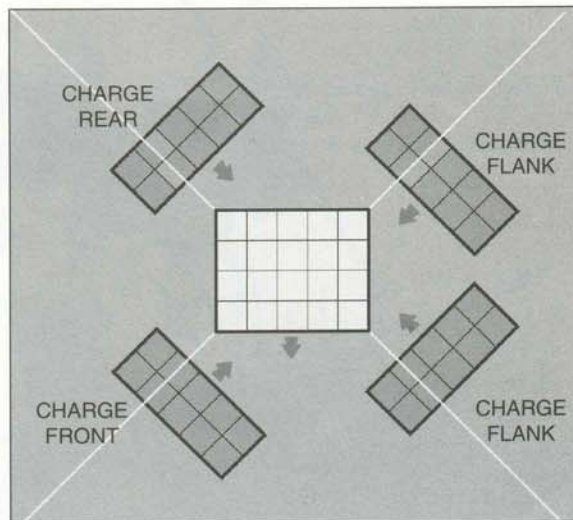
Fig 3.5. Often the position of a charging unit straddles two areas, in which case you must judge which area the unit is mostly in. If the situation is so close you can't determine where a unit should charge then roll a dice to decide.

MOVING TROOPS

The same rules govern almost all movement, including the movement of chargers and most compulsory moves. Any exceptions that apply to chargers, and fleeing troops are discussed separately.

Moving the armies is an important, and often decisive part of the game. When opposing commanders are well matched, movement can be as challenging and satisfying as a game of chess.

The nature of the game, the varied terrain it is fought over and the stability of the models themselves means it is impossible to be absolutely accurate about the movement of troops. The odd fraction of an inch will inevitably disappear as lines are neatened and models are edged together. On the whole this need not cause concern during play as it is far better to keep the game flowing than worry about unavoidable imprecision. It is recommended that where a move is especially important or an exact measurement is critical, then it is good practice to agree what you are doing with your opponent before moving your troops.

MOVEMENT RATE

Normal movement rate is defined as the Movement (M) characteristic value of a model minus any reduction imposed for the effect of encumbering armour.

During their move phase, units can move up to their movement rate in inches. For example, most warriors have a movement characteristic (M) of 4 and so may move up to 4". You do not have to move the full movement allowed or even at all if you prefer. Units which are charging or marching may move further (see below).

Because the weight of their gear impedes movement troops wearing a great deal of armour will move more slowly. The table on this page indicates the reduction in move distance incurred through wearing armour.

For example, a warrior with no armour can move 4"; with a shield and wearing heavy armour he suffers a penalty of -1" and so can only move 3".

A horse rider can normally move 8". If carrying a knight with heavy armour and shield, and the horse is wearing barding then the knight moves 8"-1" for the rider's armour and shield, and -1" for the horse's barding, which equals a move of 6". A horse without barding carrying a warrior wearing heavy armour and shield would move 7".

ARMOUR	REDUCTION IN MOVEMENT
Shield, Light Armour or Heavy Armour alone, or Shield and Light Armour	*None*
Shield and Heavy Armour	*-1"*
Barded Cavalry	*-1"*
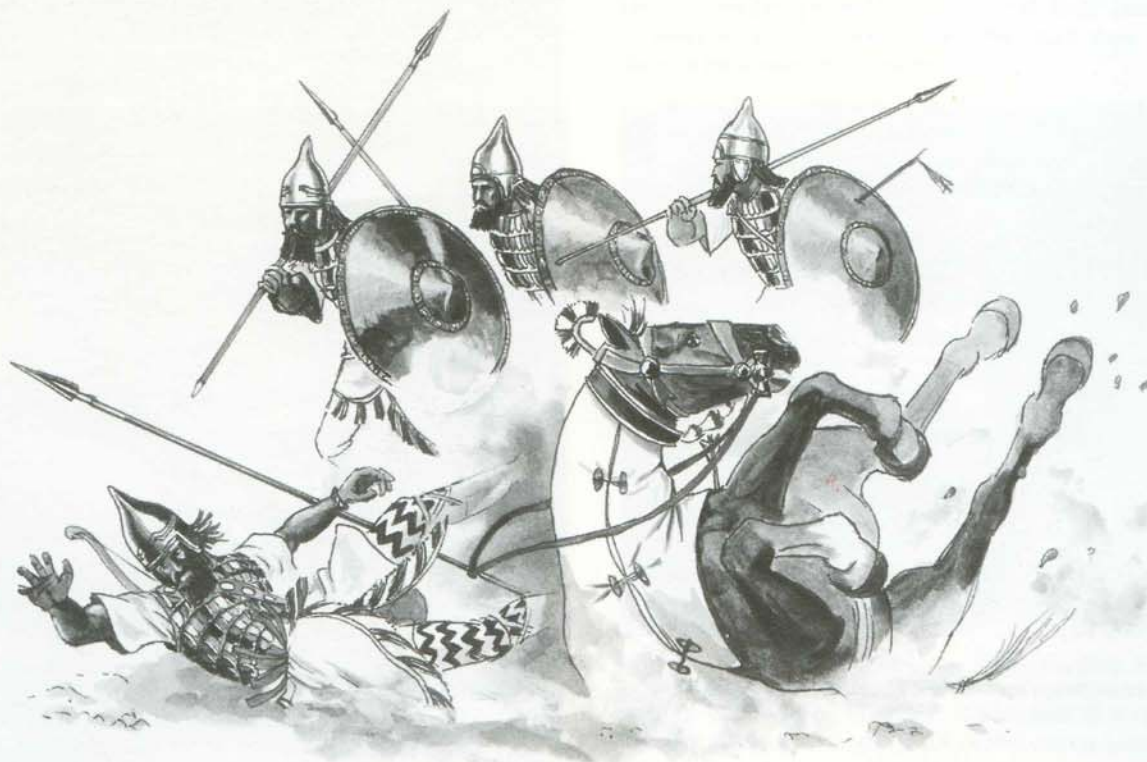
MANOEUVRE

Troops move and fight in a tight formation of one or more ranks, forming a unit which we might think of as a regiment of infantry or a squadron of cavalry.

When a unit moves it must maintain its formation, which means that individual models are not free to wander off on their own. The formation can move straight forward as a body perfectly easily, but if it wishes to change direction then it must make a **manoeuvre**.

There are three specific manoeuvres which enable a unit to turn about or rearrange its ranks. These are **wheel**, **turn** or **change formation**. In addition there is a fourth special manoeuvre called **reforming**.

WHEEL
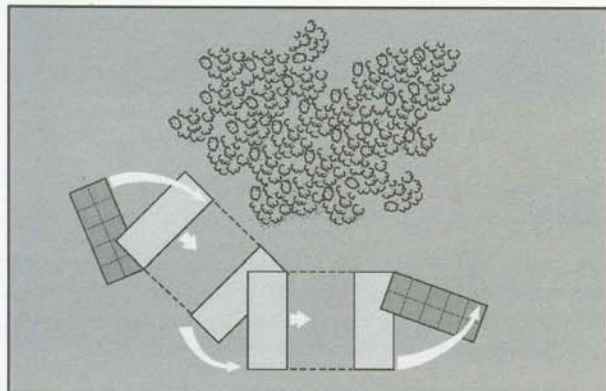
Fig 3.6. To avoid the wood, this unit has had to move and wheel three times.

To wheel, the leading edge of the formation moves forward, pivoting round one of the front corners. The units swings round rather like the spoke of a wheel and completes the manoeuvre facing a different direction.

When a unit wheels it counts as having moved as far as the model on the outside of the formation. Once you have wheeled you may use any movement the unit has left.

For example, you might wheel 2" to the left and move 2" straight forward for a total move of 4".

A unit can wheel several times during its move as long as it has movement left and is not charging. A unit which is charging is only permitted to wheel in order to align itself to the enemy as described later.

TURN

To turn a unit of troops all the models remain in place, but are turned round through 90 or 180° to face their side or rear. To make a turn a unit must surrender a quarter of its move – a unit with a move of 4" must give up 1" to turn for example.

When you turn a unit containing leaders, standard bearers or musicians, these models are always automatically repositioned back into the new front rank of the unit.
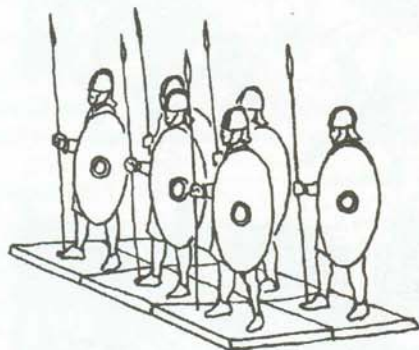
Fig 3.7. A unit of spearmen facing forward in two ranks of three.
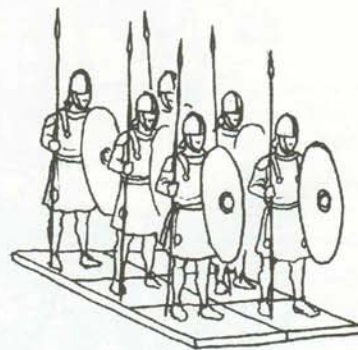
Fig 3.8. The same unit of spearmen has turned to face its flank and is now in three ranks of two.
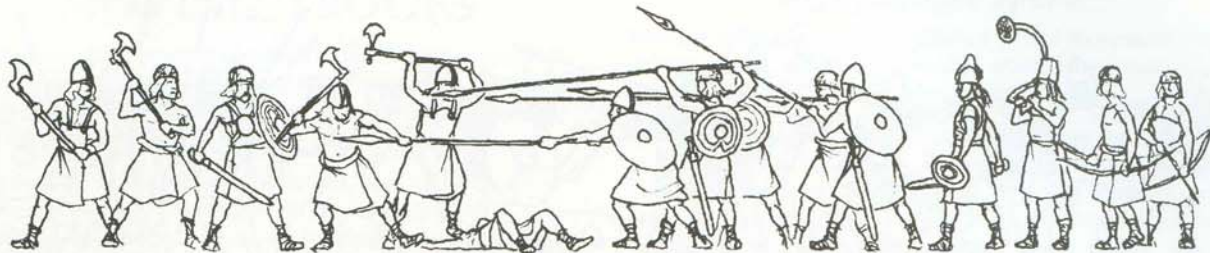
CHANGE FORMATION

A unit can change formation by adding or reducing the number of ranks in which it is deployed. *For example, a unit in two ranks may increase its depth to three ranks by moving models from the front two ranks to form a* *third line.* A unit must surrender half of its move to either add or deduct one rank, or all of its move to add or deduct two more ranks.

UNIT ARRANGED IN TWO RANKS	UNIT SACRIFICES ITS ENTIRE MOVE TO ADD 2 RANKS	UNIT SACRIFICES ITS ENTIRE MOVE TO SUBTRACT 2 RANKS
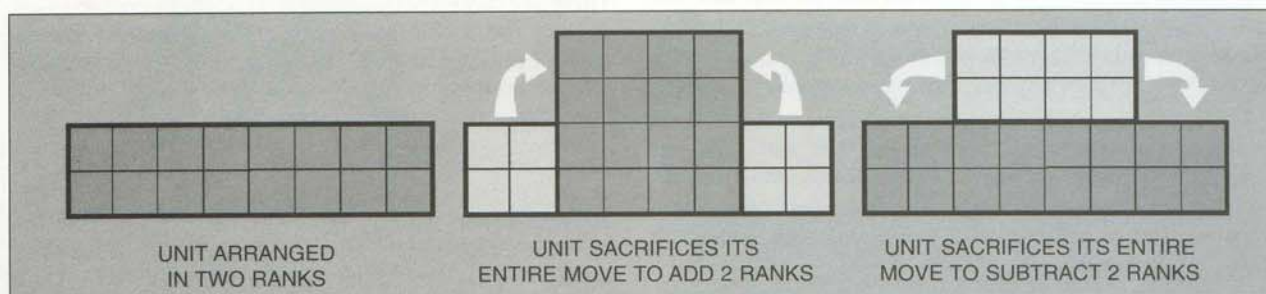
Fig 3.9. Changing formation during a battle will slow down your units considerably.

REFORMING

A unit of troops can change the direction in which it is facing and rearrange all at once by means of a manoeuvre called *reforming*. The order is issued to adopt a new formation, and the troops mill about until they assume their new positions.

A unit of troops can reform during its movement phase as long as it's not in hand-to-hand combat and is otherwise free to move as it wishes. The player declares the unit is reforming and it regroups into a new formation. Re-arrange the unit into as many ranks as you wish facing whatever direction you want.

A unit which reforms cannot move that turn, as it takes the entire movement phase to reform. Reforming troops cannot shoot with missile weapons that turn either.

TERRAIN

Troops only move their full movement distance over unobstructed ground. They will slow down if impeded by obstacles such as bushes or woods. To simulate this terrain is divided into five types: **open terrain**, **difficult terrain**, **very difficult terrain**, **impassable terrain** and **obstacles**.

Open Terrain

Open terrain is clear ground that doesn't impede movement at all. Other types of terrain effect movement as described below.

Difficult Terrain

Difficult terrain includes the following:

> Brush, scrub and other clinging vegetation.
>
> Debris, wreckage, loose rocks, boulders.
>
> Fords, streams or shallow water.
>
> Marshes, bogs or thick mud.
>
> Soft sand.
>
> Stairs, steps or ladders.
>
> Steep or treacherous slopes. This type of terrain can include hills if both players agree to it before the game, but otherwise hills are considered to be open terrain.
>
> Woods or dense foliage.

Troops cross difficult ground at half their normal rate. So if your unit has a normal move of 4" it can only move 2" through a wood.

If troops move over open ground and difficult terrain during the same turn, then their movement over open ground is at full rate and over difficult ground it is reduced exactly as normal.

For example, a warrior moves 2" across open ground and then enters a wood. He now has 2" of his move left. This is halved for the difficult terrain so he now only moves a further 1" through the wood.

VERY DIFFICULT TERRAIN

Very difficult terrain includes areas that are even more arduous to move through, such as the following:

> Incredibly thick woods packed with briars and thorns.
>
> Almost sheer slopes that need to be climbed on hands and knees.
>
> Fast flowing but still fordable rivers.

Very difficult terrain reduces movement to a quarter of the normal rate. Fractions are rounded up to the nearest half inch to prevent unnecessary complication.

IMPASSABLE TERRAIN

Impassable terrain is terrain so difficult to move through that it cannot be crossed during the course of a battle. It includes terrain features such as rivers, lakes, impenetrable swamps and sheer cliffs. Troops must go round impassable terrain.

Players may decide before battle whether certain terrain features will be difficult, very difficult or impassable during the course of the conflict. The method of generating scenery described later can be used to determine whether scenery is difficult or very difficult, but players can always agree to make terrain features more or less passable if both sides prefer to.

OBSTACLES

Obstacles are things like hedges, fences, walls and trenches that troops must clamber over to cross.

It takes a warrior half of his move to cross an obstacle. So if a warrior has a move of 4" he must surrender 2" to cross a hedge or a wall. If a warrior has insufficient move left to cross an obstacle he must halt in front of it. The warrior does not count as halfway across if he has 1" remaining, for example. Where an entire unit of troops is attempting to cross an obstacle the penalty continues to apply while any of the models are crossing.
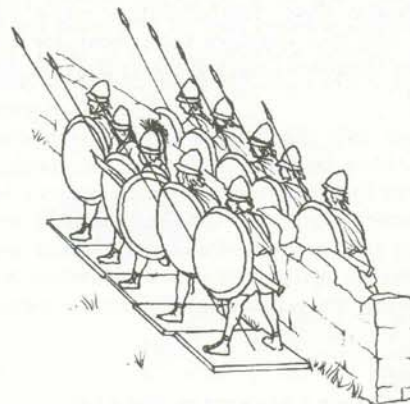
Fig 3.10. Units can end their movement on either side of an obstacle as long as both ranks are touching it.

It is perfectly possible for part of a unit to end up on one side of a linear obstacle and another part to be on the far side. This is fine. Place the part of the unit which can cross on the far side of the obstacle and leave the part that could not cross on the other side. As long as the ranks on both sides are in contact with the obstacle this is perfectly acceptable.

When the unit moves from this position the ranks must be returned to base-to-base contact. The unit still loses half of its move until all the ranks have crossed.

If a wall, hedge or fence has a gate in it then it is assumed to be open unless otherwise agreed, and troops may move through the gate as normal.

The penalties for difficult terrain types and obstacles are cumulative. If troops are moving at half rate of 2" across difficult terrain, then they must surrender half their remaining move, a further 1" in this case, to cross an obstacle.

CHARGING

Chargers are moved after compulsory movement and before the rest of your troops. Make sure you have completed all of your charges before moving other troops. Chargers are moved at double their normal movement rate, but must make the usual deductions for terrain and crossing obstacles.

For example, mounted Knights have a movement rate of 6" and can charge 12". If they are moving over difficult terrain such as a muddy field they move at half rate, reducing their charge distance to 6".

Before you move a charging unit check that the enemy has declared his response and that troops electing to flee have been moved, and troops electing to stand & shoot have done so. Troops which fire & flee will shoot first, and must then flee unless their enemy's charge has been halted in which case they will stand instead.

A FAILED CHARGE

If the chargers have estimated their move incorrectly you may find that chargers can't move far enough to reach their intended target. If this is the case the charge has failed.

If a charge fails the unit is moved its normal move distance rather than its double speed charge, directly towards the intended target then comes to a halt. Your troops have begun to charge, realised that it is impossible to cover the distance and their movement has petered out as they lose their enthusiasm. A unit that fails its charge cannot shoot with missile weapons that turn.

MANOEUVRING DURING A CHARGE

A charging unit cannot turn or change formation. When a unit charges an enemy the player must endeavour to bring as many models into combat as is possible. This can sometimes be achieved by moving the chargers straight forward, but often it will be necessary to wheel them slightly at the start of the charge to face the enemy. If chargers need to wheel towards their target, execute the wheel and measure the distance they will need to turn. This will count as part of the total distance charged.

For example, if a unit can charge 12" it might wheel 4" to bring models to face the enemy and then charge up to 8" towards them.

Once a unit has completed any required wheel it moves forward towards the enemy and stops as soon as the two units touch.

> *'In battle, when there's fighting to be done,*
> *The soldiers suffer miserable days.*
> *But when it's over, and victory won,*
> *The general himself gets all the praise.'*
>
> *Euripides*

ALIGNING THE COMBATANTS

Once the charging unit is in contact it is automatically aligned against its enemy to form a battle line as shown in the diagram below. This extra alignment move is free.
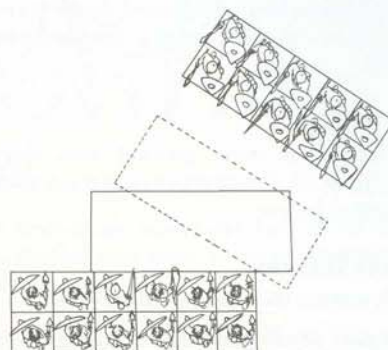
Fig 3.10. Once the charger touches the enemy it halts and is aligned against the enemy unit.

If it is impractical to align a unit properly because of interposing terrain, other models, or whatever, then it is acceptable to re-align the charged unit as well (or instead) so that battle lines remain neat.

MOVING ENGAGED UNITS

Once opposing units are engaged in hand-to-hand combat they may not move until one side or the other breaks and is destroyed, or until one side disengages as explained later in the combat rules. Units already engaged in hand-to-hand fighting at the start of their turn cannot move but must continue to fight in the hand-to-hand combat phase.

CHARGE REACTIONS

If your opponents stand & shoot or fire & flee it's possible they may cause sufficient casualties to force a Panic test as you charge in. Panic tests are explained later in the rulebook. This may result in your charge being brought to a halt before contact is made. This is why it is important to work out missile fire from troops who stand & shoot/fire & flee before moving chargers. Any shooting is counted as being at close range for the weapon, whatever the range to the chargers at the beginning of their charge may be. This represents the shooting troops holding their fire until the last possible moment before they shoot.

If your opponents flee as you charge then they will move directly away from you either D6", 2D6" or 3D6" depending on their response and movement rate. Maybe the fleeing troops move too far for the chargers to catch them, in which case their charge has failed and the chargers move their normal movement after the fleeing troops. If the fleeing troops have not moved far enough away to avoid their attackers then they are in deep trouble! Move the chargers into contact with the fleeing troops. In the combat phase the entire fleeing unit is destroyed, caught with their backs turned as they attempt to flee. The unit is automatically wiped out in hand-to-hand combat, causing friends within 12" to take a Panic test, as described later. See the rules for fleeing troops in the Close Combat section for more details.

REDIRECTING A CHARGE

If your opponent flees it can happen that another enemy unit is presented within your charge range. For example, if two enemy units are placed so that one is directly behind another and the front unit flees, the chargers will then be faced by the second unit that was behind it.

TARGET 1
FLEEING

TARGET 2

CHARGING UNIT
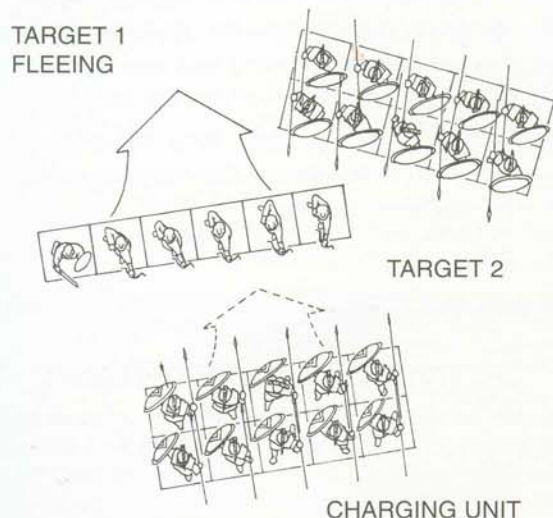
Fig 3.11. The target unit flees away from the charge revealing another unit behind. The chargers can redirect the charge onto the second unit if the player wishes.

Under such circumstances the charger can declare that he will charge the newly revealed unit instead. If this new enemy unit is within the chargers' charge move then treat the situation exactly like a newly declared charge. However, the enemy unit may not stand & shoot or fire & flee because his frontage is covered by his own troops as they flee, therefore it is only possibly to either flee or hold.

TARGET 1
FLEEING

TARGET 2
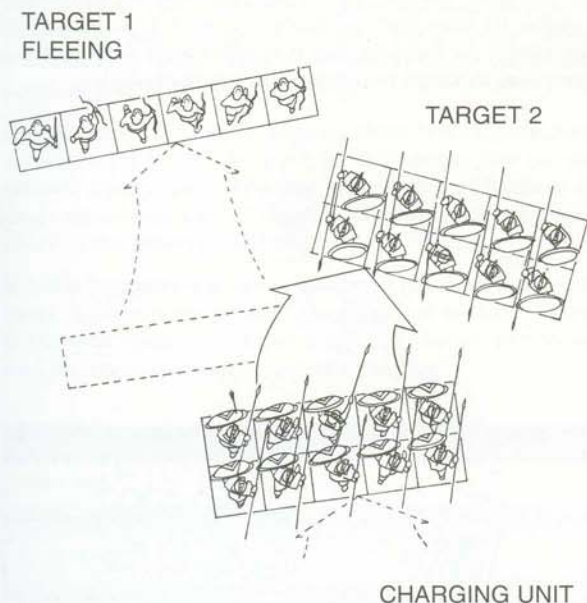
CHARGING UNIT

Fig 3.12. The original target has now moved forward to reveal the second unit. The charging enemy may now declare that it will redirect its charge towards this new unit if the player wishes.

ODDBALL STUFF

A charge can sometimes trigger extra movement from the enemy.

For example, Viking Berserkers will leap out of their units and attack as soon as the enemy approach within 8" of them. This happens out of the normal sequence. The charge is halted as soon as the chargers move within 8" and the Berserkers are moved straight away. It is up to the player to say that he has out of sequence movements or actions to perform at the appropriate moment.

FLANK AND REAR CHARGES

Being charged from an area you cannot see and thought was safe is a frightening thing for even the bravest of troops. With his field of vision narrowed by his position in the ranks, the average soldier has only a limited knowledge of what is going on in the battlefield. If the enemy has somehow got round behind him he might reasonably assume the battle to be lost. Doubt will be sown in his mind and he may become disoriented and confused. If he is in hand-to-hand combat already he may panic and flee, thinking the enemy is upon his unguarded back.
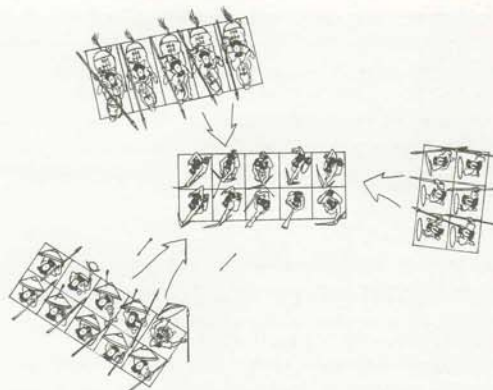
Fig 3.13. The unit of archers in the centre is charged from the front, side and rear.

PANIC

Troops who are attacked in the flank or rear while already fighting other enemy must take a Panic test to see if their nerve breaks. This test is taken as soon as it has been established that the chargers are in range, but before moving any troops. Panic tests are fully described later on in the rulebook.

COMBAT BONUSES

If a unit is charged in the flank or rear by a unit of five or more enemy models then it loses any rank bonuses that it would otherwise have had in hand-to-hand combat. Units ranked up in depth normally fight better because the troops in the rear ranks are able to physically support those in front, lending their weight to the formation. A unit charged in the flank or rear will lose this advantage as the rearmost warriors will be concentrating more on defending themselves then being able to help their forward comrades. See the Close Combat rules for details of combat results and how rank bonuses work.

If a unit is attacking an enemy to their flank or rear it gains the advantage of fighting a formation unprepared to fight in that direction. Consequently, the attackers receive extra combat bonuses as described in the close combat section.

TURNING MODELS

When a unit is attacked in the sides or rear, any models touching the enemy may be turned round so that they can fight. They can fight whether they are turned or not, but they look a bit more hopeful if facing the enemy! Obviously the models may be turned back again should the attackers be driven off or destroyed.

MARCHING

Marching at the double allows troops that are slightly removed from the main fighting zones to move more rapidly. This represents the swift movement of reserves, and helps to ensure that units don't get stranded away from the fighting.

Marching troops move at twice their normal movement rate with weapons sheathed or shouldered. They are literally going 'at the double'. A unit on the march is not prepared for combat so marching is not suitable for use close to the enemy. Because of this troops may only march if there are no enemy within 8" of them at the start of their move. They may, however, march within 8" of the enemy as they make their move.

A unit on the march cannot change formation. It can wheel as normal, as you might imagine a column of troops would wheel to follow a curving road.

A marching unit cannot move through difficult or other obstructive terrain or cross obstacles. It must stop if it comes to these features. A unit on the march cannot shoot missile weapons during the shooting phase. It is unprepared for combat and any weapons carried are not ready to be used.

War engines, heavy chariots and other large constructions such as wheeled siege towers cannot march – they are far too cumbersome.

FAST MARCH

If a unit of troops is formed into a column no more than three models wide it can increase its rate of march to three times its normal movement rate. This is called a fast march. In order to make a fast march a unit must include a musician, and the unit is assumed to march to the beat of his drum or blast of his horn.

For example, 15 troops formed three figures wide and five deep could fast march, but in a formation five wide by three deep they could not.

Except that it is faster than a normal march, a fast march is exactly the same as a march and all the rules for marching also apply to it.

> "At this critical moment the standard bearer of the Tenth Legion, after calling on the gods to bless the legion through his act, shouted: 'Come on, men! Jump, unless you want to betray your standard to the enemy! I, at any rate, shall do my duty to my country and my commander.' He threw himself into the sea and started forward [toward the shore] with the eagle. The rest were not going to disgrace themselves; cheering wildly they leaped down, and when the men in the next ships saw them they too quickly followed their example."
>
> **Julius Caesar**

INDIVIDUAL MODELS

Models which move individually, such as characters on their own, can march move in the same way as units of troops. They march at three times the normal rate, at what would be fast march rate for a normal unit.

In the case of individual models their speed bonus is not due to marching in formation, but takes account of their freedom to move, breaking into a run, avoiding scattered vegetation and hummocks in the ground, and so forth.

SNAKING COLUMN

A unit deployed in a long line with models lined up one behind the other can manoeuvre very easily. The lead model is not restricted by troops either side and so can choose a path which twists about. We call this *snaking*. Trailing models are placed so that they follow the path of the lead model. This a special type of movement unique to long lines of troops. It isn't a very practical formation for fighting, but it is very handy for threading your way through buildings and other obstacles.
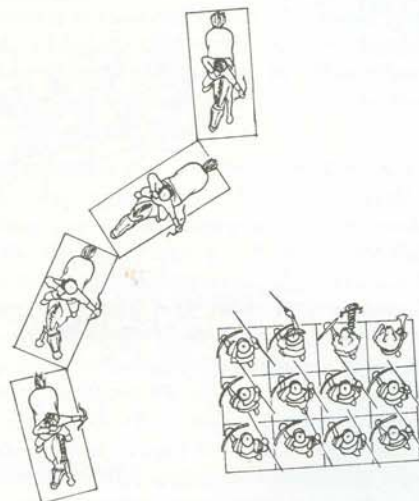
Fig 3.14. The cavalry unit has arranged itself into a snaking formation to manoeuvre more easily round the enemy infantry.

SHOOTING

Once movement is complete it's time to work out your shooting. Troops armed with bows, crossbows, or other missile weapons may shoot at any enemy target they can see. You may also shoot with any war machines such as stone throwers or bolt throwers. The rules for these are covered in a separate section of the rulebook.

There is no particular order in which shooting must be resolved. Nominate one of your units you want to shoot with and select the enemy target you wish to shoot at. For example, in the situation shown in the diagram below you might choose to have your archers shoot at the cavalry or at the unit of spearmen. Once you have declared your target measure the range and resolve shooting using the rules below. Continue until you have shot with each unit or war machine.
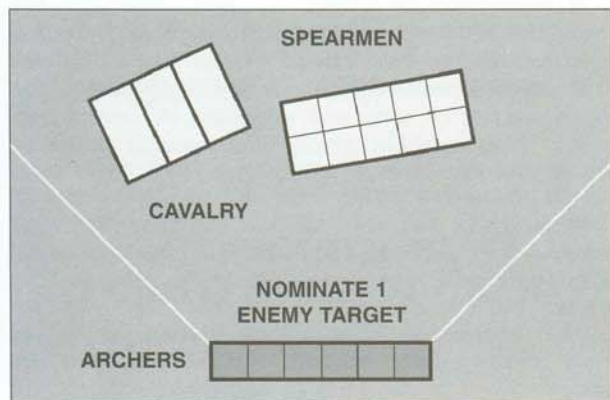
Fig 4.1. The unit of archers can shoot at either the cavalry or the spearmen.

RANGE

All missile weapons have a maximum range which is the greatest distance they can shoot. If your declared target lies beyond this maximum range because you have estimated the range wrongly, then your shots automatically miss. This is why you must pick your target before measuring the range.

For example: The player is using short bows which have a range of 16". He declares he is opening fire on the nearest enemy unit. When he measures the distance he finds the enemy are 17" away. His hail of arrows falls short of the sneering enemy troops.

It often happens that some shooters in a unit will be in range of their target whilst others are out of range. If this is the case then only those that are in range can shoot and the remainder automatically miss.

WEAPON	MAXIMUM RANGE
Short Bow	16"
Composite Bow	24"
Long Bow	30"
Crossbow	30"
Sling	18"
Javelin	8"

These ranges are the maximum distances that the weapons can fire. Missiles lose power and accuracy long before they reach maximum range so ranges are divided into short and long. Short range is up to half the maximum range of a weapon. Long range is between half and the maximum distance. As we shall see later, there are modifiers that make it more difficult for a weapon to hit at long range.

For example: Short range for a short bow is up to 8". A target which is more than 8" away counts as being at long range.

WHO CAN SHOOT

The direction an infantry model faces is assumed to be the actual direction faced by the warrior it represents. Common sense will tell you a model cannot fire in one direction while looking in another. To represent this a target must lie within a 90° arc projected from the front of a shooter. Where models are on square bases this can be imagined easily by projecting a line through the corners. Models mounted on horses, elephants or in chariots are allowed to fire in any direction.
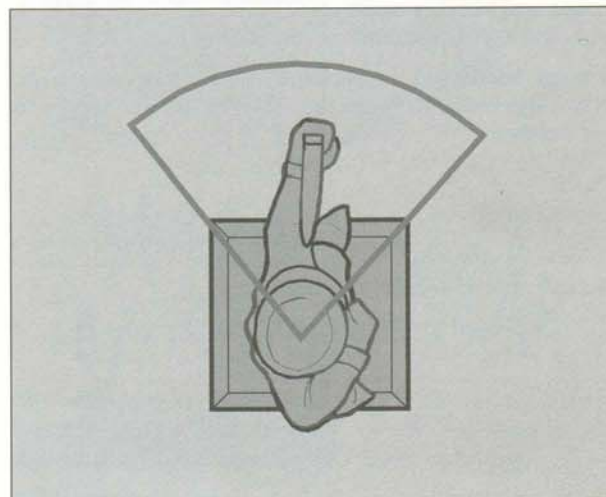
Fig 4.2. An infantry model can see within a 90° arc.

A shooter's line of sight, and therefore his shot, is blocked if there is anything between him and his intended target. Interposing models or scenery will therefore block his line of sight. Because of this, except as noted later, only the models in the front rank of a unit can shoot, because the models behind them will not be able to see past their friends to the target.

Imagine a real battlefield with its contours, morning mists and the haze of dust. Picture the woods and hedges that obscure vision, that sudden fall of ground that hides your enemy and the distances that blur friend with foe. Towering over our miniature battlefield we are unaware of all this but the troops represented by our models are not so lucky. Just as their real life counterparts cannot see through hills or hedges we must assume that our models cannot see behind corresponding scenic features.

As it is impossible for us to say exactly what your model scenery looks like, it is not practical to be definitive about which kinds of building or terrain block sight. You must be prepared to use your own judgement within the following guidelines.

The easiest way of checking if a model can see another is to get down over the table and take a model's eye view. You must be reasonable about this though as it would be much more difficult to see enemy troops on a real battlefield than over a perfectly flat, mist free gaming table.

Hills, large boulders and buildings block sight over level ground. An interposing hill or house will block your sight and prevent models shooting through it.

Hedges and walls block sight over level ground. However, a model placed directly behind an obstacle so that it is touching is assumed to have taken up a position where it can see and shoot over the obstacle with head and shoulders clearly visible. Such a model can shoot but it can also be seen and shot at.

Woods block line of sight if the shooter and the target lie on opposite sides. It is only possible to see through 2" of woodland, so if a model is within 2" of the edge he can see out and shoot and he can also be seen and shot at. If further inside the wood a model can neither be seen by models outside nor can he see them. If both target and shooter are inside the wood missile range is reduced to the farthest you can see – which is 2".

Troops, friendly or unfriendly, block sight beyond them. It is not possible to shoot directly through one model to hit another.
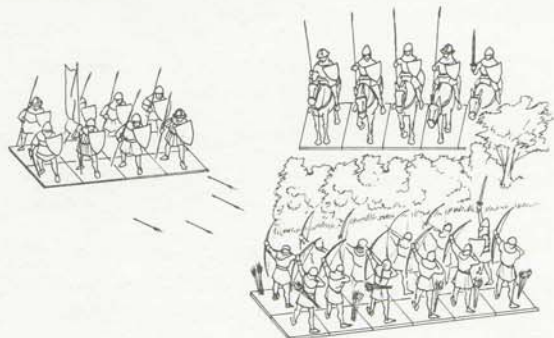
Fig 4.3. The unit of archers is able to shoot at the foot troops but not at the cavalry unit because their line of sight is blocked by the hedge.

ELEVATED POSITIONS

Troops occupying elevated positions such as hills or the tops of buildings, can see to shoot over the heads of models, over the tops of lower hills, lower buildings, trees, and obstacles.

Not only can such troops see and shoot, but they can also be seen and shot at because they are standing high up, exposing themselves to view.

One of the most useful aspects of this is apparent when you have a unit deployed on a hillside: models in a rear rank higher up the slope can see over the heads of ranks in front of them and so can shoot. This can enable many more models to shoot than is possible over level ground where only the front rank is able to bring its weapons to bear.

COVER

Troops take advantage of cover to hide from enemy missile fire. This makes them harder to hit because they can duck back out of the way leaving arrows to splinter against a wall or tree. There are two sorts of cover: **hard cover** and **soft cover**.

HARD COVER

Hard cover offers real physical protection as well as partially concealing the target from view. The corner of a building, a large rock, walls and wooden palisades are all hard cover. Troops positioned at windows and doors also count as being in hard cover. A model positioned at the corner of a building so that he is peeking round is behind hard cover. Models in trenches or pits are also counted as behind hard cover.

SOFT COVER

Soft cover partially shields a target from view but provides little actual protection against incoming missiles. You can hide behind a hedge but a crossbow bolt or an arrow will go straight through it. Hedges, open wagons or carts and woodland all provide soft cover. Troops within woods automatically count as being in soft cover.

SHOOTING AND HAND-TO-HAND COMBAT

Troops engaged in hand-to-hand fighting are far too busy to use missile weapons and therefore may not shoot.

Players may wish to shoot at targets engaged in hand-to-hand combat. This is possible but not necessarily a good idea as you are likely to hit the wrong target and kill a friend rather than an enemy. Troops in hand-to-hand combat are taking part in a vast swirling melee, and under the circumstances it is virtually impossible to tell friend from foe or get a clear view of your target.

Troops are permitted to shoot into combat if you wish but if you do so then hits must be divided equally between both sides. Odd hits can be allotted to either side in some random fashion such as by rolling a D6: a score of 1-3 means a hit on your side, while 4-6 means a hit on your enemy. On the whole, it is not a good idea to shoot into hand-to-hand combat.
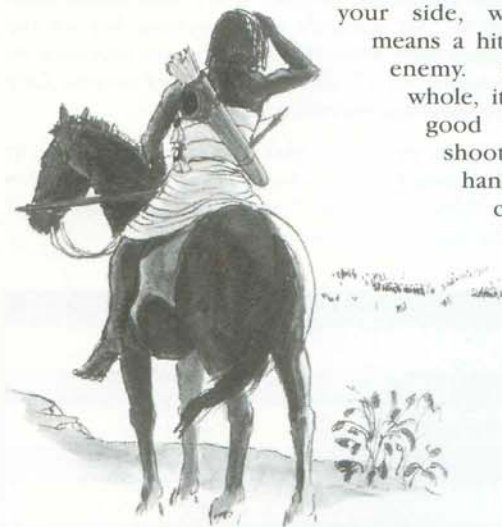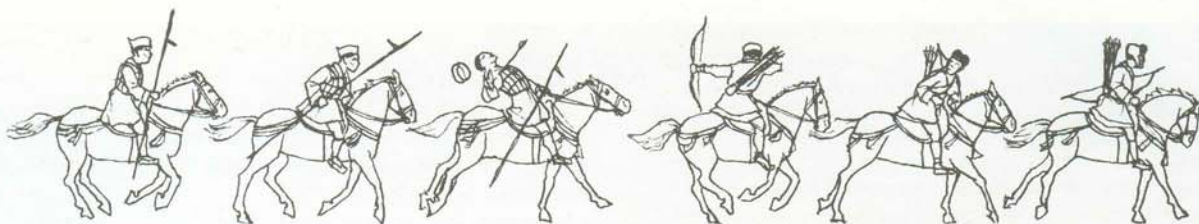
SHOOTING AT CHARGERS

A unit armed with missile weapons can stand & shoot, or fire & flee, at enemies charging them from more than half their charge distance. Work out shooting at short range for the weapon regardless of the range at the start of the charge. It is assumed that shooters wait until the last moment before drawing weapons or turning to flee.

When shooting at a charging unit an additional -1 to hit penalty is imposed. This represents the unnerving effect of the charging enemy upon the shooter's aim.

Units which shoot at chargers do so out of the normal turn sequence, in the other side's movement phase before chargers are moved. Note that chargers who begin their move within half of their own charge distance of the enemy cannot be shot at. They are simply too close, and there is insufficient time for the unit to shoot at their enemy.

DIVIDING SHOTS

A unit of troops always takes aim and shoots at a single target where possible, obeying the commands of their leader who is directing their fire. Therefore, where possible, all the unit must shoot at a single target, such as a unit of enemy troops or chariots.

This may occasionally mean you are obliged to shoot at one target rather than another, because a particular target can be shot at by all your troops while another may be in sight of only a few. However, it is often impossible for all the models to shoot at a single target because no one target is visible to all shooters. In this case you may divide your shooting between two enemy targets if you want to.

MASSED ARCHERY

Bow armed warriors in the rear ranks of a unit can shoot over the heads of the troops in front of them. Although they cannot see their target, archers are trained to lob shots to a predetermined distance under the direction of their officers. Individually they are not likely to hit, but as a mass the effect can be devastating, darkening the skies with large volleys of arrows!

To represent this tactic, infantry or cavalry armed with bows can shoot with models in the rear ranks of the unit so long as the unit did not move in its movement phase. However, the number of models shooting from rear ranks is halved (rounding down) to simulate their decreased accuracy. The target must still be in range of the model shooting, and must be within its arc of fire.

Certain armies combined bow-armed troops and shock infantry together into the same unit. Generally the missile troops form the rear ranks of the unit. In such circumstances missile troops in the rear ranks are allowed to fire overhead as described. For example, a regiment of twelve warriors might have six armed with spear and shield and six armed with bows. The regiment could be formed six models wide and two ranks deep, with the archers in the second rank. This means that in the shooting phase the regiment could take three shots with the rear rank of archers (half of the six archers can fire overhead).
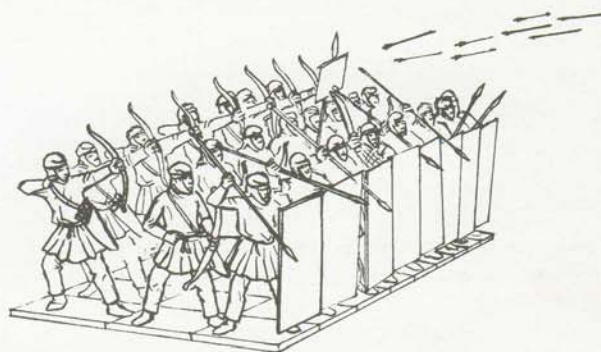
Fig 4.4. In a mixed unit of spearmen and archers the bowmen can shoot over the heads of the unit in front.

HITTING THE TARGET

The chance of a shooter scoring a hit on his target depends on his Ballistic Skill, or BS. The higher the individual's BS, the greater his chance of hitting.

To determine whether you hit you must roll a D6 for every model shooting. Count how many models in your unit are shooting, and roll that number of dice. It is easiest to roll all the dice at once, although you don't have to do so. If you have a lot of models shooting you may have to roll several batches of dice. The following table shows the minimum D6 score you will need to hit.

BS	1	2	3	4	5	6	7	8	9	10
To Hit	6	5	4	3	2	1	0	-1	-2	-3

If you score at least the number required you have hit, if you score less you have missed.

Although the chart covers scores of 1 or even less, the minimum dice roll needed to hit after modifiers have been applied is always at least 2. There is normally no such thing as an automatic hit; a roll of 1 always misses.

For example: You fire with 5 archers who have BS 3, so you need a score of at least 4 to hit. You roll 5 dice and score 1, 2, 2, 4, and 6 which equals 2 hits and 3 misses.

TO HIT MODIFIERS

Shooting isn't simply a matter of pointing your weapon at the target and letting fly. Factors other than your skill affect your chance of hitting, such as range and cover. There are other factors also, some of which make it easier to hit, and others that make it harder.

Factors that make it easier are added to your dice roll. Factors that make it harder are subtracted from your dice roll.

+1   Shooting at a large target

A large target is anything which in real life would stand over approximately 10 feet tall or which is especially bulky. Elephants are large targets for example, while the vast majority of other types of troops are not. Cavalry models and light chariots are not considered to be large targets. Most war machines are large targets, and so are heavy or scythed chariots.

-1   Shooting while moving

If the shooter moved during the movement phase then his chance of hitting is reduced. Even a simple turn or change of formation is enough to reduce his concentration and so counts as movement. This modifier does not apply to models mounted in a moving chariot or war wagon, or on the back of an elephant, but it does apply to cavalry.

-1   Shooting at an enemy who is charging

If you are charged and elect to stand & shoot at your attacker, or fire & flee, then your chance of hitting your opponent is reduced. While the enemy thunder towards you your aim will be distracted and your shot hurried as you abandon your weapon to take up a sword or run.

-1   Shooting at long range

If your target lies at over half your maximum range you are less likely to hit. Sometimes you will find some of the shooters are within short range and some are at long range. If this is the case you must roll two batches of dice, one for each range.

-1   Shooting at a character model

If your target is a single man-sized character model then this penalty applies. See the section on Characters for a complete explanation of rules for shooting at character models.

-1   Shooting at skirmish formations

Skirmishing models are difficult to hit with missiles as they are relatively small, individual targets able to take advantage of whatever cover is available. Any enemy shooting at them therefore suffers a -1 to hit penalty. See the section on Light Troops for a complete explanation of rules for skirmishers.

-1   Shooting at a moving light chariot

Light chariots tended to move quickly and in an open formation, which make them difficult targets to hit with missile weapons. Therefore troops firing at light chariots that moved in the previous turn must subtract -1 from their to hit roll. This modifier does not apply when shooting at heavy or scythed chariots.

-1   Target is behind soft cover

If your target is behind soft cover then your chance of hitting is reduced.

-2   Target is behind hard cover

If your target is behind hard cover your chance of hitting is drastically reduced. All shooting to hit modifiers are cumulative. So, for example, if you are shooting at long range at a target behind soft cover your chance of hitting is reduced by -2. This means that with a BS of 5 you would need to roll a 4 to hit instead of the 2 as normally required.

For example: Ten archers open fire. The archers have a BS of 3 and their targets are 10" away. To make matters worse, the unit is standing behind a hedge – soft cover. The bold archers are armed with short bows which means their targets are at long range (short range is 8" or less for these weapons). Because their BS is 3 the archers need a 4 to hit but since their targets are in cover and at long range this means that they suffer a penalty of -2. So each archer needs to roll a 6 to hit as 6-2 = the 4 required. The player rolls ten dice and manages to get two 6's – two hits!

7+ TO HIT

Sometimes a roll of 7 or more is required once modifiers are taken into account. Such attacks will still hit on a roll of 6, but the strength of the attack will be reduced. The strength of a hit is used to determine whether the target is slain, as explained next, and the penalty represents that difficult shots may not strike at full force.

The attacker must first roll a score of 6. If achieved then he can roll to wound the target as described below, but the Strength of the attack is reduced by the amount shown on the table. If this reduces the Strength to below

1 the attack has no effect – the missile has lost so much power it bounces harmlessly off the target.

TO HIT	STRENGTH MODIFIER
7	Strength -1
8	Strength -2
9	Strength -3
10	Strength -4
11 or more	Strength -5

WOUNDS

Not all hits will wound their target – some may glance off armour or clothing, while others will graze their target causing no real harm. Creatures such as elephants are so tough that arrows do not easily pierce their flesh, or are so resilient that they can ignore missiles sticking into their bodies.

Once you have hit your foe, you must roll again to see if you wound him. To do this compare the weapon's Strength value with the target's Toughness value. The

Strength values of common missile weapons are summarised below; the target's Toughness 'T' is included on its profile but is usually 3 in the case of an ordinary trooper. Roll a D6 for each hit you scored and consult the Wound Chart below.

To use the chart, first find the weapon's Strength and look down the row. Then look across the column for your target's Toughness. The number indicated is the minimum score on a D6 required to wound.

WOUND CHART

TARGET'S TOUGHNESS

WEAPON'S STRENGTH	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	N	N	N	N	N
2	3	4	5	6	6	N	N	N	N	N
3	2	3	4	5	6	6	N	N	N	N
4	2	2	3	4	5	6	6	N	N	N
5	2	2	2	3	4	5	6	6	N	N
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

WEAPON STRENGTH

The following table show the strength of various missile weapons. They are included here as examples: the section on Weapons describes all missile and hand-to-hand fighting weapons in more detail.

WEAPON	STRENGTH
Short Bow	3
Bow	3
Longbow	3
Sling	3
Crossbow	4

Continuing our example: the player in command of the archers, having scored 2 hits against the enemy troops behind the hedge consults the table. The archers' short bows are Strength 3. The opposing troops are Toughness 3. He now needs to roll 4 or more to wound. He rolls a 4 and a 2, wounding one enemy trooper.

"When [the Greeks] declare war on each other, they go off together to the smoothest and levellest bit of ground they can find, and have their battle on it – with the result that even the victors never got off without heavy losses, and as for the losers – well, they're wiped out."

Herodotus

ARMOUR

Models that are wounded still have a chance to avoid damage if they are wearing armour, carrying shields or if they are cavalry. These models have an armour saving roll or armour save.

Roll a D6 for each wound your troops have suffered. If you roll greater than or equal to the armour saving throw of the model the wound has been absorbed or deflected by its armour. Rules for different types of armour and shields are covered more fully in the weapons section.

ARMOUR	INFANTRY SAVE	CAVALRY SAVE
None	None	6+
Shield	6+	5+
Light Armour	5+	4+
Shield + Light Armour	5+	4+
Heavy Armour	5+	4+
Shield + Heavy Armour	4+	3+
Cavalry with Barding	–	Adds +1
Large Shield	Adds +1	Adds +1
Buckler	As Shield but only counts in hand-to-hand combat	

Cavalry models automatically have a saving throw of 6 even if the rider is wearing no armour. This represents the extra protection afforded by his mount. If the rider is wearing armour then his saving throw will be 1, better than it would be if he were on foot.

For example, a warrior wearing light armour and carrying a shield has a saving throw of 5+ on foot and 4+ when mounted.

For example: A trooper carrying a shield and wearing light armour has a saving throw of 5+. This means he must roll a 5 or 6 to be saved by his armour. To continue our example from before: the archers have scored 1 wound on the enemy troops behind the hedge. The enemy troops are wearing light armour and have a shield, so their saving throw is 5+. The player in command of them rolls a 2. Not surprisingly he has failed. If he had scored a 5 or 6 the arrow would have bounced off and the warrior would have been unharmed.

ARMOUR SAVE MODIFIERS

Some weapons are so powerful that they can punch right through armour, so armour provides less protection against them. Such weapons confer modifiers that are subtracted from the foe's armour saving throw. This is shown by the table that follows.

For example: A crossbow has a Strength of 4. A crossbowman hits a warrior in light armour with shield. Normally the warrior would need to roll 5 or 6 to make his save and avoid taking the wound but because of the crossbow's enormous hitting power, 1 is subtracted from his dice roll. He must now roll 6 to save.

STRENGTH OF HIT	REDUCES ARMOUR SAVE BY
3 or Less	None
4	-1
5	-2
6	-3
7	-4
8	-5
9	-6
10	-7

REMOVING CASUALTIES

Most troops can only sustain 1 wound before they fall casualty. Some models can take several wounds before they become casualties, but these are the exceptions rather than the rule. The number of wounds a model can sustain before it falls casualty is indicated by its Wounds value or 'W' on its profile.

CASUALTIES

Where troops have only a single wound, casualties are removed as follows:

If a unit of troops is hit and suffers wounds which it is unable to save then for each wound suffered one model is removed as a casualty. Casualties are not necessarily dead, they may represent men temporarily knocked out, or simply too badly wounded to carry on fighting. For our purposes the result is always the same so we can consider all casualties as slain and remove them from the game.

The player who has suffered the casualties must remove slain models from the unit. Although they would in reality fall amongst the front rank it is more convenient to remove casualties from the rear of the unit. This keeps the formation neat and represents rear rankers stepping forwards to cover gaps in the line as they appear. If models are deployed in a single rank then casualties are removed roughly equally from either end, representing troops gathering about their officers and standards.

CAVALRY CASUALTIES

In the case of cavalry models all shots are worked out against the rider. If the rider is slain the mount is removed as well. This is a convenient and practical way of representing cavalry, as it dispenses with the need for individual dismounted riders and loose mounts.

Obviously some riders are slain, horses bolt and run away, and some mounts are killed throwing their riders to the ground. However, these things can be safely imagined as models and their mounts are removed as a single piece.

MULTIPLE WOUND CASUALTIES

Some models, such as elephants, are sufficiently resilient to have several Wounds. Each elephant model can endure 5 wounds in fact. The full rules for elephants are discussed later, but the same comments apply to any target which has multiple wounds.

Imagine that a unit of elephants suffers 2 wounds from arrow fire. This is not enough to slay an elephant outright, so the player must make a note that it has taken 2 Wounds. Once the unit takes another 3 Wounds from other attacks it will have suffered 5 wounds and one elephant model is removed as a casualty.

To speed up their retreat, he ordered the disposal of everything that hampered the army. They therefore killed the mules and the asses and all the draught animals except for those which carried missiles and artillery pieces, which they kept because they needed them and also because they were afraid that the Jews might capture them and use them against themselves. Cestius then led the army on towards Beth-horon.

The Jews made fewer attacks on the open ground, but when the Romans were packed together in the narrow defile of the descending roadway, some of the Jews got in front and prevented them from emerging, while others drove the rearguard down into the ravine, and the main body positioned above the narrowest part of the road pelted the column with missiles. In this position, even the infantry had great difficulty in defending themselves, and the cavalry's situation was even more dangerous and precarious, since under the bombardment of missiles they could not advance in order down the road, and it was impossible for horses to charge the enemy up the steep slope.

On both sides there were cliffs and ravines down which they fell to their death. Since no one could discover a means of escape or of self-defence, they were reduced in their helplessness to lamentation and groans of despair, to which the Jews responded with war-cries and yells of intermingled delight and rage. Indeed Cestius and his entire army would almost certainly have been overwhelmed if night had not fallen, during which the Romans were able to escape to Beth-horon, while the Jews encircled them and watched for them to come out.

Josephus, Jewish war AD66

FAST DICE ROLLING

You will have gathered by now that it is necessary to roll quite a few dice to resolve shooting – whole handfuls at once in fact! This doesn't take as long as you might imagine because all the dice are rolled together.

The most practical way of going about this is to take as many dice as you have troops shooting and roll them all at once. So, if you're shooting with ten archers roll ten dice. Then pick out any dice which score a hit and re-roll them to wound. So, from our ten dice to hit four might typically score hits, these are re-rolled and may score 2 wounds. Dice which score wounds are picked out and handed over to the opponent so he can take his saving throws.

This same system applies when you work out hand-to-hand combat damage too, as described in the next section.

HAND–TO–HAND COMBAT

Once all shooting has been resolved it is time to deal with the brutal cut and thrust of hand-to-hand combat or mêlée, as it's sometimes known. Units engaged in hand-to-hand fighting cannot move or shoot, but must stand toe-to-toe with their enemy until one side is destroyed, forced to flee or disengages as explained later.

Regardless of whose turn it is all models that are in contact with the enemy must fight. The close combat phase is an exception to the normal turn sequence in that both sides take part in the fighting, regardless of whose turn it is.

Like the movement phase, the close combat phase follows a set order or sequence as explained below.
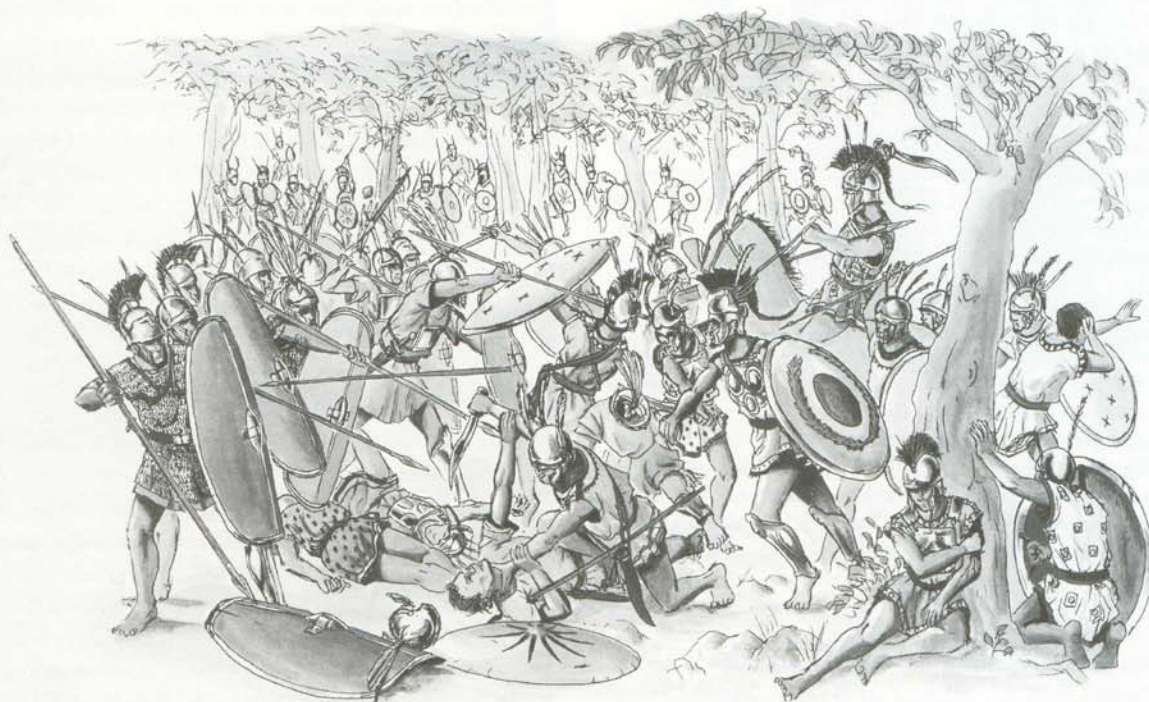
CLOSE COMBAT PHASE

1. FIGHT COMBAT

Each unit involved in combat fights as explained in the following rules. Fight all the combats before working out results.

2. RESULTS

Work out which side has won each combat and by how much. The losing side will have lost by 1, 2 or more 'points' as explained in the following rules.

3. BREAK TESTS

Each unit that loses in combat must take a Break test. Any unit failing its Break test is termed 'broken' and rear rank models are turned round and moved askew to show this. Take all Break tests now.

4. PANIC TESTS

If units have broken then other friendly units within 12" must take a Panic test to determine whether they panic and run. Take all required Panic tests now.

5. FLEE!

Units which have broken or failed their Panic test must flee from their enemy as described in the following rules. Move all newly fleeing troops now.

6. PURSUE

Units whose enemies have broken and fled that turn are allowed to pursue, catch and destroy them, as described in the following rules.

7. REDRESS RANKS

At the end of the close combat phase, formations are tidied up ready for the following turn.
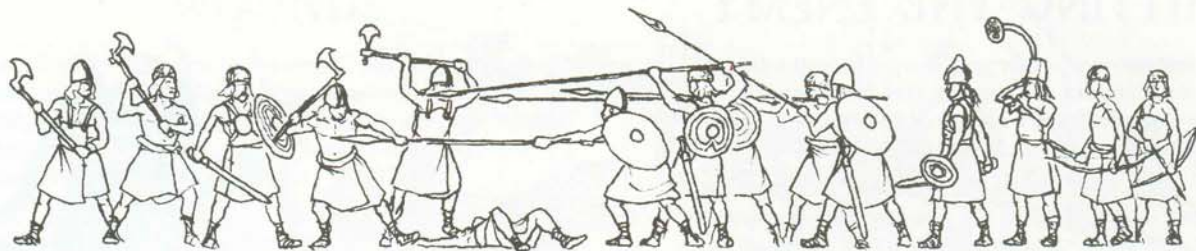
COMBATS

Work out combats one at a time – resolve the fighting for all the troops involved in one combat before moving on to the next. A combat is usually a fight between one unit from each side, but it is possible that several units may become involved.

In the illustration at the bottom of the page, for example, there are three separate combats: one between two units and an elephant on the left; a huge fight between two units of spearmen, two units of swordsmen and a chariot in the centre; and a combat between two opposing units on the right.

WHO STRIKES FIRST

In the desperate hack and slash of close combat the advantage goes to the best trained and most determined warriors, or those who have gained the extra impetus of charging into combat that turn. To represent this, models strike blows in a strict order.

Troops who have charged that turn will automatically strike first. Otherwise, all blows are struck in the order of Initiative (I). Models with the highest Initiative value strike first followed by models who have a lower value. This is important because if a model is slain before it has had a chance to strike it obviously cannot fight back.

Striking first is a big advantage, which is why it is better to charge your enemy rather than allow him to charge you.

If opposing troops have the same Initiative value then the side which won the combat in the previous turn may strike first, or, if this doesn't apply, roll a D6, and the player who scores highest goes first.

WHICH MODELS FIGHT

A model can fight if its base is touching the base of an enemy model. Even models attacked in their side or rear may fight, and if you wish they may be temporarily turned in the ranks to indicate that they are doing so.

If a model is touching more than one enemy model the player can choose which to attack. For example, if faced with an enemy character and an ordinary enemy trooper you may decide to attack the trooper because you stand more chance of harming him, or you could take the outside chance of fighting the character.

A cavalry mount can also attack in some cases. The most common example is the fierce warhorse, which is trained to kick out against the enemy. These attacks are worked out separately using the mount's own characteristic values. This means that some cavalry have two lots of attacks, the rider attacks and his mount attacks as well.

A combat is often a fight between one unit from each side as is the case with conflict ③. Combats frequently involve more than one unit on each side, especially if they last for several turns when troops pile in to support their friends.

In conflict ① two units of Greeks are fighting an elephant, whereas in conflict ② there are two Greek units fighting two Indian units plus a chariot. The important thing to remember is that all the units in each conflict are interlinked – that is what defines the distinct combats.
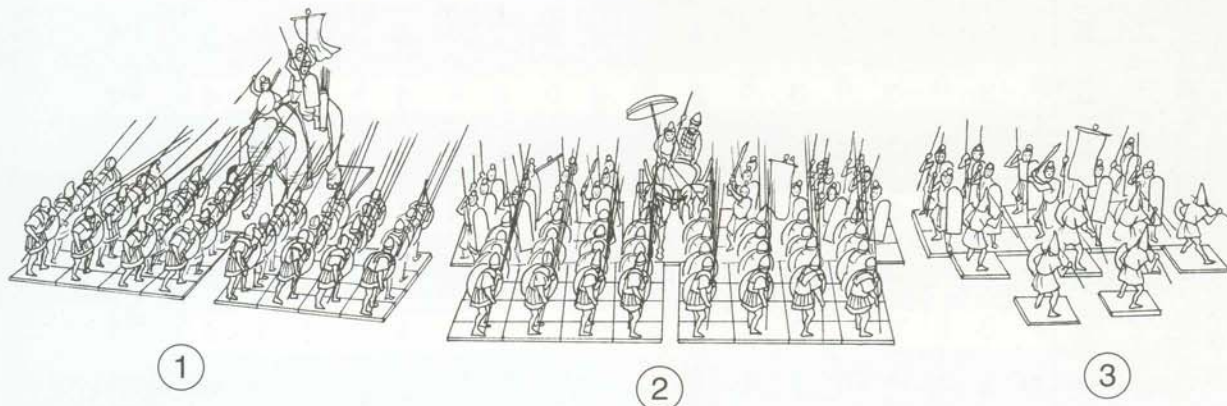
Fig 5.1. This illustration shows three separate combats.

HITTING THE ENEMY

To determine whether you score a hit roll a D6 for each model fighting. If you have more than one attack (A) with any of your models then roll a D6 for each attack.

The amount needed to score a hit on your enemy depends upon the relative Weapon Skill (WS) of the attacker and his foe. Compare the Weapon Skill of the attacker with the Weapon Skill of his opponent and consult the chart below to find the minimum D6 score needed to hit.

If you look at the To Hit chart below you will see that if your warrior's Weapon Skill is greater than your foe's you hit him on a 3+. Otherwise you hit on a 4+, unless his Weapon Skill is more than double yours in which case you require a 5+. Players generally find it simple enough to remember this, and don't usually need to refer to the chart itself.

CAVALRY

When you are fighting against cavalry all blows are struck against the rider using the rider's Weapon Skill. The mount may fight using its own Weapon Skill if it has its own attack, though this is rare; warhorses are the most notable example.

DEFENDED OBSTACLE

Troops lined up behind a wall, hedge or other linear obstacle can defend it. The front rank is moved right up against the wall to show this. An enemy that wishes to

attack the defenders can do so by charging them as normal. Attacking models do not have to physically cross the obstacle, indeed they are unable to do so whilst it remains defended, instead their front rank is positioned on the opposite side of the obstacle to where the defenders are situated.

If attacking an enemy who is defending a wall or a hedge, is inside a building, or behind some other defended obstacle you will require a 6 on a D6 to hit. The penalty does not apply to both sides, even though the obstacle lies between them. Defenders have the advantage of already taking up a good position with their weapons sticking out or over gaps in the hedge or wall. Attackers must mount an assault in the face of their foe's sword points and spear tips.

This penalty no longer applies once the attackers have won a round of hand-to-hand combat. After the attackers win a round of combat it is assumed that enough attackers have forced their way over the obstacle to render it useless as a defensive barrier.

TO HIT CHART

		OPPONENT'S WEAPON SKILL									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S WEAPON SKILL	1	4	4	5	5	5	5	5	5	5	5
	2	3	4	4	4	5	5	5	5	5	5
	3	3	3	4	4	4	4	5	5	5	5
	4	3	3	3	4	4	4	4	4	5	5
	5	3	3	3	3	4	4	4	4	4	4
	6	3	3	3	3	3	4	4	4	4	4
	7	3	3	3	3	3	3	4	4	4	4
	8	3	3	3	3	3	3	3	4	4	4
	9	3	3	3	3	3	3	3	3	4	4
	10	3	3	3	3	3	3	3	3	3	4

WOUNDS

Not all successful hits are going to harm your enemy – some may rebound from armour or bounce off tough hide, while others may cause only superficial damage. Once you have hit your foe you must roll again to see if your hits inflict mortal wounds.

This procedure is exactly the same as described for Shooting previously. Consult the Wounds table below, cross referencing the attacker's Strength (S) with the defender's Toughness (T). Both values appear on the warriors' profiles. The chart indicates the minimum score on a D6 required to cause a wound.

Where the table shows an 'N' this indicates that the target is simply too tough for you to hurt. N stands for no effect – or no chance!

WEAPONS MODIFIERS

Unlike shooting it's the Strength (S) of the attacker that is used rather than the Strength of the weapon. Most troops have a Strength value of 3 – which is the standard for ordinary warriors – but of course larger creatures such as elephants and machines such as chariots have a Strength value which is considerably tougher.

However, some weapons carried by troops confer a bonus on the attacker's Strength as in the following examples.

Charging knights with lances receive a +2 bonus on their strength. Halberd armed infantry gain a +1 bonus to their Strength. Infantry armed with double-handed axes will gain a +2 bonus to their Strength in hand-to-hand combat.
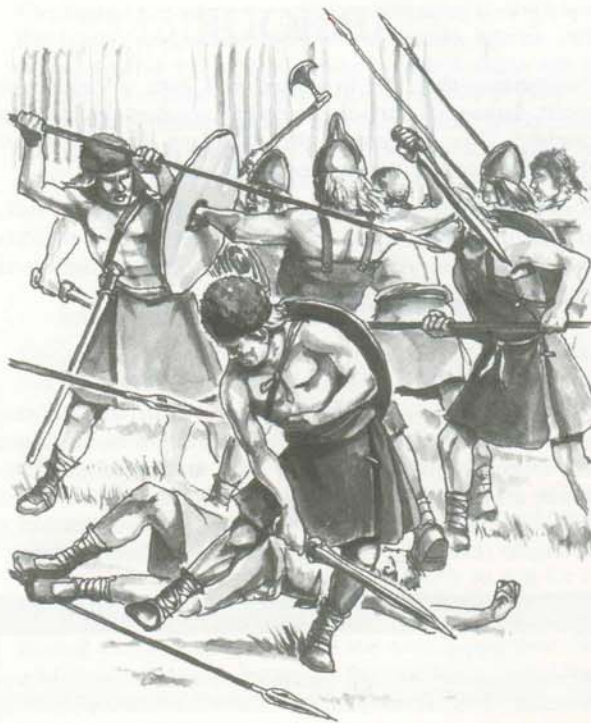
These bonuses are discussed together with other special rules for weaponry in the section on Weapons & Armour later on in this book.

Astute players will have gathered by now that in most circumstances, where no bonuses apply, average troops with S3 and T3 will always score wounds on a roll of 4+. The majority of players find it a simple matter to remember the score required after a few games

WOUND CHART									
TARGET'S TOUGHNESS									
1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
4	5	6	6	N	N	N	N	N	N
3	4	5	6	6	N	N	N	N	N
2	3	4	5	6	6	N	N	N	N
2	2	3	4	5	6	6	N	N	N
2	2	2	3	4	5	6	6	N	N
2	2	2	2	3	4	5	6	6	N
2	2	2	2	2	3	4	5	6	6
2	2	2	2	2	2	3	4	5	6
2	2	2	2	2	2	2	3	4	5
2	2	2	2	2	2	2	2	3	4

(WEAPON'S STRENGTH rows 1–10 on the left axis)

ARMOUR

Combatants that are wounded still have a chance to avoid damage if they are wearing armour or carrying shields. This is exactly the same as described for shooting, and the same rules apply.

For each wound suffered the player rolls a D6. If he rolls greater than or equal to the armour saving throw of his troops then the wound has been absorbed or deflected by the warrior's armour.

ARMOUR SAVE MODIFIERS

The higher an attacker's Strength the more easily it can pierce armour. If weapons give a strength bonus then this increases the strength of a hit making it easier to pierce armour. The chart below shows the reduction in the enemy's saving throw compared to the attacker's strength. This is the same as for damage from shooting.

STRENGTH OF HIT	REDUCES ARMOUR SAVE BY
3 or Less	None
4	-1
5	-2
6	-3
7	-4
8	-5
9	-6
10	-7

REMOVING CASUALTIES

Close combat casualties are removed in exactly the same way as shooting casualties and you may wish to re-read that section at this point. Although casualties would, in reality, fall amongst the rank fighting, it is most convenient to assume that rear rankers will step forward to fill any gaps. In most circumstances it is therefore practical to remove casualties straight from the rear ranks of a unit.

Models which fall as casualties are not removed from the tabletop immediately, but are placed behind their unit. This is important for two reasons. Firstly, when it comes to working out who has won the combat you need to know how any casualties have been inflicted by each side, and this is much easier where casualties are left behind their units. Secondly, models which are removed before they have a chance to attack may not do so, and any rear ranker stepping into his place cannot attack that turn. This means that the side to strike first has a significant advantage, as any casualties caused will reduce the number of enemy left to fight back.

RESULTS

For each separate combat you must determine which side has won. Do this once all the units engaged in combat have fought.

Begin by adding up all the wounds caused by each side. It does not matter which particular units suffered the wounds, just add them all up. Do not forget to add the wounds taken by elephants or character models which have not been removed as casualties. The side which has inflicted the most wounds has won the combat. The other side has lost. If both have inflicted the same number of wounds then the result is a draw.

However, a side can claim extra bonus points under certain circumstances – for example if it has a battle standard, is attacking the enemy in the flank, or if it is fighting from higher ground.

Each bonus point is added to the number of casualties you have inflicted. So for example, if both sides cause 3 wounds the result is a draw, but if one side had a battle standard it adds +1 to its score, beating the enemy by 4 points to 3. These bonus points can make all the difference between winning and losing the combat. The table below summarises the bonus points.

Once both sides have established their total points, including the number of casualties caused and bonus points, compare the values to discover which side has won the combat.

The higher the winner's score is compared to the loser's the bigger and more decisive the victory will be. An 8 points against a 7 points victory is only a slight win for example, because the difference in scores is only one point. An 8 points against 2 points victory is extremely decisive as the difference in scores is a whopping six. This difference in scores is important because it is used when working out if a defeated enemy stands his ground or turns and flees.

LOSERS TAKE A BREAK TEST

The side that loses combat must take a test to determine if it stands and fights or turns tail and runs away. This is called a Break test. You need to take a separate Break test for every unit involved in the combat. Depending on which units pass and which fail their test some may break and flee, while others may stand their ground. Troops which are better led, braver, and more professional are more likely to stand firm, while wild, temperamental troops are far more likely to run for it.

Take the test as follows. Firstly say which unit you are testing for. Roll 2D6 and add the scores together. Now add the difference between the winner's and loser's combat score. If the total is greater than the unit's Leadership (Ld) value then the unit is broken. Broken units will turn tail and flee once all combat on the entire battlefield has been worked out. Until all combat has been worked out simply turn a few of the rear rank models round to remind you that the unit has broken.

BONUS POINTS TABLE

+1   Infantry Rank Bonus

If your formation is an infantry unit of at least four models wide, you may claim a rank bonus of +1 for each rank of infantry behind the first at the start of the combat, up to a maximum of +3. So, an infantry formation three ranks deep would give you a +2 bonus, a four deep formation gives a +3 bonus. The bonus can be claimed for an incomplete rear rank so long as it contains at least four models.

If you have several units fighting in combat count the bonus from the deepest unit. Do not add up the bonuses from all the units fighting. Remember that only infantry units count this bonus – cavalry do not!

This bonus is lost if the unit is charged in the flank or rear by an enemy unit of five models or more.

+1   Standard

If any of your units has a standard bearer then you may add a +1 bonus.

If you have several standards you still only add +1, not +1 for each standard. Rules for standards are described later.

+1   Battle Standard

If the army's battle standard is fighting in a combat, or is included in a unit of troops which is involved in combat, then you may add a further +1.

+1   High Ground

If you are fighting from a higher position than your enemy you may add a +1 bonus. If you are defending a hill and several units are involved, some higher than others, the bonus goes to whoever has the unit in the highest position.

+1   Flank Attack

If you are fighting an enemy unit in the flank you may add a +1 bonus, so long as your entire unit numbers at least five models.

If both sides have troops attacking in the flank then the side with the most number of flanking units gets the bonus. The bonus is only applied once no matter how many flanking units are involved.

+2   Rear Attack

The same applies as for a flank attack but to units attacking in the rear. This bonus and the bonus for a flank attack are cumulative. So if you are attacking in the side and rear you will receive a bonus of +3.

+1/+2 Destroyed Chariot

Each light or scythed chariot destroyed in combat adds +1 to the opponent's combat result, as well as points for any wounds inflicted. Each heavy chariot destroyed in combat adds +2 to the opponent's combat result as well as points for any wounds inflicted.

For example: A unit of archers is fighting a unit of spearmen. The spearmen inflict 3 wounds on the archers, and the archers inflict 4 wounds on the spearmen. The spearmen have four ranks in their formation, and as each extra rank adds +1 to the score this gives them 3 + 3 = 6 points against the archers 4. The archers have therefore lost the combat, even though they have caused more casualties – the vast numbers of spearmen pressing from the back have overwhelmed them. The archers must therefore take a Break test adding +2 to their dice score. They have a Leadership value of 7, but with the extra +2 modifier on the dice the player will have to roll 5 or less to stand and fight. The player rolls 2D6 and scores 7, the +2 modifier brings his total to 9 which is greater than the unit's Leadership so the archers are broken.

UNITS REDUCED TO LESS THAN FIVE

A unit reduced to less than five models automatically breaks if it loses a round of combat. Worn down by prolonged fighting and heavy casualties the unit breaks and flees without taking a Leadership test.

PANIC TESTS FOR BREAKS

Once all defeated units have taken a Break test then troops nearby must make a test to determine how they react to seeing their friends turn and run. This is called a Panic test, and full rules for *panic* are given in the following section.

This represents the spread of panic amongst the army as friendly units collapse and turn tail, leading to crumbling battle lines and possibly causing other units to flee as well.

It is worth bearing in mind at this stage that Panic tests must be taken once all Break tests are complete but before **any** fleeing troops are moved.

FLEEING TROOPS

Once you have completed all of the Break tests resulting from combat that turn, and have taken any necessary Panic tests, it is time for broken troops to flee. Fleeing troops turn directly away from their enemy and run as fast as they can. They abandon their formation and run from their enemy in a complete rout, blindly scrambling over the ground in their efforts to avoid the enemy.

MOVE FLEEING TROOPS

It is difficult to judge how far fleeing troops will run because they are no longer fighting as a unit but milling around in a frightened mob. Dice are rolled to establish how far the fleeing unit moves.

If the unit normally moves 6" or less roll 2D6. If the unit moves more than 6" roll 3D6. The result is the distance covered by the fleeing troops minus any penalty for terrain or obstacles.

Move the fleeing unit directly away from its enemy so that it is 2D6" or 3D6" away from them and facing in the opposite direction. Should the fleeing unit encounter friendly troops they will push through them. Fleeing models that would otherwise end up intermingled with friendly units are instead placed to the side or beyond them if this is the only option.

Fleeing models that have their retreat completely blocked by enemy models are destroyed. In addition a fleeing unit will be destroyed if it is caught by pursuers as described under Pursuit.

SUBSEQUENT MOVEMENT OF FLEEING TROOPS

If it is not destroyed then a fleeing unit continues to move 2D6" or 3D6" towards its own side's table edge during its own side's move phase. It must attempt to get away from the battlefield as quickly as possible. This is a compulsory move so fleeing troops are moved first once charges are declared (see the Movement section).

A fleeing unit can do nothing else. For example, it cannot fight or shoot with missiles. Where able to do so, it will move round obstacles that block its path, including units of troops. Fleeing troops will not move towards enemy troops unless they have no other choice.

If any models leave the table edge the entire unit is considered to have left the battlefield and is removed from play. The troopers have scattered beyond recovery or have found places to hide themselves until the fighting is over.

If enemy troops charge a fleeing unit then the fleeing unit automatically flees from the charge assuming the charge is within reach. The fleers are moved 2/3D6" just like any other fleeing unit. The charging enemy destroys the fleeing troops if it catches them.

RALLYING

A fleeing unit may attempt to stop fleeing in its movement phase by taking a *Rally test*. This represents the efforts of leaders and brave individuals to call a halt to the rout, bring the troops to their senses and restore order. This is called *rallying* and a unit that rallies successfully may reorder its ranks in preparation to fight once again.

RALLY TEST

Rally tests are taken in the movement phase after charges have been declared but **before** movement (see the sequence at the start of the Movement section).

To take a rally test roll 2D6. If the score is equal to or less than the unit's Leadership (Ld) then the unit stops fleeing and has rallied. The unit must spend the remainder of the turn stationary and may not shoot or fight, but the player may rearrange its formation and turn it to face whichever direction he chooses.

A fleeing unit that has suffered too many casualties will be unable to rally – its warriors are demoralised and only interested in escape. To represent this, units of troops reduced to less than five models are unable to function as a fighting unit and may not rally. The unit continues to flee until it leaves the table or is destroyed.

PURSUIT

If a unit wins a combat and all of the enemy it is fighting break and flee, then the victorious unit will normally pursue. The troops triumphantly surge forward, hacking at their retreating foes as their backs are turned, overtaking and cutting them down as they run. Note that a unit may only pursue if all the troops it is fighting break – if one unit breaks and another stands and fights then the victorious troops do not pursue. Like fleeing, pursuit is a hectic and uncontrolled affair, so dice are rolled to determine how far the pursuing unit will move.

PURSUIT MOVE

Once fleeing troops have been moved, victorious units may pursue. To find out how far they pursue roll 2D6 or 3D6 in exactly the same way as for fleeing troops. The pursuers move the distance indicated by the dice roll straight towards and through the fleeing troops if they move far enough.

If the pursuing unit's dice roll is greater than that of the fleeing unit then the pursuers have overrun and completely destroyed the entire fleeing unit.

If the pursuers do not move far enough to overtake the fleeing troops then no further casualties are caused. The pursuers are simply moved the distance indicated towards their broken enemy. Leave a reasonable gap to separate the two units if both roll the same distance.

Note that units do not continue to pursue in subsequent turns; pursuit is a single bonus move which is made when a beaten enemy flees.

PURSUIT INTO FRESH ENEMY

It sometimes happens that pursuers move far enough to hit a fresh enemy unit. The pursuers are carried forward against the enemy unit as they chase their fleeing enemy. This is considered to be a new charge, and the attacked unit must 'hold' as any attempt to flee or shoot amidst the confusion of running bodies is impossible.

The resulting combat is worked out in the following turn. The pursuers are considered to be charging and so get all the usual benefits and bonuses as if they had charged that turn.

Assuming the pursuers do not encounter any fresh enemy they move as far as the distance indicated by their dice roll. In their following turn they may charge, march or move exactly like any other unit. No penalty is imposed because of their pursuit move.

AVOID PURSUIT

A player may decide that his unit should not pursue. Normally a unit must pursue if it is able to, but the player may attempt to prevent this by making a test against the unit's Leadership (Ld). This represents the unit's leader calling his troops to hold. Roll 2D6, and if the score is equal to or less than the unit's Leadership then the test is passed and the unit may remain stationary instead of pursuing.

A unit does not have to pursue if it is defending a wall, hedgerow, house, or a comparable obstacle or fortification. As pursuing would force the unit to abandon its secure position there is a great incentive to stay where they are. In this situation, the player may decide to pursue or not as he wishes.

Troops that pursue a fleeing enemy over an obstacle must halve their pursuit move as they cross the obstacle. This applies even after the first round of combat, as it is assumed some, if not all, of the victors will have to cross the obstacle to pursue their enemy.

PURSUIT OFF THE TABLE

A unit which pursues its fleeing enemy off the table returns to the same point in its following movement phase. The unit may not move other than to position itself along the table edge, though it may shoot and otherwise participate in the game as normal.

…he (Alexander) stood there on the battlements alone… The sight of him filled the men of the Guard with terror for his safety. Scrambling for precedence, they made a dash for the ladders, but under the excessive load they broke and hurled the climbers to the ground.

No Indian ventured to approach Alexander as he stood on the fortress wall – but he was the target of every marksman in the neighbouring towers. That it was indeed Alexander who stood there was plain to all – his almost legendary courage no less than his shining armour proclaimed him!

Suddenly a thought crossed his mind – by staying where he was he might well be killed… but if he leapt down into the fortress he might by that very act spread consternation among the enemy, or at least… death would come… as the crown of an exploit which would live upon the lips of men. To think was to act – without further hesitation he made his leap.

Once inside the fortress, he put his back to the wall and made ready to fight. A party of Indians came at him, and he cut them down – their commander rushed forward, all too rashly, and he too fell. First one, then a second, who tried to approach him he stopped with a well-aimed stone. Others pressed within striking distance, and fell victims to his sword. After that none ventured again to attack him hand-to-hand – keeping their distance, they formed a half-circle where he stood and hurled at him whatever missiles they had or could find.

Arrian - The Campaigns of Alexander

REDRESS THE RANKS

Once fleeing troops and pursuers have been moved it is time to tidy up the formations of fighting units in preparation for the next phase. This will not always be necessary, as much depends upon the casualties inflicted and combat results.

Remember that units engaged in combat cannot move in their movement phase. The opportunity to redress their ranks following hand-to-hand fighting, therefore affords the winning side the chance to adjust their formation slightly by expanding their frontage or lapping round the enemy's sides.

EXPAND FRONTAGE

ARCHERS

ARCHERS

ENEMY SPEARMEN

ENEMY SPEARMEN MOVE TO EXPAND THEIR FORMATION'S WIDTH BY TWO ON EACH SIDE.
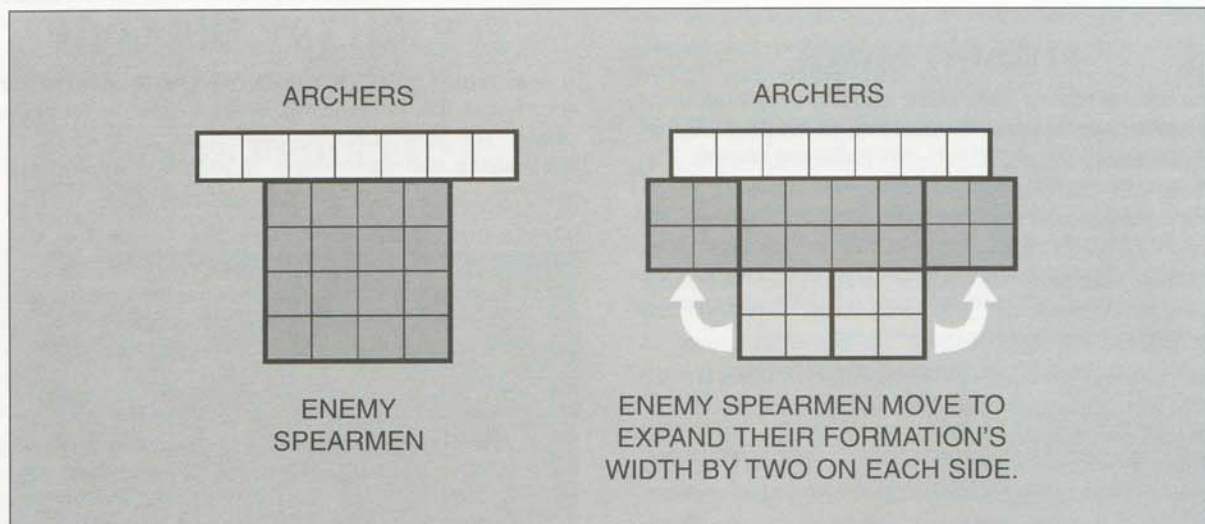
Fig 5.2. In this situation the enemy spearmen win the combat and expand their formation by moving eight models to increase the width of the unit by two on each flank. Remember – units must maintain equal-sized ranks apart from the rearmost rank.

EXPAND FRONTAGE

If a unit wins the combat it can move models from rear ranks and place them in the forward ranks to increase the width of the formation, thereby allowing more models to fight. A unit may expand its frontage in this way by up to two models on each flank.

FLEEING UNITS

Units which are fleeing abandon their formation and so have no opportunity to redress their ranks at this time. The unit forms a rough block or mass of troops, and models are arranged in a higgledy piggledy manner to show their disorganised status.

LAPPING ROUND

If a unit wins the combat and its formation already extends to the enemy's flanks, then models may be moved from the rear ranks round the sides of the enemy unit. These extra models are described as lapping round. You may move up to two models around each flank, assuming there is room and that the flank is not blocked by another unit, building or terrain.

Once models have covered the enemy's flanks, further models may be lapped around to the rear should they win a further round of combat. In this way it is possible to extend your line and surround an enemy unit completely.

Fig 5.3. Lapping models from the rear rank move to the enemy's flank.
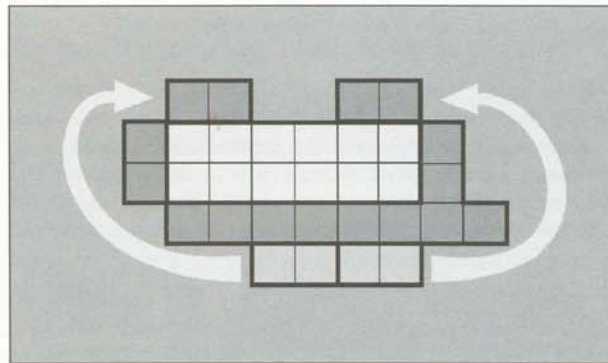
Fig 5.4. Lapping models from the rear rank move to the enemy's rear.

COMBAT BONUSES

Models which are lapping round the flank or rear are ignored for purposes of establishing a unit's rank bonus in hand-to-hand combat. Lapping round models in this way might therefore reduce your rank bonus by limiting the number of full ranks fighting.

However, units that are lapping round do receive extra bonuses for flank and rear attacks so long as the entire unit consists of five or more models. This means that in most cases it is well worth lapping round if your units are able to do so.

DEFEAT IN COMBAT

If a unit is defeated in hand-to-hand combat then any models already lapping round are immediately returned to the rear rank of the formation. They have been driven off by the enemy and forced to regroup behind the unit's main body.

WHICH MODELS CAN FIGHT

Bear in mind that all models touching base-to-base are allowed to fight in hand-to-hand combat, so troops along the sides of 'flanked' units can fight back against troops that are lapping round. Players might wish to physically turn the models round to face their enemies in order to show this, although it is not strictly necessary to do so.

Iphicrates was extremely experienced in war, he was often in command of armies and never displayed poor leadership. He always prevailed because of his planning and was so skilled that he made many innovations and improvements in military technique. He changed infantry equipment. Before he was in command, the Greek infantry were accustomed to using very large round shields, short thrusting spears and small swords. He substituted peltae for the round shield (because of this change the troops became known as peltast infantry) so that the troops would have more mobility on the battlefield and in their encounter with the enemy. He doubled the length of the spear and lengthened their swords. At the same time he substituted linen corselets for linked bronze ones. By these reforms he made the soldiers still more mobile for he took care to provide sufficient security for their bodies at the same time as he lightened that protection.

Cornelius Nepos

DISENGAGING FROM HAND-TO-HAND COMBAT

Units engaged in hand-to-hand combat at the start of the turn may attempt to disengage from combat in their movement phase. Such troops are assumed to be taking advantage of a lull in the fighting to retire in an ordered fashion. Well trained or very manoeuvrable troops can disengage reasonably safely, whilst poorly disciplined troops may find their orderly withdrawal turning into a rout.

Declare if any of your units will disengage from combat at the start of the movement phase, at the same time that you declare any charges. Turn the models around through 180° to show this. This turn is free and has no effect on the unit's further movement.

Units disengaging from hand-to-hand combat are moved in the compulsory movement part of the movement phase, before charging units are moved. Take a Leadership test for each disengaging unit in the same way described for avoiding pursuit. Roll 2D6, and if the score is equal to or less than the unit's Leadership value then the test is passed.

If the test is passed the unit has successfully disengaged and may move up to double its normal movement rate away from the combat.

If the test is failed then the unit breaks and flees, fleeing either 2D6" if its move is 6" or less, or 3D6" if its move is over 6".

Units that are fighting an enemy that successfully disengages from combat are not allowed to pursue. The enemy has disengaged during a lull in the fighting. However, if the disengaging unit fails its test and breaks and flees, then its enemy may pursue just as if the unit had broken in hand-to-hand fighting. In this case the disengagement has failed, and the enemy leaps forwards to exploit their mistake.

Cavalry are allowed to disengage from combat without taking a Leadership test, but only if all of the enemy troops they are fighting are either slower or have the same movement as themselves. If any enemy troops are faster than they are, then a Leadership test must be taken as described above.

PANIC

It is an unfortunate fact that in the heat of battle troops often don't respond as you, their commander, might want them to. In particular, when troops see their friends running away some will lose their nerve, a few may waver, and soon the whole unit is fleeing away from the battle in blind panic.

Some troops are steadier than others as indicated by their Leadership value (Ld). Troops with a high Leadership are much less likely to panic than troops with a low Leadership. These factors are represented in the game by Panic tests.

TAKING A PANIC TEST

A Panic test is taken as follows. Roll 2D6 and compare the result to the unit's Leadership (Ld) value. If the result is less than or equal to the unit's Leadership score the test is passed and all is well. If the result is greater than the unit's Leadership score then the test is failed.

You will notice that a Panic test is taken in the same way as a Break test in hand-to-hand combat and uses the same characteristic, namely Leadership. However, a Break test is not a Panic test, and vice-versa. This is important because some bonuses apply specifically to Break tests and others apply only to Panic tests.

USING THE RIDER'S LEADERSHIP

In the case of cavalry, chariots and elephants, the riders' Leadership is used for Panic tests and not that of its mount's. If a chariot or elephant has several crew, use the highest value for the test.

USING A CHARACTER'S LEADERSHIP

If a unit of troops is led by a character then the entire unit can test against his Leadership value. Characters often have better Leadership than ordinary troopers, so a well led unit will be less prone to the effects of Panic. See the Character section for rules concerning characters and units.

WHEN TO TAKE PANIC TESTS

A unit must take a Panic test in the following circumstances.

1. Fleeing friends within 4" at the start of the turn.
2. Friends break from/or are destroyed in hand-to-hand combat within 12".
3. Charged in the side or rear whilst engaged in combat.
4. Fleeing friends are destroyed by chargers within 4".
5. The General is slain.
6. The unit suffers 25% casualties from shooting.

1. **Fleeing friends within 4" at the start of the turn.**

Make a test at the start of your turn if there is a fleeing friendly unit within 4". You do not have to take this test if your unit outnumbers the fleers by at least two to one. The sight of a few rag-tag stragglers is insufficient to cause *panic*, as a large unit takes comfort from its size,

For example, if you have a unit of 12 models and there is a fleeing unit of 7 or more models within 4" then you must test. If there are only 6 fleeing models then no test is required. If there are 2 fleeing units of 6 models each, then a test is needed as the total number of fleeing troops is 12. It is the number of models in the fleeing unit/s which is important, not the number of fleeing models within 4" of the testers.

2. **Friends break from/or are destroyed in hand-to-hand combat within 12".**

Test during the hand-to-hand combat phase if one or more friendly units breaks within 12".

You must also make this test if a friendly unit is completely destroyed in hand-to-hand fighting.

In order to avoid confusion between units fleeing after losing a combat, and units fleeing as a result of panic, work out **all** combats first and then take **all** resultant Panic tests.

Note that only one Panic test is required due to breaking/destroyed friends, regardless of how many broken or destroyed friendly units are within 12".

3. **Charged in the side or rear whilst engaged in combat.**

Test if your unit is already fighting in hand-to-hand combat and is charged in the flank or rear by an enemy unit of five or more models. Make this test as soon as chargers have declared their charge and are determined to be within reach.

If chargers are unable to reach the unit no test is required. If the enemy unit is smaller than five models no test is required as there are assumed to be too few to cause panic, and the extra attackers are easily absorbed into the general carnage.

4. **Fleeing friends destroyed by chargers within 4".**

If a friendly unit flees, or fires & flees, from a charge and is caught and destroyed, then all friendly units within 4" of the final position of the fleeing troops must take a Panic test unless they outnumber the destroyed unit by at least two to one. Take this test once all charges are complete, but before hand-to-hand combat starts.

No test is required for a unit that outnumbers its destroyed friends by at least two to one, in the same way as described in (1.) above.

5. **The General is slain.**

If your army's General is killed then every unit in your army must take an immediate Panic test. With your leader dead rumour of defeat spreads along the battle front like wildfire. This is often the moment when battles are won and lost!

6.   The unit suffers 25% casualties from shooting.

A unit must test if it suffers 25% of its number as shooting casualties in the enemy's shooting phase. Only one Panic test is required in the enemy's shooting phase on account of casualties – the results of the first test stand for any further casualties inflicted.

For example if a unit of 12 troops takes three casualties it must test for panic to represent the disconcerting effect of massive casualties from intense missile fire.

A unit must also test if it is charging and suffers 25% casualties from an enemy who either stands & shoots, or fires & flees. This may result in the unit panicking before it contacts its target, in which case it has been forced to flee from the hail of arrows unleashed by the defenders.

CHARIOTS AND ELEPHANTS

When working out the number of models in a unit for these tests, each cavalryman (rider and steed) counts as a single model, chariots count as the number of models equal to the number of crew, and elephants count as five or more models all on their own!

SKIRMISHERS

Skirmishers are lightly armed troops who are not expected to stand before fully armed troops – their role is to harass and delay rather than to fight. A unit which is skirmishing cannot cause another unit to panic unless that unit is also skirmishing – other units take no account of skirmishers dashing about the battlefield. No Panic test is therefore required by non-skirmishing units on account of broken, fleeing or destroyed skirmishers. See the Light Troops section for more details.

PANICKING UNITS

A unit which fails a Panic test will flee in the same way as a unit broken in hand-to-hand combat or a unit fleeing from a charging enemy. Fleeing troops abandon their formation and are moved in a rough mass or mob a distance of 2D6" or 3D6" away from their enemy or most obvious threat, but the player is allowed to decide exactly where his troops will flee within these guidelines. See the Hand-to-Hand Combat section for rules governing fleeing troops.

PANICKING AT THE START OF THE TURN

If a unit panics at the start of the turn because of fleeing friends within 4" it may not attempt to rally that turn, but must flee during the compulsory movement part of its movement phase.

PANICKING IN HAND-TO-HAND COMBAT

If a unit is engaged in hand-to-hand combat and it panics, then the normal flee & pursuit rules apply.

The fleeing unit may be pursued if its enemy won the preceding round of combat, and consequently the fleeing unit can be destroyed in the same way as a unit which breaks following defeat in combat. If the enemy did not win the previous round of combat (or if the antagonists have not yet fought for some reason) then the enemy cannot pursue.

Note that a unit which panics and flees from combat does not cause other units to panic on account of friends breaking from combat within 12". A test is only required for friends that are defeated in combat and broken as a result.

VOLUNTARY TESTS

It is conceivable that a situation occurs where both players agree a Panic test is in order, even though the rules do not strictly require it. This is most likely to happen if you are fighting a scenario you have invented, perhaps where ambushers spring a trap, boulders are thrown from cliffs, or in some other unexpected circumstance that the players have contrived. If both players agree, a Panic test can be taken to represent the unsettling situation the unit finds itself in.

EXAMPLES OF PANIC TESTS

Example 1. (See Fig 6.1. below). At the start of their turn a unit of ten infantry is confronted by a fleeing unit of friendly cavalry within 4". The infantry have a Ld value of 7. The player rolls 2D6 and scores a 3 and a 5 adding up to 8. As the infantry have a leadership of only 7 they fail their test. The infantry unit panics and must flee in the compulsory part of its movement phase.

Example 2. During the hand-to-hand combat phase a unit of barbarian warriors is defeated and broken. All friendly units within 12" must take a Panic test, which in this case includes a unit of barbarian cavalry and a unit of skirmishers nearby. Panic tests are taken before the broken unit flees. The cavalry roll a total of 9 which is more than their Leadership so they panic. The skirmishers roll a remarkable 4, even less than their leadership of 5 so they bravely stand fast. Both the barbarian warriors and the barbarian cavalry will flee from their enemy. Note that a unit that panics and flees from hand-to-hand combat does not lead to further Panic tests – only units that are defeated and break in combat cause Panic tests.

Example 3. A unit of 10 Romans is charged in the flank by a unit of 5 barbarian cavalry while fighting a unit of barbarian warriors to its front. The Romans take a Panic test as soon as the cavalry declare their charge and are found to be within range. The Romans roll a total of 10 which is more than their Leadership so they panic and flee. They flee 2D6" away from their enemy. The barbarian warriors already fighting the Romans won the previous turn's combat, and so pursue. The barbarian cavalry continue their charge in the same way as if their foe had fled voluntarily.
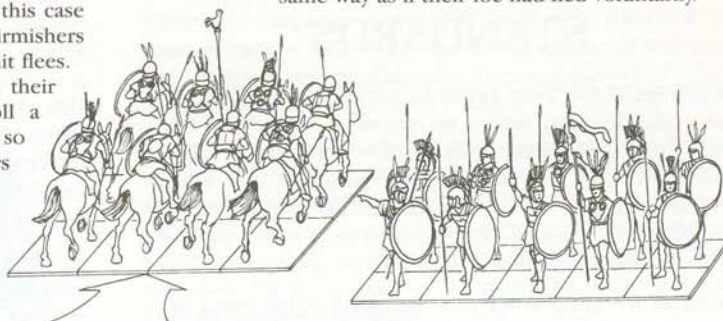

Fig 6.1. Unit of infantry confronted by fleeing friendly cavalry.

LEADERS, STANDARDS & MUSICIANS

This section introduces rules for unit leaders, musicians and standard bearers. These warriors are not just vital as individual warriors, they can also be seen as representative of their unit's training, morale, and willingness to obey its orders or 'get stuck in'.

LEADERS

Any unit of troops can include a leader model, representing an especially able commander. The leader model is always placed in the centre of the front rank of his unit. He remains in this position throughout the battle, charging, fleeing, fighting and moving along with his unit. Unlike the characters described in the next section, a leader can never leave his unit or act independently from it.

Leaders are armed and armoured like the other troops in their unit. If the model itself substitutes a sword for a spear, or does away with a shield in favour of a dramatic gesture, then these differences are put down to artistic license and all fighting is worked out assuming the leader is armed in the same way as his men.

If a unit has a leader it may roll an extra attack dice on his behalf. For example, a leader with an Attack (A) value of 1 would normally roll one dice to hit, but because of the leader bonus this is increased to two dice.

Leaders are never removed as casualties unless all the ordinary troopers are already slain – a unit's leader is always the last to go down fighting!

STRANDED LEADERS

Sometimes a leader can find himself stranded from a fight – his men are fighting but he isn't. This is most likely to happen where a unit is charged in the flank or rear, but it can also happen if the front of the enemy formation is too short to cover the leader model. When this happens the player is allowed to move the leader into a position where he can fight in his next movement phase. Simply swap the leader for a trooper model that is already fighting. This can mean that the leader loses the chance to fight in the first turn of combat.

Although this rule allows a leader to move to join the fighting, he may not do so if already fighting someone else. He can't move to fight an enemy attacking the rear of the unit if he is already fighting an enemy to the front.

STANDARDS

A standard is the focal point of a unit. It proclaims the unit's identity and defies its enemies. Standards also have a practical value: they are used to signal, direct movement, and provide a visible point around which formation changes and manoeuvres can be made. The following rules represent the boost to a unit's fighting prowess due to its standard.

A unit of troops may carry a standard in the form of a flag, banner, totemic idol, or similar device. It is carried by a standard bearer assumed to be armed and armoured like the other models in the unit and who fights in exactly the same way. Although the standard bearer has to carry a banner as well as fight, he is chosen from the meanest and most determined of warriors, and this more than makes up for any disadvantage that carrying the standard may bring.

The standard bearer model is placed towards the middle of the front rank next to the leader. A side that has a standard may add +1 to its combat score when deciding who has won hand-to-hand combat. See the Hand-to-Hand Combat section for details.

Unit standard bearer models are not removed as casualties unless there are no other ordinary trooper models to remove instead. It is assumed that any surviving warrior picks up the standard should its bearer fall.

CAPTURING STANDARDS

If a unit flees from hand-to-hand combat and the enemy pursue, or if a unit is wiped out in hand-to-hand combat, then the enemy will capture its standard. The player must give the standard bearer model to his opponent for the remainder of the battle (it is returned once the game is over though!). This is important because a player can claim bonus victory points for each standard he captures.

MUSICIANS

An army marches under its banners but it does so to the beat of drums and the call of blaring horns.

A unit may include a musician model to accompany it into battle, either a horn blower, a drummer or some other worthy soul. The musician is assumed to be armed and armoured like the other models in the unit and fights in exactly the same way. Although the model has to carry an instrument as well as fight, he is not only uncommonly valiant but also enjoys the support of troops around him, which is taken as compensating for any encumbrance suffered.

The musician model is placed towards the middle of the front rank of the unit next to its leader, the normal arrangement is therefore: leader in the middle with standard and musician to either side.

If a unit has a musician then an inspiring horn blast or rousing drum beat can turn a drawn combat into a win. Where a combat otherwise ends in a draw each side rolls a D6 for each musician model that it has fighting. The side that rolls the highest individual dice score is the victor and wins the combat by 1 point. If one side has a musician and the other does not, then the side with the musician will automatically win a drawn combat by 1 point.

As with unit standard bearers, musicians are not removed as casualties unless there are no ordinary trooper models to remove instead.

CHARACTERS

The ancient world would not be what it was without the presence of potent individuals, great heroes, mighty generals and the odd rotten-hearted scoundrel. These characters add an entirely different aspect to the game, often as valuable military commanders whose presence inspires other troops to feats of exceptional valour.

However, a character might equally well be an Egyptian princess being escorted on her way to a dynastic marriage to the heir of a Syrian city state. Or it could be a rich merchant leading a convoy of goods and hired mercenaries across the desert, or perhaps an ordinary man or woman who is destined to play a significant role in our game – a bribed sentry or a shepherd boy who happens to be a dead-eye shot with a sling.

A character is a significant individual in the game for whom we can invent suitable special rules. The details and extra rules for characters are not given here as there are simply too many and space does not permit it. Instead each separate army list supplement includes a section giving the profiles for a range of types of character that can be used with the army. If you refer to the two sample army lists as the back of this book you will find examples of characters for the Roman and Barbarian armies.

MOVING CHARACTER MODELS

Characters move and fight as individual units of one model, except that a character can join a regiment and fight with it and, if he does so, his movement will be restricted as described later.

Apart from models which have joined with other units, a character model is free to move in the movement phase. He must take into account any penalties to movement for crossing terrain and obstacles as normal, but he does not have to turn or wheel in order to change direction, the model is simply moved to face whichever direction is required as the player wishes.

Players should note that although characters can move more freely than units, they are still bound by the normal rules for declaring and executing charges. A character may charge an enemy in the rear if he starts his move in front of it, and he may not charge an enemy he cannot see when charges are declared.

CHARACTERS WITH UNITS

Character models can join units of troops and fight alongside them if you wish. To join a unit a character has only to move so that he is touching it. Once he has joined, the character model is placed in the front rank next to the unit's leader, standard and musician if it has them.

The character will inevitably use up a proportion of his move to reach the unit. If the unit has not moved then it cannot now move further than the character, as its remaining movement has been wasted waiting for him.

Although characters are normally placed in the front rank of a unit, if the unit is already engaged in combat then the character may be placed anywhere in order to fight the enemy – even at the sides or rear of the formation. Once the combat is over the character is returned to his rightful place in the front rank.

A character who is with a unit of troops might find himself unable to fight because there is no enemy facing him. The enemy line might fall short of his position or the enemy might be fighting to the side or rear of the formation, for example. In this case the character moves to join the fighting in his movement phase in the same way as a leader (see the rules for Leaders).

If a character is travelling with a unit then his movement is dictated by the unit as a whole. He simply moves along like an ordinary member of the unit. If the character moves slower than the unit then the whole unit will have to slow down so that he can keep up!

CHARACTERS LEAVING UNITS

A character who has joined a unit may leave again during any subsequent movement phase. He may not join and leave the same unit in a single turn, but he may leave one unit and join another if you wish.

A character may not leave a unit while it is subject to some compulsory movement rule. For example he cannot leave a unit which is fleeing, declared a charge, has rallied that turn (because it cannot move) or which is engaged in hand-to-hand combat.

If a unit declares a charge any characters which have already joined the unit must charge too and take part in the resulting combat. This means that once hand-to-hand fighting has begun a character will not be able to leave the unit he has joined until all the fighting is over and any compulsory movement such as fleeing and pursuit has been resolved.

CHARACTER LEADERSHIP

A unit accompanied by a character may use the character's Leadership value for any Leadership tests it is required to take. If a unit is joined by several characters use the highest Leadership amongst them. This is a very important rule, as it provides units of poor troops with the Leadership they need. Leadership is used for Panic tests, rally tests, and Break tests in combat, as well as many of the special Psychology tests described later.

While the character is with the unit he is considered to be part of it in all respects. If the unit is forced to flee for any reason, because of a failed Break or Panic test for example, then the character is forced to flee as well and at the same speed, and he may not leave the unit until it has rallied.

SHOOTING AT CHARACTERS

A character model may only be picked out as a target by enemy shooters if he is the closest target. This means that characters can move around behind the battle lines without attracting an unrealistic and unreasonable amount of missile fire.

A character model that is with a unit may only be picked out as a target if the unit is the closest target and the character is in the rank facing the shooters. Note that it is only characters who may be targeted in this way – leaders, standard bearers and musicians may not as they would be replaced by another warrior in any case.

When you are shooting at a character model there is always an additional -1 to hit penalty. This is because the normal chance of hitting assumes the target is massed up in ranks, or is pretty large to start with. This is not the case when you are shooting at a single man, especially if there are other potential targets to distract the shooter's attention.

In addition, a character model who has joined a unit may be lucky enough to avoid death from a missile, thanks to a warning shouted by a comrade. Possibly one of his companions shoves him out of the way, or pushes him to the ground. A trooper spots the fateful missile heading towards his leader, and shouts "Look Out Sir!" or some such warning,
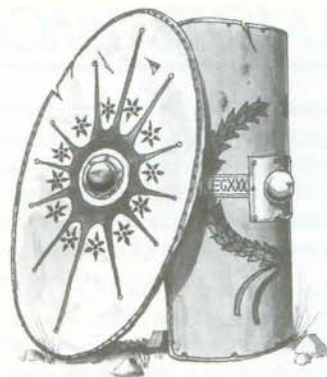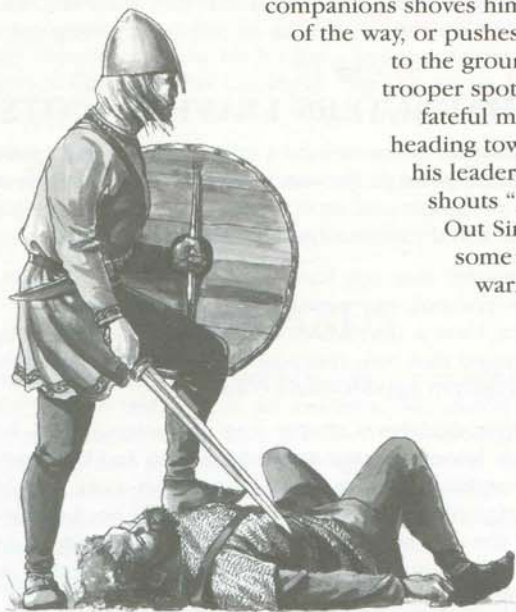
and hopefully alerts the character in time for him to duck or cunningly avoid the hurtling missile. The missile slips past the character and hits the man standing beside or behind him.

If a character is with a unit and is hit by missile fire, a stone thrower, or any kind of shot, then roll a D6. On the roll of 1 the character fails to hear the warning and is hit by the missile. Work out damage as normal. On the roll of between 2 and 6 the character is alerted to the danger and avoids the missile. The character is not hit and the missile strikes another model instead – transfer the hit to an adjacent model in the unit.

HAND-TO-HAND FIGHTING

When a unit closes with its enemies in hand-to-hand fighting character models will inevitably find themselves confronted by enemy troops. When a model is fighting it can strike its blows against any enemy model whose base it is touching. In the case of troopers confronted by character models they will usually have the option of striking at a character or an ordinary enemy, as bases will inevitably overlap slightly as you move the models into combat.

Characters may sometimes come into direct combat against enemy characters, but the same choice applies to them – they may attack any enemy whose base they are touching. The exception to this is the challenge, as described below.

CHALLENGES

In each turn before working out any hand-to-hand combat, each side is allowed to issue challenges. The challenge represents one-on-one combat between rival characters, the final showdown between mighty adversaries in the midst of battle.

A player may issue one challenge in each combat fought. As you will recall, a single combat can include several units on each side and so may involve several characters – however only one challenge can be made per combat. Where several combats are fought during the turn one challenge can be made in each.

The player whose turn it is has the first opportunity to declare challenges. The player can issue a challenge with one character model from amongst those already engaged in each combat.

His enemy has the option of refusing or meeting the challenge. If he refuses then no challenge takes place, and the refusing player must retire one of his own characters from the combat as described below. The disappointed challenger fights normally in the combat phase. If a player accepts a challenge he selects one of his own characters from those already engaged in the combat to fight the challenger.

If the player whose turn it is does not issue a challenge in any combat then his opponent may issue one himself. This may be accepted or declined in the same way. However, note that a challenge cannot be issued unless there is a character to fight. Ordinary troopers cannot take up a challenge.

REFUSED CHALLENGES

If a challenge is refused then the declining player must retire one character nominated by his opponent. The retiring character is removed from the engaged rank and placed at the back of the formation. This character may not fight or do anything else that turn. The (so-called) hero has chosen to hide behind his fellows rather than face the challenger one-on-one. The character is returned to a fighting rank once the hand-to-hand combat phase is over, ready to fight in the next turn.

FIGHTING CHALLENGES

Once a challenge is accepted the two rivals are moved in the ranks so that they are opposite each other. If the models are in chariots it may be more convenient to remove them altogether and place them beside the fighting units. When combat is worked out these two will fight together, no other models may attack them even if their bases are touching, and no other models may shoot at them.

Once the challenge is underway no further challenges can be issued in that combat until one character is slain or forced to flee. A challenge might therefore last over several turns of combat.

If a character is riding a warhorse that has its own attack then the horse fights during the challenge as well. If a character is riding a chariot then no other crew can fight, but warhorses pulling the chariot may. Attacks from heavy chariot impacts are worked out against the enemy unit before the rest of combat. As these attacks are impact damage they don't count towards the challenge, but they will count towards the overall combat result.

ARMY GENERALS

An army can be commanded by a unique character known as the General. The character is in charge of the whole army and, more than any other model, represents you personally. The General is important because he can inspire others to fight on where otherwise they might turn and flee.

Any unit within 12" of the General model may use the General's Leadership value instead of its own when making a Leadership based test. This means that a unit near the General can use his superior Leadership when testing for *fear*, *panic* and other psychology, or for Break tests in hand-to-hand combat. A unit which is fleeing may use the General's Leadership if he is within 12" when attempting to rally.

If the General should flee then he loses any influence over his troops whilst he continues to flee. Also, if the General has to take a Panic test (because a nearby friendly unit flees from hand-to-hand combat for example), then he must do so before any other units which have to take a Panic test at the same time. This simply reflects the fact that for other units to benefit from the General's Leadership, he must set an example by standing firm himself!

THE BATTLE STANDARD

An army can also include an individual who carries either the General's personal banner or the battle standard of the army itself. This character is known as the battle standard bearer.

If the battle standard joins a unit of troops then the unit receives an extra +1 combat bonus when working out who has won combat and is in addition to the usual +1 for the unit's own standard. This is the only time when an extra banner confers a further bonus. Normally troops fighting alongside their banners receive only +1 no matter how many banners are involved.

Any unit within 12" of the battle standard may re-take a failed Break test. A unit is only allowed to retake its test once per turn. This ability does not apply if the battle standard bearer is fleeing. Note that a battle standard only allows units to re-take Break tests; it cannot be used for any other sort of Leadership test, such as Panic tests.

Unlike with ordinary unit standard bearers the battle standard is not passed on if its bearer is slain. A battle standard can be captured in the same way as a unit banner. See the rules for Standards.

SPECIAL RULES

You have now read all of the most important rules for Warhammer Ancient Battle, and they will be used in just about every game that you play. On the following pages are more rules, but they are only used in special circumstances, either because a special troop type is being used in a battle (chariots or elephants, for example), or because the battle has some other unique feature (eg buildings, or troops that fight in a special formation).

Because of this you don't really need to learn any of the following rules until you play a game that requires their use – there's not a lot of point learning the rules for chariots if you don't plan to play any games that include them, for example. This being said it's well worth while scanning through the rules in this section so that you get an idea of what is included.

WEAPONS AND ARMOUR

The game rules as already described allow for variation in the Strength and Toughness of opponents, and for differences in their armour, but not for the different kinds of weapons they might be armed with. Once the basics of combat have been mastered you may wish to introduce further detail by using the following rules representing different kinds of weapons.

WEAPONS

Some types of weapons confer both advantages and disadvantages to the troops that use them. For example, a heavy double-handed axe or sword gives a huge Strength bonus but always strikes after the enemy. You will soon realise that different weapons often imply different tactical options, and are suited to certain styles of play. For example, knights armed with lances need to charge to use their weapons effectively so a player must be careful to manoeuvre them into position so that it is he, rather than his enemy, who charges into combat.

WEAPONS AND UNITS

As a general principle every model in a unit of troops carries the same weaponry – a unit of spearmen all carry spears, etc. All the models in a unit should carry the weapons ascribed to them, except for leaders, musicians and standard bearers where this is impractical.

It is acceptable for a unit to include the odd model that is armed differently, but it is important that the unit's overall appearance is not misleading. So, in a unit of spearmen most will carry spears, and if a minority carry other weapons these are counted as spears as well.

Many players like to mix models in a unit, arming some with swords, some with spears, and so on. This is particularly effective with barbarian units as you wouldn't expect much uniformity amongst the masses. In a mixed weapon unit such as this, all models count as being armed with swords, axes, clubs or other hand weapons. No special rules are applied to these units on account of their weaponry.

TWO WEAPONS

Some troops are armed with more than one type of weapon. For example, most troops carry a sword or dagger as well as their primary weapon. However, troops armed with more than one kind of weapon are only allowed to use one at a time.

For example, a warrior armed with a bow and javelin could fire one or the other in the shooting phase, not both, while a spearman could use either his spear or his sword in hand-to-hand combat. A warrior who stands and fires as a charge response is allowed to change weapons, using one to fire at the attackers as they charge and another in the ensuing combat.
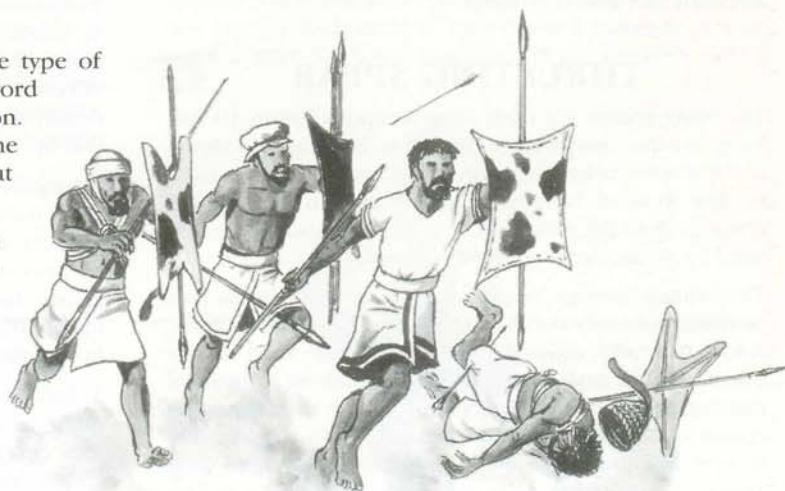
HAND-TO-HAND WEAPONS

Almost all troops are armed with a hand-to-hand combat weapon of some kind, be it simply a dagger or a mighty double-handed axe. Most of the rules for combat have already been covered in the Hand-to-Hand Combat rules. Special rules for each different type of weapon are described below.

HAND WEAPONS

Hand weapon is the term used to describe all swords, axes, clubs, hammers and other similar weapons wielded in one hand. The difference between these weapons is slight and so they are all considered to be comparable in terms of use and effect.

1. Some warriors carry a weapon in both hands so they can rain down even more attacks on their enemy. If a warrior carries a hand weapon in each hand he receives one extra attack from his left hand. It doesn't matter if his attack (A) value is 2 or more, a warrior receives only +1 attack from his extra weapon. This is an exception to the rule that a warrior may only use one weapon in hand-to-hand combat.

DAGGERS AND IMPROVISED WEAPONS

All troops are assumed to be armed with a weapon of some kind, be it a dagger or an improvised weapon such as a rock or rough club. Such troops are obviously at a disadvantage when fighting troops armed with more efficient close combat weapons.

1. Daggers and improvised weapons are easily deflected by armour. An enemy wounded by such a weapon receives a +1 armour saving throw modifier.

For example, a warrior equipped with light armour and a shield would normally have an armour saving throw of 5 or 6, but he has an armour saving throw of 4, 5 or 6 against an opponent armed with a dagger or improvised weapon. Models that would not normally receive an armour save will save on a 6.

DOUBLE-HANDED WEAPONS

This category includes all axes, swords, hammers and clubs which are so large that they must be wielded with two hands. A blow from a double-handed axe can break armour apart and cut a foe clean in half. The disadvantage is that the weapon is very heavy to swing, so a warrior may be slain by a more nimble foe before he has a chance to strike.

1. Double-handed weapons require both hands to use. If the bearer has a shield he may not use it in hand-to-hand combat. It must be left on the ground or slung on his back during the fighting.

2. Double-handed weapons are heavy to swing and leave the user vulnerable to a more lightly armed foe. Double-handed weapons always strike last regardless of which side charges or relative Initiative levels. If both sides are armed in this way chargers strike first followed by the side with the highest Initiative.

3. Double-handed weapons confer a +2 Strength bonus on all hits. If the wielder's Strength is 3 then all hits from a double-handed weapon will be at Strength 5. As the enemy's armour save is affected by the strength of the hit, this will be reduced also.

For example in the case of a Strength 5 hit the saving throw drops by -2.

HALBERDS

The halberd is a heavy bladed weapon mounted on a sturdy shaft. The steel blade has a point like a spear as well as a heavy cutting edge like an axe. It is held in both hands and used to chop as well as thrust, so it is a very adaptable and extremely effective weapon for infantry.

1. Troops equipped with a halberd require both arms to wield it and cannot use shields in hand-to-hand fighting. If they carry shields it's assumed they are slung on their backs or placed on the ground before fighting begins.

2. Halberds are heavy weapons and a mighty swing can cause considerable damage. Halberds therefore confer a +1 Strength bonus on all hits. A man with a Strength of 3 therefore hits with a Strength of 4 if fighting with a halberd. The Strength of a hit affects the armour save of the target, so this may be reduced as well. In the case of a warrior with a Strength of 3 a halberd hit has a Strength of 4 and -1 to save.

THRUSTING SPEAR

Thrusting spears are fairly long weapons, often 10 feet long or more, and were designed to be held and thrust at the enemy rather than thrown. Thrusting spears used by the Persian Immortals and their Greek Hoplite enemies both fall into this category, as would the Xyston used by Alexander the Great's Companion Cavalry.

Thrusting spears are useful weapons for troops on foot or riding a horse, but they are used differently by each. A foot unit with thrusting spears is able to fend off the enemy with a mass of spear points, making it an ideal defensive weapon. A cavalry unit armed with thrusting spears can employ them like lances to ride down enemy troops, splitting them as the horsemen ride into their ranks. The following rules reflect the advantages of foot and mounted soldiers equipped with thrusting spears.

1. Infantry armed with thrusting spears may fight in two ranks of troops because warriors in a second rank thrust their weapons forward past those fighting in the front. This enables models directly behind front rank fighters to fight as well. However, this advantage only applies as long as the spearmen do not move. If they charge their careful formation is affected and they may only fight in a single rank that turn. Spearmen fight in two ranks if the enemy charge them while they stand their ground. This means that a block of spearmen makes a very good defensive formation, but are less well suited to attack.

2. Cavalry armed with thrusting spears receive a +1 Strength bonus when they charge. If the wielder's Strength is 3, for example, his total Strength will be 4 when he charges. Note that this bonus only applies when the cavalryman charges and it only applies for that turn. Any hits at Strength 4 or more confer the usual modifier on the enemy's armour saving roll.

3. Infantry armed with thrusting spears were sometimes capable of fighting in a special formation, such as the Greek Hoplite's phalanx. Rules for such formations can be found in the separate army lists for the troops that are allowed to use them.

THROWING SPEAR

Throwing spears were one of the most common type of weapon used by ancient armies. Up to four or five feet in length, the throwing spear was (and is, for that matter!) quick, simple and cheap to produce, and highly effective in close combat. It allows troops to hurl a deadly volley of missiles as they charge, and then follow this up with a hastily drawn sword or axe.

Alternatively, the spear can be held on to and used in hand-to-hand combat. In addition the rear ranks of an infantry unit can aid their companions by hurling their spears over the heads of the troops in front and into the enemy ranks beyond. Because of this throwing spears have different rules depending on whether they are being used by infantry or cavalry.

1. Infantry armed with throwing spears may fight in two ranks in the first round of each combat, either when they charge or when they receive an enemy charge. This allows warriors directly behind front rank fighters to attack as well, representing both the warriors in the rear

ranks hurling their spears at the enemy and the missile attacks made by the front rank as the enemy charge in. In the second and subsequent rounds of combat only the front rank can fight.

Note that if an infantry unit gets involved in a second combat later in the same battle, then it can use its throwing spears again. Any spears that were thrown earlier are assumed to have been picked up again, or replaced with new spears supplied from stocks at the army's camp.

2. Infantry in skirmish formation and all cavalry armed with throwing spears may re-roll any to hit dice that miss at the first attempt in the first turn of each combat, this represents the troops first hurling their spears at the enemy and then following up with a hand weapon if the spear misses its mark.

HEAVY THROWING SPEARS

Heavy throwing spears are similar in length to ordinary throwing spears but have a longer and heavier metal spear head. They are considerably more difficult and expensive to produce then ordinary throwing spears, but they easily penetrate an opponent's armour or shield when they hit. The category include weapons such as the Frankish angon and Spanish saunion, but is most famously represented by the Roman pilum. It also covers other heavy throwing weapons, such as the Frank and Viking throwing axe. Heavy throwing spears may only be used by infantry units.

1. Infantry armed with heavy throwing spears are treated in exactly the same way as infantry armed with throwing spears, except that they add +1 to their Strength in the first turn of each combat.

PIKES

Pikes are extremely long spears as much as 20-25 feet in length. This category includes the famous Sarrissa used by Alexander the Great's pikemen. An infantry unit armed with pikes is able to fend off enemy with a mass of spear points, making it an ideal defensive weapon. Also, the weapon's great length means that troops will invariably get in the first attack while the enemy attempt to get past the bristling hedgehog of spear points.

1. The rules for infantry armed with thrusting spears also apply to infantry armed with pikes. In addition troops equipped with pikes always strike first when fighting an opponent with a shorter weapon, regardless of Initiative and even if the opponent charged. The pike is longer than all other weapons apart from other pikes.

2. Troops armed with pikes are often capable of fighting in a special formation, such as the Macedonian phalanx. Rules for such formations will be covered in the separate army lists for the forces that use them.

KONTOS

The kontos is the cavalry equivalent of the pike. A cavalry unit equipped with the kontos can ride down enemy troops, splitting them apart as horsemen ride into their ranks, or the unit can stab at the enemy using the kontos' superior reach to make it difficult for the foe to strike back.

Note that although the kontos looks a lot like a lance, it does not use lance rules. The lance rules represents the heavy lance that is designed to be couched and used in a charge with the full weight of the rider and his mount behind it, and that needs a special saddle and stirrups to stop the rider being knocked off his horse by the impact.

1. The rules for cavalry armed with thrusting spears also apply to cavalry armed with a kontos. Also, cavalry armed with a kontos always strike first when fighting an opponent with a shorter weapon, regardless of Initiative and even if the opponent charged. The kontos is shorter than a pike, but longer than anything else.

LANCE

Cavalry armed with lances are the ultimate shock troops. When they storm through enemy ranks their steel tipped lances rip through armour and flesh, smashing bones and flinging foes to the ground. Lances are only effective as they charge, thereafter the warrior either drops his lance and fights on with a sword, or else he continues to use the butt of the lance to punch at his foe.

It is very important that lance-armed cavalry successfully charge the enemy rather than allowing themselves to be charged. The charging side always has an advantage, but in the case of lancers this is greater than for any other troops.

1. Cavalry armed with lances use the same rules as cavalry armed with spears, except that they receive a +2 Strength bonus when they charge rather than +1. If the wielder's Strength is 3, for example, his total Strength will be 5 when he charges. Note that this bonus only applies when the cavalryman charges and only for the first turn of each combat. Any hits at a Strength of 4 or more confer the usual modifier on the enemy's saving roll.
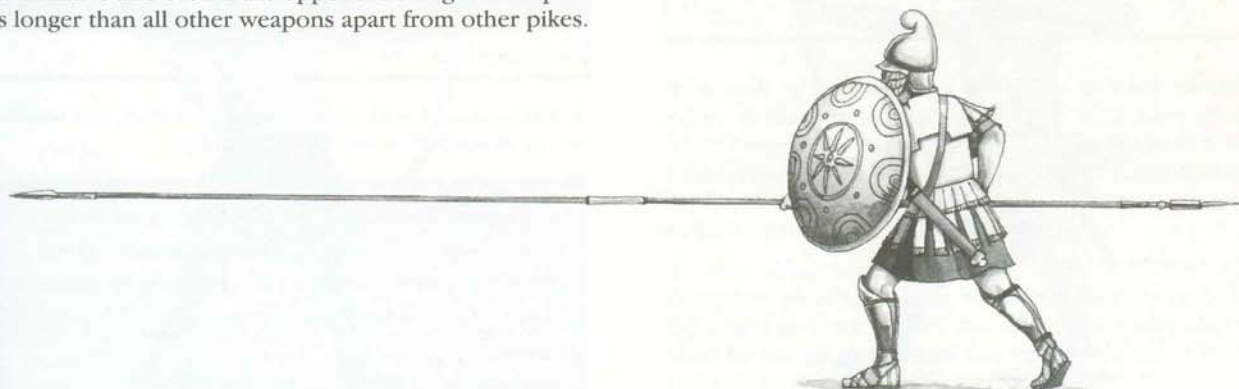
MISSILE WEAPONS

By using missile weapons it is possible to strike down the enemy while still out of range of his hand-to-hand combat weapons. We have already looked at the rules for bows, crossbows and other missile weapons in the rules for Shooting, but we have gathered them here to be complete. Some of these weapons have additional special rules. The rules for catapults and bolt throwers can be found in their own section later in the rulebook.

JAVELINS AND DARTS

The javelin is a light spear which is too flimsy to be much use in hand-to-hand fighting but is perfectly balanced for throwing at the enemy. This category also includes weighted darts such as the Roman martiobarbuli. Both these types of weapon are thrown by hand and the effect depends upon the skill and strength of the caster.

Javelins and darts were used in two main ways. Firstly they were used as a missile weapon by light troops operating in skirmish formation, in which case each man carries a large bundle of javelins with which to pelt an enemy from at long range. Secondly, they were used as a secondary weapon by troops that fought in close formation, in which case only one or two javelins would be carried, and these would be hurled at the foe prior to fighting hand-to-hand combat.

Weapon	Range	Save Modifier	Strength
Javelin & Darts	8"	0	As the thrower

1. Javelins and darts have such a short missile range that the usual -1 penalty for shooting at targets over half range does not apply. In addition the -1 to hit penalty for moving and shooting does not apply because a warrior throwing a javelin or dart would usually make a run-up in order to gain the momentum to throw the weapon.

2. Use the Strength of the warrior who throws the javelin or dart to work out damage from hits. The javelin has no strength of its own because its effectiveness depends on how hard it is thrown.

SHORT BOW

The short or self bow was one of the most common missile weapons used in the ancient world and was made of a flexible branch of wood and a string of sinew or fibres. The bow was depicted on the rock paintings of Stone Age man, and is still in use today amongst primitive or isolated tribesmen. It was not as sophisticated or difficult to make as a composite bow, but was considerably cheaper to produce.

Weapon	Range	Save Modifier	Strength
Short Bow	16"	0	3

1. Units armed with short bows may use massed fire as described in the Shooting rules.

COMPOSITE BOW

The composite bow is constructed of several materials, fixed together to create a flexible, strong weapon with considerably greater range than a simple short bow. The composite bow was the major weapon of the armies of the ancient Near East – Egypt and Assyria. The rulers of these mighty empires are depicted driving chariots and drawing such bows; their enemies trampled asunder and pierced by a multitude of arrows.

Weapon	Range	Save Modifier	Strength
Composite Bow	24"	0	3

1. Units armed with composite bows may use massed fire as described in the Shooting rules.

Wise generalship consists in attacking where the enemy is weakest, even if the point be some way distant... If you attack expecting to prevail, do it at full strength, because a surplus of victory never caused any conqueror one pang of remorse.

Xenophon

The king attacked unexpectedly with his entire force and trapped the Romans like fish in a net; firing their arrows from all sides at the encircled soldiers, the Persians massacred the whole army. The outnumbered Romans were unable to stem the attack of the Persian horse; they used their shields to protect those parts of their bodies exposed to the Persian arrows. Content merely to protect themselves, they offered no resistance. As a result, all the Romans were driven into one spot, where they made a wall of their shields and fought like an army under siege. Hit and wounded from every side, they held out bravely as long as they could, but in the end all were killed. The Romans suffered a staggering disaster; it was not easy to recall another like it, one in which a great army was destroyed, an army inferior in strength and determination to none of the armies of old. The successful outcome of these important events encouraged the Persian king to anticipate better things in the future.

Herodian

LONG BOW

The long bow is a powerful bow favoured by experienced archers. It can fire an arrow substantially further than an ordinary bow. In addition the much heavier arrows it fires greatly increase its armour piercing ability.

Weapon	Range	Save Modifier	Strength
Long Bow	30"	-1	3

1. Units armed with long bows may use massed fire as described in the Shooting rules.

CROSSBOW

The crossbow is a more complex device than an ordinary bow. It is very difficult to draw back the string of a crossbow once it has been fired: the shooter must either brace the weapon against the ground with his feet while he heaves the string up, or he must employ some kind of mechanical device such as a windlass or lever. This means that a crossbow inhibits the movement of its users compared to a bow, but it is much more powerful and has a longer range.

Weapon	Range	Save Modifier	Strength
Crossbow	30"	-1	4

1. You cannot move and fire a crossbow in the same turn, so if you move in your movement phase you are unable to fire that turn.

SLING

The sling is little more than a looped strip of cloth or leather into which a stone is placed. The sling is whirled about the slinger's head until it reaches a certain momentum and then the sling stone is released in the direction of the target. The one advantage of the sling is that the rate of fire can be varied by releasing the sling shot before you have worked up full impetus. This reduces the range but enables the slinger to shoot far faster.

Weapon	Range	Save Modifier	Strength
Sling	18"	0	3

1. A unit of slingers may fire twice in their shooting phase if they do not move in their movement phase. Their range is reduced to half (9") if they fire twice. Note that slingers cannot fire twice when they stand & shoot, or fire & flee, against a charging enemy as there is insufficient time.

2. The sling requires a very large 'wind-up' area compared to other missile weapons, typically requiring 2-3 times as much space. Therefore slings may only be used by troops in skirmish formation (see the rules for Light Troops).

ARMOUR AND SHIELDS

Most troops wear armour and carry shields to protect themselves from the savage blows of their enemies. Armour greatly affects a warrior's chance of survival and so influences the outcome of combat. The more heavily armoured troops are, the harder they are to kill. There is a disadvantage though to wearing a great deal of armour – because metal armour is so heavy troops wearing a lot of it will move slower than unarmoured troops.

Armour and shields provide a model with a special armour saving throw that can negate some or all of the damage suffered in a turn. Most of the rules for armour saving throws have been covered already in the shooting and hand-to-hand combat rules, but we have gathered them all here for completeness. We have also included new rules to cover large shields and bucklers.

LIGHT ARMOUR

Troops may wear a metal breastplate, chainmail or a scale armour coat. These are described as light armour because they offer slightly less protection than heavy armour and weigh less.

1. Troops wearing light armour receive an armour saving throw of 6+ against any wounds that they suffer. This save is increased by +1 for cavalry, as described earlier in the rules, and may also be increased if the warrior has a shield or is riding a barded horse.

HEAVY ARMOUR

This is a completely enclosing suit of armour as worn by a knight, or a full panoply of armour including greaves, breastplate and helmet. It is made from metal plates and is very heavy and cumbersome. An enclosing suit of chain mail armour can also be classed as heavy armour, so the definition is not completely rigid.

1. Troops wearing heavy armour receive an armour saving throw of 5+ against any wounds that they suffer. This save is increased by +1 for cavalry, as described earlier in the rules, and may also be increased if the warrior has a shield or is riding a barded horse.

2. Troops wearing heavy armour and carrying a shield or large shield subtract 1 from their movement rate. Cavalry wearing heavy armour and carrying a shield or large shield subtract 1 from the mount's movement characteristic. This penalty does not apply to warriors wearing heavy armour and carrying a buckler.

BARDING

Barding is armour made for horses, camels or elephants. It can be made of metal or can take the form of a thick quilted coat with a linen covering bearing the knight's coat of arms.

1. Cavalry riding mounts that have barding increase their armour save by +1 point.

For example, a warrior wearing light armour riding a barded horse would have an armour saving throw of 4+ (6+ for the light armour, +1 for being cavalry, and +1 for the horse's barding).

2. Cavalry horses wearing barding must subtract 1 from their movement rate.

SHIELD

This is a standard sized shield of the type already described in the rules.

1. A shield confers a +1 armour saving throw to the model carrying it. If used on its own, it provides an armour saving throw of 6+. This save is increased by +1 for cavalry as described earlier in the rules, and may also be increased if the warrior is riding a barded horse.

Large Shield

Some warriors used very large shields that offered considerably greater protection than an ordinary shield. However their greater size and bulk meant that they could not be used by skirmishers or light troops who relied on mobility and speed of movement in battle.

1. Large shields confer a +2 save modifier rather than the +1 save modifier for a normal shield. If used on its own it provides an armour saving throw of 5+ for infantry or 4+ for cavalry, including the +1 cavalry bonus.

Buckler

The buckler is a small shield that is light and easy to handle. This makes it ideal for light troops armed with missile weapons who are able to unsling the buckler quickly when engaged in hand-to-hand combat.

1. The buckler confers a +1 save modifier. Troops in skirmish formation can always use a buckler if carrying one, but other troops can only use a buckler against hand-to-hand attacks and **not** against missiles. If used on its own it provides an armour saving throw of 6+. This save is increased by +1 for cavalry as described earlier in the rules, and may also be increased if the warrior is riding a barded horse.

PSYCHOLOGY

Ancient cultures were fabulously diverse and ancient armies necessarily reflected the social conditions, military traditions, and even religious backgrounds of the warriors that fought in them. Societies with a strong military caste and deeply embedded sense of social duty produced good officer-led armies, well equipped and drilled to fight in battle. Other, more tribally-organised societies produced brave but ill-disciplined warriors, dangerous as individuals but often difficult to control or unpredictable on the battlefield.

The psychology rules in this section introduce different cultural characteristics for individual races and nations. As the commander of your army it is your duty to know about these things and take them into account in your plans. If you do not you may find that you are defeated before you even begin.

PSYCHOLOGY RULES

We represent the more extreme and interesting tendencies of troops by means of what we call psychology rules. These are *fear*, *terror*, *frenzy*, *hatred*, *stubborn*, and *warband*. Each of these is represented by a special rule, or rules, that governs the behaviour of affected troops on the battlefield.

For example, troops who fear *their opponents will be reluctant to attack them, and if attacked themselves may decide to flee.*

Many troops are not affected by these rules at all, and most, where they are affected, are affected by only one.

UNIT PSYCHOLOGY AND CHARACTERS

In general, where a psychology test of any kind is required it is taken on behalf on an entire unit of troops. The entire unit is either affected or not at all.

It can happen that a unit is joined by a character who is unaffected by a particular psychology rule. Even more confusing, a unit and character may be affected by different psychology rules!

Where a character is affected by rules that do not apply to the unit, he takes any necessary tests on his own, and is affected by the psychology rule that applies to him as an individual. This might cause a character to separate from the unit he is with.

For example, if he is forced to charge because of frenzy, *compelled to pursue due to* hatred, *or obliged to advance because he is* warband.

If a unit is compelled by a psychology rule then any associated character must remain with the unit, moving as it moves or staying put if it halts. He cannot leave the unit whilst it is bound by the rule. However, a character does not benefit or suffer from any bonuses or penalties from a psychological rule unless he is affected by it himself. This means a character does not go into a *frenzy* just because he is with a unit that does so, although he must accompany them as they charge.

FEAR

Fear is a natural reaction to unnerving, unfamiliar situations or large bizarre creatures such as elephants.

For example, camels cause fear in enemy horses, as horses find the sight and smell of camels unnerving.

A unit must take a *fear* test in the following situations:

1. If a unit is charged by an enemy that it *fears* then it must test against its Leadership to determine if it overcomes its fear. This test is taken once the enemy declares his charge and is found to be within his charge distance.

Roll 2D6 and compare the result to the unit's Leadership (Ld) value. If the result is less than or equal to the unit's Leadership score the test is passed and all is well. If the result is greater than the unit's Leadership then the test has been failed.

If the test is failed the unit will automatically flee if outnumbered by the charging enemy. If not outnumbered the unit will fight as normal, but must roll 6's to score hits in the first turn of combat.

2. If a unit wishes to charge an enemy that it *fears* then it must pass a Leadership test as described above to overcome its fear. If the test is failed, the unit may not charge and must remain stationary for the turn.

3. A unit defeated in hand-to-hand combat is automatically broken without a Break test if it is outnumbered by feared enemy. If the feared enemy does not outnumber the unit then a Break test is taken as normal. See the Hand-to-Hand Combat section for details of Break tests and fleeing troops. Note that it makes no difference whether a *fear* test as described above has been passed or not, a unit is automatically broken if it is defeated by an enemy that causes *fear* and which outnumbers it.

TERROR

Terror rules represent creatures so huge and threatening that they are even more frightening than those described by the *fear* rules. These creatures cause *terror*. In practice the most common example by far is the elephant. However, it is conceivable that other large wild creatures might feature in your games, in which case *terror* might also be caused by lions, tigers, crocodiles, and so on.

Troops confronted by creatures that cause *terror* must test to see if they overcome their terror. Roll 2D6 and compare the result to the unit's Leadership (Ld) value. If the result is less than or equal to the unit's Leadership score the test is passed and all is well. If the result is greater than the unit's Leadership score then the test is failed. Should they fail they will be completely overwhelmed with horror and reduced to gibbering wrecks. Troops only ever test for *terror* once in a battle. Once they have overcome their terror they are not affected again.

If a creature causes *terror* then it automatically causes *fear* as well, and all the rules described above apply. However, you never have to take a *terror* and a *fear* test from the same enemy or situation – just take a *terror* test: if you pass the terror test then you automatically pass the fear test too. As you only ever take one *terror* test in a battle, any subsequent encounters with terrifying enemy will simply count as *fear*.

1.   A unit must test to overcome its terror if charged by or wishing to charge an enemy that causes *terror*.

2.   A unit must test for terror at the start of its turn if there is an enemy which causes *terror* within 8".

A unit which fails its *terror* test will flee immediately, exactly as if it had failed its Break test in hand-to-hand combat, or decided to flee from a charge.
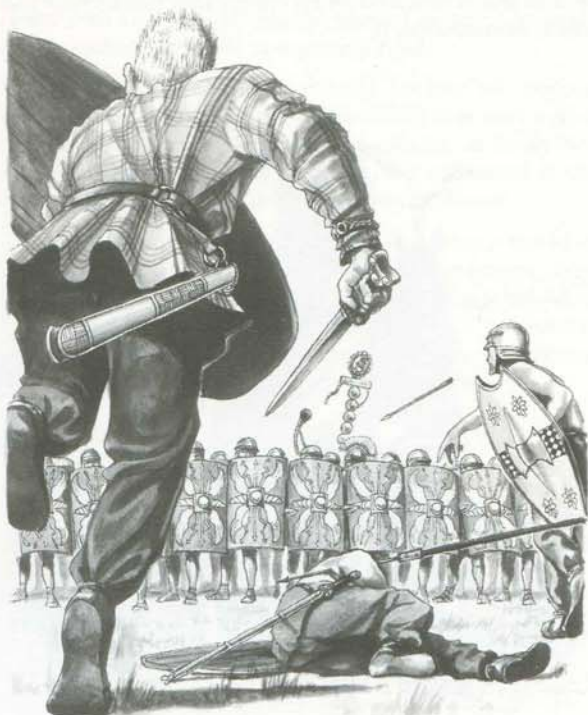
FRENZY

Some outlandish warriors can go into a fighting frenzy, a whirlwind of destruction or raging fury in which all concern for their own personal safety is ignored in favour of a blood-letting, flesh-tearing attack. Many of these frenzied warriors are drugged or tranced, and have worked themselves up into a frenzy with loud chanting and screaming.

1. Frenzied troops must charge if there are any enemy within charge reach when charges are declared. The player has no choice in the matter – the unit will automatically declare its charge.

2. Frenzied troops fight with double their normal number of Attacks (A) in hand-to-hand combat. Troops with 1 Attack therefore have 2, troops with 2 Attacks double up to 4 and so on.

3. Frenzied troops always pursue a fleeing enemy whether the player wants to or not. Unlike other troops they may not attempt to hold back as they are far too crazed with blood lust.

4. Frenzied troops never *panic* and are not affected by other psychology rules. No Panic tests are required for frenzied troops, although Break tests are still taken in hand-to-hand fighting.

5. If frenzied troops are broken in hand-to-hand combat their frenzy is automatically ended. They flee exactly like other troops. Should they subsequently rally they may continue to fight but they are no longer frenzied. Their exuberant, crazed frenzy has been beaten out of them and they continue to fight just like other troops.

HATRED

Hate is a powerful emotion and the history of the ancient world is full of hatred and rivalry, grudges borne over centuries of racial animosity, and of irreconcilable feuds leaving generations of dead in their wake. Such warriors will fight almost to the death rather than flee from them. The following rules apply.

1. Troops who hate their hand-to-hand adversaries take any Break tests with a Leadership value of 10. They do not reduce this value regardless of the combat results and how many casualties they have suffered. This means they will not break unless they roll 11 or more on 2D6 – or unless their enemy are a *warband* or cause *fear* etc, and therefore break them automatically.

2. Troops fighting in hand-to-hand combat against a hated foe may re-roll any misses when they first attack. This bonus only applies in the first turn of each combat and represents the unit venting its hatred on the foe. After the first round of blood-mad hacking they lose some impetus and thereafter fight as normal.

3. Troops who *hate* their enemy must always pursue them if they flee. They cannot attempt to avoid pursuit by testing their Leadership as other troops can.
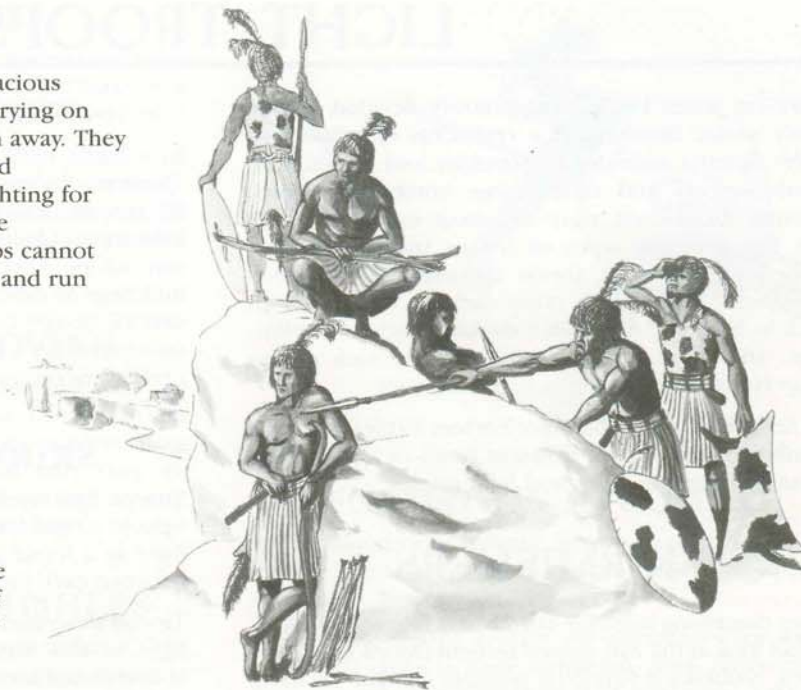
STUBBORN

Stubborn troops are uncommonly tenacious warriors who have a reputation for carrying on fighting where other troops would run away. They may be professional warriors, hardened mercenaries, or determined zealots fighting for their lives, all of whom could rightly be described as *stubborn*. Stubborn troops cannot be defeated easily, and will only break and run after they have suffered heavy casualties. The following rules apply to *stubborn* troops.

1. Stubborn troops do not have to take a Break test the first time they lose a round of combat in a battle. They pass the test automatically without any dice being rolled. Having ignored their first Break test they take all further Break tests normally. In case you have any difficulty remembering if a unit has taken a Break test before or not, we recommend that you turn the unit's standard bearer through 90° or move him to the other side of his leader to signify this.

2. If *stubborn* troops lose a round of combat against an opponent who would automatically break them (i.e. fearful, terrifying opponents, or charging *warband*), roll a D6; on a roll of 1-3 *stubborn* troops are automatically broken (the special rule for the enemy troops applies), on a roll of 4-6 they automatically hold (the special rule for *stubborn* troops applies).

Note that stubborn troops only ignore their first Break test – they cannot ignore panic or other psychology tests. For example, a unit of stubborn troops that were charged in the flank would still have to take a Panic test.

WARBANDS

Some troops are more confident in large warbands where their morale is bolstered by the presence of their comrades. These troops are almost always undrilled barbarian warriors, who lack the unthinking obedience of regular troops trained to act on orders without a second thought. This does not mean that such troops lack bravery, and under the right circumstances they can prove tenacious and stout-hearted opponents. However, if things do go wrong and they panic or break, then they can prove extremely difficult to rally. Note that although units are referred to as Warbands these rules are used in some army lists to represent troops that are poorly trained militias or civilian mobs rather than what we might think of as warbands of warriors as such.

1. To represent these qualities Warbands add their close combat rank bonus to their Leadership value for all Leadership based tests. This means a warband will receive a +1 to their Leadership for every rank after the first up to a maximum bonus of +3.

If Warbands are fleeing or skirmishing no rank bonus would normally apply, and so they don't get a Leadership bonus either!

For example, a warband with a Leadership of 5 is formed up four ranks deep. The extra three ranks after the first add +3 to the Warband's Leadership value, increasing it from 5 to 8. If the Warband was led by a chieftain with a Leadership of 6, then his Leadership would count as a very respectable 9, while a Warlord with a Leadership of 7 would count his Leadership as 10!

2. The warriors in a warband lack any sense of discipline and will tend to advance over confidently in the face of the enemy. Warbands which are not otherwise bound by a compulsory movement rule must therefore take a special test at the start of each turn. Roll a D6 for each unit. On the D6 roll of 2-6 the unit remains under control and may move normally that turn. On a roll of a 1 however, the unit will surge forward in an undisciplined manner.

A unit obliged to surge forward in this way must charge the nearest enemy if any are within reach. If the enemy is not within charge reach the unit must move towards the nearest enemy, and must move at least 4" if possible. The unit can move faster than this if the player wishes and assuming that the unit is allowed to do so. If the unit's movement is blocked by friendly troops or terrain it will move as far as it can before stopping. It the unit is facing away from its nearest enemy it will turn or wheel to face them and move as far as it can towards them.

3. The charge of a warband could often bowl over an enemy by its sheer ferocity. If the initial charge could be checked, however, then a warband would often find itself at a disadvantage against a more disciplined, cooler-headed, or less exhausted foe. To represent this a unit that is defeated in hand-to-hand combat is automatically broken without a Break test if it is outnumbered by a Warband which charged that turn. If the Warband does not outnumber the unit then a Break test is taken as normal. See the Hand-to-Hand Combat section for details of Break tests and fleeing troops.

LIGHT TROOPS

In ancient times battles were mostly decided by the heavily armed fighting units; regiments of infantry or cavalry fighting shoulder to shoulder and armed with swords, spears and other close combat weapons. Although these units were the most important, they were not the only types of troops used by ancient armies. Armies almost always included lightly armed infantry and cavalry, very often carrying weapons with which to harry the foe from a distance such as javelins, slings, and bows. Indeed some armies, such as the savage Huns, fought entirely in this manner.

This section of the Warhammer Ancient Battles rulebook describes rules for three different kinds of light troops; skirmishers, light infantry, and light cavalry.

SKIRMISHERS

Before describing rules for skirmishers it is worth taking a broad look at the role played by light troops in ancient armies. Naturally it would be possible to write far more about the myriad types of light troops, but a general overview will serve our purposes well enough.

Skirmishers are loosely organised bands of troops who move and fight in a dispersed or open formation. Unimpeded by their fellows these flexible groups can easily move into or through rough terrain or woodland and into built up areas. Constantly moving, crouching or dashing from point-to-point, each warrior is able to take advantage of localised cover. Unconstrained by formal rank and file, a warrior can step aside to avoid incoming missiles, or deflect them with his shield.

In a dispersed skirmishing band each warrior fights as an individual. He does not enjoy the support of other warriors at his side as he would in a conventional regiment. There is no wall of overlapping shields to shelter behind, nor a comrade behind him ready to take over once he is exhausted or wounded. Whilst ill-equipped to take on closely formed units in hand-to-hand fighting, it is a simple matter for skirmishers to harry such units by lobbing missiles from a short distance. Indeed, the speed and mobility of skirmishers makes it almost impossible for less mobile troops to do much about this.

In battle, skirmishers were deployed to screen the main army from enemy missile troops, or to make swift advances through woods, over steep hills or across rivers to occupy important positions that close order troops found difficult or impossible to reach. The best counter to skirmishers was other light troops. Whilst the lightest skirmishers carry nothing more than a sling or a few javelins and tend to avoid hand-to-hand combat altogether, a few carry swords and shields, so that they could chase off their more lightly armed counterparts.

It is worth remembering that not all skirmishers were professional soldiers. Many were nothing more than young or poor citizens, either getting their first taste of war or serving in the only way open to them. Their role in a full-blooded battle might be less significant than their overall value as a policing force, scouts, or as raiders pillaging enemy territory.

WHO CAN SKIRMISH

In a battle only light troops are allowed to skirmish. These troops are indicated in their army list, and include all troops described as skirmishers as well as light infantry and light cavalry. However, any unit of infantry can adopt a skirmish formation in order to enter buildings as described in the section on buildings. Any unit of cavalry can also adopt a skirmish formation to move through a built up area, such as a courtyard, but cavalry are obviously unable to enter buildings.

SKIRMISH FORMATION

Troops fighting in skirmish formation do not move or fight in a rigid formation of ranks and files. Instead they fight as a loose group or rough line with open space between each model.

Troops described as *skirmishers* in their army list **must** fight in this formation – they **cannot** form up in a conventional formation. Light infantry and light cavalry can fight in either formation, and can change formation as described later.

Fig 7.1. Models in a skirmishing unit are arranged so that they are not touching.

2" APART

Troops in skirmish formation are arranged in a loose group or rough line. Models are positioned up to 2" apart so that they are not touching each other. Should the group be split as a result of casualties, or should individual models become divided from it for some reason, then the player must rectify this in his next movement phase.

MOVING

Skirmishing models are moved individually. The unit does not turn or wheel, and individual models are simply turned about freely as they manoeuvre. This does not reduce the distance they can move in any way. After movement is complete, the unit must still form a cohesive group with models up to 2" apart.

Skirmishing models move around obstacles or over rough ground much more easily than troops in a tight formation. They suffer no movement penalties either for crossing obstacles or for moving over difficult ground.

DOUBLE PACE

Because they are unrestrained by the closeness of their formation skirmishing troops move at double pace. So a skirmishing unit with a movement characteristic of 4 moves up to 8" rather than 4".

Skirmishers do not double their 'doubled' move to march or charge. They simply move at double pace all the time. Their standard move characteristic is still used to resolve pursuit and fleeing.

SHOOTING AND MOVING

Skirmishing units that move faster than their standard movement characteristic value, ie, more than 4" if their movement value is 4, are assumed to be concentrating on moving and are unable to shoot that turn. They are simply running too fast, and do not have time to stop and shoot at the enemy.

SHOOTING AT SKIRMISHERS

An enemy shooting at skirmishing troops suffers a -1 to hit penalty in the same way as if they were shooting at character models. See the Shooting section for details.

If a character is fighting as part of a skirmishing unit the -1 penalty is applied only once and not twice.

HAND-TO-HAND COMBAT

Skirmishing units may charge an enemy that is visible to at least one member of the unit when charges are declared. All models in reach are moved individually towards their foe and arranged into a fighting line.

Any models that are unable to reach their enemy are placed loosely behind or beside those fighting so that the unit remains in a clump or line with models up to 2" apart.

FORMATION IN COMBAT

Skirmishing troops lack the formation of ranks and files and so lose some of the normal bonuses that apply to such units.

Skirmishing troops receive no advantages for having additional ranks in their formation. Such ranks cannot fight in combat regardless of their armament, and offer no combat bonus when working out which side has won.

Skirmishing units have no flank or rear in combat. This means the enemy cannot receive a bonus for attempting to attack these positions. Similarly the unit cannot be charged in the flank or rear whilst engaged in combat, so no Panic test is required for this.

ENGAGED SKIRMISHERS

When skirmishing units are engaged in hand-to-hand combat, it is possible that some models will be fighting while others are left out of the combat. In this case any models not fighting the enemy are allowed to move in their movement phase and shoot at suitable targets in their shooting phase.

Models not already fighting must move into combat in subsequent turns if they can do so. Models are moved as part of ordinary movement, no charge is declared, and the models do not count as charging.

SHOOTING AT SKIRMISHERS IN COMBAT

Just as individual skirmishers who are not fighting are able to move and shoot, they can also be shot at by the enemy. The enemy is not obliged to randomly allocate hits between friend and foe as is normal when shooting into a combat.

LEADERSHIP TESTS

Skirmishers are scattered across a broad area and their leaders are unable to see all their troops. Individual warriors may be unaware of what is happening to the unit as a whole. This is one of the disadvantages of skirmishing: troops are unable to benefit from the presence of potent leaders, separated as they are by distance and cover.

A unit of skirmishing troops makes any Leadership based test against its own Leadership (Ld) value. If a character joins the unit then his Ld cannot be used to take tests, and the character is bound by the results of any tests taken by the unit as a whole.

Skirmishers cannot test on the General's Ld if he is within 12", and cannot re-roll Break tests due to the army's Battle Banner being within 12".

In all these cases the unit of skirmishers is judged to be so dispersed that the chances of all the men seeing or hearing the commands of one individual are virtually non-existent.

SKIRMISHERS AND PANIC

Troops that are arranged in a normal formation of ranks and files do not have to take a Panic test due to a unit in skirmish formation fleeing, breaking from, or wiped out in hand-to-hand combat. Close order troops expect light troops in open order to be defeated in combat, and so it does not surprise or worry them when they are!

LIGHT INFANTRY

Some troops are described in the army lists as light infantry. Light infantry can either fight shoulder to shoulder like ordinary troops on the battlefield, or they can fight as skirmishers by adopting a skirmishing formation.

When light infantry fight in skirmish formation all the rules described above will apply to them. See below for rules for changing between skirmish to ordinary formations.

When formed up in close order, light infantry are judged to be in a slightly looser formation than that adopted by regular infantry, which means that they do not benefit as much from the security and mass that extra ranks confer to a formation. To represent this, light infantry have a maximum rank bonus of only +2, compared to the normal maximum rank bonus of +3 for ordinary infantry.

LIGHT CAVALRY

Some troops are described in the army lists as light cavalry. Light cavalry can either fight shoulder to shoulder like ordinary troops, or they can fight as skirmishers by adopting a skirmishing formation as already described.

Light cavalry are nimble, lightly armoured cavalry who are able to manoeuvre much more easily than slow ponderous cavalry encumbered by weapons and armour. When Light cavalry fight in skirmish formation all the rules described above will apply to them. See Adopting a Skirmish Formation for rules on changing between ordinary and skirmish formation.

ADOPTING A SKIRMISH FORMATION

A unit permitted to do so may adopt a skirmish formation either as it deploys or during the battle assuming it is free to move normally. Simply move the models apart to form a rough clump or line with each model moving its usual 'double pace' skirmish move as described later.

Skirmishing troops who can do so can readopt a conventional formation so long as their unit includes a drummer, horn player or other musician model. The musician sounds the call to reform, and the unit regroups into a conventional formation centred upon the position of its leader. See the rules of Reforming in the section on Movement.
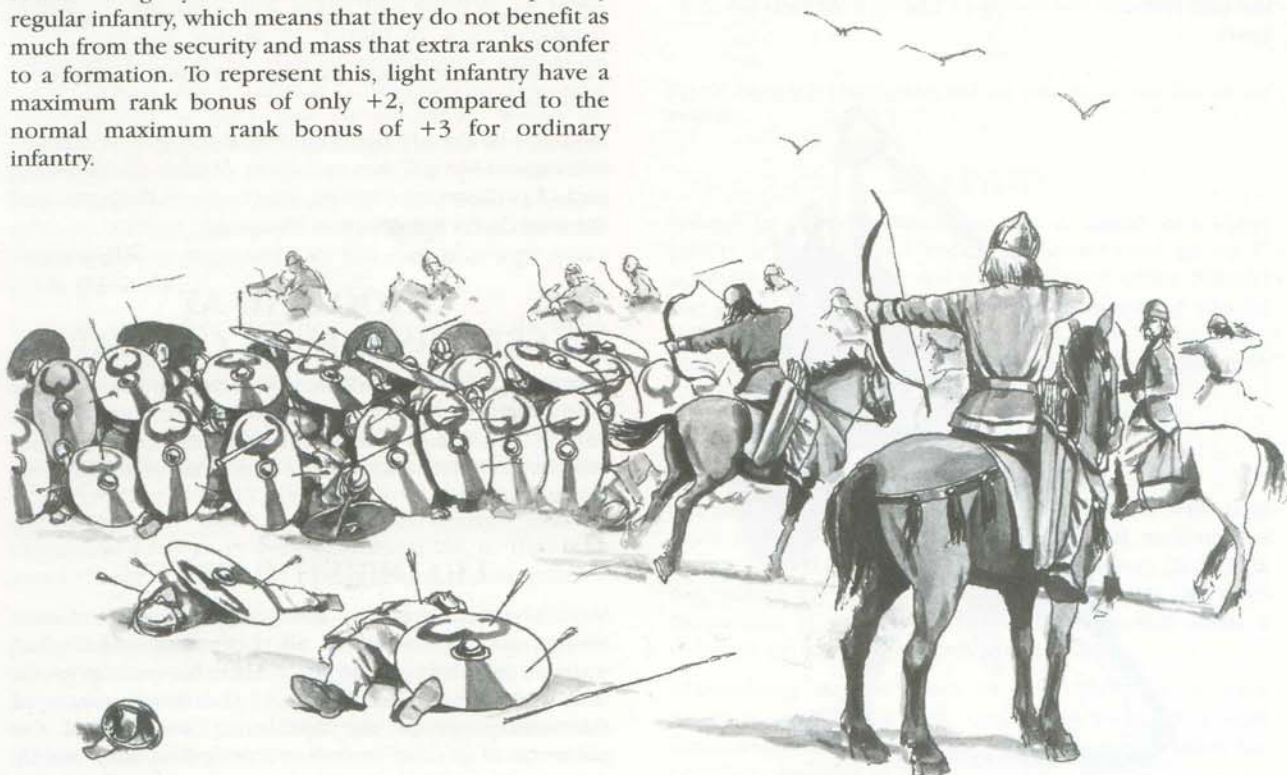
CHARIOTS

Chariots were much used in the early period covered by these rules, but they were increasingly replaced by cavalry and had all but disappeared by the 2nd and 3rd centuries BC. This being said chariots continued to be used in out of the way places like Britain and Ireland until considerably later.

The Egyptians and early Greeks used light chariots drawn by two horses with a crew comprising driver and bow or spear-armed warriors. Light chariots of this type were also a powerful element of Celtic barbarian armies, although they were rarely fielded in very great numbers except in Britain. The Assyrians, Persians and the armies of Alexander the Great's successors made use of heavier chariots drawn by two to four horses which were designed to smash into an enemy unit and cause as much damage as possible. The heavier vehicles were often fitted with scythes designed to increase the carnage as they smashed into enemy formations.

Chariots became less effective as trained and disciplined heavy infantry appeared on the battlefield. These troops could form solid blocks capable of resisting chariots, or else were trained to open lanes for the chariots to pass through harmlessly. In any case, cavalry were able to carry out all the battlefield roles that chariots previously performed, and were not hampered by dense terrain to nearly the extent that chariots were.

Most chariots had at least two crew members, one to control the team pulling the chariot and the other to fight. Sometimes however, scythed heavy chariots would be fielded with only a heavily armoured driver, whose job it was to drive the chariot into an enemy unit at break-neck speed! Needless to say this was an extremely dangerous job, and often the driver would bail out of the chariot before it smashed into the enemy's ranks.

CHARIOTS ON THE BATTLEFIELD

Chariots are treated as a single model in much the same way as a mount and rider. A chariot has characteristics in the same fashion as other models. Some typical examples are shown here, but as chariots varied widely in design the list is by no means complete. Specific details of chariots used by those armies that had them are included in its army list. When an individual warrior can fight on foot or in a chariot, two sets of characteristics are included, one for the warrior riding in the chariot, and one for the warrior on foot.

Chariots are split into three broad types: light, heavy and scythed. Light chariots are fast and manoeuvrable, but not all that effective for charging the enemy directly so tend to be used as mobile missile platforms. Heavy chariots though, are designed to engage the enemy directly and generally have a larger crew with which to fight in close combat. Their sturdy construction though, limits their manoeuvrability. Scythed chariots are much like heavy chariots, but are primarily designed to smash at full pelt into the enemy, causing considerable damage as they do so, both to their opponents and themselves!

	M	WS	BS	S	T	W	I	A	Ld
Light Chariot	8	4	4	3	4	1	4	2	8
Heavy Chariot	6	4	4	4	4	2	4	4	8
Scythed Chariot	7	3	3	5	4	1	3	1	7

NUMBER OF MODELS

Chariots are considered to be equal to the number of crew for the purposes of any rules specifying a certain number of models, ie a unit charged in the flank has to take a Panic test if it is charged by five or more enemy models. In the case of chariots this would mean that the unit would have to take a Panic test if charged by a unit of chariots with five or more crew in total.

FEAR

Any type of chariot causes *fear* in enemy infantry, as described in the psychology section of the Warhammer Ancient Battle rules.

COMBAT RESULT BONUS

Each light or scythed chariot destroyed in a combat adds +1 to the opponent's combat result, in addition to the points for any wounds inflicted. Each heavy chariot destroyed in combat adds +2 to the opponent's combat result in addition to the points for any wounds inflicted.
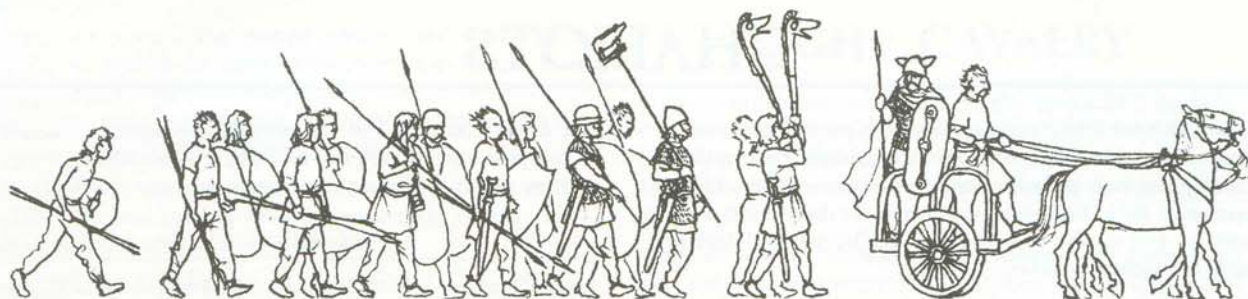
ARMOUR SAVES

Chariots have a saving throw based on the armour worn by their crew in the same way as cavalry models. This saving throw is increased to represent the extra protection offered by the chariot, and in the case of chariots this adds +2 to the save. If the crew are completely unprotected the chariot has a save of 5+.

For example, if a chariot crew carries shields, the chariot has a save of 4+. If they carry shields and light armour the save is 3+.

If some warriors in a chariot have armour and/or shields, and some do not, then use the best protected individual to work out the chariot's armour save.

CHARIOT SQUADRONS

All chariots are organised into special units called squadrons, each consisting of three or more models. Chariots always operate in a loose formation forming a rough line or clump with each chariot within 2" of another chariot in the same group. Chariots cannot fight in a tight formation of ranks and files, as ordinary troops such as infantry can, and cannot derive any bonuses for additional ranks.

Each model is moved individually, and the model is free to turn or pivot as it moves with no penalty to the distance moved.

However, models must end their move facing in the direction they have travelled, with all the models in the squadron facing roughly the same direction or forming a column moving along the same path. Models in the same squadron **cannot** be turned to face different directions once they have moved.

A word of explanation will help to clarify this rule. Some players feel tempted to arrange their chariots facing different directions because chariots fight in a dispersed formation. This is similar to skirmishers who can arrange models to face different directions at the end of their move. However – chariots are **not** skirmishers! By doing this, skirmishing units gain the ability to effectively 'see' all round, enabling them to charge enemy through 360° in their following turn. This is right and proper for skirmishers – but **not** for chariots.

MOVING CHARIOTS

Light chariots are allowed to march at double speed, representing the chariots breaking into a high speed gallop. Heavy and scythed chariots are too big and bulky to move at march speed, although they can charge at double-rate normally. In addition, heavy and scythed

chariots are less manoeuvrable, and the distance moved by a model is halved if it does not move directly forward in a straight line.

Chariots cannot move over obstacles or difficult terrain, except to cross a river at a bridge or a ford. A chariot compelled for some reason to move over terrain it cannot normally cross is likely to be damaged as its wheels strike rocks, its body becomes entangled in undergrowth, or it careers headlong through a wall. If forced by circumstance into difficult terrain or over an obstacle, a heavy or scythed chariot will be destroyed on a D6 roll of 1-3, a light chariot on a roll of 1. Chariots sometimes have to cross obstacles or difficult terrain for reasons beyond their control, for example if they are forced to flee from close combat.

Chariots models must always be placed slightly apart so that they are not touching. Sometimes chariot models touch accidentally or unavoidably for some reason. If a chariot ends its move so that it is touching another chariot, whether friend or foe, there is a chance of them colliding. The rules for chariot collisions are explained below.

TRANSPORTING TROOPS

In many armies chariots were used to transport troops quickly round the battlefield, the warriors dismounting when the time came to fight. British chariots were almost certainly used in this way, for Caesar notes in his commentaries on the Gallic Wars that they combined the speed of cavalry with the solidity of infantry. Similarly there is much evidence that the Hittites used 'chariot runners' who would ride in the chariot and then dismount to skirmish with the enemy when they were close enough to use their weapons.

To represent these tactics some chariots are also allowed to carry additional warriors as well as their own crew. Where this is permitted it is noted in the army list. Models carried in this way are represented by free-

Fig 8.1. Positioning an additional warrior on a chariot

standing models rather than models glued to the chariot itself, as they may need to move away from the chariot during the battle. Place any transported models to the rear of the chariot's base.

Models carried by a chariot squadron may dismount from their chariots at any point as the unit moves. As each model dismounts from a chariot it is simply left behind at a point along the chariot's path. Dismounting warriors must form into a single unit, and must be dismounted close together to facilitate this. Dismount the unit's leader into a suitable position, and form up the rest of the unit around him.

Models may move on the turn they dismount, but their move is reduced by the proportion of the distance the chariot had gone when they dismounted.

For example: If the chariot uses up half its movement before its rider dismounts, then he counts as having used up half his movement as well.

Warriors are allowed to dismount and charge in the same turn, but only against a target the unit could see when charges were declared.

Once models are dismounted they form a separate unit, allowing the chariots to move off on their own after their riders have dismounted.

ATTACKING CHARIOTS

A chariot model including its superstructure, the horses pulling it, and all on board are treated as a single target for the purposes of missile fire and hand-to-hand combat, in much the same way that a horse and its rider are treated as a single cavalryman. A chariot can sustain a number of wounds, and once these have gone the entire chariot model is removed from play.

In most cases a chariot's number of wounds is actually less than the number of crew. This is because it is easy to disable a chariot by killing a single horse, or by reducing the crew to a single man who would not be able to do anything other than drive the chariot.

Note that although they fight in a dispersed or loose formation, chariots are not judged to be difficult to hit with bow shots in the way that skirmishers are. Chariots cannot duck and weave like an individual man. On the other hand they do not constitute large targets either, being rather too small and fast moving. Light chariots especially are quite small and can move very quickly making them difficult to hit when on the move. To reflect this, troops firing at light chariots that moved in the previous turn must subtract -1 from their to hit roll.

CHARIOTS IN HAND-TO-HAND COMBAT

Chariots fight against enemy in contact with the chariot whether to the front, sides or rear. They strike blows in normal initiative order, and attack first during a charge.

Additional warriors transported by a chariot which becomes involved in hand-to-hand combat must fight from the chariot using their own attacks and weapon skill. Opponents fight against the chariot itself, they cannot attack any additional warriors it is carrying. Warriors carried in this way cannot be used to satisfy any

damage suffered by the chariot and are automatically lost if their chariot is destroyed.

For example, if a Hittite chariot carrying a chariot runner suffers a wound then both are lost. You cannot choose to lose the runner rather than the chariot.

HEAVY & SCYTHED CHARIOTS

Heavy chariots are large and strong enough to cause considerable damage as they charge, the sheer size of the vehicle and its horses bowling opponents over and crushing them under its wheels.

Scythed chariots were capable of inflicting even greater damage, mainly because they were meant to smash at full-speed into the enemy, causing as much damage as possible, although this would almost invariably lead to the destruction of the chariot as well.

To represent this, heavy & scythed chariots cause a number of automatic hits when they charge their enemy. A charging heavy chariot inflicts D3 automatic hits (ie half the score of a D6) in the first round of combat as well as any hits inflicted by the crew. No roll to hit is required, these hits are automatic, but are only caused if the chariot charges that turn. Roll to wound using the chariot's Strength characteristic.

A charging scythed chariot causes D6+2 automatic hits. However the chariot itself is destroyed if the D6 roll is 2 or more. On a roll of 1 the scythed chariot survives the collision, and the crew fight as normal from then on.

CHARIOT COLLISIONS

If a chariot ends its movement in base contact with another chariot there is a chance they'll collide. This always happens when a chariot charges into an enemy chariot, but it can also happen when chariots from the same side are touching. Due to this players should be careful to leave a small gap between chariots once they've moved.

He fell, thunderously, and Patroklos in his next outrush at Thestor, Enop's son, who huddled inside his chariot, shrunk back, he had lost his nerve, and from his hands the reins slipped – Patroklos coming close up to him stabbed with a spear-thrust at the right side of the jaw and drove it on through the teeth, then hooked and dragged him with the spear over the rail, as a fisherman who sits out on the jut of a rock with line and glittering bronze hook drags a fish, who is thus doomed, out of the water. So he hauled him, mouth open to the bright spear, out of the chariot, and shoved him over on his face, and as he fell the life left him.

ILIAD

Where chariots are touching other chariots in this fashion roll a D6 on behalf of each chariot. If both scores are the same then the chariots crash and are destroyed.

If a chariot touches two or more other chariots roll a D6 for each. If any of the dice rolls match, then touching chariots with matching scores are removed. If all the dice rolls are the same, then they all collide and are destroyed in a multiple pile-up!

Character models with two or more wounds that are mounted in a chariot can survive a crash. The character automatically suffers a wound, and is placed on foot in the position where the collision took place. Obviously you will need an appropriate foot model to represent the character, and if you don't have one he is assumed to have been killed in the collision. Characters that survive a crash cannot attack or be attacked in the combat phase when the collision took place. They may move and fight normally from the following turn.

DRILLED TROOPS

In the army lists some troops are described as *drilled*. These troops are especially well trained or experienced, and are more manoeuvrable than ordinary warriors. If you refer to the Roman army list at the back of this volume you'll find out more about drilled troops as well as some examples.

Drilled troops are allowed to open their ranks if a scythed chariot attempts to smash into its front. They take advantage of the fact that chariot horses will try to avoid a solid block of troops if they can, heading for any gaps and hurtling out the other side.

To allow a scythed chariot to pass through its ranks a unit must first take a Leadership test. Take one test, no matter how many chariots are attacking the unit. If the test is failed then the unit must fight any chariots that smash into it. If the test is passed then place the chariots on the other side of the unit, even if this would exceed its normal movement, as shown in Fig 8.2. No combat is fought against chariots that pass through a unit in this way. This tactic may not be used against chariots attacking a unit from its flank or rear.

FLEE AND PURSUIT

Heavy and scythed chariots flee and pursue 2D6". Light chariots pursue 3D6", but flee 2D6" when they break and 3D6" as they flee in subsequent turns. The reduced move for light chariots as they turn and flee simply represents the fact that it is difficult to turn a chariot round quickly in order to run away!

WEAPONS
USED FROM CHARIOTS

On the whole weapons used by warriors fighting from chariots are treated in the same way as weapons used by cavalry. The exception to this is that chariot warriors armed with bows or javelins are allowed to fire twice in the shooting phase rather than once. These warriors are able to concentrate all their attentions on shooting allowing them to achieve a higher rate of fire than would normally be possible.

Where the crew of a chariot are armed with a variety of hand-to-hand combat weapons, use the weapon carried by the majority of the unit when working out which special rules apply to the chariot's attacks. If there is still a choice the player may choose which weapon to use.
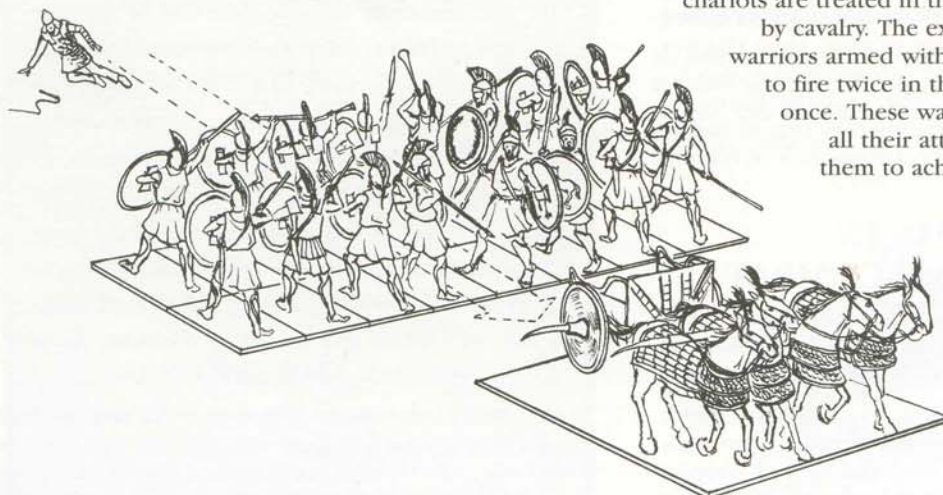
Fig 8.2. The chariot driver launches himself off his chariot as it crashes through enemy troops. They in turn move out the way to avoid being killed.

ELEPHANTS

The use of war elephants was confined to the Far East until Alexander the Great came up against them when he invaded India in 326 BC. Although Alexander was able to defeat the Indians' elephants, they must have made quite an impression because they were used by his successors in the numerous wars fought after his death. Elephants continued to be used in battle for hundreds of years, most famously when Hannibal included them in the armies that crossed the Alps into Italy during his war against Rome. Although the Romans made some use of elephants (the Roman army that invaded Britain in 43 AD included a number of the beasts) their use declined after the Punic wars, only to be revived hundreds of years later by the Sassanid Persians.

Elephants were at their most effective against troops meeting them for the first time, particularly if the enemy were not well trained. Against well drilled armies elephants had a lot less success, and once an opponent knew how to handle them they were surprisingly easy to defeat. Alexander's successors learned this lesson quickly, and mainly used their elephants to protect the flanks of their armies against enemy cavalry, whose horses were terrified of the huge creatures and would not go near them unless trained to do so.

Two different breeds of elephant were used in the ancient world: the Indian elephant and the African forest elephant. The African elephant used in ancient times is now extinct, and is not the same animal as the much larger plains elephant that survives in Africa today. The forest elephant was smaller than the Indian elephant and considered to be rather less effective in direct combat with its Indian cousin. However both types were almost equally effective against any infantry or cavalry unfortunate enough to get in their way!

ELEPHANTS IN COMBAT

Elephants are controlled by a driver called a mahout, who rides on the elephant's back just behind its head. In addition to the mahout the elephant carries a crew of two or more warriors armed with long spears, javelins or bows. The warriors either ride sitting on the elephant's back or inside a howdah.

Elephants are always treated as individuals. They do not form into units as such.

Elephants cannot march although they double their move when charging in the same way as other models. When you move an elephant model simply measure the distance and make your move. There is no need to turn or wheel, as the elephant is able to turn freely as it moves to face any direction you wish. However, if the elephant turns at all its movement is halved.

Elephants are tall creatures, and can be seen and fired upon over the heads of intervening troops. They can also be seen over intervening hedges or low obstacles, but trees and buildings will block the line of sight.

	M	WS	BS	S	T	W	I	A	Ld
African Elephant	6	4	0	6	6	5	3	4	4
Indian Elephant	6	4	0	7	6	6	3	4	4
Mahout	4	2	2	3	3	1	3	1	7
Crew	4	3	3	3	3	1	3	1	7

LEADERSHIP

So long as he is alive any tests against Leadership are always worked out using the Leadership value of the Mahout rather than the elephant. If the Mahout is dead then any tests are made against the elephant's own Leadership value.

ARMOUR SAVES

Elephants have an armour saving throw of 4 or more on 1D6 against attacks from the creature's front. This represents the fact that the elephant's thick skull makes it invulnerable to all but the heaviest form of attack from the front. This may well be why light infantry were considered so effective against elephants, as only they had the speed and manoeuvrability to work round behind an elephant and attack it from the flank. For elephants protected by barding add +1 to their armour save, giving them an armour saving throw of 3+ to the front and 6+ from any other direction.

Riders may save for their armour, but remember they do not receive the additional +1 as do cavalry riding smaller creatures. However, riders inside a howdah (as opposed to riders on the elephants back) are treated as being protected by a large shield (+2 armour save). If some members of the crew have armour or shield, always use the most heavily armoured to work out any armour saving throws.
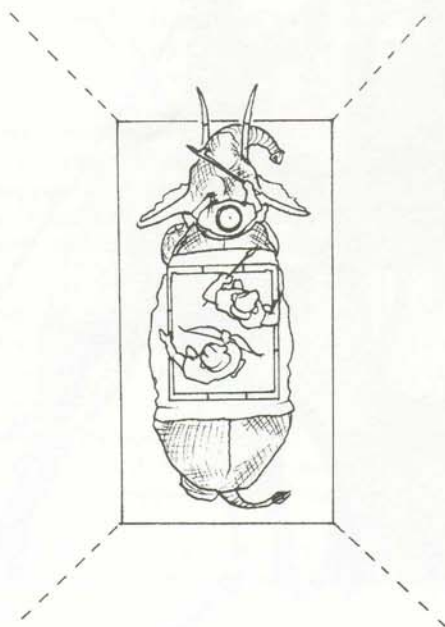
Fig 9.1. Arcs of fire on an elephant.

SHOOTING AT AN ELEPHANT

When shooting at an elephant roll to hit as normal, adding +1 because the elephant is a large target. Once you have established how many hits have been scored you must apportion them between the riders and the elephant. For each hit scored roll a D6:

D6 Score	What Is Hit
1, 2, 3, 4	*The Elephant.* Roll to wound the elephant as normal.
5, 6	*The Riders.* Roll to wound as normal. The mahout is always assumed to be the last member of the crew to be slain.

Work out wounds separately on the riders or the elephant. Take any saving throws as normal.

HAND-TO-HAND COMBAT

In hand-to-hand combat the enemy is faced with an elephant and its crew, and so is subject to two lots of attacks. The elephant attacks using its own characteristics, and the riders attack separately using their own characteristics. As the elephant and riders are likely to have different Initiative values they may strike their blows at different times. These attacks are worked out in the usual fashion, as if the riders and elephant were two different models.
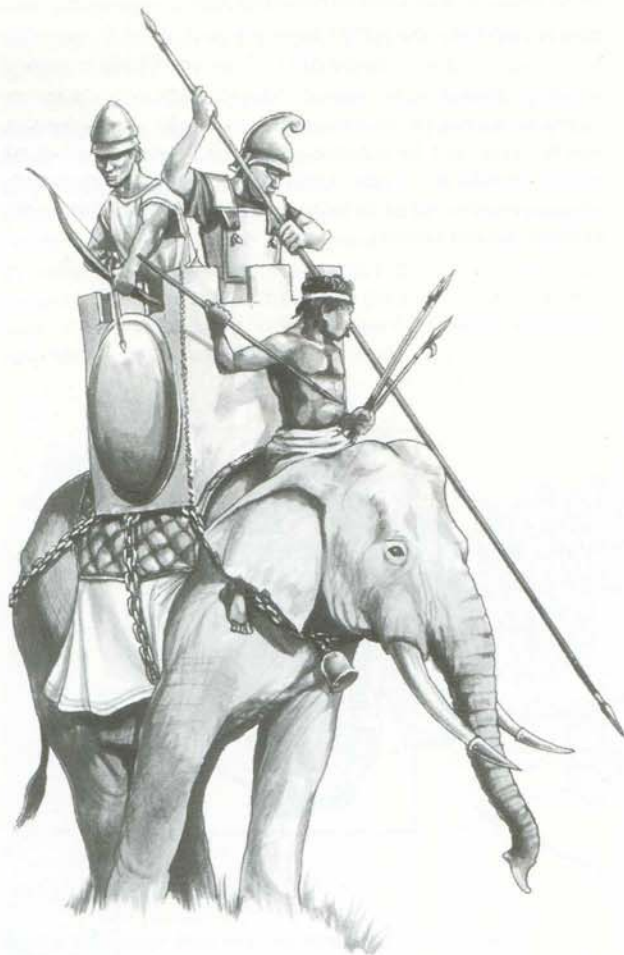
When it comes to attacking back, the enemy fights against the WS of the elephant. Attacks are worked out exactly as normal, and the score required to hit will depend upon the relative values of the elephant's weapon skill as with all hand-to-hand fighting. Once any hits have been worked out they are randomly divided between the elephant and its crew in the same way as hits from shooting.

COMBAT RESULTS

If an elephant is fighting in a combat then no units from either side may add rank bonuses to their combat score. The confusion caused by the elephant breaks up the cohesion of all the units, negating the usual benefit of extra ranks.

An elephant that loses a round of combat will automatically stampede as described below. No Break test is taken.

STAMPEDING ELEPHANTS

An elephant has one major disadvantage as a weapon of war; though difficult to kill, many pin-prick wounds or the loss of its mahout could cause it to become uncontrollably wild and as great a danger to its own side as to the enemy. Because of this, under certain circumstances elephants must make a test to see how they react.

Apart from these circumstances, elephants and their crew are considered to be immune to all the rules for panic and psychology and will never flee from combat.

1. If an elephant takes one or more wounds from enemy missile fire it might stampede. Take a Leadership test at the end of the shooting phase, using the mahout's Leadership value if he is still alive, or the elephant's Leadership if the mahout is dead.

If the test is passed the elephant remains under control and all is well. If the test is failed then the elephant stampedes. Only one Leadership test is made, no matter how many wounds the elephant suffered in the shooting phase.

2. If an elephant's mahout is slain then the elephant must immediately make a Leadership test to see if it stampedes, even if it doesn't suffer any wounds itself. These big creatures were often hand-reared by their mahouts, and are likely to go uncontrollably wild if he is slain.

3. If an elephant loses a round of combat it does not flee but will automatically stampede instead. No Break test is taken.

STAMPEDE MOVEMENT

A stampeding elephant moves 2D6" immediately. Thereafter the elephant moves a further 2D6" in the compulsory movement phase of its own side's turn. Once it has started to stampede it continues stampeding for the rest of the game or until it leaves the table.

When the elephant stampedes roll a D6 and refer to the **Stampede template** shown below to determine the direction the elephant moves in. If stampeding out of close combat it first turns 180° so that it is facing directly away from its foes and then roll a dice and move the elephant as shown on the Stampede template. The elephant will continue to stampede in this same direction unless it is forced to change direction as described below.

Elephants that stampede from close combat are not considered to be fleeing and their enemy cannot pursue, even though they may have won the combat. Stampeding elephants cannot rally!

A stampeding elephant always moves in a straight line directly ahead. It will only deviate if it encounters impassable terrain, in which case it will head off in a random direction determined by the roll of a Scatter dice.

If any troops belonging to either side get in the elephant's way it will stop and attack them, although its riders do not have to join in unless they want to! If a stampeding elephant breaks an opponent it will pursue 2D6", and then continue to stampede in the same direction in its next movement phase. If a stampeding elephant attacks a unit and loses the combat, then turn it away from the enemy and roll again on the Stampede template.

Stampeding elephants that leave the battlefield do not return (thank goodness!).
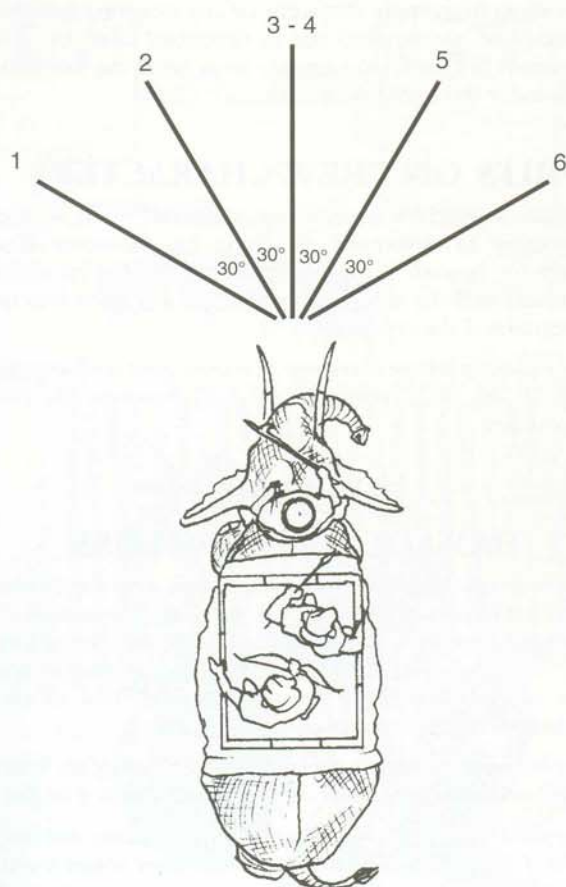
Fig 9.2 Stampede template

WEAPONS FROM ELEPHANTS

On the whole weapons used by models who are riding an elephant are treated in the same way as weapons used by models riding cavalry. The only exception to this is that any elephant crew member who is armed with either bows or javelins is allowed to fire twice each shooting phase rather than once, as they are able to concentrate all their attentions on shooting allowing them to achieve a higher rate of fire than would normally be possible.

NUMBER OF MODELS

For purposes of any rules that specify a certain number of models, elephants are considered to be equivalent to their initial Wounds value.

For example an African elephant counts as the equivalent of five models for the purposes of Panic tests, Break tests etc.

TERROR

Elephants are huge creatures and terrifying opponents. They cause *fear* in infantry and *terror* in cavalry. Note that elephants cause *fear* and *terror* to all such troops, including those on their own side! In addition cavalry and chariots are not allowed to charge elephants, and if charged by an elephant must choose to either flee or fire & flee as their charge reaction.

'USED TO' ELEPHANTS

In some armies prolonged contact or special training allowed troops to get used to elephants. The types of troops that are considered to be used to elephants are noted in their army list. Infantry that are used to elephants do not fear them, while cavalry fear them instead of being terrified of them. However, note that even cavalry that are used to elephants are not allowed to charge them, and must still flee or fire & flee if charged.

Troops described in their army list as *drilled* as well as *used to* elephants are allowed to open up their ranks if an elephant charges towards their front so that it has an opportunity to pass through them. This includes when an elephant stampedes into the unit as described in the Stampede rules. Most elephants will try to avoid smashing into a solid block of troops if they can help it, and can be enticed to move through a gap and out the other side where they can be dealt with by reserve troops.

In order to allow elephants to pass through its formation, a unit must first take a Leadership test. Only take one test, no matter how many elephants are attacking the unit.

If the Leadership test is failed the unit must fight any elephants as normal. If the test is passed then place the elephant on the opposite side of the unit in the same way as you would for chariots passing through. See the diagram in the Chariots section. No combat is fought against elephants that pass through the ranks of a unit in this way.

This tactic may not be used against elephants attacking a unit from its flank or rear.

WAR MACHINES

War machines are an important part of many armies in the ancient world. The two most common types of war engine were stone throwers and bolt throwers. Stone throwers were used to lob boulders high into the air to come crashing down upon enemy formations or behind city walls. Bolt throwers were powerful torsion devices that could send a spear-sized bolt clean through several ranks skewering each in turn! These are all relatively common war machines that can be found in several armies. More specialised war machines are described in the special rules section of the army book for armies that use them.

MODELS

A war machine model comprises of the machine itself plus a crew usually of two or three models. The crew figures are based separately, unlike with a chariot or elephant where the crew or riders are likely to be physically glued to the chariot or elephant. This is necessary because a war machine's crew can be forced to flee from their machine, either because they are broken in combat or because they panic.

BATTERIES

Each war machine can fight as a single unit of one model rather like a chariot or an elephant. This is the usual way in which war machines are deployed, especially in small armies that might have only one or two machines.

If an army includes several war machines of the same type these can be organised into units called batteries. Machines of the same type are automatically assumed to be formed into a battery when deployed within 5" of each other.

When fighting in a battery each machine must remain within 5" of another machine in the same battery forming a rough line or clump. The models are still moved individually but must remain together for the duration of the game.

CHARACTERS

A character model may join a unit of machines in the same way as he might join a unit of troops. The unit will benefit from the associated character's Leadership value in the same way as would a unit of troops. In the case of batteries, the character must be positioned with a specific machine for purposes of allocating damage from shooting hits. However, only a crewman can operate a machine, a character cannot operate a war machine.

Characters do not actually become crew when they join a machine, and are never hurt should a machine malfunction. They sensibly keep a safe distance between themselves and the dangerous mechanism.

WAR MACHINES IN COMBAT

The crews of the machines described here all fight in the same way, so rather than repeat ourselves the rules have been collected together for ease of reference.

SHOOTING

When shooting at a war machine shots are worked out against the entire model and any hits scored are randomised against the crew and machine. This is essentially the same as for shots at elephants. Machines and their crews constitute a large target (more than 10' high or broad in real terms) and so the shooter benefits from a +1 to hit bonus. Once hits have been established randomise where they strike as shown below.

D6 Score	Hit
1, 2, 3, 4	*The machine* – roll to wound the machine.
5 or 6	*A crewman* – roll to wound a crewman.

Once all crew are slain, or flee, or once the machine is destroyed, further hits do not need to be randomised but will strike a crewman or the machine as appropriate.

HITS FROM TEMPLATES

Any shots from stone throwers, or any weapons that use a template, are worked out as described later, i.e. if a crewman lies under the temple he is hit, if the machine lies under the template it is hit.

HITS ON CREW/CHARACTERS

Usually a machine's crew are identical, so it is not necessary to determine which is hit. However if a character is with a machine he may be hit by shots directed at it. In this case, randomise any crew hits to determine if the character is hit.

For example where there are two crew and a character roll a D6: 1-2 crewman A, 3-4 crewman B, 5-6 Character.

EFFECTS OF DAMAGE OR CREW LOSS

If a war machine is damaged or loses any crew then there's a chance it will not work properly. If you wish to fire a war machine that has suffered any damage or lost any crew then you must first roll a D6. In order to fire you must roll a score greater than the total of the damage it has suffered plus any crew losses.

For example, a war machine that lost one of its crew and had taken 1 point of damage must roll a 3 to fire.

Obviously a war machine that is destroyed may not fire, even if it has crew remaining. By the same token a war machine requires at least one crewmen to work, and should all be slain the machine is useless.

CHARGE RESPONSES

If charged, a war machine's crew can either hold or flee but cannot stand & shoot as machines are too cumbersome to allow this. Where machines fight in a battery the entire battery must declare the same response, and must either hold or flee from the charge.

HOLD

In hand-to-hand combat crew that defend their machines are automatically repositioned so that they can fight enemy in contact with the machine.

If several machines are organised into a battery all the crew from the machines plus any characters with them can group together to fight. Individual crewmen and characters can not move further than their normal move distance to reach an enemy though. Enemy models can divide attacks between crew, characters or machines that they are touching. The machine itself does not fight.

FLEE

If a machine's crew flees from a charge then the chargers can either continue to charge past the machine in order to destroy its crew or, if the player prefers, they can stop when they reach the machine and attack it. The machine itself does not flee as such, but is abandoned by its crew and any associated Characters.

FLEEING CREW

If crew flee from hand-to-hand fighting their machine is abandoned. The victors must ignore it in order to pursue unless the player elects to restrain pursuit and passes the required Leadership test to do so.

Note that once separated from their machines crewmen become individual models. Consequently, the number of crewmen fleeing is used as the basis for Panic tests on friendly troops nearby. For purposes of rallying the original number of crewmen is considered to be the original size of the unit. Thus six crewmen fleeing from a battery of machines would cause a Panic test in friends nearby (as there are five or more) even though they may have abandoned only three machines.

ATTACKING A MACHINE

A machine attacked in hand-to-hand fighting is assumed to have a WS of 0 and is therefore hit automatically.

An enemy attacking an abandoned war machine is not considered to be engaged in combat. No combat results are worked out and the attackers are free to move away from the machine as they wish.

ABANDONED MACHINES

An abandoned machine can be re-crewed by crew members from any other war machine from the same side if their own machine has been destroyed or abandoned. Crew may deliberately abandon a war machine in order to crew another. Crew models will not fight away from a machine and if they are charged whilst not serving as crew they will always flee.
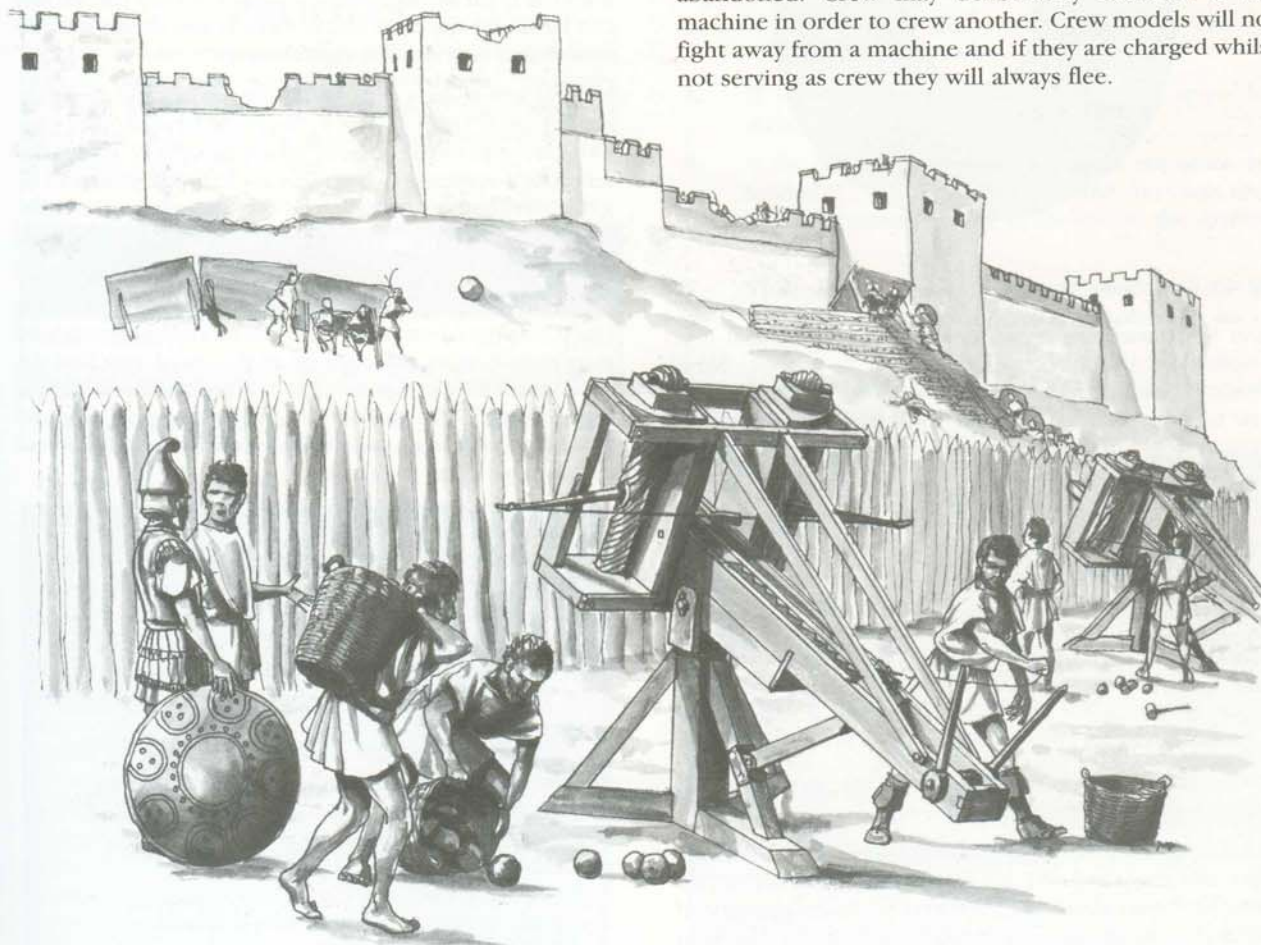
STONE THROWERS

Stone throwers are powerful and destructive weapons that lob large boulders high into the air, sending them crashing through enemy ranks crushing limbs and armour alike. Many armies of the ancient world used these devices. Not all were built in the same way by any means: some used a massive counterweight to catapult their missile into the air while others used torsion power like a giant crossbow. The bigger the engine, the larger the rock it could throw and the more damage it could do. The largest stone throwers could hurl a projectile big enough to knock down buildings or even city walls!

FIRING THE STONE THROWER

Work out the results of stone throwing in the shooting phase. You will need to make a round 3" diameter missile template that has a 1" hole in the centre. The design for this is shown below, and it can be made from card or plasticard. The template represents the area of impact itself, plus the surrounding radius over which shards of sharp stone can strike nearby troops.
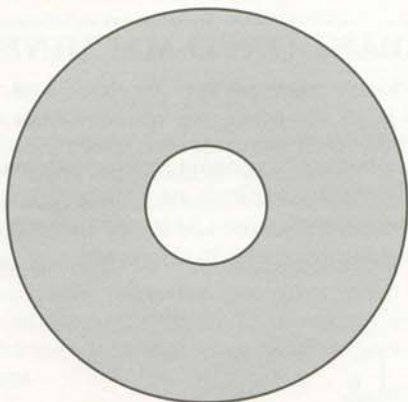
Fig 10.1. Stone thrower template.

Pivot the stone thrower model on the spot so that it is pointing in the direction you wish to shoot. Now, without measuring the distance to your target, declare how far you wish to fire. You must guess the range as accurately as you can. Once you have made your guess place the template directly in front of the stone thrower the distance you have guessed.

For example: You are firing a stone thrower at a unit of spearmen in front of you. You make your guess and declare that you are firing 28" directly towards the centre of the spearmen. Having made your guess measure 28" towards your target. If you have made a good guess the template will lie over your intended target. If not, don't worry – there's still a chance the stone may veer off course and hit something.

To decide if the missile lands where you have aimed it roll both the Scatter dice and the Artillery dice.

The Scatter dice is a dice marked with arrows on four sides and the word HIT on two sides. If you roll a HIT then the missile lands exactly where you have aimed it. If you roll an arrow then the missile veers in the direction shown by the arrow.

The Artillery dice is marked 2, 4, 6, 8, 10 and MISFIRE. If you roll a misfire then something has gone wrong – roll a D6 and consult the Misfire table.

Fig 10.2. Scatter dice (left), Artillery dice (right).

A misfire roll automatically cancels out the whole shot regardless of the Scatter dice result.

If you roll a number on the Artillery dice then this is the distance in inches the missile veers off target as shown by the arrow on the Scatter dice. Move the template the distance indicated in the direction shown by the arrow. If you roll a HIT then the numbers are ignored; a number simply indicates that the shot has not misfired.

For example: You guessed exactly right and the template lies directly in the middle of your chosen target. You roll both dice. The Scatter dice shows a HIT! You have landed bang on target. The Artillery dice score is 4 – the number indicates that nothing is amiss and the shot lands exactly where you aimed it. If the Artillery dice had been a misfire then the whole shot would have been messed up as indicated on the Misfire table.

DAMAGE

Once you have established where the stone lands, damage is worked out. Models that lies directly under the hole is hit automatically – note that only one model can lie under the hole and if there is any doubt it is the model that is under the exact centre.

Models whose bases lie under the rest of the template are hit on a D6 roll of 4+. You will have to use your judgement to decide exactly which models lie under the template – sometimes it is not easy to judge precisely. As a rule of thumb a model can be considered as a potential hit if at least half of its base area lies under the template, while models whose bases are only touched or grazed are ignored.

Once you have worked out which models are struck by your missile work out damage in the usual way. Roll for each target to see if you wound. Stone throwers have a high strength and usually wound on the roll of a 2+ against most human or similarly sized targets. Refer to the Damage chart for details.

The Roman army marched forward in the following order: first Gallic and German auxilaries followed by unmounted bowmen; next, four Roman legions, and Germanicus with two battalions of the Guards and picked cavalry; then four more legions, each brought by light infantry and mounted bowmen to divisional strength, and the remaining auxilihary battalions. The troops were alert and ready to deploy from column of march into battle order.

Tacticus

MISFIRE TABLE FOR STONE THROWERS

1-2 DESTROYED!

The engine cannot stand the strain placed upon it and breaks under tension as it is fired. Bits of wood and metal fly all around, the stone tumbles to the ground splintering the engine and throwing debris into the air. The engine is destroyed and its crew slain or injured. Remove the engine and its crew.

3-4 DISABLED!

The normal smooth running of the machine and its crew is disrupted by some accident or freak occurrence. A rope snaps and lashes about wildly, a crewman sets the machine up wrongly so that it pulls itself apart, or maybe a careless operator becomes entangled in the mechanism! The engine does not shoot this turn and cannot fire next turn either while the damage is repaired.

To help you remember it is a good idea to turn the machine round to face away from the enemy. In addition, one of the crew is slain – caught by a snapping rope, entangled in the machinery, or thrown high into the air in lieu of the stone!

5-6 MAY NOT SHOOT!

A minor fault prevents the machine shooting this turn. A crewman drops the stone as he lifts it into position, maybe a ratchet jams or a rope loosens. The machine is unharmed and may shoot as normal next turn.

A hit from a stone thrower causes either D3 (ie half the score of a D6) or D6 wounds depending on its size, but as most targets have only 1 wound it is not necessary to take this dice roll. It is, however, useful when attacking characters, elephants, chariots and buildings. No saving throw is allowed for armour. When a big rock lands, you are squashed regardless of what armour you're wearing!

PROFILES

Stone throwers vary in design – some are bigger than others, some are positively monstrous! Basically, however, we shall divide them into three types: ordinary sized ones, big ones, and huge ones. Details are given below for typical examples.

	Maximum Range You may guess	Strength	Wounds	Save
Stone Thrower	48"	6	D3	None
Big Stone Thrower	48"	7	D6	None
Huge Stone Thrower	48"	8	D6	None

ATTACKING STONE THROWERS

Being large, solid devices stone throwers are difficult to destroy. However, it's possible for them to be the target of other machines or warriors armed with double-handed axes who can chop them apart. Stone throwers therefore have a profile with a Toughness value and a number of wounds they can sustain before being destroyed. As with other details these may vary in specific cases, but a typical stone thrower has the following values. The move rate is the speed the stone thrower moves with its full crew – if any crew are slain its speed is reduced proportionally. A machine cannot move and shoot in the same turn except to turn to face its target. Generally speaking, stone throwers have such a long range that it is pointless moving them about.

Move	Toughness	Wounds
As crew	7	3

STONE THROWER SUMMARY

1. Declare target and guess range.

2. Position template and roll Scatter & Artillery dice.

3. If the Artillery dice shows a MISFIRE refer to Misfire table, otherwise...

4. If the Scatter dice shows a HIT the stone has struck home.

5. If the Scatter dice shows an arrow the stone has landed 2", 4", 6", 8:" or 10" in the direction away from the aiming point as shown on the Artillery dice.

6. The single model in the exact centre is hit. Remaining models under the template are hit on the D6 score of a 4+.

7. Work out hits as normal. Models are allowed no saving throw from a stone thrower.

The besieged are wont to defend themselves against these contrivances using catapults, mangonels and "scorpions". The catapult is strung with ropes of sinew, and the longer arms it has, that is, the bigger the machine is, the further it shoots darts. If it is tuned in accordance with mechanical art and aimed by experienced men who have worked out its range in advance, it penetrates whatever it hits. But the mangonel shoots stones, and throws various weights in proportion to the thickness of the sinews and size of the stones it hurls like a thunderbolt. No type of torsion engine more powerful than these two types is found.

They used to call "scorpions" what are now called manuballistae; they were so named because they inflict death with thin, tiny darts.

Vegetius

BOLT THROWERS

Bolt or dart throwers are large crossbows that shoot a missile like a heavy arrow. They are mounted on their own stand, often with wheels so that they can be pivoted easily. A crew of two or more is required to wind back the powerful torsion arms and position the huge bolt ready for firing. On the whole these weapons are nowhere near as large or cumbersome as stone throwers.

FIRING BOLT THROWERS

Bolt throwers are fired in the shooting phase along with other missile weapons. To shoot your bolt thrower first turn it on the spot so that it points towards your intended victim (no penalty to hit is applied for this). The bolt travels straight forward and hopefully hits the first target in its path. To determine if the bolt strikes its target roll a D6 to hit using the crew's BS in the same way as bow shots, crossbows, and other missile weapons. All the usual modifiers apply other than the machine can pivot without penalty, see the Shooting section for details.

If you score a hit work out damage as described below. If you miss then the bolt hits the ground or sails into the air and comes down harmlessly somewhere else.

WORKING OUT DAMAGE FROM HITS

A bolt thrower is a powerful weapon that can hurl its bolt through several ranks of troops, piercing each warrior in turn. If you hit then resolve damage against the target using the bolt thrower's full Strength of 5. If the model is slain then the bolt hits the trooper in the second rank directly behind: resolve damage on the second model with a Strength of 4. If the second rank trooper is slain then a model in the third rank is hit:
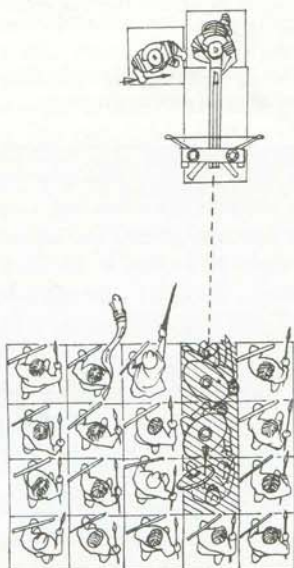
resolve damage with a Strength of 3. Continue to work out damage as the bolt pierces and slays a model in each rank, deducting -1 from the strength for each rank pierced.

A model damaged by a bolt thrower sustains not 1 but D4 wounds (use a 4 sided dice or roll a D6 and roll again if you get a 5 or a 6), which means that even an elephant or another war machine can be hurt or even slain by a hit from a bolt thrower. Armour saves are not allowed for hits from a bolt thrower, the missiles are so fast and deadly that any type of armour can be pierced along with its wearer. Because saves are not taken a target with only 1 wound will be slain if it takes damage, there is therefore no need to roll the D4 to decide the number of wounds.

PROFILES

The bolt thrower hurls a sharp tipped missile, like a spear, that causes considerable damage. The chart below shows its details.

Range	Strength	Damage	Wounds
48"	5-1 per rank	D4	No save allowed

ATTACKING BOLT THROWERS

Being large, solid devices bolt throwers are difficult to destroy. However, it is possible for them to become the target of other machines or warriors armed with double-handed axes who can chop them apart. Bolt throwers therefore have a profile with a Toughness value and a number of wounds which they can sustain before they are destroyed. As with other details these might vary in specific cases, but a typical bolt thrower has the values shown here.

Move	Toughness	Wounds
As crew	7	3

The move rate is the speed the bolt thrower can move at with its full complement of crew – if any crew are slain its speed is then reduced proportionally. A machine cannot move and shoot in the same turn except to turn to face its target. Generally speaking, engines of war have such a long range that it is pointless moving them about.

SUMMARY OF BOLT THROWERS

1. Align bolt thrower on target and roll to hit.

2. Resolve damage at Strength 5. No save is allowed for a bolt thrower.

3. If the target is slain roll damage against the second rank at Strength 4.

4. Continue rolling for damage until you fail to slay the target or run out of ranks. Deduct -1 from the Strength for each rank that the bolt thrower has already pierced.

Fig 10.3. A bolt thrower is easily able to take out more than one of your enemy's ranks in battle.

BUILDINGS AND FORTIFICATIONS

The Warhammer rules are extremely flexible, and allow you to enact sword fights within temples and palaces and full scale assaults against mighty fortresses. However, this goes somewhat beyond the scope of this rulebook where we are concerned with tabletop battles over fairly open territory. The following section therefore provides rules for using buildings on the battlefield, either isolated farmsteads, villages, towers and watch posts, or something else along these lines. Of course, if you want to build a whole city to fight over then it's up to you, the rules that follow certainly allow you to do so.

Buildings provide interesting features on the battlefield. Not only do they look attractive, but they are also important from a tactical point of view. Towers may overlook a wide part of the battlefield and provide an excellent vantage point for archers. Any troops deployed inside a building will be hard to winkle out, and so may be able to defend it against far larger numbers of enemy. But a good general knows that it is not always profitable to occupy buildings just because they are there, as it is easy to waste vital time taking a village that the enemy then simply ignores or circumvents. You must weigh the tactical considerations for yourself, and decide whether or not a particular building has any tactical value.

MOVING INTO AND AROUND BUILDINGS

It simply isn't possible for rigid formations of troops to move around a building, and so only troops that are in skirmish formation may enter such terrain (the rules for skirmish formation can be found in the Light Troops section). Although only specified types of troops can skirmish on the battlefield, any troops can skirmish in or around buildings.

Models may enter a building in their movement phase by moving through an unguarded doorway or window. A unit may be positioned so that some models are inside a building, while the rest of the unit is outside. Models can leave a building through any unguarded doorway or window, but are not allowed to enter and exit a building on the same turn.

The number of models you can get into your buildings will depend on the building's size. As a guide, allow as many models into the building as can fit into its ground area. If the building has several storeys then it will be able to hold more models. You can decide exactly how many models a building can hold before the game begins. Cavalry, chariots, and other large models cannot enter buildings that are too small for them. An elephant is just too big to get into a peasant hut!

Some players like to make their buildings so that the roofs actually lift off, or the storeys divide, allowing you to place models inside. However, this is not always very practical, and you may find it easier

to simply remove models from the table as they enter buildings and place them somewhere out of the way. Note down on a scrap of paper how many models are in the building if you wish.

Unless your buildings are really huge you will not need to move troops about inside. Models in the building can be assumed to be wherever you wish, and can shoot from windows or move out through doors as convenient. However, if your buildings are really huge, ie, bigger than 6" along any edge, then this leads to unreasonable situations.

For example, if you have a building that is 48" long it would be silly to allow a model to move into the building at one end and then out the other side moving 48" in the one turn! Should you wish to use buildings of such extreme dimensions then you will have to record movement inside them, noting down where troops are on a piece of paper each turn.

SHOOTING FROM BUILDINGS

Models inside buildings can shoot missiles from arrow-slits, windows or doors. Up to two models may shoot from each opening. Models on flat roofs, parapets, balconies, or such-like can also shoot as normal. Troops in buildings do not all have to shoot at the same target, instead they may shoot as individuals, shooting from a particular window at targets they can see.

Models that have shot missiles from windows can be seen and may be shot at by enemy in their turn. Models inside buildings will benefit from the advantage of being behind hard cover (-2 to hit) as well as being in skirmish formation (a further -1 to hit).
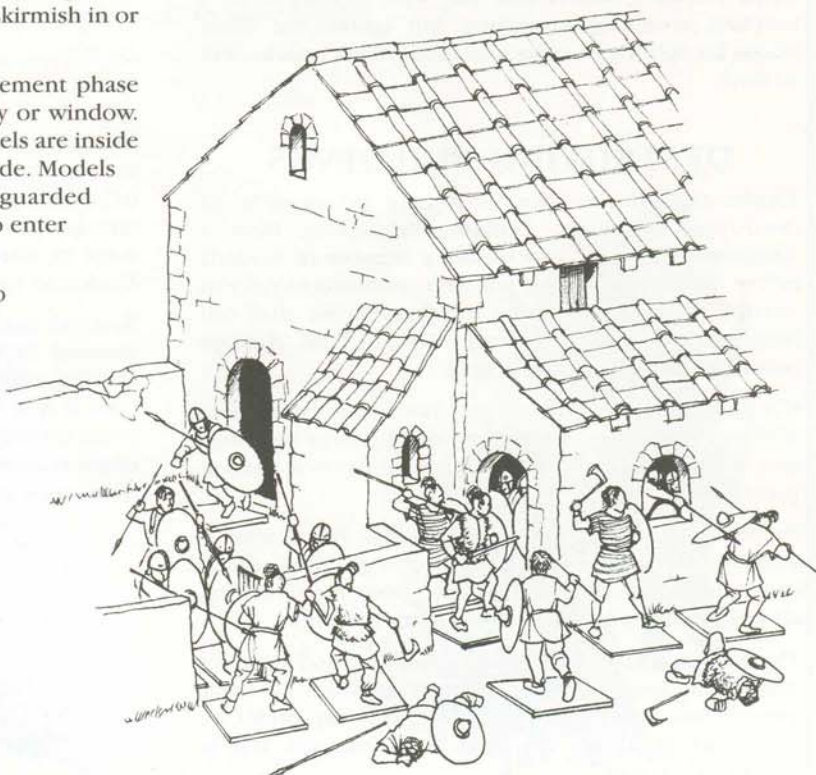
FIGHTING INSIDE BUILDINGS

An attacking unit has to be in skirmish formation to assault a building, so that they can move through doors and windows more easily to get inside. Attacking models can enter the building through unguarded doors and windows, but must stop if a defender guards the entrance.

Up to two models per side may fight through each window or door. The defenders count as fighting behind an obstacle, and the attackers will therefore require a 6 to hit regardless of their weapon skill until they have won a round of combat (see the combat rules).

When both sides have models inside the same building it is necessary to have a floor plan, as you need to be able to tell where the models are in order to establish who can fight who. Floor plans can be quickly drawn up on a piece of scrap paper, and don't have to be too accurate just so long as they are about the right size and show the approximate position of important features like doors, windows and interior walls. Keep the floor plan on a suitable flat surface near the battlefield, and simply transfer models to it as they enter the building. Obviously, if you have a model building with a removable roof you will not need floor plans.

When deciding which side has won a combat in a building, count up casualties, but ignore the usual bonus for fighting in ranks, standards, flank attacks, and so forth.

DESTROYING BUILDINGS

Elephants and war machines may be capable of destroying buildings. Buildings therefore have a Toughness value and can sustain a number of wounds before they are destroyed. It is a bit confusing to refer to wounds when talking about buildings so we shall call them damage points instead. Wounds and damage points are exactly the same thing.

If a building is very large it may not be appropriate to destroy it all at once. You could divide up large buildings into several smaller sections each with its own damage points.

For example, you might have a manor house with a main section and two separate wings. This could conveniently be divided into three parts for recording damage points and for moving troops within it.

The following chart lists types of building and suggests values for Toughness and damage points. As most gamers make their own buildings you may prefer to tailor each building's values to its appearance. This is entirely up to you.

Type of Building	Toughness	Damage Points
Mud or straw huts, light wooden shacks, outhouses	7	2
Timber, brick or log house	8	5
A heavily reinforced door	6	1
A fortress gate	8	5
Stone house	9	5
Stone tower or fortification	10	10
Mud-brick huts or houses	7	5

If a building sustains its full quota of damage points it collapses. Any models inside must make their basic armour saving roll or they are trapped inside and slain. Models that pass may be formed up outside the building.

We have included values for heavy doors and fortress gates, as you may wish to fight games that involve defenders locking shut the doors of their tower or castle while the attackers attempt to batter down their defenses. Domestic doors are not sufficiently substantial to withstand a determined defender and so offer no resistance to attack.

SPECIAL RULES

Everybody who makes their own model buildings likes to include features which appeal to them: terraces, balconies, gatehouses, drawbridges and so on. We can't anticipate every variation of architecture that you might want to design, but this shouldn't stop you making models as varied as you please.

You can invent your own special rules to incorporate unusual buildings into your games. For example, a winding stairway might take half a turn to climb, or a turn if it is very long. A narrow passage might allow room for only four models per turn, a treacherous ledge might reduce movement to half rate with a 1 in 6 chance of falling if you move faster, and so forth.

COLLECTING AN ANCIENT BATTLES ARMY

To play Warhammer Ancient Battles you must first buy an army, paint it and then organise your models into battle-ready units. This may sound daunting to a newcomer, but don't worry, it is not necessary to do everything at once. Although you may eventually amass an army of hundreds of models, only a few are needed to begin. The most important thing to do when you want to start playing is to have a few painted figures with which to play out a battle with. Over the next few pages is a guide giving you hints and tips on how to go about painting your army and there are also some ideas of scenery you can use in your battles.

THE WARGAMES ARMY

A wargames army is a collection of models representing the military formations, warriors, and war machines of a historical counterpart. Amongst wargamers there are devotees of almost every army of ancient times, from ancient Egyptians to Dark Age Vikings and Saxons. Some of the most popular of them all are the legions of Rome and her enemies, including Gauls and Britons, Germans, Dacians and Parthians.

Over such a long and varied period of history, technology and society changed a great deal, but even so the nature of warfare remained broadly comparable. For this reason it is traditional for wargamers to lump all armies prior to the Middle Ages together as 'ancient'. Indeed, on the tabletop it is possible for Pharaoh's chariots to meet the legions of Rome, or for Alexander the Great to lead his Macedonians against King Harold's Saxons.

Some players find it more satisfying to fight games with historically matched opponents, reliving Caesar's campaigns in Gaul, or Hannibal's battles against the Romans of an earlier time, to give just two examples. However, the relative stability of military technology over this era means that players with armies from widely different historical periods can fight each other quite easily. This is a great advantage when it comes to organising and participating in competitions or finding new opponents.

MODELS

There are now many thriving manufacturers offering model warriors of the ancient period in different scales in both metal and plastic. Their adverts appear regularly in the wargames press, and readers are referred to the magazines currently available. Old campaigners will need little guidance when it comes to deciding which scale or manufacturer to choose – the chances are that the reader will already have a collection or will have a favourite scale and preferred make. Prospective players, however, may find the following summary useful.

The most well established of the popular scales is known as 25mm, which simply means the average warrior stands about 25mm tall. This size affords plenty of scope for accurately modelled detail and rewards careful painting. An army of 25mm models looks spectacular and is the preferred scale for most serious collectors. This size of model is available from many manufacturers.

Almost as long established as 25mm is the smaller 15mm scale. The principal advantage of 15mm is that the individual models are cheaper. The scale is popular amongst competition gamers rather than collectors. Large ranges are available from several companies.

Slightly smaller than 25mm models are those in the 20mm range. Most readers will be familiar with this scale as it is the size of Airfix, Revell and Esci plastic soldiers. This is not a scale used much by adult wargamers these days, which is a pity because the plastic sets combine low cost with ready availability. Certainly, if anyone wanted to make a start in Ancient Battles they could do worse than choose 20mm. A small range of metal models is also available in this scale, but there are very few compared to the 15mm or 25mm sizes.

We should at least mention some of the other scales available. These are followed by a minority of gamers who usually have armies in 15mm or 25mm scale as well. 'Micro' scales, such as 2mm and 5mm are used to represent very large forces for sieges and such like. However, at this size the models have only nominal detail and are really little more than tokens. There is a new scale – 10mm – that aims to combine the ability to represent large forces with sufficient detail to make the models recognisable for what they are. At the other end of the scale, so to speak, are the larger 30mm models, once a popular size but now somewhat neglected.

It would be unfair of us to recommend one scale or manufacturer over another without first making it clear that the authors are not only 25mm gamers, but also 25mm model designers, having, in the case of Michael and Alan Perry, taken the step from buying other people's models to making their own. We enjoy collecting and painting our armies just as much as gaming, and for this reason prefer the 25mm scale with its wealth of detail and pleasing weight in the hand. The models shown in this book are 25mm models from the collections of the authors and are manufactured by the Wargames Foundry.

Warhammer Ancient Battles can be used in conjunction with models of any scale, but the game rules have been devised using our 25mm collections. Although this is the scale favoured by the authors we would recommend any newcomer, and especially youngsters who may not have the means to buy metal models, to begin with an army of 20mm plastics. Even if you switch to metal models of a different scale later, the practice of painting, assembling, and commanding an army will hopefully inspire you to continue wargaming for many years to come.

PAINTING A WARGAMES ARMY

There is far more to wargaming than winning or losing battles. Each game is also a stirring spectacle. The movement of the armies and unfolding of events amidst the carefully rendered scene is every bit as important as which side wins or loses. This brings us to one of the most important principles of the wargame and one which is almost never said openly because experienced players take it for granted – models need to be painted before they are ready to join your armies.

This section of the book aims to describe how to paint a wargames army and is primarily intended to provide beginners with enough information to have a go for themselves. It is not a definitive guide, and old hands will undoubtedly have already evolved their own preferred technique and style. Those who wish to know more are referred to the many modelling and wargames magazines available.

Putting the final touches to a unit of newly painted troops is a satisfying moment for the wargames enthusiast. Indeed, there are wargamers who enjoy painting and modelling so much that they game rarely if at all, proudly displaying their forces in glass cases or on shelves where they can be admired in all their glory. Certainly, a nicely painted model does make an impressive display, but the main reason for painting is to prepare armies for the even greater spectacle of battle.

SETTING UP A PAINTING TABLE

Before starting to paint anything a minimum of basic equipment is required as well as paint and brushes. There is also the matter of finding somewhere to paint, ideally a table or desk where projects can be left in place from one day to the next. There is nothing more wasteful or frustrating than having to constantly pack away and set up a work area.

A desk or table by a window is ideal for the daytime. If you want to paint during the evening a desk lamp is essential – preferably with a colour corrected 'daylight' bulb which shows the true colours of the paints. Sufficient space is required for paints, brushes and modelling materials as well as for the models themselves.
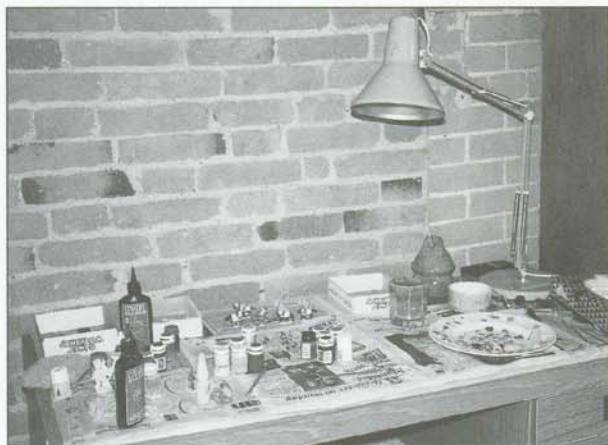
A typical painting table

It is a good idea to lay down a good thick layer of newspaper to protect the tabletop beneath your work area. Remember, you will be cutting onto the surface as well as painting, so a layer of card or board might be necessary too. Many people find a sheet of hardboard makes an ideal surface with the added advantage that the whole lot can be picked up and moved.

EQUIPMENT

A minimum selection of paint and modelling equipment is required. Many people find that they already have household items or tools which are useful. We suggest you start with the following selection of equipment:

- Acrylic paints: white, black, red, green, blue, yellow, flesh, light brown, silver and bronze.
- Size 1 brush
- Superglue
- A modelling or craft knife
- Water container (old mug)
- A palette for mixing paint (old plate or ceramic tile)
- Tissues or kitchen towel
- Spray can of matt white or white primer undercoat

To this list it would be sensible to add at least one more brush, a size 0 brush for painting small areas and fine detail. Painting models is very hard on brushes so the brush fibres gradually wear out. Once a brush is too worn for regular work it can still be used for painting bases, scenery, applying glue, and other jobs where a fine point is not necessary. In addition it is useful to have at least one good file and a pair of clippers for cleaning mould lines from miniatures and removing plastic models from their sprues. Although you can do without either of these tools for a while, it's definitely worth investing in both as soon as you can.

All of the tools mentioned above are available from specialist modelling shops or, in the case of brushes, art shops.

PAINT

We recommend water-based acrylic paint for painting models. These paints are thinned with water and brushes are also cleaned in water, so there is no need for turps or white spirit. Several manufacturers produce acrylic paint for modellers, all of which are up to the job.

For the record, the models shown in this book were painted using Citadel Colour acrylic paints available from Games Workshop and developed by the authors (amongst others) specifically for painting metal and plastic miniatures.

Some modellers may have already developed a preference for old-fashioned enamel paints, and there is no reason why these cannot be used instead. However, you cannot mix acrylic and enamel paints together, and it is recommended you stick to one or the other.

Citadel has developed a wide range of paints especially for use on plastic and metal miniatures.

PREPARATION

Having decided which army you are going to collect the first step is to buy and paint a unit. The chances are that you will have chosen a unit of core infantry such as Roman legionaries or Celtic tribesmen, probably about twenty models in all including a leader, standard bearer and a musician.

Metal models are cast in rubber moulds and consequently you will find a fine line where the mould halves join. This is called a mould line, and it is easily removed using a file or by scraping it lightly with the edge of a modelling knife. You may also find strands of metal or small blips where vents in the mould let out air. These are not a fault but a good sign, as they indicate the mould has filled fully. These strands can also be removed with a knife and the resulting scar scraped or filed flat.

In the case of cavalry models the separate horse and rider can be glued together before painting. Superglue is best for sticking metal to metal. Shields and separate weapons are best omitted until they are painted.

Most people find it convenient to temporarily glue models to a strip of card prior to painting. If you glue four or five models to a strip of stiff card it makes them easier to handle whilst they are being painted and means you can put them down without them falling over. Once complete the models can be prized from their temporary base before the shields and weapons are attached and each model is fastened to its proper base.

UNDERCOAT

Your models are now ready for their first coat of paint which is the white undercoat. The best thing to use for this is a spray can of white primer as sold in Halfords for use on cars. You can also buy a modeller's version of the same thing from model shops. Whatever type you choose, the flat white coating will provide the ideal surface to take paint, and is infinitely superior to the alternative of applying white paint with a brush.

When undercoating with spray paint place the models in a cardboard box or something similar to contain the spray. Go outside to do the actual spraying. A light coating over the entire model is all that is required and to achieve this it is often best to apply a couple of very light coats from different directions.

The undercoat must be thoroughly dry before you begin to paint. Begin by lining up all the models on your painting table. Paint one colour at a time, completing each colour on every model before painting the next colour. For example, you might start with all the flesh, then go on to the main tunic colour which might be red, and so on. You'll find that by the time you've finished the last model of your unit the first will be dry and ready for its next coat of paint.

PAINTING

Many people find it is easier to paint troops from the 'inside out' starting with the flesh, then the layer of clothing next to the skin, then the next layer which might be armour for example, finishing off with weapons and details. In this way any mistakes you make early on are simply painted over later.

Once all the areas on the models have been painted you can add shading or highlighting. Although it is not strictly necessary to shade or highlight models it does enhance their appearance and is worth attempting. Suggestions of how to go about this are discussed separately.

BASES

Models must be mounted on the correct sized bases as described in the rules. Models may be mounted on individual bases leaving individual models free to adopt a looser 'skirmish' formation if required. Some players prefer to mount models in multiples to make it easier to move whole units. For example, where infantry are mounted on 20 x 20mm bases (Celtic tribesmen for example) you might mount three onto a single base 60 x 20mm. Obviously, sufficient 'singles' must be left to facilitate removing casualties from the unit.

Bases can be made from thick card or plasticard cut to the required size. Plasticard is best in that it does not warp, whilst card, no matter how thick does tend to distort slightly over time.

Models can be glued to their base using a suitable contact adhesive such as Bostik. To complete the model the base can be textured and painted to represent ground. There are several good ways of doing this, the simplest method being to paint the base green and leave it at that! A more pleasing effect can be obtained by covering the base with flock – green dyed sawdust available from model shops and commonly used by railway modellers. An even better method, although more time consuming, is to cover the base with a textured filler or fine sand which is then painted.

SHADING AND HIGHLIGHTS

ADDING SHADE

Shading is the process of painting darker colours into creases and other recesses to represent shadows. This creates a sense of depth to the model and helps to distinguish adjoining areas from one another. It is not essential to shade your models at all and it certainly requires a little practice to get it right, but painters already confident with the basic process will find it well worth mastering the technique.

Begin by taking or mixing a suitable dark shade of the base colour as shown on the accompanying chart. Thin the paint with water so that it flows freely and carefully paint it into creases and folds. If the paint is sufficiently thin it will run into cracks and crevices considerably aiding the process. If it is too thin it will run right out again! Practice will soon establish the ideal consistency.

Experienced painters will often pay extra attention to edges where hands meet weapons, cuffs meet hands, or where any area butts against another. If the result is highly visible it is worth the few seconds it takes to paint a dark coloured or even black line around the join to define the edge. This technique is sometimes called 'lining in' or 'black lining'.

HIGHLIGHTS

Highlights are raised areas where the light catches and brightens a colour. Just as shading deepens the appearance of the model, highlighting accentuates raised creases in clothing and other details. Highlights are painted using a lighter shade of the underlying colour or, if the colour is very pale, with white as indicated on the accompanying chart.

Take or mix the highlight colour on your palette. Apply it to the high points of raised detail. For example, on a heavily folded cloak paint a thin line along the raised part of the crease, on a bronze helmet paint a silver highlight around the helmet bowl.

BASES

A unit stands or falls upon the appearance of its bases; troops based neatly in a uniform colour will look pleasing on the tabletop no matter how simply they are painted. Conversely, if bases are poorly finished the army will look disappointing even if the models themselves are painted to a prize winning standard.

The simplest way to finish a base is to paint it all over in one colour such as a mid-green. You can choose whatever colour you want to represent grass, bare ground, sand or whatever. So long as the bases are all the same colour the unit will look like a coherent and purposeful group on the tabletop.

A more satisfying finish can be obtained by applying some kind of texture to represent grass or broken ground. A popular choice is to first paint the base and then glue flock onto the top surface using PVA glue dabbed onto the surface with an old paint brush. This is quick to do and has the advantage that it will cover over the gap between the model's metal base and the card base.

More ambitious painters may texture the bases using either a ready prepared filler such as Tetrion, or a mixture of PVA glue and sand. These finishes must then be painted and, because the surface is irregular, it is easy to apply highlights by gently brushing over the surface with a lighter colour. To apply sand the base top is first painted over with PVA glue and the sand is sprinkled on. A quick shake will remove all the surplus sand leaving a layer on the base itself.

For those prepared to lavish attention on their miniature warriors small stones can be added to represent rocks, whilst bristles from a brush or broom can be glued on for tufts of grass. Another way of representing grass, either in small patches or as an overall finish is to use artificial 'electro-static grass'. This consists of short fibres glued on in the same way as flock.

SHADING AND HIGHLIGHTING CHART

This chart provides a handy reference for mixing shades and highlights. Rather than referring to any one manufacturer's range of paints we have described the colours in general terms.

COLOUR	SHADE	HIGHLIGHT
Black	–	Add White and/or Blue
White	Add Black or Light Brown	–
Red	Add Black and/or Red Brown	Add Yellow
Yellow	Add Red Brown	Add White
Blue	Add Dark Blue	Add White
Lt Brown	Add Dark Brown	Add White
Green	Add Dark Green	Add White
Flesh	Add Red Brown	Add White
Silver	Add Black	–
Bronze	Add Dark Brown	Silver

COLLECTING AN ARMY

Deciding which army to collect is the first big decision a new player must make. Only the most strong willed individuals settle upon their ideal army straight away and restrict their collection accordingly. Most players will buy and paint a few models from several armies before finally deciding how to expand their collection into a sizeable force.

Fortunately, most wargamers are only too pleased to talk about their armies, to recommend which troops to buy, and to explain how to use them in battle. It may be possible to sit in on a game or even borrow someone else's army before you commit yourself to a particular force.

When choosing an army one of the most important considerations is the number of models required – both from the point of view of cost and also the effort needed to paint them. An army which consists entirely of lightly armed infantry will be a very large army indeed, whilst an army of heavily armoured cavalry will be relatively small. When considering your first army the time it takes to get a playable force together is important because you'll undoubtedly want to begin gaming as soon as possible. Later on, when it comes to expanding your collection, time is less important because you already have a force that can fight whilst reinforcements are underway.

Although the number of models you'll need varies from army to army, you'll probably need to assemble about 100 models before you have a force that can be fielded in battle. Typically, a unit of front line infantry will number 20 to 30, whilst skirmishers or light troops might fight in units of 10 to 20, and cavalry can usefully be fielded as units of between 5 and 10. A small Roman army might comprise of 2 units of 24 legionaries, a unit of 16 auxiliaries, 16 archers, a scorpion and its crew, plus 10 cavalry and of course a general.

It is a self-evident fact that different armies appeal to different players. Inevitably, an army is chosen as much because of the way it looks as the way it plays, but gamers will enjoy more success with armies that suit their tactical preferences. Methodical planners appreciate reliable, steadfast troops like Imperial Romans. On the other hand Gauls, Britons and most other 'barbarians' fight in huge unruly mobs, which are unreliable but also deadly when thrown straight forward in a mass.

MUSTERING YOUR FORCES

A good start for any army is to assemble a couple of units of core troops. By this we mean solid fighting troops such as Roman legionaries or Celtic tribesmen. To this solid core you can add one or two units of cavalry or light troops and a general to create a small army.

Aim to have at least 1,000 points complete as soon as possible. A core unit of, say 24 Roman legionaries will provide about 400 points. In addition you'll definitely need a general to command the army, so it is a good idea to add him as soon as you can.

At the end of the book you'll find a suggested 1,000 point Roman army and a suggested 1,000 point Barbarian army worked out from the army lists that are also in this book.

Once the army has acquired its core troops and essential characters you can start to add some of the more interesting troop types such as a unit of heavy cavalry or exotic infantry. In the case of the Romans, a unit of 10 auxiliary cavalry would bulk out the force by a further 200 points. Another option is to add a few war machines, and for Romans this means field ballistas or scorpions which will add 34 points each to the army's value. As you can see an army can grow quite quickly once the bulk of the core troops has been assembled.

ORGANISING AN ARMY

When arriving at a fellow player's house for a game you'll probably find he has the table set out and has already chosen his army. Ideally, visitors will also have worked out their own army, deciding which models will form the 2,000 points, 3,000 points, or whatever total has been set for the game. There is nothing more frustrating than for a player to turn up and then proceed to choose his army before the game can begin. Not only does the host have to wait while his opponent gets ready but precious time is wasted which could otherwise be spent gaming.

It is well worth getting your army's points value properly organised using file cards or something similar. Although this requires some effort you only have to do it once, after which choosing an army to any points total is a doddle. The method described here is one way of organising your army and gamers are welcome to adopt this or use any means they find convenient.

Each unit of troops, characters, and war machines is recorded on a standard file card. All pertinent details are recorded on the file card, including the troops' profile, the points value per model, and the total points value of the unit. If the unit has a standard, musician and leader this is noted as well. An example of a filled out file card is shown below.

ROMAN COHORT   404 PTS

24 LEGIONARIES ARMED WITH PILUM, LARGE SHIELD AND LIGHT ARMOUR

	M	WS	BS	S	T	W	I	A	LD	SAVE
LEGIONARY	4	3	3	3	3	1	3	1	7(8)	4+

INCLUDES CENTURIAN, STANDARD, MUSICIAN DRILLED TROOPS

File cards provide a ready means of keeping track of your forces.

Once a card has been prepared for every unit in your army the whole stack can be placed together in a card index holder or simply kept with your army. When you add a new unit it takes a matter of moments to add a new file card.

When it comes to choosing your army referring to the card will reveal the total cost of the unit. You may be permitted options which are not necessarily bound to the appearance of models, such as whether to field a unit with or without martiobarbuli (throwing darts). In cases such as this the option can be noted on the file card as a useful reminder.

The file cards can be used during the game to check characteristic values if you like, but it is better to copy the details over onto a single sheet of paper or roster sheet. This is because the file card has details for the entire unit, but you might want to field the unit without its leader, standard bearer or musician, or you might want to reduce the size of the unit to meet your permitted points total.

Copy over the unit's profile and any other details you need onto the roster sheet. Copy over all the units required to form the army and add up the total to make sure you are within the agreed points limit. If you have gone over the permitted total (and you'll probably find you have) then removing the odd model from your larger units, or sacrificing a musician or standard in favour of an ordinary trooper, will usually bring you back within your limit. You now have a complete list of the army which will serve as a useful crib sheet during the game. If you are particularly successful with an army you can use it over and over again, so the roster sheet is well worth keeping until the next game.

The roster sheet can also be used to make notes and summarise special rules which apply to your army. In addition you can note down wounds suffered by characters on the roster sheet in pencil so that the sheet can still be used again if you want.

MAKING MOVEMENT TRAYS

Whether to use move trays or not is entirely up to you. Some players find them too cumbersome, others use them all the time, and to an extent it depends upon your army. Move trays are most useful if your army includes big infantry units as they do away with the need to move each model individually.

A move tray is nothing more than a sheet of reasonably stiff green plasticard, card or board cut to a size so that an infantry or cavalry unit will stand upon it when arrayed in its usual fighting formation. For example, imagine a unit of Gauls 40 strong arrayed 4 ranks deep. The formation measures 10x4 models and as the bases are 20mm square the entire unit will fit upon a base 200x80mm. If the models are blue-tacked on to the move tray or secured with double sided tape then they won't fall off but can still be removed as casualties occur. The tray is used during the battle until the unit wishes to break its formation or sustains so many casualties that it is more convenient to abandon the move tray. The tray can also be used to store the unit simply by placing the entire tray into a box or drawer.

Whilst a single move tray per unit may be convenient for smaller units, it is often a better idea to split a large unit onto several trays. For example, the unit of 40 Gauls occupies a huge tray 200 x 80mm. It could just as easily be fastened to four trays each 100 x 40mm containing ten models in two ranks of five. This is just as easy to move and has the advantage that the formation can be changed without necessarily having to remove all the models from their trays.

STORAGE AND TRANSPORT

As your army grows you will soon discover a need to store it somewhere out of harm's way. Children, pets and confused relatives can have a devastating effect upon your collection if they manage to get their hands, paws or teeth on it. A high shelf will serve to keep the army together, but will not protect the models from dust. This isn't necessarily a problem, as models can be dusted with a soft brush (a make-up brush is ideal) but it is still preferable to put the army in a box or drawer.

Several sturdy lidded boxes probably provide the best and most convenient way of storing your models. They have the added advantage that they can be moved about, stored in a cupboard or on a shelf, and can be stacked on top of each other. Each unit can be blue-tacked down onto its move tray and the whole tray placed inside its box. This enables you to easily remove the unit from storage when required.

Some players keep their armies in transportable tool chests. Old fashioned steel boxes are very heavy, especially when filled to the brim with a metal army. You will also find the internal trays of the steel cases are not very tall and this restricts the type of models you can put inside. A better solution is to obtain a modern style plastic tool box which is not only lighter but also somewhat larger and has more room for taller models.

Foam-lined tool cases are also available. The disadvantage of these foam-filled cases is that the models are held individually, gripped safely within the surrounding foam casing. This means it is necessary to pick each model out one at a time which is rather impractical for a large army. None the less these cases are the safest way of transporting models, and most players use them for their special models, generals, and more delicate conversions.

SCENARIOS

Battles are fought between two opposing armies. For purposes of explanation the rules assume that each army is represented by one player, but there is no reason why several players shouldn't play on the same side, perhaps with one acting as overall commander while the others are allotted portions of the army to control.

Before the battle begins players must select their forces. There are various ways of doing this. Players new to wargaming will probably want to use their entire army against their opponent's, in which case players can either field everything they have or agree to use two armies of roughly equal size.

It is clearly useful to have a means of choosing evenly matched armies. By allotting a strict points value to each kind of warrior, character and war engine and by choosing armies to a fixed points total, it is possible to ensure armies are as equally matched as possible. Two army lists have been included in this volume for just this purpose: one covering Barbarians and another covering Imperial Romans. However, shortage of space prevents us including further lists, but it is our intention to publish separate volumes covering the history, uniform details and army lists for a wide variety of ancient armies. In the meantime players are referred to the two lists at the back of this book.

When players arrange to play a game it is necessary to decide what kind of battle to fight. The game rules govern movement, shooting and combat, and can be employed to enact many kinds of conflict from chance encounters and skirmishes to full-bloodied battles. In this section you will find options for different battle scenarios. Either pick a scenario to play or randomly select a scenario by rolling a dice.

> 'For no man ever perished in battle from being bitten or kicked by a horse. the foot soldier can strike harder and with truer aim than the horseman, who is precariously poised on his steed, and as much afraid of falling off as he is afraid of the enemy.'
>
> *Xenophon - Anabasis*

Scenarios

In the ancient world battles were fought in all kinds of circumstances other than straightforward encounters where both sides drew up in front of each other. At the Battle of Kadesh, for instance, the Hittites attacked an unprepared Egyptian column, causing immense destruction before falling upon the Pharaoh's encampment. Of course, many battles were formal affairs where both sides deployed facing each other and proceeded to fight according to the tactical plans of their commanders.

The following scenarios give different sorts of games of which the most straightforward is the *Pitched Battle*. Each scenario is intended to be used in conjunction with army lists as the scenarios utilise the points values of the troops as the basis for working out the opposing forces.

1. *Pitched Battle*
2. *Meeting Engagement*
3. *Surprise Attack*
4. *Flank Attack*
5. *Breakthrough*
6. *Ambush*
7. *Last Stand*
8. *Skirmish*

PLAYER 1 EDGE

PLAYER 1 DEPLOYMENT ZONE

12"   12"

SIDE EDGE   SIDE EDGE

24"

12"   12"

PLAYER 2 DEPLOYMENT ZONE

PLAYER 2 EDGE

Scale diagram of an 8'x4' wargames table, showing the standard deployment areas. The two armies deploy no closer than 12" to the side edges, and no closer than 24" to each other.

If your table is smaller, then the space available to deploy is less, but the indicated distances remain the same.

1. PITCHED BATTLE

In a *Pitched Battle* armies deploy one unit at a time and the opposing generals can decide how to react to their enemy's dispositions at they go along. This is the quickest way to set up a game.

SCENERY. Players set up the scenery in any mutually agreeable manner.

ARMIES. Armies are chosen from the army lists to an equal points value agreed before the game.

DEPLOYMENT. Armies are deployed no closer than 24" to each other and no closer than 12" to the side edges. See the standard deployment map at the beginning of this section. Players take it in turns to choose and deploy one unit at a time starting with the side which has the most units. All characters are deployed last as a single choice. Once both sides have completed deployment, all skirmishers including light infantry and light cavalry deployed in skirmish formation, may be moved 4" further onto the table.

TURNS. The players elect to play for an agreed number of turns or, alternatively, roll a D6 to decide how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated, or until one player concedes.

WHO GOES FIRST. Both players roll a dice. The first player to complete his deployment adds +1 to his dice roll. The highest scoring player chooses whether to go first or second.

VICTORY. Unless one player concedes beforehand, the winner is the player who has accumulated the most victory points at the end of the game. See the separate Victory Points schedule.

SECRET DISPOSITIONS

Some players prefer to deploy their armies secretly using a map rather than simply placing their units one after the other. Each player makes a rough sketch of the battlefield upon which he indicates where his various units will be deployed. Once both players have completed their maps they are revealed to their opponent and the armies are set out as indicated on the map.

Another way of deploying in secret is to erect some kind of barrier across the table so that troops can be arranged unseen by the opponent. This doesn't have to be anything fancy, box lids and cereal packets will do just fine.

Though it was a cavalry battle it resembled an infantry engagement more. Horses and men were entangled with each other in the struggle, the Macedonians trying to thrust the Persians once and for all from the river bank and down into the plain, while the Persians attempted to stop their crossing and to thrust the Macedonians back again into the river. In this encounter Alexander's force was prevailing not only because of their strength and experience, but also because they fought with cornel wood lances against javelins... Spithridates had now raised his saber against Alexander from behind, but Cleitus, son of Dropides, anticipated him and struck him in the shoulder with his sword and cut it off.

Arrian

2. MEETING ENGAGEMENT

In a *Meeting Engagement* rival armies meet whilst they are still in a column of march. The armies begin to deploy into battle lines and fight immediately. Troops already weary from their long march must attempt to deploy into the best positions as rapidly as possible. This game combines the need to make a good battle plan with placing units one at a time.

SCENERY. In a *Meeting Engagement* the players set up the scenery in any mutually agreeable manner.

ARMIES. Armies are chosen from the army lists to an equal points value agreed before the game.

DEPLOYMENT. Before the game begins both players make a list of all the units in their army. Each player's list represents his marching order, with the units at the top of the list at the front of the column and units at the bottom of the list at the back. Character models are always listed together as one entry and must be placed last in the column of march (i.e, at the bottom of the list).

Once players have completed their marching order the player with the most units places the first unit from his list, then his opponent places the first unit from his list. The players continue to alternate placing units from their list until they reach the last entry which will always be the characters. Units can be placed anywhere on the player's own half of the table but not within 6" of the centre line or within 18" of an enemy unit that has already been placed. When it comes to placing characters these are all placed at once, but models can be positioned in different locations as required.

TURNS. The players elect to play for an agreed number of turns or, alternatively, roll a D6 to decide how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated, or until one player concedes.

WHO GOES FIRST. The player who completes his deployment first takes the first turn.

VICTORY. Unless one player concedes beforehand, the winner is the player who has accumulated the most victory points at the end of the game. See the separate Victory Points schedule.

3. SURPRISE ATTACK

A *Surprise Attack* is a variant of the straightforward *Pitched Battle*. It differs in that the commander who completes his deployment first is allowed to move troops onto the battlefield whilst his opponent continues to deploy. This enables him to occupy tactically advantageous ground or to set up a devastating attack in the first turn. Where armies are of equal size and capability there is little opportunity for a successful surprise attack, but where a small professional army faces a large force of poor quality barbarians a surprise attack by the former can pay dividends.

SCENERY. In a *Surprise Attack* the players set up the scenery in any mutually agreeable manner.

ARMIES. Armies are chosen from the army lists to an equal points value agreed before the game.

DEPLOYMENT. Armies are deployed no closer than 24" to each other and no closer than 12" to the side edges as shown on the standard deployment map. Each side chooses and deploys a single unit at a time, as described for a *Pitched Battle*, but starting with the player who rolls the highest score on a D6. The first side to complete its deployment gains the advantage of surprise and is allowed to advance onto the battlefield whilst the enemy is still deploying. When it is his turn to place troops the player who has completed his deployment can move any one unit a further 4" onto the battlefield. The unit moves 4" regardless of its own movement rate, but must take into account obstructive terrain and obstacles. Each time it is his turn to 'deploy' the player can move any one unit in this way. He can move different units or he can move the same unit several times if he wants, but no advancing units may be moved within 8" of enemy troops.

TURNS. The players elect to play for an agreed number of turns. Alternatively, roll a D6 to decide how many turns to play: 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated, or until one player concedes.

WHO GOES FIRST. The player who completes his deployment first takes the first turn.

VICTORY. Unless one player concedes beforehand the winner is the player who has accumulated the most victory points at the end of the game. See the separate Victory Points schedule.

4. FLANK ATTACK

In a *Flank Attack* one of the armies comes from two different directions – some deploying to the front as usual whilst others attack from one side. This represents two separate forces converging upon an enemy from different directions, possibly by means of a side valley, pass, bridge, or other route.

SCENERY. In a *Flank Attack* battle the players set up the scenery they have in a mutually agreeable manner. However, no scenery may be placed within 12" of the short sides of the table edge except for a river that may run off the edge.

ARMIES. Armies are chosen from the army lists to an equal points value agreed before the game.

DEPLOYMENT. The flanking player divides his army into two separate forces: a frontal force and a flanking force. Each force must contain at least a third of his total points, for example in a 3,000 point army each force must contain at least 1,000 points. The flanking player deploys only his frontal force onto the table at the start of the game. Armies are deployed no closer than 24" and no closer than 12" to the side edges – see the deployment map at the start of this section. Both armies are deployed one unit at a time as described for a *Pitched Battle*. Once both sides have completed deployment, all skirmishers including light infantry and light cavalry deployed in skirmish formation, may be moved 4" further onto the table.

FLANKERS. Flanking units are placed on the battlefield in the movement phase of the player's turn three. He can place as many units as he can along one side edge, but no closer than 12" to either player's table edge. Unit formations must not be so deeply arrayed that they intrude more than the depths of two ranks of cavalry onto the table (i.e, no more than 100mm or roughly 4"). If there is not enough room to deploy the entire flanking force in one turn, then further units may be brought onto the same flank in the movement phases of subsequent turns once there is room for them to deploy. Units deploying onto the battlefield at the start of the movement phase may take a normal turn but may not charge as they will have missed the opportunity to declare charges that turn.

TURNS. The players elect to play for an agreed number of turns or, alternatively, roll a D6 to decide how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated, or until one player concedes. In a *Flank Attack* the number of turns played makes a big difference to the outcome of the game with a short game favouring the smaller force and a longer game favouring the flanking player.

WHO GOES FIRST. Both players roll a dice. The highest scoring player chooses to go first or second.

VICTORY. Unless one player concedes beforehand the winner is the player who has accumulated the most victory points at the end of the game. See the separate Victory Points schedule.

5. BREAKTHROUGH

In the *Breakthrough* one army attempts to break through the opposing lines whilst the enemy tries to stop them, either to prevent them reaching a vital objective or to contain and destroy them. The defending army sets up as the enemy approaches and braces itself for the attack. Such a battle might represent an army chasing and catching marauders, perhaps a rampaging horde of Saxons in Gaul, or maybe plundering Assyrians fighting their way round the cities of Syria. Alternatively the army breaking through carries vital information or is guarding an important individual – a rival to the throne, a civic or tribal leader sympathetic to a foreign power, or a royal prince dear to his father.

SCENERY. Players set up the scenery in any mutually agreeable manner.

ARMIES. Armies are chosen from the army lists to an equal points value agreed before the game.

DEPLOYMENT. Armies are deployed no closer than 24" to each other and no closer than 12" to the side in the same way as in *Pitched Battle*. The side that is attempting to stop the break out deploys its entire army first. The side attempting the break out then deploys its entire army. Once both sides have completed deployment, all skirmishers including light infantry and light cavalry deployed in skirmish formation, may be moved 4" further onto the table.

TURNS. The players elect to play for an agreed number of turns or, alternatively, roll a D6 to decide how many turns to play. A score of 1-3 = 5 turns, 4-6 = 6 turns. Note that this is longer than most scenarios to give sufficient time for the army attempting the *Breakthrough* to reach the opposing table edge. If your table is very wide (more than 4') you may allow longer. The game continues until each side has taken the number of turns indicated, or one player concedes, or until the player attempting the breakthrough has successfully moved three units of at least five models, or two units plus the general, off the opposing table edge.

WHO GOES FIRST. Both players roll a dice. The player with the highest score may choose to go first or second.

VICTORY. The game automatically ends and the player attempting the breakthrough wins if he gets three units of at least five models off the opposing player's table edge or two such units plus the general. A unit which reaches the opposing table edge and which is not engaged in combat is automatically removed and is deemed to have successfully broken through. Otherwise, unless one player concedes beforehand, the winner is the player who has accumulated the most victory points at the end of the game. The Victory Points schedule explains how these are worked out, but note that no victory points are awarded for possessing table quarters in a *Breakthrough* game. In addition, the player attempting the breakthrough receives +30 extra Victory Points for each unit of five troops or more which breaks through before the game ends.

6. AMBUSH

In an *Ambush* one army is arrayed in column whilst his enemy attacks unexpectedly from prepared positions. The most famous of all ancient battles of this type was Kadesh where an Egyptian army was caught on the march by Hittites. Another well known example is Teutoberger Wald where an entire Roman army was destroyed when attacked in column of march. These were large battles, but one can imagine that ambushes were more common where small forces were involved, such as patrols, foraging parties, or accompanied messengers, and where no record of the battle survives.

SCENERY. In an *Ambush* the players set up the scenery in a mutually agreeable manner leaving a clear path 12" wide extending right across the edge of the defender's side of the table. This is the path along which the ambushed army is travelling.

ARMIES. Armies are chosen from the army lists to a points value agreed before the game. The ambushed side is allowed half as many points again as the ambusher – for example ambusher 2,000 points – ambushed 3,000 points.

DEPLOYMENT. The ambushed army is deployed along the clear path along the edge of the table no further than 12" from the edge and no closer than 12" to the side edges as shown below on the map below. The ambushed player deploys his entire army first. His units must be formed into columns no more than three models wide, facing in the direction of travel (either to the left or right – roll a dice to determine which). Once the ambushed player has finished his deployment the ambusher deploys his army no closer than 18" to the defender's set-up area and no closer than 12" to the side edges.

TURNS. The players elect to play for an agreed number of turns or, alternatively, roll a D6 to decide how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated, or until one player concedes.

WHO GOES FIRST. The ambusher takes the first turn.

VICTORY. Unless one player concedes beforehand the winner is the player who has accumulated the most victory points at the end of the game. See the separate Victory Points schedule.

AMBUSH MAP

12" AMBUSHED ARMY DEPLOYMENT ZONE
12" 12"
12"
18"
12" AMBUSHER'S DEPLOYMENT ZONE 12"
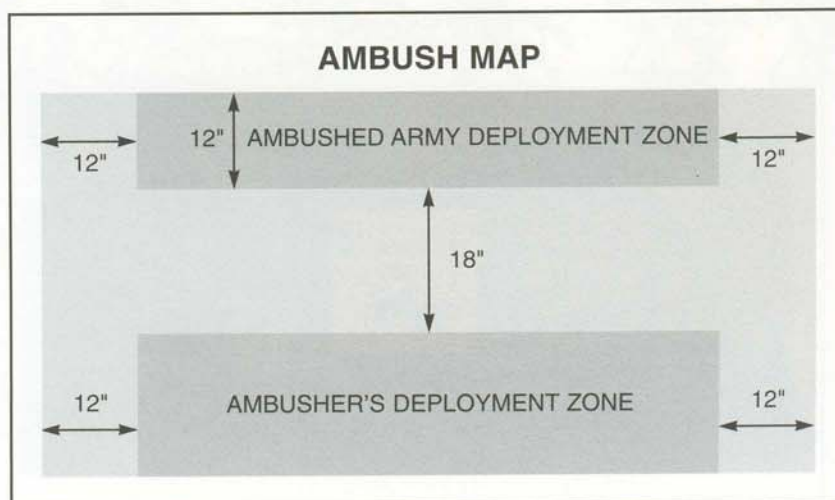
7. LAST STAND

In the *Last Stand* one player is occupying an encampment, small township, fortified hill or similar chosen position which he must defend against overwhelming odds.

SCENERY. In the *Last Stand* the players set up the scenery in a mutually agreeable manner, except that the defending player can set up scenery as he likes inside his own deployment area. No scenery at all can be placed within a band that extends 6" beyond the defender's deployment area.

ARMIES. Armies are chosen from the army lists to a points value agreed by the players before the game begins. The attacker is allowed twice as many points as the defender – for example attacker 3,000 points – defender 1,500 points.

DEPLOYMENT. The defender sets up his entire army within an 18 x 18" square that is centred upon the middle of the table, as shown on the map below. This is the defender's set-up area as described above and all defenders are deployed within it at the beginning of the game. Once the defender has deployed his forces, the attacker deploys his army anywhere on the table that is not within 8" of the defender's set-up area.

SPECIAL RULES. All models in the defending army increase their Leadership score by +1 up to a maximum of 10. This represents their dogged determination to fight to the end.

TURNS. The players elect to play for an agreed number of turns or, alternatively, roll a D6 to decide how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game will continue until each side has taken the number of turns indicated, or until one player concedes.

WHO GOES FIRST. The defender takes the first turn.

VICTORY. Unless one player concedes the winner is the player who has accumulated the most victory points at the end of the game. The defender has 50 automatic victory points so long as he has at least one unit of troops still fighting at the end of the game. Otherwise the Victory Points schedule is used as normal.

8. SKIRMISH

A *Skirmish* is basically a small action, usually between lightly equipped troops. The game represents two scouting forces meeting unexpectedly, troops clashing as they forage or search for water, or perhaps a situation where a patrol encounters bandits, raiders or renegade barbarians.

SCENERY. Players set up the scenery in any mutually agreeable manner. In a *Skirmish* it is often more satisfying to set the game up around a farm house or ruin, so that the troops can take full advantage of the cover it affords.

ARMIES. Armies are chosen from the army lists to an equal points value agreed before the game and up to a maximum value of 1,000 points.

DEPLOYMENT. Armies are deployed no closer than 24" to each other and no closer than 12" to the side edges as shown on the standard deployment map at the beginning of this section. To introduce a random element each player rolls a dice and the side with the highest score places one unit, both players roll again and the highest roll places a unit, and so on until one player has placed all of its troops. The other player can then place any remaining units.

TURNS. The players elect to play for an agreed number of turns or, alternatively, play until one player concedes or until all of his units are destroyed or fleeing. Because a skirmish is quite small it is quite feasible to play to the death!

WHO GOES FIRST. The first player to complete his deployment goes first.

SKIRMISH. In a *Skirmish* all units involved are allowed to skirmish as described in the rulebook. Normally only troops specified as being able to skirmish can do so, but in this game all units can.

VICTORY. Unless one player concedes beforehand, the winner is the player who has accumulated the most victory points at the end of the game or who annihilates his opponent! See the separate Victory Points schedule.

LAST STAND MAP

ATTACKER'S DEPLOYMENT AREA — DEFENDER'S ARMY 18x18" 8" 8" — ATTACKER'S DEPLOYMENT AREA
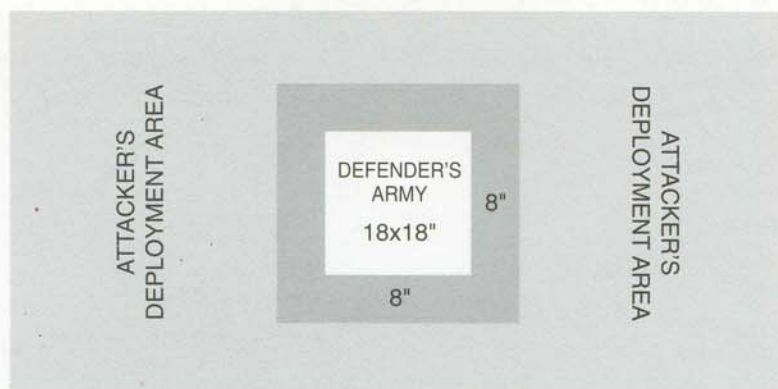
SCENERY

There is no hard and fast rule about how players set up the battlefield, the scenery can be laid out in any way you find agreeable. A method which works well for *Pitched Battles* or *Meeting Engagements* is for one player to lay the scenery out while the other player chooses which side he will fight from. This ensures that the scenery is laid out in as even-handed manner as possible. A further advantage is that it is possible for the host to set up the game in advance so that it is ready to play once his opponent arrives.

Many players find it convenient to use a scenery generator system when setting up the battlefield. You may wish to use the chart on page 84, or you might prefer to devise something similar using your own scenery as a basis. If you decide to use the version printed here don't worry if you generate terrain you don't have, just re-roll until you get a result you can use.

Players can make use of the Scenery Generator tables in any way they please. For example, you might decide how much scenery you want and then roll randomly to determine what it is, after which each player chooses and places one item alternately until the table is complete. Another method is for a player to choose a piece of scenery, then both players roll a dice and the highest scorer positions it, after which the lowest scorer chooses another item, then both dice to see who positions it, and so on. All these are perfectly good methods and there is no reason why players shouldn't experiment until they find a method they like.

PLACING SCENERY

The authors' favoured method is to firstly decide which table edge the armies will start from. Then each player rolls a D6 and the highest scorer starts to place scenery first. To generate a piece of scenery roll 2D6 and consult the Scenery Generator table. The player can either place that piece of scenery or 'pass' and place no scenery at all if he prefers. Unless he passes the player places the scenery somewhere on his own side of the table. Scenery is not placed on the other player's side of the table unless it is a plain hill, in which case it can be placed straddling the dividing line.

Each player continues to lay down scenery one item at a time. Once there is one river or stream on the tabletop any further 'river/stream' results are re-rolled as it would obviously be inconvenient to have a battlefield criss-crossed with rivers! One type of scenery can be placed over another where appropriate to produce, say, wooded hills or hillsides with walls.

Once each player has placed at least one piece, either player may declare he is satisfied with the scenery as it is instead of generating and placing a further piece. The other player then has the option of generating and placing one more piece if he wishes. The battlefield is then complete!

If both players are in agreement scenery can now be moved around or removed if it is felt a better battle will result. For example, you might allow your opponent to remove a wood from his side of the table if he lets you reposition a hill.
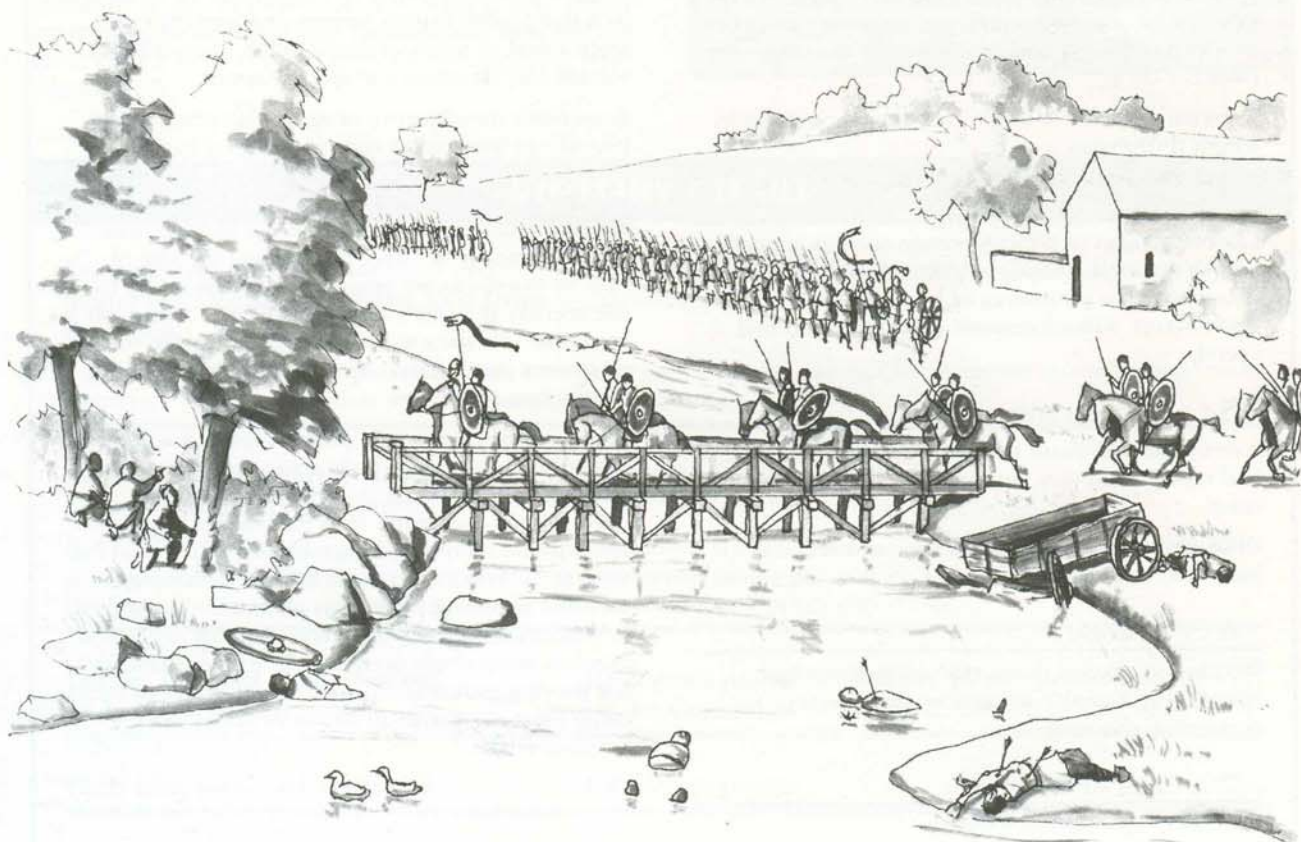
SCENERY GENERATOR TABLE (Roll 2D6)

Score   Result

2   A Deep River or Lake

Choose either a deep river or a lake. A river must be placed so that it flows onto the battlefield from one side and out from either the same or another side. It cannot spring from nowhere and it cannot simply end. A river may not extend over more than half the length of the table unless your opponent agrees that it may do so.

A deep river cannot be crossed anywhere along its length except at a ford or bridge. A river must always include at least one bridge or ford somewhere along its length. If it extends over more than half the length of the table it must include two crossing places one of which is chosen and positioned by the opposing player.

A lake is *impossible* to cross.

3   A Shallow River or Stream

Choose either a shallow river (which can be crossed at quarter speed) or a stream (which may be crossed at half speed). The river or stream must enter and leave at a table edge. Rivers cannot extend over more than half of the table length without your opponent's consent, but this does not apply to streams.

If you place a river it must have at least one bridge or ford. If the river extends over more than half the table length it must include two crossing places one of which is chosen and positioned by the opposing player.

A stream may have a single crossing place along its length if you wish.

4   Difficult Ground

Choose an area of difficult terrain such as a marsh, area of scrub, soft sand, boulder strewn ground, debris, shallow pit or area of loose rocks. Troops move across difficult ground at half their normal speed.

5   A Steep Hill

A steep hill is difficult to move over (troops move at half speed), and may have cliffs on one or more sides.

Cliffs are *impossible* to move over and act as a barrier to movement.

6   A Wood

Woods slow troops down (to half their normal speed) and they also act as a barrier to sight, preventing shooting.

7   Hill or Wood

Choose either a hill or a wood.

Score   Result

8   A Hill

Hills do not slow down troops but they provide excellent vantage points where you can position archers or station troops. Hills are useful defence points in hand-to-hand combat as it is easier to win a combat if you are uphill of your opponent.

9   Walls/Hedges or Fencing

Up to 12" of continuous walls, hedges, fences, ditches or other linear obstacles. Obstacles can be crossed but troops are slowed down when they do so (losing half of their total movement distance that turn). Walls and hedges are useful defensive positions as troops may be placed behind them where they will be protected from enemy attack.

10   A Farmhouse or Watch Tower

A single house or tower that may have up to 6" of adjoining walls or hedges.

11   A Village or Small Settlement

A village is represented by several buildings (2-4 is enough). The village may have up to 12" of adjoining walls or hedges.

12   Very Difficult Ground

Choose a feature that is very difficult to cross such as a steep sided quarry, swamp or sheer cliffs, a thick wood or patch of dense briars. Very difficult terrain may be crossed at quarter speed.

Remember the objective of setting up terrain is to provide an interesting and entertaining battle, not to impede movement to the extent where armies are unable to get anywhere. If neither player is satisfied with the terrain once it has been generated then start again. We have not defined the size of hills or woods, as we assume players are going to use scenery they have made themselves. Obviously it would be silly for a wood to extend over the whole table! As a general rule no terrain feature may be bigger than 12" across.

Rivers can be particularly problematic if one side is determined to play a wholly static, defensive game. This makes for a rather dull battle, so a river is never placed over more than half the length of the table unless both players agree to do so. Should the river extend over more than half the table length then the opposing player can place a bridge or ford as described on the chart. Even with this restriction in mind, deep rivers do not make for entertaining fast moving games and players might prefer to avoid using them altogether in favour of either shallow rivers or a lake.
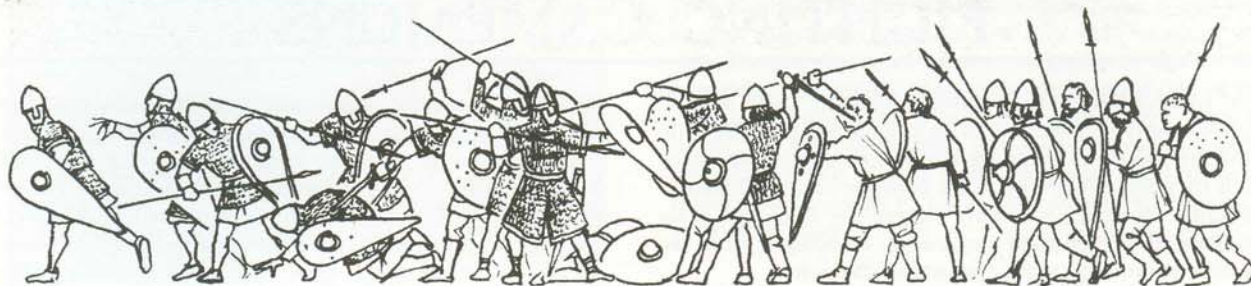
VICTORY

Either agree beforehand for how long you will play or roll a dice as described in the scenarios. As you will notice, the dice rolls are designed to give a battle anywhere between four and six turns. The number of turns affects the way the game plays, and for this reason we suggest players fix the number of turns before the game begins.

Unless one player concedes before the allotted time, determine which side has won at the end of the final turn. Sometimes it will be obvious who has won, with one side decimated or running from the table, but often the result will be in doubt even in the final turn. The usual method of deciding who has won is to calculate victory points for each side. The Victory Points schedule listed below is used for most games, including the scenarios described above. However, an invented or historic scenario might introduce new victory conditions, or 'sudden death' objectives where the game ends as soon as an objective is met. The *Breakthrough* scenario is an example of this where the player attempting the *Breakthrough* automatically wins and the game ends if he gets three units off the opposing table edge.

Once the battle is over both players calculate their victory points to decide who has won. Refer to the chart below and add up the points gained by each side. The side which has the most victory points has won. The difference in victory points is a good indicator of how decisive the victory has been. In a 3,000 point battle a difference of 50 points or less is a marginal win, a victory of 500 or more points is a resounding thrashing for your enemy! If both sides score the same points the result is a draw.

> *My shield I left behind a bush, because I must.*
> *It's not the poor thing's fault – some Saian now*
> *Has joy of it, but I have saved my life.*
> *What care I for that shield? A parting curse on it.*
> *Another day I'll buy one, just as good.*
>
> *Archilochus – in a Greek version of he who fights and runs away!*

VICTORY CHART

Each enemy unit or character either, destroyed fleeing or having fled from the table.

Victory points equal to the points value of the unit or character

E.g. A unit which costs 325 points is worth 325 victory points to your enemy. Characters are accounted separately for victory points even if they join with units of troops during a battle.

Each full table quarter wholly occupied by your own side.

100 victory points.

Divide the table into four equal quarters through its middle. If a quarter is occupied by at least one of your units of troops and no enemy then you can claim 100 extra victory points per quarter. A character model, war machine or elephant cannot occupy a quarter – only a unit of troops or chariots may do so.

Enemy General slain, fleeing, or having fled the table.

100 victory points in addition for any points already for the General as a destroyed, fleeing or fled unit.

Each unit standard captured

100 victory points.

Army standard captured

200 victory points.

FIGHTING CAMPAIGNS

For some players it is enough to fight their armies against another opponent of an ancient era regardless of whether the two armies are contemporary counterparts or if they are divided by many centuries and thousands of miles. However, for many players the challenge is to recreate the events of an entire campaign with its particular circumstances and actual characters.

HISTORIC CAMPAIGN

The authors' interests lay in varied periods of ancient history, but our initial games of Ancient Battles were fought during the Roman Civil War between Caesar and Pompey. This series of battles began when Caesar crossed the Rubicon and ended in the Dyrrachium campaign and the defeat of Pompey at Pharsalus.

Our reason for choosing this series of battles was straight forward enough – we already owned several Roman armies. With four players regularly involved we divided into two sides. Although we already had plenty of models each player succeeded in enlarging his own army during the course of the campaign, so that by the time it came to the final game we had all that was needed to fight a very large battle indeed!

Whether you or your fellow players have armies already or whether you intend to begin new ones, it is well worth deciding which specific campaign or period of history you want to represent. Then, as a group of players, you can collect contemporary armies which will enable you to refight conflicts based upon and inspired by the historical background.

DYRRACHIUM

Jervis Johnson researched and masterminded our Dyrrachium campaign – and I have to say the result was enjoyed by all those who took part. Without wishing to embarrass the man unduly, I think Jervis' approach serves as an excellent example of how to go about refighting a historical campaign.

The real campaign featured a number of large battles and took place over three years in Spain, North Africa, and the Balkans. The war involved thousands of men (Six thousand of Pompey's men died and 24,000 were captured at Pharsalus alone… according to Caesar). Our recreation of the war was conducted somewhat more briefly, being divided into five preliminary battles and culminating in the final battle at Pharsalus.

The idea behind the campaign was to fight each of our chosen battles one at a time in chronological order. The results of the preliminary conflicts were judged to affect the mix, type and number of troops available to both sides in the final, decisive, battle. Historically, the war was fought to control the resources of the various regions, with the winner gaining the coffers and recruiting ground of Italy, access to veteran legions or local troops, and the supplies needed to keep the growing armies on the battlefield.

We represented the course of the campaign by allowing a general who bettered his historical performance in a battle to recruit more or better troops, for the final battle at Pharsalus. For example, if the Pompeian player does better at Corfinium than his historical counterpart, then the Pompeians retain control of the crack Legions which in reality went over to Caesar following the Pompeian's defeat.

It would take too long to describe how we adapted all of the six battles but Corfinium is an interesting example of the method. The real battle was hardly a battle at all because Pompey refused to move north to support the local commander, Ahenobarbus, who in turn refused to retreat southwards to join Pompey. In the end Pompey abandoned Ahenobarbus to his fate and embarked his army for Greece. Faced with Caesar's approach the troops at Corfinium (two crack legions) wisely switched sides and Italy was won for Caesar pretty much without a fight.

In our refight we allowed the player representing Pompey to decide whether to support or abandon Ahenobarbus at Corfinium. In real life, timing played an important part in Pompey's decision, so we introduced the chance that Pompey's troops would arrive late in the day, or not at all. If the battle was lost Pompey would lose not only Ahenobarbus but also the bulk of his Italian army. In fact our Pompey followed the historical precedent and abandoned Ahenobarbus! In our refight Ahenobarbus was soundly defeated once more, a sure case of history repeating itself, and the veteran legions chose to side with Caesar as in reality.

INSPIRED BY HISTORY

Though our Dyrrachium campaign was based upon history, we made many assumptions and changes so that we could play it as a series of wargames. We were prepared to ignore some things altogether, such as the more complex aspects of supply, the importance of naval forces, and the political negotiations which continued throughout the war.

Of course, the most obvious change to history is that we refought the battles with much smaller forces. Pompey mustered 36,000 legionaries to fight at Pharsalus – hardly a practical proposition for a wargame! When refighting a real battle you'll probably have to scale down the number of troops involved in order to represent the fighting on the tabletop. At our refight of Pharsalus each Legion was represented by a single unit of legionaries – 20 to 30 models standing in for 5,000 men. In a smaller battle we might let a unit of the same size represent 2,000, 1,000 or 500 men, it doesn't matter. The important thing is to scale down both sides, so that a game between a few hundred models can represent a battle between many thousands.

Of course, not all battles involve thousands or even hundreds of men. There must have been countless skirmishes where a few dozen men fought on each side. Unfortunately, ancient authors rarely record such minor skirmishes except in the briefest terms, leaving it to us to invent or extrapolate events for ourselves.

> *Then Thoas, the Aetolian, threw his spear at Peirus as he*
> *was retiring and struck him in the chest over the nipple.*
> *The bronze point stuck in his lung. Thoas came to close*
> *quarters and wrenched the heavy spear from his victim's*
> *chest. Drawing his sharp sword, he killed him with a*
> *thrust to the centre of his belly. Then Peirus' breath left*
> *him in death.*
> *ILIAD*

STARTING A CAMPAIGN

Most veteran players belong to a regular gaming group, either a formal club or an informal group of friends who routinely get together to fight battles. There are many advantages to forming an association with other players. For example, you can pool resources to buy scenery or pay for the hire of rooms. Players can swap troops amongst themselves, and newcomers can come along and learn the skills of generalship, painting and scenery making.

One of the most entertaining group activities is to organise a campaign or league. It would take a fairly substantial book to explore these in any detail, but it's worth taking a look at one way in which such things might be arranged.

We have already described how a group of players can go about refighting a historical campaign using forces based on historical counterparts. The disadvantage of this sort of campaign is that you really need two contemporary forces, and whilst some players will find their armies suitable, many will have armies separated by hundreds if not thousands of years.

The rules that follow take a different approach than the strictly historical campaign. Imagine that a group of players have collected armies representing cultures and periods as diverse as the Egyptian Middle Kingdom, Republican Rome, Celtic Britain and Saxon England. These players can still fight each other using the Ancient Battles rules, but no historically based campaign could possibly accommodate such a diverse selection of forces. However, it is still possible for players to compete against each other over a campaign so long as all involved are happy to accept the necessary abstraction. If Assyrians can meet Norse raiders in a single battle, then why not in a campaign, and why not in a sprawling competition pitching these cultures against Romans, Greeks and whatever other armies players happen to own.

THE PRINCIPLES OF CONFLICT

Our campaign is deliberately arranged in such a way that players can use armies from any period of ancient history. The fighting takes place over a fictional or imaginary land. Campaigns of exploration into the unknown were undertaken on more than one occasion by the ancients themselves. In this sense, although the actual territory fought over has no basis in reality, the situation can be thought of as more realistic than a campaign fought over accurate modern maps which were in reality unavailable to ancient generals.

The campaign is also arranged to allow those taking part to play each other as and when they wish, without any obligation to play a set number of games or against any particular opponents. Players can drop in, or out, of the campaign at any time, or even start afresh if they want to do so. We have found this very loose format is a great advantage when playing large campaigns, and makes it possible for players to participate on an occasional or temporary basis.

CONQUER AND EXPLORE!

The campaign may be thought of as taking place on a newly discovered but suitably large island or in some sparsely populated and generally unexplored land. Each player's goal is to build an empire, defeating his enemies in order to expand his own dominions.

No map is used to fight the campaign, instead players discover, defend, and annex towns, cities, and other strategically important features called *territories*. To begin the campaign, each player generates three random territories from the chart shown over the page. These territories represent settlements, geographical features and resources which constitute the player's empire. Once the campaign is underway new players can join at any time simply by generating three new random territories from the chart.

Each player must keep a record of his territories on a sheet of paper or in a notebook which will serve as his campaign diary. The more territories a player controls the bigger and better armies he can field, and the more varied are the types of troops he is allowed to recruit. A player's territories represent the key strategic places in his empire, and can be thought of as being linked together by hinterlands of plains and farms, and encompassing large areas of wilderness.

ARMIES

Before the campaign begins the participating players agree a suitable points value to start with. This is the base or starter value of all the armies involved, A player may only field larger armies by conquering more territories. A reasonable starting value is 1,500 points, although you might wish to start with armies of 1,000 points if players do not have large established armies already. For purposes of explanation we'll assume players enter the campaign with 1,500 points, but players can agree a lesser or greater value as they please.

Each time two players fight a game they choose an army of 1,500 points. Forces are chosen afresh for each battle, although a player must stick to the same army – Imperial Romans, Persians, Greeks, etc.

Armies are chosen from the player's Ancient Battles army list with the additional restrictions described below. The players may agree further restrictions amongst themselves for each battle as they wish.

ARMY RESTRICTIONS

The number and type of troops that a player can field is restricted by the territories he controls. As the player expands his territories he also expands his army, wins local nobles over to his cause, acquires riches, and attracts settlers and reinforcements from back home.

To begin with each player is restricted in his choice as follows:

Characters/Leaders – An army must be led by a General chosen from the army list. Otherwise the army may not include characters or unit leaders unless the player controls villages, towns, ports or fortresses.

Cavalry – An army can include no more than one unit of no more than ten cavalry, excluding a mounted General or characters, and cannot include more unless the player controls plains from which to draw more horses.

Chariotry – An army can include no more than five chariots, excluding any chariots driven by a permitted General or characters, and cannot include more unless the player controls fortresses. In ancient times fortresses included chariot compounds, workshops, and stables.

Standards – An army may not include either a Battle Standard or unit standards unless the player's territory includes shrines or a temple.

Skirmishers – An army may not include skirmishers unless the player's territory includes mountains or forests – hill tribes and other wild communities providing the bulk of such troops. An army may include light infantry or light cavalry regardless of whether the player's territory includes mountains/forests or not.

War Machines – An army cannot include war machines unless the player controls forests to provide materials to build machines and fuel furnaces.

Strategic Features

Strategic features such as bridges, roads and passes limit access for your armies. To represent this armies are chosen to 1,500 points (or whatever size you have agreed) and larger standing armies can only be assembled by taking control of bridges, roads and passes.
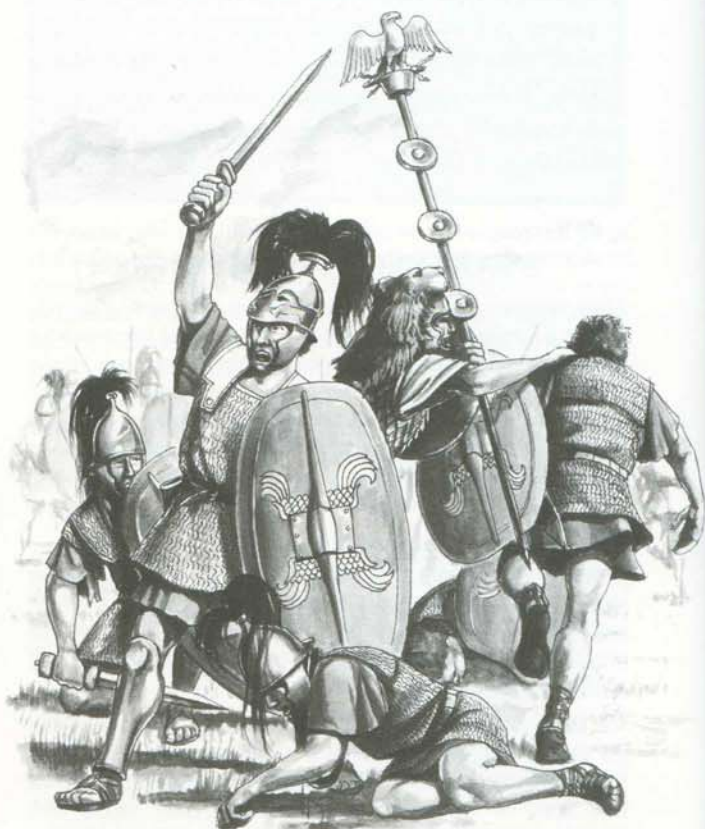
Mineral Resources

Mineral resources are mines which produce occasional windfalls of gold or silver, or else sources of some other precious material such as lapis lazuli, jade or amber. Mines produce occasional points value bonuses, allowing you to increase the size of your army next time you fight.

NAMES AND PLACES

When you generate a town, port or fortress you should give it a name. After all, it is not just any old settlement, it is the mighty fortress of Kadesh, the town of Londinium, or the port of Tyre. A name from history or an appropriate sounding name you have invented will give your settlement real identity and character. Villages and other territories don't demand the same degree of emotional attachment, but you can name these too if you like: Shrine of the Delphic Oracle, Temple of Zeus, Mount Olympus, and so on.

TERRITORY CHART (D66)

Each player keeps a record of his territory from the beginning of the campaign. A note book or campaign diary is ideal, and can be used to keep a separate record of your troops' performance and anything else you may wish to remember.

To generate a territory roll two ordinary D6's one after the other. The first dice roll represents 'tens' and the second 'units' to give you a score of between 11 and 66. This method of rolling two dice is referred to as a 'D66 roll'.

Each player generates three initial territories, and his dice rolls must be witnessed by at least one other player. Any further dice rolls required must also be witnessed by another player. As additional rolls are needed after each game, players can conveniently make all their rolls in the presence of their opponent after the game is finished.

11-13   Shrine

For each Shrine you control your army can include D3 unit standards (ie 1-2=1, 3-4=2 & 5-6=3). Roll when you generate the Shrine to determine how many standards it entitles you to have. If you win a game and capture one or more enemy standards, then add +1 to the number of standards your Shrine allows. Your empire can include several Shrines, but the bonus for captured standards can only be earned by one Shrine at a time.

14-15   Temple

Your empire can only include one Temple; if you generate a second either count it as a Shrine or roll again. A Temple entitles you to include a Battle Standard Bearer in your army.

16-24   Village

For each Village under your control your army can include D3 unit leaders. Roll when the Village is generated to determine how many leaders it entitles you to. Your empire can include several Villages, entitling you to numerous leaders.

25   Town

If you have a Town under your control your army can include a single heroic character, but not other leaders (for which a Village is needed) or a Battle Standard bearer (for which a Temple is required). The more Towns you have the more characters you can include.

26   Fortress

A Fortress is a fortified town and entitles you to include a character in the army in the same way as a Town. Also, fortified towns permit armies entitled to them to include more chariots than the basic five already allowed. A Fortress entitles an army to include a further 10 + D6 chariots (ie, 11-16). Roll to determine how many chariots are allowed when you generate the Fortress. The more Fortresses your empire includes the more characters and chariots you can field.

31-35   Road

If your empire includes a Road you can move troops more quickly to meet the enemy. To represent this add +D6x10 points to the permitted points total of your army for each Road you have. Roll when the Road is generated to fix its value. If you stake it as a territory in a battle and win, then its value increases by a further D6x10 points to represent your expanding control.

36-42   Bridge

If you control a Bridge you are able to move troops rapidly into strategic areas. To represent this add +2D6x10 points to the points total of your army for each Bridge under your control. Roll when the Bridge is generated to fix its value.

43   Pass

If you control a Pass you are able to move troops through to reach the enemy. To represent this add +3D6x10 points to your army for each Pass under your control. Roll when the Pass is generated to fix its value.

44-46   Plains

Your empire includes Plains suitable for breeding and rearing horses. For each Plain territory you control you may include a further 10+D6 cavalry models in your army (ie, 11-16) in addition to the basic allowance of 10. Roll to determine how many cavalry are allowed when you generate the Plain. The more plains your empire includes the more cavalry you can field.

51-53   Mountains

If your empire includes Mountain territory your army can include skirmishers chosen from your army list. Without Mountains or Forests you cannot include such troops in your army. In addition roll a D6 each time you win a battle. On the score of a 6, prospectors have discovered a gold or silver mine amongst the mountains – you gain a Mine territory in addition to any territory won as a result of your victory. See below for a description of the Mine territory.

54   Port

A Port entitles you to include a character in the same way as a town. The Port encourages maritime contracts and provides a base for your navy. With the support of ships your armies can travel further and faster. To represent this the value of **Roads** is doubled if you have a Port.

55-56   Trade Route

A Trade Route encourages foreign contacts and enables you to negotiate with local tribes and adjoining cultures. The opportunites thus presented allow you to re-roll on this chart should you wish. You can only re-roll one newly generated territory per turn, and you must accept the result of the re-roll even if it is the same territory again.

61-62   Mine

If your Empire includes a Mine then there is a chance it will provide extra wealth, allowing you to temporarily expand the size of your armies. Roll a D6 for each Mine after you have finished a battle. If you roll a 6 then the miners have struck gold (or perchance silver) and cash flows into your coffers! The next time your army fights you may add D6x50 points to its value. Note that this is a one game bonus, not a permanent boost to the army's points value.

63-64   Forest

If you control a Forest your army has sufficient supplies of wood to include war machines chosen from your army list without further restriction. In addition you can recruit woodsmen, allowing you to include skirmishers in your army. Without Mountains or Forests you cannot include such troops in your army.

65   Spy

You have a well established network of spies and informers. Spies are not territory, so if you generate a Spy generate another territory immediately. If generating a new territory after a battle, the spy is automatically gained by the winner in addition to a further territory. See the special rules below.

66   Event

A natural disaster, human catastrophe, or some other unexpected event has occurred. An event is not a territory, so if you roll an event generate another territory immediately. When generating your initial three territories events are ignored altogether. Events only occur when generating a new territory after a battle. To determine which of the two player's empires is stricken by it both players roll a D6. The event happens to the lowest scoring player, who rolls on the Events table to determine what has befallen his empire. If both players roll the same scores then both must roll for a separate event.

EVENTS (2D6)

Events introduce the unexpected into your campaign! You cannot roll an event when generating your initial three territories, but subsequently an event can be generated on the appropriate roll after each battle. If you roll an event which does not apply, for example, you do not have the territory affected, then you have escaped its effects. To generate an event roll 2D6 and consult the chart below.

2   Plague

Bring out your dead! The plague has stricken your people, decimating the population and laying waste to your empire. Roll a D6 for each settlement territory in your empire. Villages are destroyed on the D6 roll of a 4 or more. Towns, Ports and Fortresses are reduced to Villages on the D6 roll of a 6. In addition you must abandon D3 territories of your choice. These territories are permanently lost. If the destruction leaves you with less than three territories, then you must abandon any remaining territories and roll three new ones: your people migrate far away from the plague and take up residence in a new land.

3   Pirates

Pirates attack shipping and raid your ports. If you have Ports then roll a D6 for each. On the score of 4 or 5 the Port is reduced permanently to Village status. On the score of a 6 it is destroyed completely and remains an abandoned ruin for the rest of time. On a 1, 2 or 3 the port's activities are temporarily disrupted, and you cannot count it as part of your empire the next time your army fights – this penalty applies only for one game.

4   Raiders

Brigands, hill tribesmen or nomad raiders run riot through your empire, burning and looting outlying settlements and causing widespread unrest. Roll a D6 for each Village in your empire. On the roll of a 6 it is destroyed, burned to the ground and its people massacred – it is lost to your empire! Also, roll for each Plains territory in your empire. On the roll of a 4 or more the territory is plundered, herds are driven off, farms destroyed and the lands turned into a barren wilderness – the territory is lost to your empire.

5   Fire!

Fire breaks out in one of your Towns or Fortresses. If you have more than one such settlement randomly determine which is affected. The settlement is burnt to the ground. Until it is rebuilt you cannot count that Town/Fortress as part of your empire. Meanwhile it does not entitle you to include the usual characters or chariots in your army. Test after each game you play to see whether the Town/Fortress is rebuilt. Roll a D6 and add +1 if you won the game. On the score of 6 or more the settlement is rebuilt and is returned to your empire once more.

6   Revolt

Yes, your people really are revolting! The population of one of your Towns, Fortresses or Ports is up in arms. The governor has been driven out, and the settlement is now in the hands of a rival dynasty, rebellious lord, republicans, anarchists, or religious zealots (take your pick). Randomly determine which Town, Fortress or Port has been affected. Because the town is in revolt you cannot count it as part of your empire when choosing your army. This is bad enough – but to make matters worse the revolt can spread. If you lose your next campaign battle the revolt spreads to another randomly determined settlement (Town/Port/Fortress/Village). Each time you lose a game the revolt spreads to one further settlement. However, next time you win a game the revolt is crushed, and all revolting settlements are brought back under your control.

7   Diplomatic Scandal

A scandalous incident involving a diplomat and the pharoah's daughter, king's youngest son, chieftain's wife, or Caesar's horse (as you fancy) has reduced your foreign policy to tatters and sent allied ambassadors scurrying home. Trade is suspended and armies muster on the borders. Whilst this situation continues you cannot use any of your roads. From now on each time you win a battle roll a D6 – on the score of a 4 or more relations are back to normal and you may use your roads again.

8   Drought

Prolonged drought has spoiled the harvest. Crops fail and grasslands wither. Cattle and horses starve or die of thirst, whilst people flock from the countryside into the towns which have grain stores and deep wells. Next time you fight a campaign game you cannot count any of your Villages or Plains as part of your empire. After your next battle roll a D6. On the score of 4-6 the drought has ended and your Villages and Plains are restored. On the roll of a 1-3 the drought continues unabated, and your Villages and Plains remain useless. Continue to roll after each battle you fight until the drought is ended.

9   Mine Exhausted

One of your mines is exhausted and must be abandoned. If you have several mines randomly determine which is no longer of any use.

10   Earthquake

An earthquake destroys your Temple, toppling it to the ground, and giving rise to rumours of divine disfavour. The Temple is lost to your empire. If you have no Temple the earthquake destroys one of your shrines instead. If you have several Shrines determine which is destroyed at random.

11   Corruption

Corruption amongst self-serving officials siphons off money which might otherwise be spent on building programmes and on your army. The corrupt officials must be rooted out and replaced by men who are honest and trustworthy. Whilst corruption reigns you lose the points bonus of all Roads, Bridges and Passes.

Stamping out corruption takes time. For each battle you fight from now on you recover the bonus of one of the affected territories – you can choose which. Corruption continues to drain your resources until you have fought one battle for each each Road, Pass or Bridge territory in your empire.

12   Volcanic Eruption

An eruption of unexpected and extreme violence destroys one of your major settlements, burying it beneath tons of ash or sending it crashing into the sea. Randomly determine which of your empire's Towns, Ports or Fortresses is destroyed.
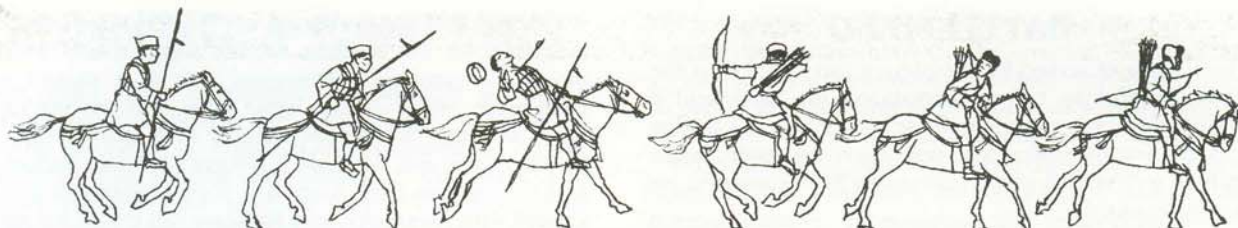
SPIES (D6)

Spies represent agents and sympathisers in the enemy's ranks or amongst his people. A player can only ever have one spy network at a time. Should he acquire a second it is ignored. If you have a spy network then you can use it to conduct acts of sneaky espionage before a battle. If you wish you can determine the effect of your spies at the start of a game. Roll a dice before the first turn.

1   Spy Uncovered

Your spy is intercepted and slain, but not until he has revealed details of your entire spy network. Your spy network is uncovered and destroyed.

2   Steals Maps

A treacherous servant in the enemy's camp steals maps belonging to the enemy general including plans of troop movements and supply lines. If you win the battle you are able to exploit this knowledge by annexing a valuable part of his empire. To represent this the enemy must change the territory he has staked to one of your own choosing.

3   Assassin

A conspirator in the enemy's ranks attempts to slay an enemy character on the eve of battle. Pick any enemy character as the target. Roll a D6 to see whether your assassin gets past his bodyguard: 1-2 the assassin is discovered and killed – no effect; 3-6 you reach the target. If the target is the General deduct 1 from your dice roll because he is better protected.

The assassin strikes D3 automatic hits against the victim at Strength D6. If slain the character is removed from the enemy's army; if wounded he starts the game with the number of wounds inflicted by the assassin.

4   Sabotage

A saboteur in the enemy's camp hamstrings the horses and sets fire to the baggage. Roll a D6 for each cavalry model or chariot in the enemy's army. On a roll of 6 remove the model. For each model removed in this way the enemy can add one infantry model of no greater value to an existing infantry regiment. Also, roll a D6 for each war machine in the enemy army – on a roll of 6 it is destroyed.

5   Bribery

You have bribed an enemy officer who has a grudge against his General, paying him to hold back from the fight. Nominate one enemy unit as being under the command of the bribed officer. At the start of each turn the enemy must roll a D6, and on the roll of a 1 that unit will do nothing that turn unless it is already engaged in hand-to-hand combat in which case it will fight normally. If the unit is skirmishers or allies it will do nothing on a roll of 1 or 2.

6   Poisons Wells

Your agents have poisoned the wells in the vicinity of the enemy camp. At the start of his first turn the enemy rolls a D6 for each of his units. A unit which rolls a 1 is suffering from the effect of poisoned water and cannot move or shoot in the first turn. Otherwise it is unaffected.

FIGHTING CAMPAIGN BATTLES

Players are free to fight each other as they wish, representing encounters along their common borders, intrusions into their rival's territory, invasions of his empire, and outright wars of conquest. As players win games they will gain more territories as described below. The number of territories held by each player indicates the size and power of his empire.

Before the battle both players must choose one of their territories to stake. Note that spies cannot be staked in this way – only territories. Each player nominates the territory to be staked before the game begins.

Each player uses his entire army for the battle, even though their points values may be different because the players hold different territories. If playing one of the battle scenarios which is not evenly matched to begin with, it is suggested that each player's army be reduced in proportion to the points values normally allowed. For example, in a *Last Stand* the proportions are 2:1 so the attacker uses all his army and the defender uses half his army.

BATTLEFIELD

The territories staked by the players can be used as the basis for working out the terrain on the battlefield if players wish. For example, if one player stakes a Bridge and his enemy stakes a Forest, then the table might include a river and could reasonably be assumed to be heavily wooded.

If using the Scenery Generator table to set up the table, you might allow each player to set up one item that represents his territory rather than rolling randomly. Imagine how the battle is a clash along the players' common border, through territories controlled by the rival armies.

WINNING TERRITORY

After the game is over an extra territory is generated from the chart. There are now three territories in the melting pot, the two staked by the players at the start of the game and the new random territory.

The player who wins the game retains his original territory and selects either of the two remaining territories to add to his own. This can be his rival's territory or the new one. Once the winner has selected his extra territory the loser takes the territory that is left.

If the winner takes his rival's territory the loser is assumed to have been forced back into the newly generated territory. If the winner takes the new territory then the battle has determined which side will possess this new land.

In the event of a draw both sides retain their staked territories and the player with the least territory gains the new one. If both players have the same amount of territory roll a dice to decide who gets the new territory.

THE PLAYER'S EMPIRE

The player's territories encompass his growing empire. It is entirely up to the players to set a limit on the number of territories an empire can include, depending on how long you want the campaign to last for and how large you want the forces to grow. A campaign can conceivably go on indefinitely, but often it is better to end the campaign once a player has established a dominant position. In this way a winner can be declared, and a fresh campaign can begin.

We have found that twelve territories is a reasonable maximum for an empire. A player who wins more territories than the pre-set maximum must abandon excess territory, though he can choose which to keep and which to give up. A good way of ending a campaign is to allow the first two players who acquire twelve territories to play a 'deciding battle' to establish the ultimate victor.

SPECIAL CHARACTERS

In a campaign it is a good idea to put special characters aside and let your own characters develop as the campaign progresses. The presence of Julius Caesar or Alexander the Great in your campaign may seem a little strange and will certainly affect the progress of the army!

We suggest that players do not use the special characters described in the Ancient Armies supplements when playing a campaign. However, this is a matter of preference rather than a strict rule, and players can agree amongst themselves whether such characters will be allowed or not. After all, if Hittites can meet Romans, and Saxons can fight Assyrians, then Caesar can cross swords with Alexander, and Rameses can match his wits against Ghengis Khan!

STEPPE NOMAD ARMIES

Ancient steppe nomad armies are based around cavalry, and such armies would find life very restrictive if they were permitted to field only one unit of cavalry. To get round this such armies begin the game with one special Steppe territory plus two randomly generated territories. The steppe represents the massive hinterland that lies behind the advancing horde, supplying men and horses for the invading armies.

The Steppe territory allows the army to include an unlimited number of cavalry models. It cannot be staked when the army fights a battle, it cannot be raided by underdogs as described later, and it is never affected by events. It is far too large and forbidding to be taken over by an enemy – representing the vastness of the steppes from which the horsemen come and to where they can return at will.

BIBLICAL ARMIES

Biblical armies are based around chariots, and have a very difficult time acquiring them from the territory chart! To compensate for this, all biblical armies start off with a fortress as part of their initial territories. The remaining two territories are generated randomly as normal.

RAIDS

If a player has twice as many territories as his opponent, then his enemy can raid his sprawling empire. This helps to even up battles between players with disparately sized empires, and it also makes it easier for a newcomer to join in the campaign later on.

In a raid the player with the fewer territories is assumed to be mounting a surprise raid upon the more powerful player's empire. To represent this incursion both players use armies with a total points cost of 1,500 points, or whatever your standard army size happens to be. Also, when choosing armies both sides are permitted to use only three territories. These represent the path of the raid as it penetrates trough the enemy empire and retreats back into the raider's own land. This unexpected raid gives no time for the defender to muster larger forces or to bring in special troops from elsewhere, so the enemy must be met with troops drawn from the local area. No extra points can be added to either side, regardless of which territories are used to choose the armies.

In a raid both players must stake one of the three territories used to choose their armies. They cannot stake another territory.

RUNNING A CAMPAIGN

You don't need an umpire or controller to run a campaign as described, but most players would agree things go better if a person is nominated as overall umpire. The umpire can interpret the rules and improvise new ones, keep the players informed about forthcoming battles, and invent special events, spread rumours, and generally keep the campaign going. An umpire can be one of the players, or he can be someone who devotes all his time to running the campaign and does not play himself. Another option is for different players to take it in turns to be umpire, sharing the burden equally.

CAMPAIGN NEWSLETTER

The most useful thing an umpire can do is publish a regular campaign newsletter which summarises the battles fought over the previous week, mocks the defeated, and lists the players and the amount of territory they now control. Victorious players can place notices of their success and ridicule their enemies. The newsletter can also be used to announce local events and new discoveries.

For example, the umpire might announce the discovery of an ancient shrine, ruined city, shipwreck or some other interesting place. He invents some suitable rules for the territory, perhaps spreading different rumours to different players, to encourage interest in the discovery.

Players who want to investigate are invited to submit their names to the umpire who then draws the players into random pairs, pairing off winners until a single victor emerges. These structured games can be set in specific places invented by the umpire, with special scenarios and rules concocted by him. The opportunity to play God is probably as much fun as actually fighting the battles, and an imaginative umpire can make a big contribution to a successful campaign. Just as in any other battles, territories are staked and won in the normal manner, representing the competing armies clashing as they head for their objective. The ultimate winner receives the special territory instead of randomly generating a new territory as usual.

POSITIVE UMPIRING

An umpire can also ensure that players don't deliberately avoid fighting enemies they fear will beat them, and he can impose penalties on players who fail to show up for battles. Perhaps he can remove territories to represent the unopposed rampaging and pillaging!

The umpire can also draw the campaign to a close once the players start to lose interest or one player gains ascendancy. A good way of doing this is to wait for two players to win a predetermined number of territories and then have them play a game to decide the overall winner.

Finally, bear in mind the campaign is not wholly fair or perfectly balanced. It isn't and is not supposed to be. The random acquisitions of territory will inevitably favour one side or another. Undoubtedly the initial restrictions will penalise some armies more than others. This does not matter too much, whilst a good campaign umpire will be able to even things out without displaying blatant favouritism!
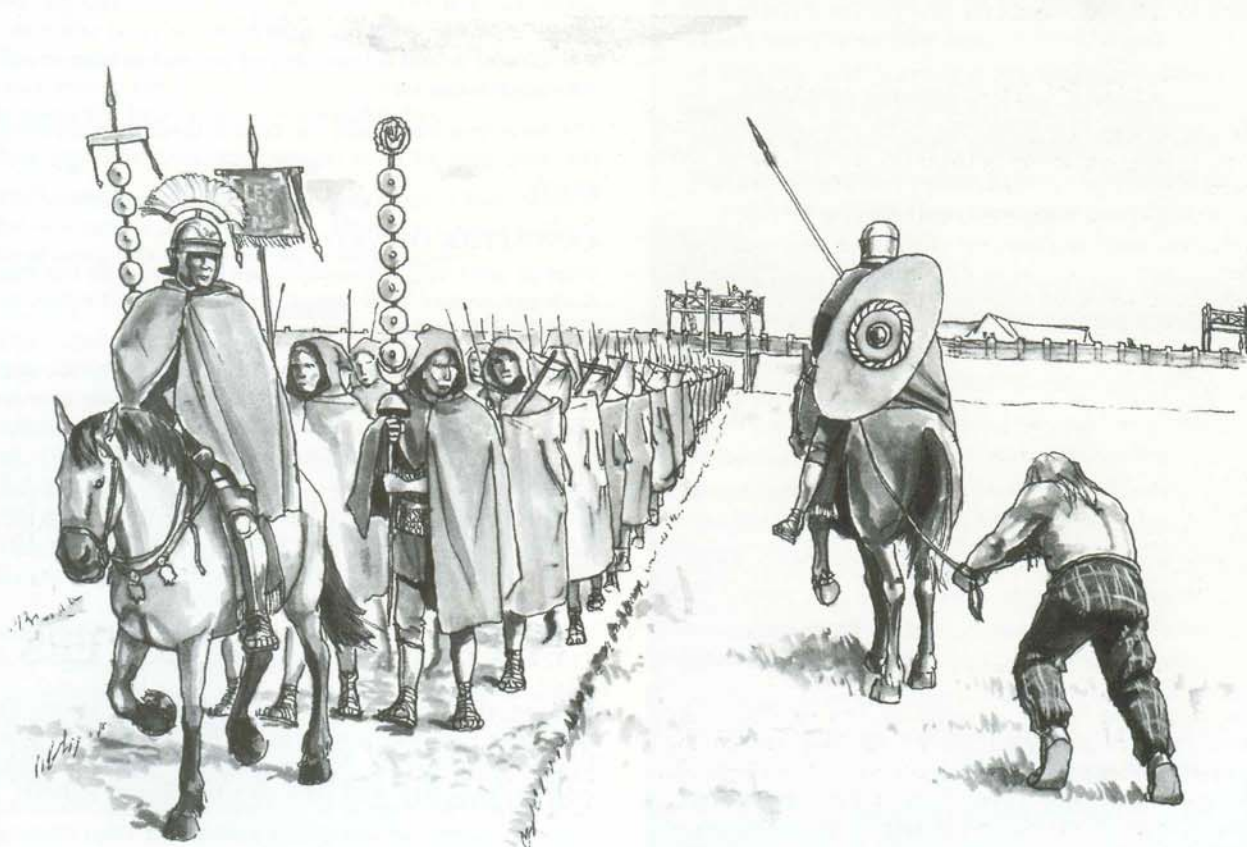
VETERANS

The rules that follow allow victorious armies to earn bonuses in future games. All units start out as basic trained recruits, or warriors of limited experience, and gradually progress to become hardened veterans. This can be a very interesting process for a regular games group or club, and the rules are ideally suited for incorporation into a campaign as described in the previous section. Players should always agree before the game whether veterans are being used, particularly when playing a new opponent who may not be familiar with your battle winning 'hard-as-nails' veterans.

VETERAN UNITS

If a unit of troops ends the game in possession of an enemy standard then it has proven its mettle in the heat of battle. To represent this the regiment is given an 'elite' bonus together with an appropriate title – 'Bashers from Britain', 'Scourge of the Hittites', 'Gaul Crusher' and so on. Invent a name that will always act as a reminder of your opponent's humiliation!

So, when both sides were in full view of each other, the Romans in their gleaming crested helmets advanced slowly swinging their shields, as if to the beat of an anapaestic rhythm. After a preliminary discharge of missiles by the skirmishers, whirling clouds of dust covered the whole field. Shouting their traditional war-cries and inspired by the blare of trumpets, both sides fought hand-to-hand with spears and drawn swords; the quicker our men forced themselves into the enemy's line the less they were exposed to the danger from arrows. Meanwhile Julian, who took an active share in the fighting as well as directing it, was busy in reinforcing weak points and hounding out laggards. In the end, the front line of Persians gave way and retreated, slowly at first and then at a rapid pace, to the neighbouring city. Our troops, though likewise exhausted by fighting on a scorching plain from dawn to dusk, followed hard on their heels, hacking at their calves and backs, and drove the whole army with its best generals, Pigranes, the Surena, and Narses, in headlong flight to the very walls of Ctesiphon. In fact, they would have broken into the city along with the routed enemy, had not their commander Victor restrained them with hand signals and shouts. He himself had been hit in the shoulder by an arrow, and he feared that if our men in their mad rush got within the circuit of the walls and could find no way out they would have been overwhelmed by sheer weight of enemy numbers.

Battle versus Persians at Ctesiphon

If a unit has an elite bonus it can re-roll all of its 'to hit' dice rolls once per battle either for hand-to-hand combat or for shooting. However, the unit must re-roll all of its dice (not just the failures) and must abide by the second result. To help keep track of whether or not you have used a bonus, note down that the unit has an elite bonus on your army roster and tick it off or draw a line through it when the bonus has been used.

For example, a veteran unit of six Norman Knights roll 1, 1, 2, 2, 2, and 6 scoring only 1 hit – fairly miserable stuff from such a powerful unit. The player decides to use his elite bonus and re-rolls the dice scoring 2, 3, 4, 4, 5 and 6 which equals (for the sake of argument) 5 hits... much better! Of course, the player takes the chance of rolling an even worse set of scores, and so must use his bonus carefully.

LOSING STATUS

Once a unit becomes veteran it keeps its status from game to game against all players in your group until it is broken as a result of defeat in hand-to-hand combat or until it is destroyed. It will then revert to normal status automatically. The demise of one of your old veteran units is always a sad occasion – although not necessarily for your opponent.

BUILDING STATUS

A veteran unit can capture more standards and become even more elite by gaining more bonuses. This will allow the unit two, three or more 'to hit' re-rolls per game. However, only one bonus can be used at a time, you cannot re-roll a lousy re-roll no matter how much you might want to!

The most bonuses a unit can earn is three, representing the very best of elite troops, seasoned warriors and guards.

CASUALTIES ON VETERANS

Veteran units will suffer casualties during battle but this does not reduce their status unless they are broken or wiped out for whatever reason.

The maximum size of any veteran unit is always the size it was fielded at when it earned its first veteran bonus. Thus, a cohort of 24 models might earn its veteran bonus and survive the game with 14 models intact. In the next game the veteran cohort can be fielded as a full 24 models once more, or fewer if the player wishes, but it cannot ever be fielded at more than 24 models. The unit's full strength is established at 24.

VETERAN CHARACTERS

Just as an army has its battle-hardened units its characters can also gain renown in the eyes of their troops and develop heroic qualities. They become veteran characters, with their own bonuses as follows.

A character automatically gains a bonus each time he accomplishes a *heroic feat*. A heroic feat is one of the following:

1. The character is with a unit of troops when it captures an enemy standard.

2. The character kills the enemy Battle Standard Bearer in hand-to-hand combat.

3. The character slays an enemy character of at least equal standing in a challenge (eg, a General slays a General).

You must name your veteran character if he isn't named already, and you might like to give him a suitable title to commemorate his feat of arms. For example, Antonius Titus, King Slayer.

A character who goes on to achieve further feats of arms may add to his veteran status as described below.

Number of Feats	Bonus Gained

1   Elite

The character becomes a fearsome fighter and can re-roll all of his hand-to-hand combat or shooting 'to hit' dice once per game in the same way as a unit of veteran troops. For each extra feat the character gains a further re-roll per battle up to a maximum of three times in the same way as veteran troops.

2   Leader

The character can add +1 to his Leadership on one test made during the game. The player must declares he is using this ability before rolling the dice.

3   Attack

The character can add +1 to his Attacks characteristic once during the game. The player must declare that he is using this bonus before rolling the dice.

4   Strength

The character can add +1 to his Strength characteristic for one turn during the game. The player must declare he is using this bonus before rolling the dice.

5   Toughness

The character can add +1 to his Toughness characteristic for one turn during the game. The player must declare he is using this bonus before his opponent rolls to establish wounds.

For example, a character who has accomplished five heroic feats can re-roll his hits three times per battle, he can add +1 to his Leadership once per battle, +1 to his Attacks once per battle, +1 to his Strength once per battle, and +1 to his Toughness once per battle.

LOSING VETERAN CHARACTERS

If a character is killed in battle then he might not necessarily be dead. If not dead he is assumed to be too badly wounded to fight any more. The veteran character must be retired from your army or deemed killed in battle and buried with all due honour, or, if you prefer, he recovers from his wounds, is heaped with riches by a grateful ruler and retires to live out his remaining days in peace.

'They fled headlong to Megiddo with faces of fear. They abandoned their horses and chariots of gold and silver… the people had shut the gates, so they let down garments of clothing (tied together) to hoist them up into the town. Now if only his majesty's army had not given up their hearts to looting the possessions of the enemy, they would have captured Megiddo at this time…'

Egyptian account of the Battle of Megiddo

VICTORIOUS GENERALS

Generals gain veteran status in the same way as other characters, but in addition they can earn an extra bonus when they win a battle.

If you win a battle roll a D6 and consult the chart below. The chart gives a victory bonus which applies the next time the army fights. This bonus applies for the next battle against any player from your gaming group.

D6   Result

1   Beloved Commander

Next time the army fights all units within 12" of the General may add a further +1 to their combat result. This special ability lasts until a combat within 12" of the General is lost, after which the troops' confidence is shaken and the bonus ceases to apply.

2   Leadership Bonus

Next time the army fights you can re-roll any one failed Leadership based test. This does not allow the unit to re-roll a failed re-roll from another source such as the army's Battle Standard – ie, you can re-roll a failed test but not a failed re-roll.

3   Mad Dog General

Next time the army fights, the General can add +1 to his own 'to hit' rolls in hand-to-hand combat. This applies until the General takes a wound or is forced to flee, after which the bonus is lost.

4   Inspiring Standard

Next time the army fights the Battle Standard will permit Leadership re-rolls for Break tests over a larger area than normal. Add D6" to the normal 12" effect range. Roll this dice at the start of the game to find out what your range bonus is for the duration of the battle.

5   Famous General

Your commander's skills are an inspiration to all. Once during the battle, one unit within 12" of the General will automatically pass a Leadership based test it is required to take. The player must use this ability before rolling the test; no actual dice are rolled and the player is not allowed to use the ability retrospectively once he has failed a test.

6   Victorious Troops

The army is fired up by its victories and inspired to greater success. Once in the battle add +1 to any combat result. You must commit your bonus before fighting the combat – not afterwards. You cannot use the bonus to boost a combat result once you've fought.

THE WAR BEGINS

You have now read all the rules for the Ancient Battles game, including some of the more detailed rules that allow armies to take part in entire campaigns of conquest. Along the way we have discussed some ideas about painting and modelling, which we hope will have been of interest to old hands and beginners alike. Our intention is that prospective players will have gained some idea of what a wargame is and how it is played. However, we know as well as anyone that when it comes down to it the only way to really appreciate the spectacle of a wargame in action is to see it. The following pages have been included with just this aim in mind.

LET BATTLE COMMENCE!

This section of Ancient Battles is devoted to the ancient army on the tabletop. It features models from the collections of the authors, as well as fellow gamers Dave Gallagher, Nigel Stillman, and Aly Morrison. On the following pages you'll find painting tips and hints on making scenery, as well as numerous examples of painted armies.

A Phalanx of Greek Hoplites advances against Persian infantry, supported by Thessalian cavalry guarding their flank against Median cavalry, circa 450 BC
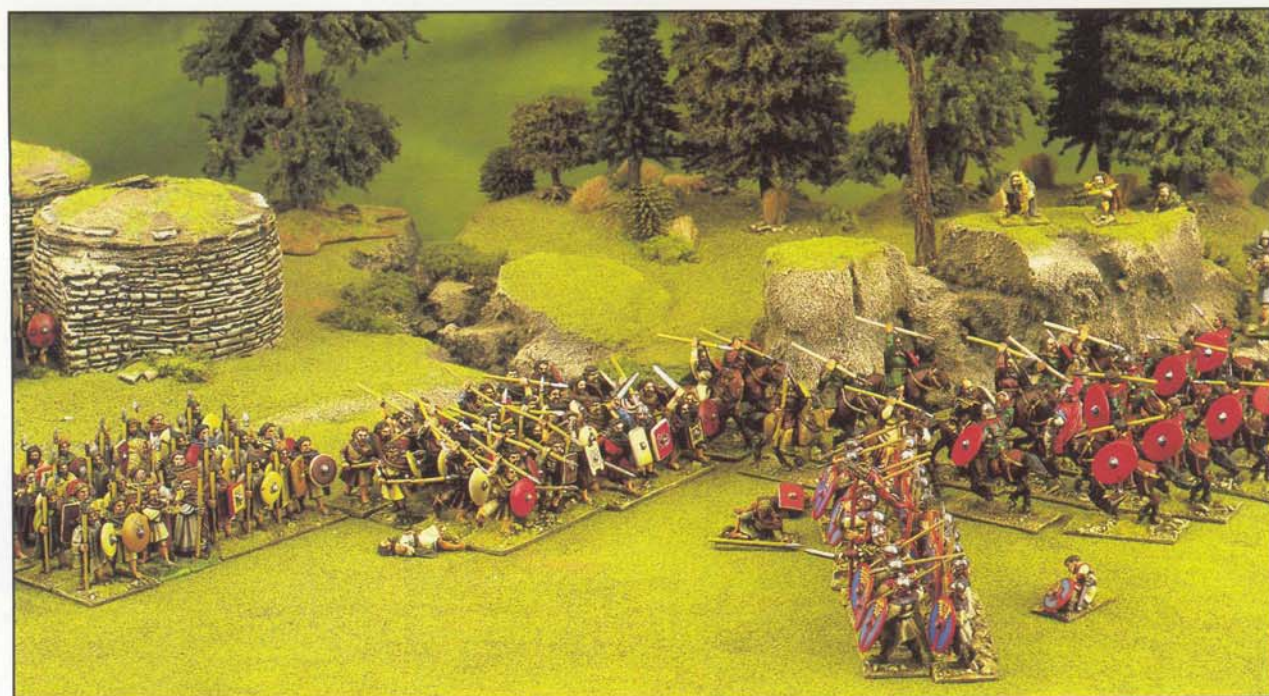
A Pictish clan defend their broch against a later Roman punitive expedition making a foray beyond Hadrian's Wall, circa AD 395

EARLY IMPERIAL ROMANS

The Roman army of the early Empire – around the 1st and 2nd Centuries AD – was well trained, professional and ruthlessly efficient. The army is very well portrayed by the Legionaries, Auxiliaries and officers illustrated here.

Right: This mounted Centurion is clearly distinguished by his white transverse crest.

Left: Roman Tribune

Above: Roman units were identified mainly by their shields. Auxiliaries carried oval shields with each cohort distinguished by a different colour and design.

Above: Roman officers such as this Tribune commanded a legion. He wears a scarlet cloak, muscled cuirass and white linen pterges.

Roman Legionaries were distinguished by their large rectangular shields that were designed for fighting in a densely packed formation. Each legion had its own unique shield design.

Above: One way of making cavalry officers stand out is to give them white or black horses.

Above right: Roman Auxiliary cavalry aspired to look dashing. Troopers might have worn silvered brass helmets with feather crests and bronze scale armour, instead of the standard issue. These troopers have particularly striking shields.

Above: Roman Auxiliary archers, such as the Hamians from Syria might wear eastern long robes, but these are recruited from a western province or have adopted breeches for service in a cold climate.

Left: A Legionary ballista and crew. A Century of 80 men was equipped with one of these bolt throwers.

This force could represent a small Roman task force or Vexillation. Such a force might have been made up of sections drawn from several cohorts and legions. Such forces often formed the garrisons of frontier forts.

BRITISH CELTS

The Ancient British Celts who fought against the Roman invaders in the 1st Century AD were warrior tribesmen who followed independent chiefs. Every warrior armed and equipped himself according to his wealth and status as portrayed by the warband depicted here.
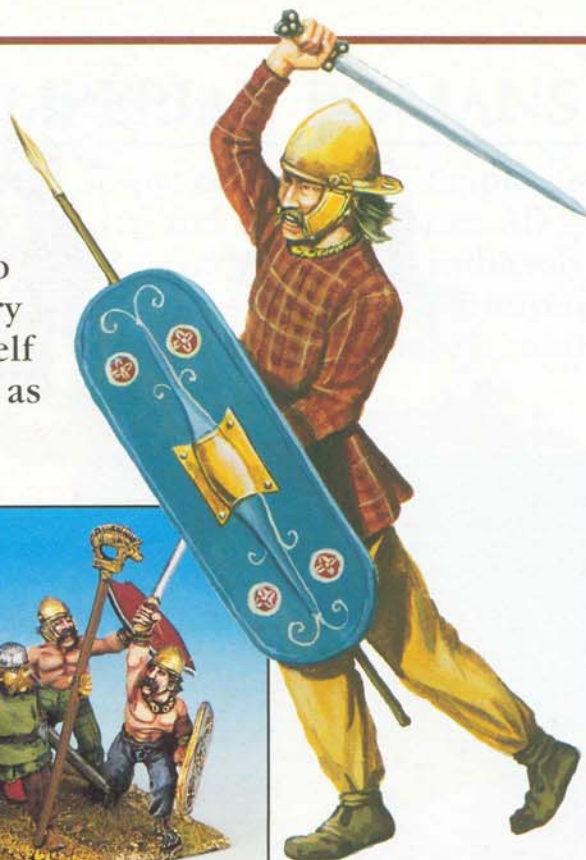
Below: The poorest warriors and youths fought as skirmishers armed only with slings and shields.

Above: Barbarian warriors like these ancient Britons were armed as individuals with their own weapons. Leaders can be picked out by their more expensive and ornate armour.

Below: A tribal warband arrayed for battle. The warriors are massed ready for a wild charge, screened by slingers skirmishing ahead. On the flanks are fast-moving cavalry and nobles in their chariots.
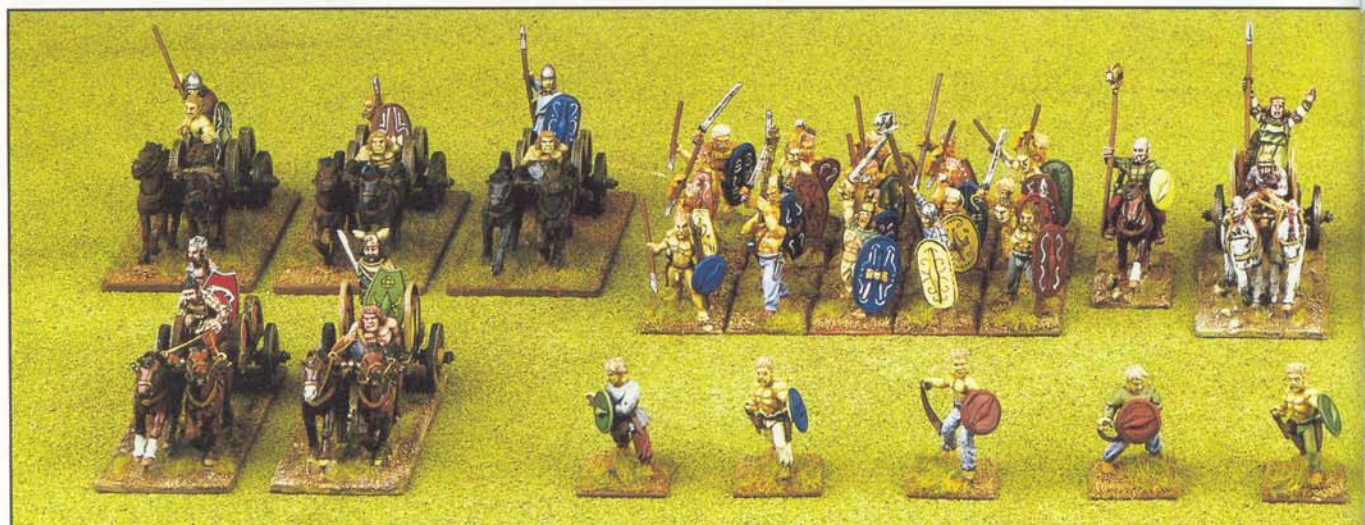
Right: The chief leads from the front. He is distinguished by his boar crested helmet. Accompanying him are warriors with a boar standard and carynx (Celtic warhorn).

Below: The Romans found chariots hard to deal with. The chariotry were the best and most reckless warriors in the army. They hurtled into the enemy ranks and jumped down to fight on foot.
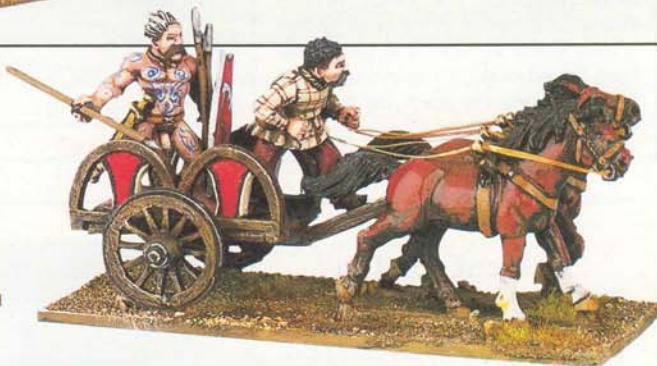
Cavalry often fought in support of the chariots. The Britons rode the same kind of wild mountain ponies as are found today in upland Britain. Models look good painted in assorted dun, brown and grey colours.

Cavalry standard bearer

PAINTING AN ARMY

Roman Legionary

This method uses 'washes' of heavily thinned paint over base coats to create shading. The process takes practice to master but can work well with flesh and deeply sculpted armour detail such as the lorica of this Roman. Add water to the paint so that it runs easily into crevices and away from raised detail – a quick wipe of a finger can help the effect. Let the paint dry between stages.

Ancient Briton

This method starts with a black undercoat and builds the paint up in layers. The darker shades are painted first, followed by progressively lighter colours. The undercoat provides the deepest shading so it's important to get a good coverage in all the nooks and crannies before you start.

Cannanite Archer

We've painted this model in half stages to show the progression as clearly as possible. This very quick method is particularly suited to 'bibical' armies that have lots of flesh which is off-white. It's also good for assembly-line painting, as none of the stages require too much concentration! The initial wash acts as a layer of shading as well as a 'guide coat' enabling you to see the relief detail of the model.

Sherden Warrior

Gamer and model maker Aly Morrison prepared this example to show how his 'black undercoat' method works with heavily armoured troops. As with all methods that employ a black undercoat it is important to get a good coverage at the start, as the black forms the deepest layer of shading on the finished model.

Everyone evolves their own style of painting and it would be a fallacy to imagine there is a right and wrong way of doing things. This spread shows four different approaches from three different painters – including the methods used to paint the Roman and Ancient British armies on the previous pages.

1. Model primed in white with base coats of flesh, silver, and pink (yes pink!).

2. Flesh washed over with red-brown, silver with black, and pink with a dark red-brown.

3. Detail painted black. Sandles washed over with dark red-brown to pick out detail.

4. Detail repainted in appropriate colour leaving a black outline to shade. Armour retouched silver.

5. The odd highlight added to flesh (mix flesh and white) and tunic (light pink). Base painted.

1. Paint it black! The shield is already attached.

2. Apply fairly dark base colours.

3. Helmet, shield, boots and base get their base colours. The tunic and trousers are washed over with black to give them a naturally textured look. The flesh gets its next layer of a lighter colour.

4. The helmet and boots receive a wash of brown whilst the flesh is given a lighter coat. The shield is decorated with transfers. Tunic stripes are added in yellow-brown.

5. Metal, flesh and shield all receive their lightest coat. Fine black lines complete the patterned tunic. The spear, painted separately so as not to get in the way, is superglued in place.

1. From a white undercoat wash the entire model with very dark brown (the model is shown half white to demonstrate the effect).

2. Apply darker base coats. Flesh is dark and ruddy. The tunic is a mix of red-brown and white whilst the chest armour is a very pale brown. The right hand edge of the model is shown untouched to illustrate the difference. In practice this will be completed too.

3. Add lighter colours to the raised areas. In the photo the right hand side retains its previous coat to show the difference.

4. Detail. A black beard and arrows. The bow is light brown.

5. Highlights in very pale yellow brown pick out the top tones of flesh, tunic and armour. Finish with bronze knife and base to taste!

1. The metal parts are bronze over black undercoat.

2. A lighter shade is applied over raised areas of bronze, leaving the darker colour in the recesses.

3. Brown is used as the base coat for flesh, leaving enough black to outline the musculature and face.

4. A lighter flesh tone is added leaving sufficient of the dark colour to provide shading. The tunic base colour is added.

5. The model is completed by adding detail to the tunic, painting the horns and adding the shield which is painted separately. The armour is toned down with yellow ink which gives it a distinctive brazen colour.

BASING MODELS

Bases can be painted a plain colour, or decorated using sand, flock or static grass. Many gamers add small stones or clumps of grass, which are especially effective on larger bases.

❶ To apply flock, sand or static grass to an otherwise plain base, paint a layer of watered-down PVA glue onto the surface.

❷ Dip the base into whatever medium you are using so that it gets a good coating. Use a paintbrush to remove any stray bits of material from the model's legs or feet before the glue sets.

❸ In the case of flock and static grass, no further work is required. Sand can be painted over once it is dry, and further decoration can be added in the form of small pebbles and patches of static grass.
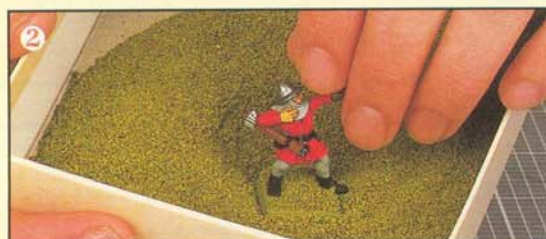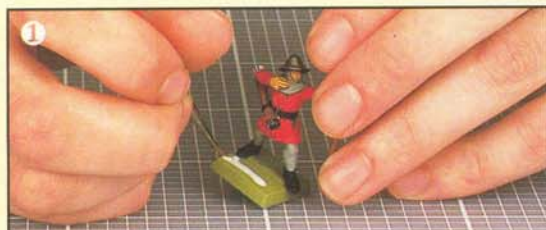
An easy and effective way to finish a base is to paint it a solid base colour and add flock or static grass to the top.

If using sand or grit, apply the layer of sand before painting the base. Patches of static grass can be applied once this is dry.

TRANSFERS
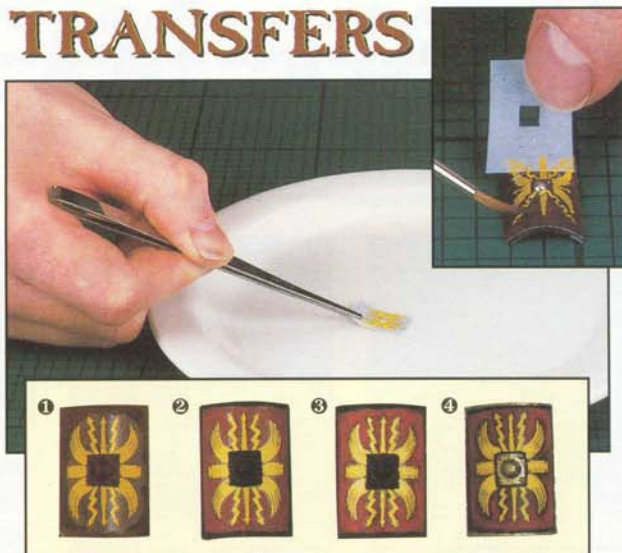
Waterslide transfers make it much easier to produce a neat, regular design. In this example the centre of the transfer was cut out with a modelling knife so that it fits over the boss on the shield. The shield is painted in a dark colour first and the transfer is added once the paint is dry. The shield is then flooded with water so the design can be 'floated' into position before excess water is removed with a tissue.

Transfers can be painted over quite easily and the sequence above shows one way of doing this. Having applied the transfer over a dark red (1) the shield is repainted red leaving just enough of the dark colour around the design to throw it into relief. The edges and boss are painted black at the same time (2). Once the red is dry the corners of the shield are highlighted with a lighter orangey red and the design itself is highlighted with pale yellow (3). Finally the metallic boss and edges are painted (4).

PAINTING SHIELDS

Even the simplest hand painted design benefits from a little extra shading and highlighting as shown here.

Shield designs of later Roman units from the Notitia Dignitatum.

A Legionary shield and auxiliary or cavalry shields of the early Empire. The shield on the right has had a transfer added and worked up as described above.

There is little real evidence for what ordinary celtic shields looked like. Designs such as these are relatively easy to produce.

Celts painted by Dave Perry.
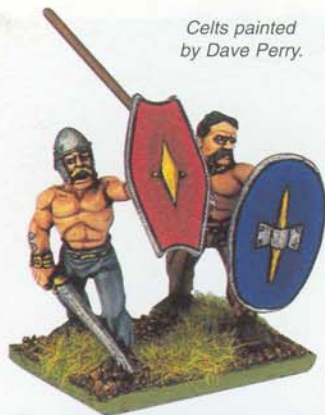
Models can be fixed to individual pieces of card or to larger multiple bases, leaving sufficient single based models to faciliate removing casualties.

Left: Alan Perry's chariot wreck model takes no part in the game but appears on the table wherever chariots crash and splinter and casualties are removed. The base finish is simply sandy grit painted to represent suitably flat and arid ground.

Below Left: Hittite general painted by Rick Priestley. The base is a mixture of sand and larger chips of gravel with static grass and coarse clumps of grass made from a coir fibre door mat.

Left: This late Roman ballista and crew are mounted on separate bases so that casualties can be removed.

Above: Late Roman cavalry complete with fallen enemy painted by Mike Perry.

Below: Edward III and retinue, painted by the enormously talented Dave Andrews. It is far more convenient to move large armies if they are based on multiple movement trays such as this.

Above: Bronze Age chieftain painted by Kevin Dalimore.

ARMIES IN ACTION

Well finished and interesting terrain isn't the preserve of those lavish display games you see at wargames shows. These pages show examples from the collections of Alan and Michael Perry and Nigel Stillman.

Above: These Hittite troops are searching for Egyptian stragglers in a vineyard somewhere in Phoenicia during the Egyptian-Hittite wars.
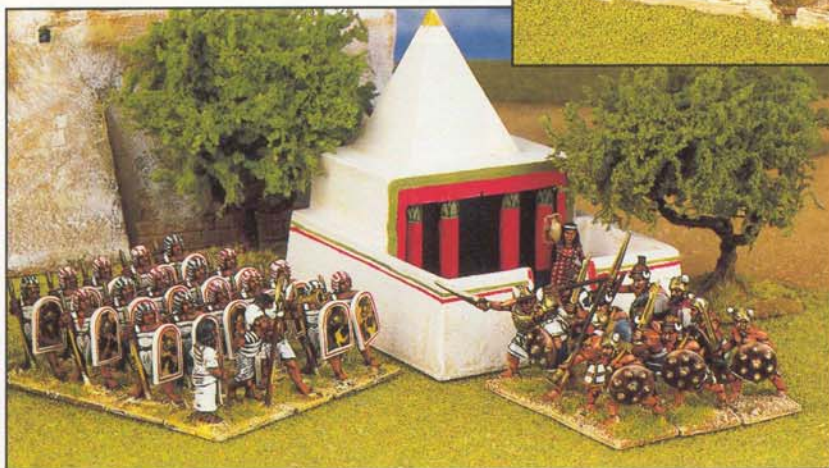
Left: This small pyramid tomb of the kind used for noble burials in the New Kingdom clearly indicates a battlefield somewhere in the Egyptian empire. Raiding Nubians, Libyans, Hyksos or Sea Peoples like these would not want to miss an opportunity to ransack the necropolis!

Below: The Pharaoh's army is on the march again in Canaan. The force mobilising here is typical of the sort of garrisons with which the Egyptians defended their Canaanite province.
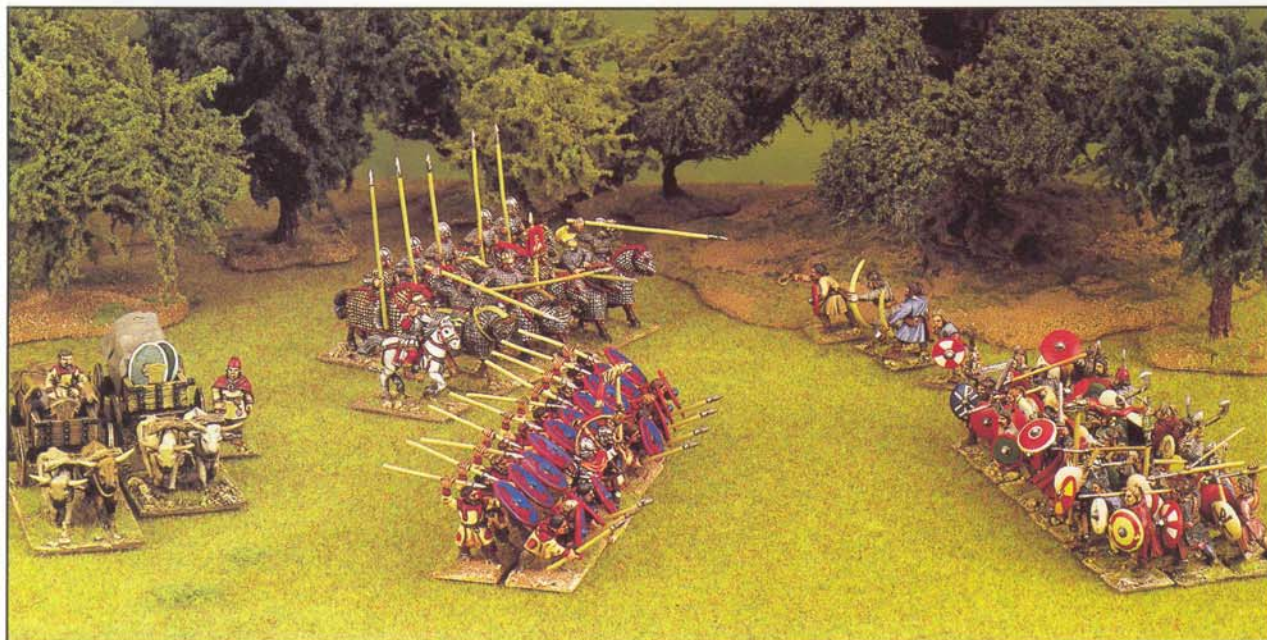
Above: A supply column runs the gauntlet of a barbarian ambush. The Later Roman troops have been ambushed by marauding Frankish warriors on the Rhine frontier in the closing years of the 4th Century AD.
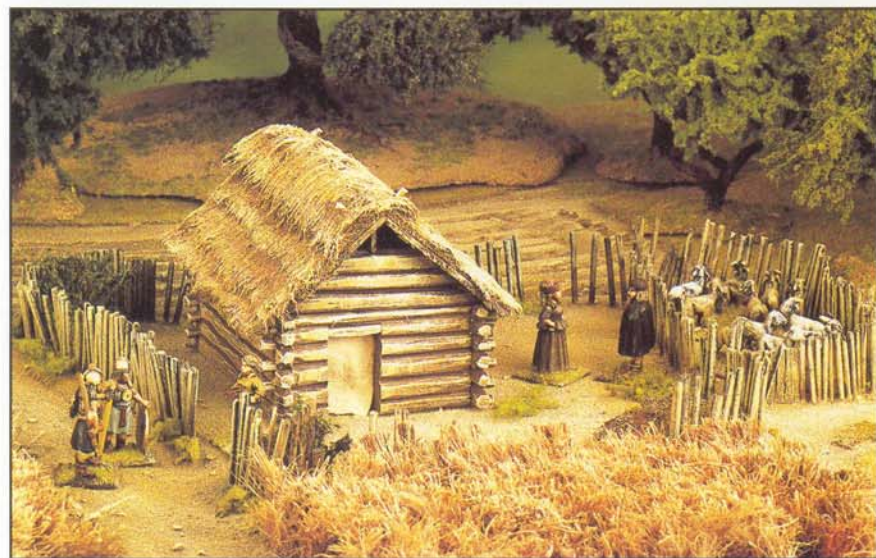
Left: The Bronze Age was a very warlike period in Northern Europe just like everywhere else. Farmsteads such as this one in the fens of Denmark circa 1200 BC, were vulnerable to the raiding warbands of rival chiefs seeking cattle, slaves or tribute.

Below: Spartan Hoplites carried shields bearing the Greek letter Lambda standing for Lacadaemon, the name of the city-state of Sparta.

Legionaries of the Later Roman Empire (4th & 5th Centuries AD). The shield designs for this period are illustrated in the Notitia Dignitarum. This is a copy of a medieval Roman document recording every unit in the army together with its shield design.

BUILDINGS

Most large ancient battles took place in open terrain, but countless smaller encounters have been fought in towns, villages, farmsteads, encampments and buildings or ruins of one kind or another.

As well as collecting and painting an army, many gamers find they get a lot of enjoyment and satisfaction from modelling their own scenery and buildings for their wargames table.
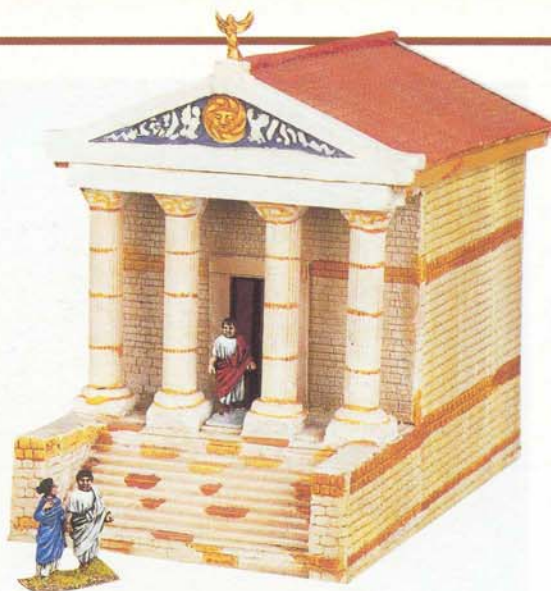
This very typical Roman temple placed on the wargames table immediately turns it into a landscape from classical antiquity.
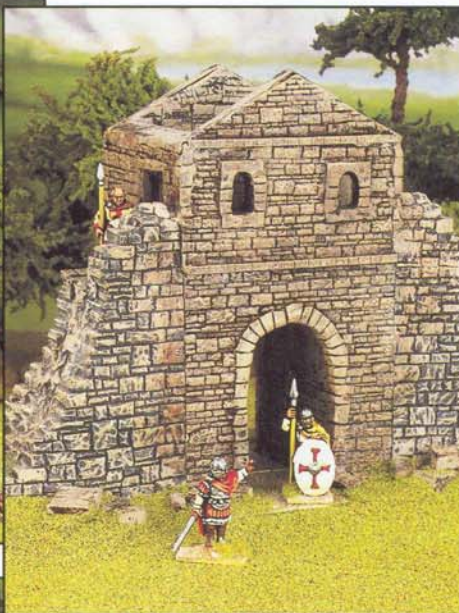
Above Left: This style of temple was common in Roman Gaul and Britain as a shrine to local gods. Such places contained precious offerings and, like Roman villas, attracted the attention of marauding Barbarians.

Above Right: The rugged borderlands either side of Hadrians Wall were the scene of much fighting throughout the Roman period and the Dark Ages. This ruined milecastle gate provides an outpost for Vortigern's militia keeping watch for the Picts in the 5th Century AD.

Left: This later Roman building was made of balsa wood with window and door tile arches modelled in milliput and plasticard pantiles – which look just like Roman tiles at this scale.

White plastered buildings with terracotta roofs were typical of the Roman landscape throughout the Empire. Many archaeology books are illustrated with reconstruction drawings and most museums have models which are good reference material for ancient wargames terrain.
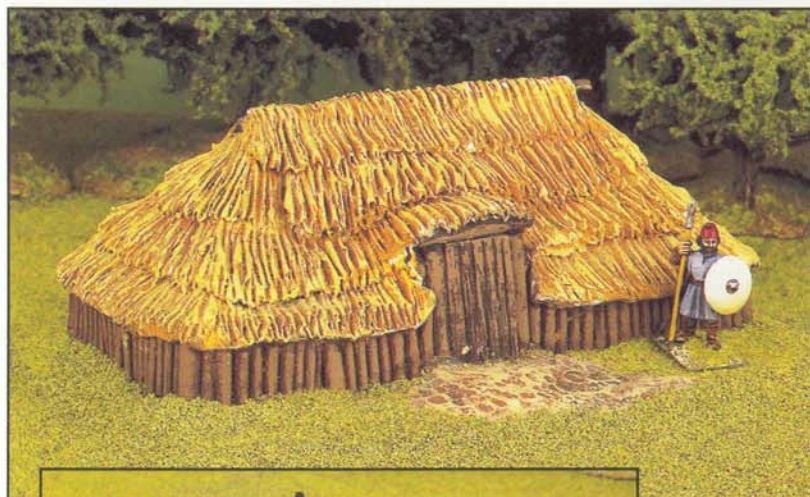
Left: This Saxon grubenhaus is typical of Dark Age building styles and could equally well stand in for an earlier European Bronze or Iron Age building. This particular model was made from cocktail sticks stuck on a balsa block to represent log walls, with a balsa wood roof covered in modelling clay scored with a fork to look like thatch.

Below: A Celtic shrine within a pallisaded enclosure. The Celtic priests were called Druids and they formed a very powerful class in their society. One of the reasons why the Romans invaded Britain was to smash the Druids who were based there.

A Druidic shrine is just as likely to have been formed within a sacred grove of oak trees and not in a building at all. Alternatively, a timber temple like this would have provided the sanctuary for some cult object. Typically these would have been a bronze cauldron or wooden statue of a god wearing a gold torc. No doubt the severed heads of enemies and captured Roman standards might end up here!

Above: Buildings on the ancient battlefield would often already be smouldering ruins, like this burnt out Celtic hut. This was made with a circle of small pebbles or balls of milliput, the four stumps were made from balsa wood dowel and covered in plenty of black paint.
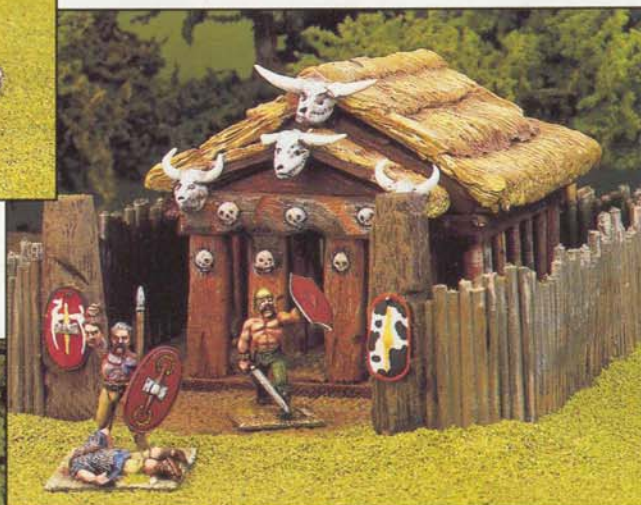
Above: Tall stone strongholds, knowns as brochs are found all over Scotland and were the refuges of the Caledonians and Picts during the Roman period. This model depicts a ruined broch which is still inhabited. The broch and huts are modelled from cardboard tubes covered in modelling clay, scored to look like stonework.

THE GAMES ROOM

Most gamers find that they fight their battles either at a clubhouse or in each other's homes. If a player has a particularly spacious or well equipped games room, then this will provide a focus for organised gaming.

As well as meeting to fight battles, the games room is where players get together to build new scenery, work on modelling projects, organise campaigns, or just talk over ideas and make plans.

Above: This scene is constructed from separate base board sections, each about three feet square. Sections can be arranged to make different layouts from game to game. Buildings, woods, vineyards, scrub and other features are separate, removable items placed on top of the base boards.

Below: Another view of the Kadesh scenery in Alan Perry's games room.

Above: Michael and Alan Perry's Kadesh terrain. On the left is the gateway to the ancient citadel. Battle rages in the plains below.

Below: This river is made up of individual small sections that can be fitted together to form lots of different shapes. The base of each river section is made of plywood and the banks of the river are shaped from polystyrene. Sand and small pebbles were glued in areas of the polystyrene banks before they were covered in flock.

Above:
Modular terrain
boards are a great way of
making large wargames
battlefields. They are also
easy to dismantle and store
away. These consist of a
plywood base topped with a
thick sheet of polystyrene.

Additional roughly shaped
areas of polystyrene were
stuck to the base sheet and
then sandpapered smooth
to form hills and undulations
in the terrain. The rivers
were cut into the
polystyrene all the way
down to the plywood base,
then painted and given
several coats of acrylic
varnish. Sheets of model
railway grass were then cut
to shape and stuck down
over the surface.

Top: A painting table situated in a wargames room need never be cleared
away and confers the added bonus of being safely out of the way of pets,
children and relatives. The occasional tidy up does no harm though!

Middle: This Hittite fortress is a single large piece of scenery. The hill on
which the fortress stands is made by building up several layers of
polystyrene sheet. The walls and towers are made of balsa wood and cork
tile. A large model fortress like this can be placed on a flat wargames table
and makes a dramatic centrepiece for a big battle or even a siege. This
model could represent the city of Megiddo, Masada or even Troy.

Right: Alan Perry's numerous armies are conveniently stored in drawer
units beneath his wargames table. Building a permanent wargames table is
a luxury rather than a necessity, so it is important to make the most of the
space underneath! Drawer or cupboard units make an ideal base for
wargames tables and also provide room for storage.
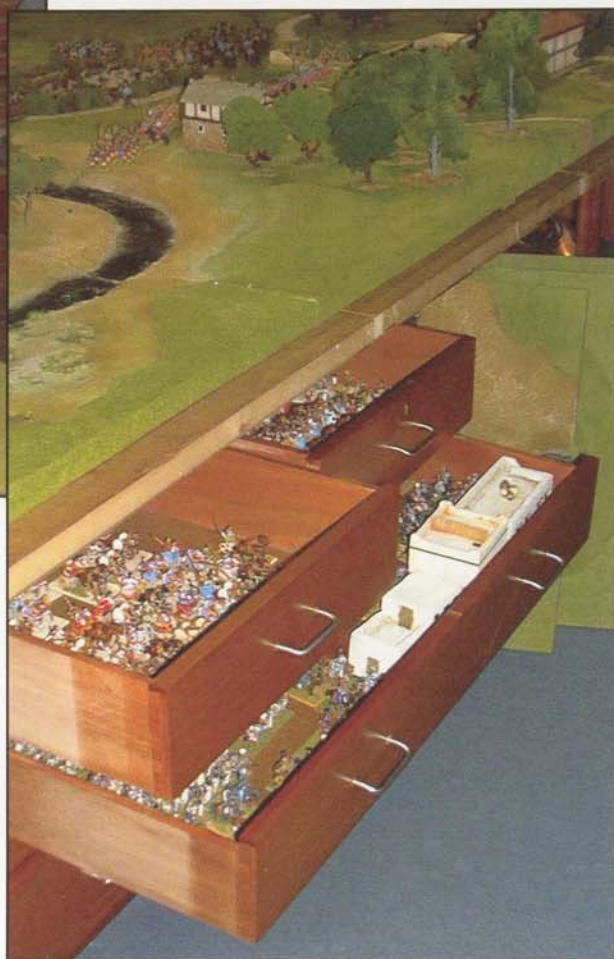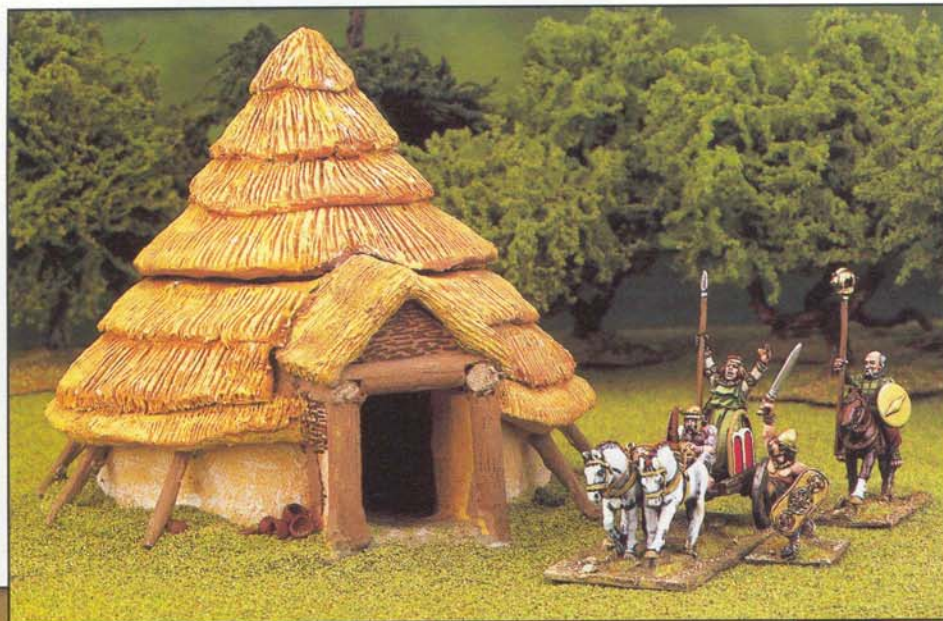
Left: Celtic huts are easily made from cardboard tubes and the inner bits of rolls of tape. These are then capped with a card cone covered in modelling clay or all-purpose filler, and scored to resemble thatch.

Centre: Phoenician militia defend their village from Sea People raiders in the late Bronze Age.

Below: Hittite cavalry ford a stream flanked by their chariot runners. Hittite spearmen and Sea People mercenaries follow behind – circa 1250 BC.

ANCIENT BATTLE ARMY LISTS

On the following pages are two army lists, one for the Roman army and one which can be used to represent any army of their barbarian opponents. They have been condensed from the full army lists which we intend to publish separately at a later date, and which include additional sections describing the role of historical characters.

The army lists are designed to be flexible rather than prescriptive. The lists themselves place relatively few restrictions on the player's choice of troops from the different types available. Within each type there are sufficient options for the player to tailor the army to match a historical counterpart.

Apart from encouraging a player to research into his chosen army, this has the added advantage of placing the player firmly in the position of a real life army commander or general, carefully choosing and training the troops in his army from the range of possibilities available to him. It also enables a player to create a small raiding force or foraging party composed of troops which might be unrepresentative of the army as a whole, but which is entirely credible in the context of a small action.

USING THE ARMY LISTS

The army lists have been designed so that you can choose an army to a previously agreed points total. There is no upper limit to the size of an army, but about 1,000 points is the minimum size needed for a battle worthy force. The total value of a player's army may be less than the agreed total, but may never exceed it. The list specifies the proportion of points that may be spent on character models, cavalry, infantry, artillery and allies. This ensures that the armies are reasonably balanced and don't consist entirely of cataphracts or ballistae.

UNITS

All the cavalry and infantry in the army must be organised into units. Units must be at least five models strong unless indicated otherwise in the army list. All units may include a leader, standard bearer and a musician, and these each cost 5 points in addition to the points value of an ordinary trooper. Standard bearers and musicians are assumed to be equipped with the same weapons as the rest of the unit and fight just like ordinary troopers. See the game rules for the special rules that apply to them.

CHARACTERISTICS

Characteristic profiles are given for each troop type and include any movement reductions due to armour. For cavalry, the rider's profile is often given with the Movement characteristic increased to account for the horse's higher movement. This saves a bit of space and avoids giving a whole profile where only one characteristic is used.

EQUIPMENT

The usual equipment carried by each troop type is listed under its profile. This equipment is included in the model's points cost. Additional equipment may be taken from the options listed at the cost indicated. Unless the entry says otherwise all models in a unit must be equipped in the same way and you cannot take extra equipment for some models in a unit and not others. Troops' saving throws are not given on their profile because they vary depending on the armour worn.

THE COMPLETE LISTS

We have in preparation a supplement for Warhammer Ancient Battles, provisionally entitled *Legion*, which aims to cover these armies in considerably more detail. Included in it you will find slightly fuller lists incorporating some of the more unusual troops, plus options for including historical characters such as Caesar and Caratacus as part of the appropriate armies. The supplement also explores the background history of the nations, discusses painting and modelling the armies, and provides further special rules for using them in battle.

ROMAN COHORT
(CIRCA 1ST CENTURY AD)

A Roman legion was composed of ten cohorts, the first of which was double the size of an ordinary cohort and carried the legion's eagle. The cohort pictured below is one of the remaining normal sized units. The strength of the legion was about 5,500 men and included 120 of its own cavalry.

An under strength Century. The size on paper should, confusingly, be 80 men and not 100. Six Centuries made up a cohort.

A Turma consisted of 30 cavalry from the Equites Legionis. There were three more Turmas in a legion and their main role was to act as escort to the commander and dispatch riders.
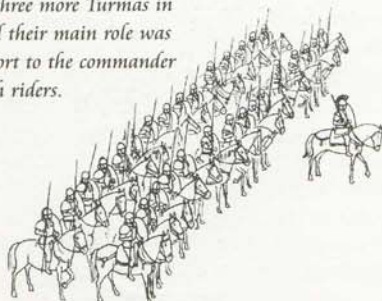
Decurion – In charge of a Turma.

Aquilifer – The legion's eagle bearer and generally attached to the first cohort.

Legate – Legion commander.

Optio – Second in command of the Century.

Onager – Used in sieges.

Imagifer – Carried the image of the Emperor.

Tribune – One of the six non-professional soldiers sent by Rome.

Vexilifer – Used if a unit was detached from the legion.

The legion's artillery – One Scorpio (arrow shooter) per Century plus one Onager (stone thrower) per cohort.
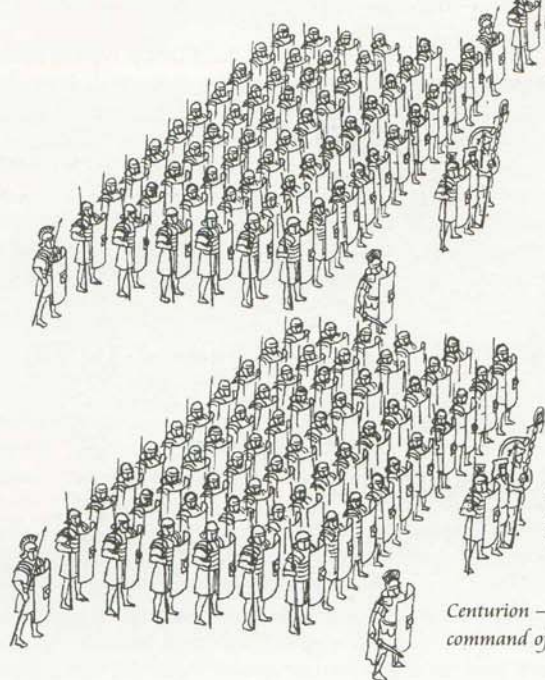
Cornicen – The Century's musician.
Signifer – The Century's standard bearer.
Tesserarius – Third in command of the Century.

Centurion – First in command of the Century.

BRITISH WARBAND
(ARRAYED CIRCA 1ST CENTURY AD)

Celtic war parties could vary from a raiding force of a handful of cavalry and chariotry to the supposed 200,000 that confronted Paullinus at the end of the Boudiccan uprising in 61 AD.
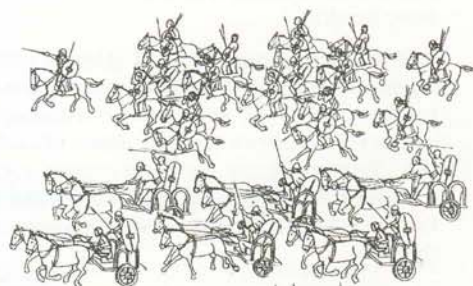
An allied tribal contingent. These warriors could be hired mercenaries or a friendly neighbouring tribe.
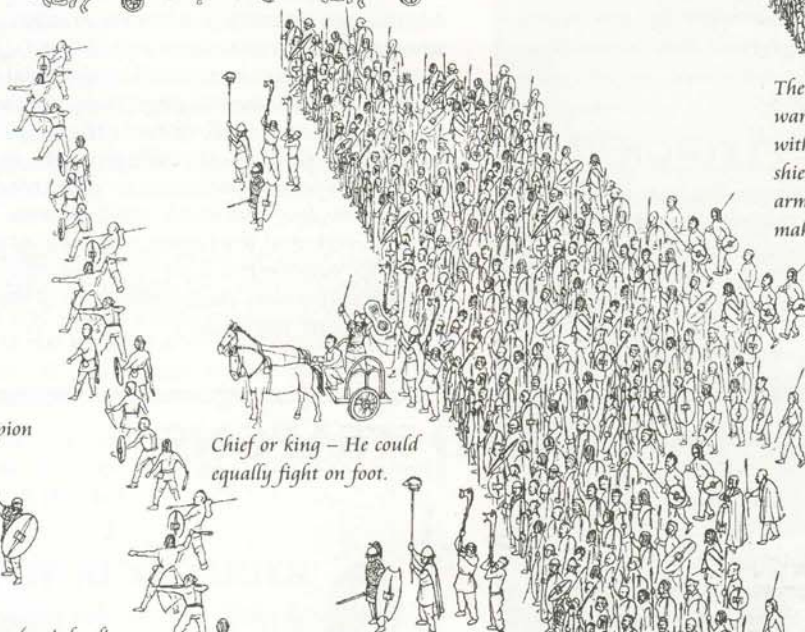
The bulk of the warband were armed with spear, sword and shield. The better armoured nobles would make up the front rank.

A noble issuing a challenge to single combat to a champion of the enemy.

Chief or king – He could equally fight on foot.

Skirmishers (mainly slingers in Britain) were used to soften up the enemy before the main strike.

Noble, standard and two Carnyx blowers. These war horns were used in large numbers.

Chariots continued to be used in Britain long after they died out on the continent. Caesar faced 4,000 of them in 54 BC.
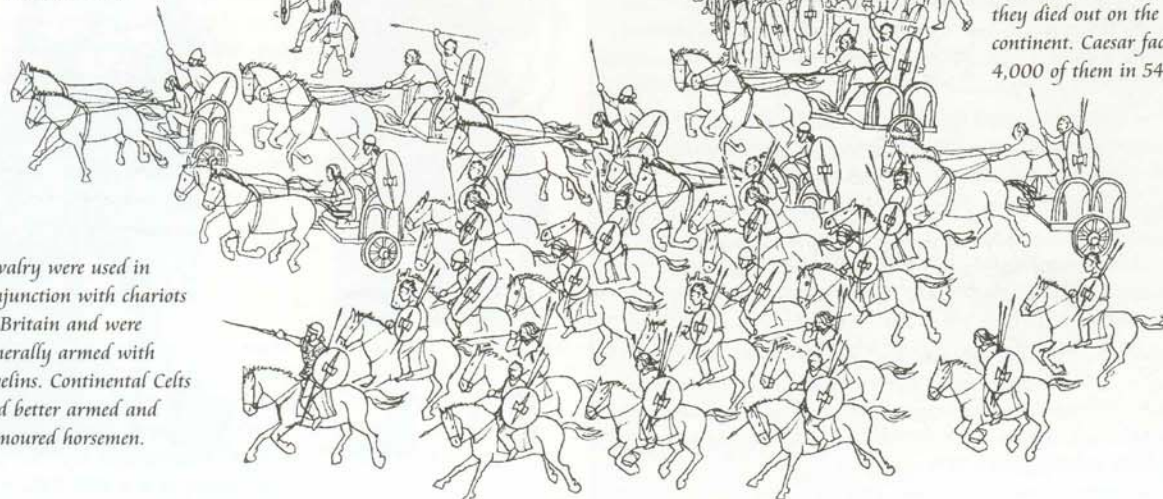
Cavalry were used in conjunction with chariots in Britain and were generally armed with javelins. Continental Celts had better armed and armoured horsemen.

THE ROMAN ARMY

"If one looks at the Roman military system, one will recognise that the possession of a large empire has come into their hands as the prize of their valour, not as a gift of fortune. For this people do not wait for the outbreak of war to practice with weapons nor do they sit idle in peace time… Rather they seem to have been born with weapons in their hands."

The Jewish historian Josephus, writing on the Imperial Roman army in the 1st century A.D.

For nearly 500 years Rome ruled over one of the largest and most successful empires the world has ever seen. Rome's emperors held sway over most of Europe and North Africa, from rain-drenched mile forts along Hadrian's Wall in northern Britain, to sand-blasted outposts along the frontier in Africa, from Spain in the west through to the border with Parthia (in what is now Turkey) to the east. The safety and security of the vast Roman Empire – the *Pax Romana* – was ensured by the Imperial Roman army, and especially by the famous *legions* that formed the elite core of this extraordinary force.

THE ROMAN LEGION

The Roman legions were amongst the best trained and most successful military formations the world has ever seen. For several hundred years they defended Rome against all-comers, only occasionally being defeated, and only then either because they were terribly out-numbered or because they were badly led, the notable exceptions being during the civil wars that occasionally rocked the Empire. In the end it was a combination of these civil wars and pressure from raiding barbarian tribes that was to destroy the Roman legions. However, in the period covered by this army list, the legions were the supreme fighting force in the ancient world (the eventual collapse of the Roman Empire is covered in more detail in the Late Roman army list in the *Legion* army book).

It was the Roman general *Marius* who is generally credited with turning the Roman legion into a full-time professional army. At around the beginning of the first century BC he instituted a number of changes to the way the Roman army was recruited, organised and equipped. It was these *Marian reforms*, as they were known, that created the famous legions of the Roman Empire.

Any Roman citizen was allowed to join the legions, and unemployment, as serious a problem for the Romans as in our own times, meant that many took the opportunity to become full-time soldiers. Each legionary was highly trained and very well drilled. There were daily sword practices, javelin throwing and marching, and legionaries were also trained to build roads, bridges and forts. Discipline was harsh; soldiers were flogged if they misbehaved, and if a legion mutinied or disgraced itself in battle, every tenth man could be executed (the Latin word for this was *decimatio*, and is the origin of the English word 'decimate').

UNIFORM AND WEAPONS

In the period covered by this army list the equipment worn by a legionary became standardised as pilum, shield, and mail or segmented plate armour.

The pilum was a heavy, metal-tipped javelin. Its weight reduced its range compared to a normal javelin, but meant it could punch through almost any type of armour or shield. It was primarily a close combat weapon, being hurled at very short range as the legionary charged the enemy.

The legionary's shield was called a scutum and was made of wood and leather with a bronze or hide rim. The shield was gripped by a single handle just behind the iron boss, which allowed the legionary to punch the shield into an opponent's face.

The legionary's sword (gladius) was fairly short, about two foot long, and could be used to stab or cut. It hung from his belt on his right side, and a dagger hung on his left.

Legionaries wore scarfs to stop their armour rubbing their necks raw. Tunics were made of wool or linen and they were also issued with thick wool cloaks and woollen trousers in cold climes (such as the north of England!). On their feet they wore heavy sandals studded with nails.

At first all legionaries wore mail armour. Later some wore the lorica segmentata, a body defence made from plates of metal armour joined by leather straps which allowed for greater freedom of movement. A legionary's head was protected by a helmet made of bronze or iron.
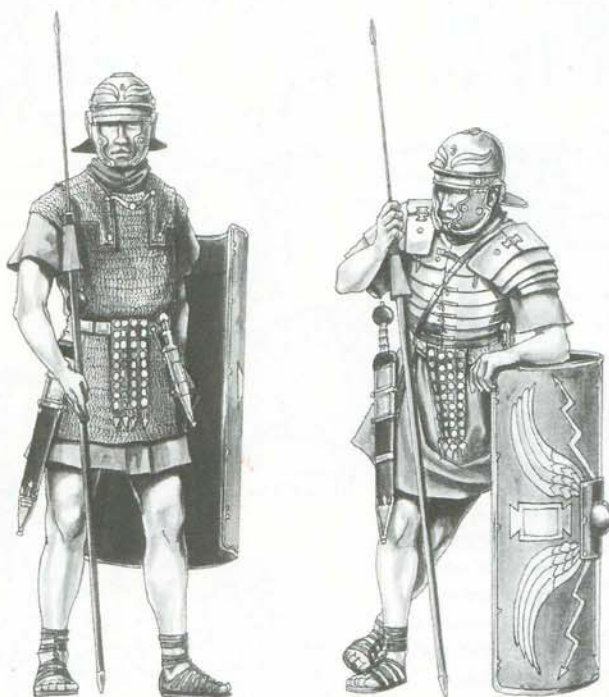
ORGANISATION OF THE LEGION

The exact size and organisation of each legion varied from time to time, but the structure of a typical legion, with around 5,000 soldiers, is shown on page 114.

The troops in the legion were organised into cohorts, ten of which made up a legion. The first cohort (prima cohors) was larger than the others and contained 800 men. The other nine cohorts contained 480 men each.

Cohorts were subdivided into smaller units called centuries, each (confusingly) consisted of 80 men. Thus the first cohort consisted of ten centuries, and the other nine of six centuries each.

In charge of each century was an experienced soldier called a centurion, and each century also had a standard bearer called a signifer.

Each legion had a large number of headquarters staff. The legion's senior officers included its commander called a legatus, an experienced officer in charge of building and organising the legions' camps called a praefectus castrorum, the legion's senior centurion (the equivalent of a sergeant-major in today's army), and junior officers called tribunes. The headquarters staff also included orderlies, horseback messengers, priests and clerks.

Each legion owned an eagle made of silver, called an aquila. It was carried into battle by a soldier hand-picked for his bravery and loyalty called an aquilifer. The eagle was a symbol of the legion's power and to lose it was a terrible disgrace. If it was captured by the enemy the legion was disbanded.

Each legion had its own artillery. Each cohort was responsible for a stone-throwing engine, and each century for a bolt thrower.

THE AUXILIARIES

Although the legion was the core of the Roman army, it could not do everything, and many other types of troops were employed. The most important of these were the auxiliaries (from *auxilia*, the Latin word for helper), who were non-citizens recruited mainly from the provinces outside Italy. The auxiliaries provided troops that were equipped and fought differently from legionaries, such as light infantry, skirmishers, archers and, most importantly of all, cavalry. They were organised into regiments of between 500 to 1,000 men, and were full-time professionals like the legionaries, although they were paid and trained less and served for longer. However, at the end of their service they (and their descendants) received Roman citizenship, which meant that their children would be eligible to serve in the legions – which is exactly what many of them did!

The Romans also employed local troops as mercenaries. Julius Caesar, for example, earned a healthy respect for Gallic cavalry during his conquest of Gaul (modern day France), and so employed many of them as mercenary troops in his campaigns against Pompey during the Roman civil war a few years later! Units of these troops were referred to as *numeri* or *symmachiari*, and like the auxiliaries they provided vital support for the legions by performing tasks for which the legionaries were not ideally suited. However, they were not nearly as well-trained or equipped as the auxiliaries, although they were considerably easier (and cheaper!) to recruit than their more experienced counterparts.

STRATEGY AND TACTICS

As has already been noted the Roman Empire was vast, covering most of modern day Europe and North Africa, and controlling the whole of the Mediterranean sea. The security of the Empire rested on the ability of its army to defend it, a task they carried out successfully for the entire three hundred year period covered by this army list, an awesome achievement unmatched by any other army either before or since.

On each side were 150,000 troops, and since this was the final showdown, both commanders were present at the conflict. Albinus was superior in terms of family background and education, but in warfare Severus was the better man. Notwithstanding this, Albinus had managed to defeat Lupus, one of Severus' generals, in an earlier battle and had slain many of the troops with him.

The present conflict, however, had already had many phases and changes of fortune. Albinus' left wing had been defeated and fell back on its defenses. Severus' troops, pursuing them, burst in and began slaughtering all who stood before them, plundering their tents. In the meantime the troops of Albinus stationed on the right wing advanced as far as the concealed trenches and the pits covered with a layer of earth they had dug in front of them, and threw their javelins at the distant enemy. Further than this they did not go; instead they turned back as if afraid, so as to draw their adversaries into pursuit.

Severus' men, irritated by their brief advance and despising them for their flight after so short a distance, rushed forward as though all the ground between them was passable, but then met with a dreadful disaster when they came to the trenches. Straight away the surface covering caved in and the soldiers in the front rank fell into the pits. Those behind crashed into them, lost their footing, and likewise fell in. The rest drew back in fear, but because of their sudden about-turn they themselves stumbled, and threw those to their rear into a state of confusion, forcing them into a deep ravine. There was a great loss of life involving men and horses. In the midst of all this tumult those who were between the ravine and the trenches were also being cut down by missiles and arrows. When Severus saw this, he came to their rescue with his Praetorian Guard, but far form helping them he almost destroyed them, and put himself in danger by losing his horse. When he saw all his troops in retreat, he tore off his cloak, drew his sword, and rushed in among his fleeing men to make them turn back out of shame, or to perish with them himself. Some at least did halt when they saw him like this, and did turn back. In doing so, however, they came face to face with those following them, and many of these were cut down in the belief that they were Albinus' forces, though they did also rout those who were in fact pursuing them.

Battle of Lyons AD 197

EXTENT OF THE ROMAN EMPIRE
CIRCA 100 A.D.

███ Extent of Roman territory circa 100AD

In fact the only thing that caused a real threat to the peace of the Empire over this time were the periodic mutinies and civil wars caused by the troops of the Roman army itself!

In the early days the long frontiers of the Empire were defended against Rome's barbarian neighbours by a permanent army of some 300,000 men. The legions and their supporting auxiliaries were stationed in camps along the Imperial frontier, which mainly ran along natural boundaries like major rivers, mountains and seas. The famous Roman roads that criss-crossed the Empire allowed troops to be redeployed quickly to areas where they were needed.

When expansion of the Empire ceased with the death of the emperor Trajan in 117 A.D., permanent stone barriers (often referred to by their Latin name of *limes*) were erected to protect many of the more exposed frontiers, the most famous of these barriers being Hadrian's Wall in the north of Britain. The legions themselves were generally stationed well back from the fortifications, which were manned by auxiliary or locally raised troops (the *numerai* already described). If barbarian raiders were able to breach the defenses – a rare occurrence – then the legions would move up to deal with them. As time went on the Roman army grew considerably in size as more and more troops were raised to garrison the fortifications along the frontier. However, numbers of legions didn't increase at nearly

the same rate – there were about 28 at the start of the period covered by this army list and 30 or so by the end – with the result that the overall training and quality of the army gradually began to deteriorate.

None the less the Roman army was so powerful that it could hardly be matched by the barbarian tribes that raided the Empire, as neither its opponents' equipment nor their tactics were able to provide much trouble unless some special circumstance put the Romans at a grave disadvantage. Skirmishing and raiding was clearly the best tactic for barbarian armies when faced with the might of the legions, and they were far more effective when they used ambushes and surprise attacks than when they fought the Romans in pitched battles. However, even if attacked by surprise and heavily outnumbered, the legions often came out on top thanks to their superb training, iron discipline and excellent weaponry.

ANARCHY

The Roman army remained more or less unchanged until well into the 2nd century A.D. However, following the reign of the emperor Marcus Aurelius (161-180 A.D.), political problems increased caused by dishonest, brutal or incompetent emperors and rebellious soldiers. Between 180 A.D. and 235 A.D. there were seven different emperors, often chosen by the army. This came

about primarily because legionaries looked to their own commander to obtain money or land for them when they finished their service, and thus tended to owe their allegiance to him rather than to the state. A successful and generous commander could generate tremendous loyalty, a factor which was a prime cause of some of the civil wars that affected the Roman Empire during this period.

In order to keep the troops happy the emperors increased their wages and gave them generous gifts. Even so, in 235 A.D. part of the army rebelled against the government, and the emperor Severus Alexander was murdered. The throne went to a barbarian general in the Roman army called Maximinus Thrax, who could hardly speak Latin and had never been to Rome!

Not surprisingly, chaos followed, and for a period of almost 50 years the Empire was torn apart by civil wars. Various army factions nominated dozens of different rulers, and huge areas of the Empire were ruined by famine, plague or invasion. Taxation rose in order to support the armies maintained by the rival generals, and many citizens left their homes to join bands of outlaws rather than pay the unjust taxes demanded of them.

Finally the wars ground to a halt, and in 284 A.D. the Roman general Diocletian was able to seize and keep power. He ruled as emperor from 284 until 305 A.D., and instituted a number of far-reaching political and military reforms. By the time he came to power, however, the legions' training and discipline had deteriorated so much that they had become a shadow of their former selves, and over the coming years they would become an increasingly less important part of the army. Thus, in the end the mighty Roman legions were not defeated by barbarian enemies from without, but by themselves from within.

At first the legion did not move from its position and kept the narrow confines of the defile as its protection. Then, as the enemy came closer, they loosed off all their javelins against them with deadly accuracy and burst forward in a wedge-shaped formation. The auxiliaries attacked in the same manner, while the cavalry, with lances extended, broke through any stout resistance they encountered. The remaining Britons turned tail, but their escape was difficult because the ring of wagons blocked the exits. In addition, the Roman soldiers did not refrain from slaughtering even the womanfolk, while the baggage animals too, transfixed with weapons, added to the piles of bodies. The glory won that day was outstanding and equal to the victories of old; it is recorded that almost 80,000 Britons fell, while Roman casualties amounted to some 400 dead and a slightly larger number wounded. Boudicca ended her life with poison, and when Poenius Postimus, the Camp Prefect of the II Legion learned of the XIV and XX Legions, he ran himself through with his sword because he had cheated his own legion of equal glory, and contrary to military regulations had refused to carry out the orders of his commanding officer.

THE ARMY LIST

The Roman army list is designed to cover the armies of the Roman Empire from the time of Marius's reforms until just before the consolidation of power by Emperor Diocletian, i.e. from 100 B.C. through to 250 A.D. We intend to provide army lists for earlier and later Roman armies in the planned army list books we hope to publish for use with these rules.

The following special rules are required in order to use the Roman army lists.

ARMY STANDARD

The army standard represents either an Eagle's standard or the Emperor's personal standard (called an *imago*), both of which had deep cultural and religious significance to the troops in the Roman army. To lose either was a dreadful disgrace that would lead to the disbandment of the entire legion and bring great shame on the families of any troops associated with it. (Those of you who read *'Eagle of the Ninth'* as a child will understand all this without having to be told. Those of you that *didn't* are advised to buy, beg, borrow or steal a copy, and read it now!)

To reflect the importance of the army standard, the following special rules apply. If the army standard bearer is captured by the enemy and still held by them at the end of the battle, they receive a 500 victory points bonus instead of the normal 200. However, there is a chance for the Romans to capture the standard back. Place the captured army standard bearer model at the back of the unit that captured it; all Roman units are subject to *hatred* against this unit for the rest of the battle, and can recapture the army standard by breaking the unit and pursuing (ie, in the same way that standards are normally captured). A recaptured army standard is removed from play along with one model from the unit that recaptured it, this represents a soldier from the unit carefully carrying the battered standard back to the Roman camp.

CENTURIONS

The backbone of the Roman legion was its centurions. They were the nearest thing in any ancient army to modern day sergeants and sergeant-majors, being career soldiers with many years of experience who had been promoted to their position mainly on merit rather than social background. It was the centurions who instilled the iron discipline and resolve for which the Roman legion was so famous.

Legionary infantry units have centurions instead of unit leaders. They are treated in exactly the same way as a unit leader, except that as long as they are alive the unit may add +1 to its Leadership characteristic. Centurions cost 10 points in addition to the normal cost of a legionary for the unit they are leading, rather than the 5 points that is normally the case for a unit leader. Note that this bonus only applies to the unit's basic Leadership value – it does not apply on top of a character's Leadership if he joins the unit, or to the General's Leadership if the unit is testing against the characteristic of the General.

Historical Note: Although auxiliary units were led by centurions (called praefectus in the case of auxiliary cavalry), they do not receive the Leadership bonus and are counted as normal leaders. This simply represents the fact that the harsh discipline of the legions instilled a much greater respect (or fear!) of centurions in legionary troops than was the case with the auxiliaries.

THE PILUM

The pilum was a weighted missile weapon with a relatively short range but tremendous hitting power. Attached to its wooden haft was a long iron shaft. This was connected via pins that were designed to break off on impact leaving the iron spike impaled in the enemy's chest. The whole weapon was heavy compared to an ordinary javelin, and some were made even heavier by additional moulded lead weights. The result was a heavy throwing weapon that would penetrate an enemy's shield and either bend or break, making the shield impossible to use effectively. Furthermore, a pilum was strictly a one-shot weapon; it could not be thrown back again in the same way as lighter javelins or spears.

The pilum is represented by the rules described in the weapons category of *Heavy Throwing Spear*. See the Weapons section.

DRILLED TROOPS

Some troops in the Roman army list are described as 'drilled'. These troops have received extensive and prolonged training which allows them to change formation quickly and efficiently. A number of special rules apply to drilled troops, as described below.

1. At the start of their movement drilled troops are allowed to turn or change formation by up to two ranks for free. Once they have taken their free turn or formation change they make their move exactly as they ordinarily would. Drilled troops that make a free turn or formation change can charge or make a march move in the same turn – although in the case of a charge their target must be visible to them at the start of the turn as usual.

2. Drilled troops do not have to take a Leadership test to avoid pursuit of a defeated enemy. They may pursue or not as the player desires.

3. Drilled troops are allowed to disengage from combat without taking a Leadership test, as long as they are not fighting enemies with a Move rate greater than theirs. If any of their enemies are faster than they are, test to disengage as normal.

4. Drilled troops are allowed to open lanes to avoid charging scythed chariots or elephants, as described in the special rules for these troop types.

TESTUDO

Legionaries are allowed to use a unique special formation called the *testudo*, named after the Latin for tortoise or turtle. The testudo was a defensive formation designed to protect the legionaries against heavy missile fire. The legionaries placed their shields to create a solid wall of wood, leather and metal around them. It was mainly used during sieges to enable the legionaries to advance up to the walls or through a breach while under fire from the defenders on the walls.

To form a testudo, the unit must be at least two ranks deep and four models wide. Declare the unit is forming a testudo at the start of the turn. The unit may not charge or march that turn, but has a 2+ armour saving roll against missile attacks for as long as it stays in the testudo formation.

PRAETORIAN GUARD

At the start of the period represented by this list the term *Praetorian* applied to the elite body of troops hand picked to protect and guard the army's General. Later on it was used for the Emperor's bodyguard. The Praetorian Guard came to wield great political influence, and were eventually disbanded. However, their place was taken by similar units of elite troops.

For the purposes of the game the term is used in its original sense: to designate an elite unit of troops in the army. Up to one Legionary unit or one Auxiliary Cavalry unit in the army may be upgraded to Praetorian status at a cost of +2 points per model in the unit. Once per battle a Praetorian unit is allowed to re-roll *all* of its to hit dice rolls for either hand-to-hand combat or shooting. However, the unit must re-roll all of its dice (not just the failures) and must abide by the second result. Note that this is exactly the same as the veteran bonus described in the Veteran rules. Refer to that section for a longer explanation of how the rule works.

Historical Note: The 'real' Praetorian Guard was a large formation and did at times fight in the field, but it is unlikely that the bulk of its troops were any more effective than the troops in the normal legions that guarded the frontier. For the field forces combat was a way of life, while the Praetorian Guard had a relatively easy time of it in Rome. Because of this, players who want to field an army of Praetorian guardsmen should treat them as veteran or regular Roman legionaries, while Praetorian cavalry are treated as Auxiliary Cavalry. In effect this means that the only real difference is the appearance of the models themselves! It is of course still possible to upgrade one of the Praetorian Guard units to 'Praetorian' status to represent an especially effective formation, such as the elite unit of Praetorian Guard cavalry who were known as the *Ala Singularis*.

ARMY SELECTION

Characters
Up to a quarter of the points value of the army.

Legionaries
At least a quarter of the points value of the army.

Auxiliaries
Up to three quarters of the points value of the army.

Special Units
Up to a quarter of the points value of the army.

CHARACTERS

Character models represent exceptional commanders. They include inspiring individuals, extraordinary fighters, tough veteran officers, and those with special skills or abilities. Character models can fight on their own or join units of troops and fight alongside them, as described in the rules.

Up to a quarter of the army's points value may be spent on characters which can be chosen from this section.

0-1 ARMY GENERAL . . . . 135 points

The army may be led by an Army General. He represents a very high-ranking Roman commander such as a consul or proconsul, and could even represent the Emperor himself! Note that you do *not* have to have an army General if you don't wish to take one.

	M	WS	BS	S	T	W	I	A	Ld
General	4	5	5	3	3	3	6	2	9
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a

Equipment: Sword.

Options: May have light armour (+3 points) and/or ride a Warhorse (+3 points).

Special Rules
Any unit within 12" of the General may use his Leadership value when it takes a Leadership test. The General is *drilled* and *stubborn* as described in the rules.

0-1 ARMY STANDARD BEARER. . . . . 65 points

The army may have an Army Standard carried by a standard bearer. Depending on the size of battle being fought this could be the General's personal standard or a legion's eagle carried by an *Aquilifer*. If your General is the Emperor then the army standard should be his personal standard (*imago*) carried by an *Imagifer*.

	M	WS	BS	S	T	W	I	A	Ld
Standard Bearer	4	4	4	4	3	1	4	2	8
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a

Equipment: Sword.

Options: May have light armour (+3 points) and/or ride a Warhorse (+3 points).

Special Rules
Any unit within 12" of the Army Standard may re-roll any failed Break tests. The standard bearer is *drilled* and *stubborn* as described in the game rules.

SENIOR OFFICER (LEGATE) . . . . . 110 points

A Legate is a senior officer or official within the Empire. Each Legion is commanded by a Legate, but provincial governors in command of several legions might also be Legates. Senior officers can command any unit in the army.

	M	WS	BS	S	T	W	I	A	Ld
Legate	4	5	5	3	3	3	6	2	9
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a

Equipment: Sword.

Options: May have light armour (+3 points) and/or ride a Warhorse (+3 points).

Special Rules:
The Legate is *drilled* and *stubborn* as described in the game rules.

JUNIOR OFFICER (TRIBUNE) . . . . . . 55 points

Tribunes were Romans of noble birth who acted as assistants or subordinate commanders to the General and Legates. They may be used to command any unit in the army.

	M	WS	BS	S	T	W	I	A	Ld
Junior Officer	4	4	4	3	3	2	5	2	8
Warhorse	8	3	0	3	na	na	3	1	na

Equipment: Sword.

Options: May have light armour (+3 points) or ride a Warhorse (+3 points).

Special Rules
A Junior Officer is *drilled* and *stubborn* as described in the game rules.

LEGIONARIES

At least a quarter of the points in the army must be spent on legionaries. Legionaries must be organised into units of at least five models each. There is no limit on the maximum size of a unit. One model per unit may be upgraded to a standard bearer at a cost of +5 points, one model per unit may be upgraded to a musician at a cost of +5 points, and one model per unit may be upgraded to a Centurion at a cost of +10 points (see the special rules for Centurions on page 91).

VETERAN LEGIONARIES . . 20 points per model

The Roman Legionary was arguably the best trained and professionally led heavy infantry of the ancient world. Experienced and well-led Legionaries were next to unbeatable in an even fight – unless confronted by another veteran Legionary fighting on the opposing side in a civil war.

	M	WS	BS	S	T	W	I	A	Ld
Legionary	4	4	4	3	3	1	4	1	8

Equipment: Sword, pilum, large shield and light armour.

Options: May have javelins (+2 points). May replace light armour with heavy armour (+1 point).

Special Rules
Veteran legionaries are *drilled* troops and *stubborn* as described in the game rules.

REGULAR LEGIONARIES . . . 16 points per model

For extremely long periods of its history much of the Roman Empire was untroubled by warfare. It was not uncommon for Legionary units to go for years (even decades) without being involved in a serious fight. Such units, while being well-trained and well-led, did not achieve the peak of efficiency attained by veteran legionaries.

	M	WS	BS	S	T	W	I	A	Ld
Regular Legionary	4	3	3	3	3	1	3	1	7

Equipment: Sword, pilum, large shield and light armour.

Options: May have javelins (+1 point). May replace light armour with heavy armour (+1 point).

Special Rules

Legionaries are *drilled* troops and *stubborn* as described in the game rules.

LEGION LIGHT INFANTRY (LANCIARII). . . . 11 points per model

For much of this period the legions had no light infantry as such, this role being fulfiled by auxiliaries and barbarian allies instead. However, from about the 2nd century AD it would appear that some of each legion's soldiers were trained and armed as light skirmishing troops. By the 4th century (after the period covered by this list) such troops were common, and were known as *lanciarii*.

	M	WS	BS	S	T	W	I	A	Ld
Lanciarii	4	3	3	3	3	1	3	1	7

Equipment: Sword, javelins and shield.

Options: May have light armour (+2 points), throwing spear (+1 point), slings (+1 point).

Special Rules

Legion light infantry are, not surprisingly, light infantry. They are also *drilled troops* and *stubborn* as described in the game rules.

RAW RECRUITS . . . . 11 points per model

At times, usually during the civil wars that plagued the Roman Empire's history, legions were raised and sent into battle very quickly. The troops in these newly raised legions tended to lack the training, motivation and Esprit de Corps that epitomised the veteran or regular Legionaries.

In addition this category can represent poorly led or badly trained Legionaries, and for the 'imitation' Legionaries used by a number of non-Roman armies.

	M	WS	BS	S	T	W	I	A	Ld
Raw Recruit	4	3	3	3	3	1	3	1	7

Equipment: Sword, pilum, large shield and light armour.

Options: May have javelins (+1 point).

Special Rules

Note that raw recruits are not *drilled* or *stubborn*.

AUXILIARIES

Up to three-quarters of the points in the army may be spent on auxiliaries. Auxiliary troops must be organised into units of at least five models each. There is no limit on the maximum size of a unit.

One model per unit may be upgraded to a standard bearer at a cost of +5 points, one model per unit may be upgraded to a musician at a cost of +5 points, and one model per unit may be upgraded to a leader at a cost of +5 points.

0-1 CATAPHRACTS . . . . . 26 points per model

Cataphracts fight in heavy, fully enclosed armour made from mail or (sometimes) horn, and with half or fully barded horses. During the Imperial period such units were rare, and were probably not used at all before the reign of Hadrian. Later, (after the period covered by this list) Cataphract cavalry units became increasingly common.

	M	WS	BS	S	T	W	I	A	Ld
Cataphracts	6	3	3	3	3	1	3	1	7

Equipment: Sword, kontos, light armour and riding a barded horse.

Options: May have heavy armour (+2 points), buckler (+1 point), shield (+2 points), composite bow (+4 points), throwing darts (+2 points, count as javelins).

Special Rules

A maximum of one Cataphract unit is allowed in the army. Cataphract cavalry fought in a dense formation, and thus count their rank bonus in combat in the same way as light infantry (i.e. they have a maximum rank bonus of +2). However this comparatively dense formation also limited their manoeuvrability, and so Cataphracts halve their movement if they wheel more than 1" over the course of their move.

AUXILIARY CAVALRY (EQUITES ALARES) . . . . . 20 points per model

For much of this period cavalry had ceased to be part of the Legion itself (apart from a small contingent of messengers and escorts), and this role was provided by Auxiliary cavalry units. Cavalry also were not trained as 'shock' cavalry. Instead they would pepper the enemy with javelins from a distance, and then charge in to finish off the foe once they were disorganised and demoralised.

	M	WS	BS	S	T	W	I	A	Ld
Auxiliary Cavalry	8	3	3	3	3	1	3	1	7

Equipment: Sword, throwing spear, javelins, light armour and shield.

Options: May replace throwing spear and javelins with kontos (free).

Special Rules

A number of auxiliary cavalry units were extremely well trained. You may therefore treat any unit of auxiliary cavalry as drilled at a cost of +2 points per model in the unit.

Historical Note: In the 2nd century AD the number of cavalry attached to a Legion was dramatically increased. However there appears to have been no real difference in equipment and fighting quality between these cavalry and the standard auxiliary cavalry units, so these legionary cavalry can be represented as auxiliary cavalry described above.

AUXILIARY LIGHT CAVALRY
(ILLYRIANS) . . . . 14 points per model

In the 3rd century (at the end of the period covered by this list) cavalry started to become an increasingly important part of the Roman army, and auxiliary light cavalry known collectively as *Illyrians* became common. Illyrian cavalry were used primarily to provide missile support or to scout and skirmish.

	M	WS	BS	S	T	W	I	A	Ld
Illyrian Cavalry	8	2	3	3	3	1	3	1	5

Equipment: Sword, javelins and shield.

Options: May have throwing spear (+1 point). May replace shield with large shield (2 points), or may replace javelins and shield with short bow (free) or composite bow (+2 points).

Special Rules

Fast Cavalry (see the Light Troops section of the game rules).

AUXILIARY INFANTRY
(COHORTES PEDITES) . . . 8 points per model

These troops represent the auxiliary infantry units used to provide vital support for the Legions. Most auxiliary units fought in a looser formation than that used by Legionaries, and were particularly suited to fighting in dense or rough terrain.

	M	WS	BS	S	T	W	I	A	Ld
Auxiliary Infantry	4	3	3	3	3	1	3	1	7

Equipment: Sword, throwing spear and shield.

Options: May have javelins (+1 point), light armour (+2 points). May replace throwing spear with thrusting spear (free).

Special Rules

Light Infantry (see the Light Troops section of the game rules). A number of auxiliary infantry units were extremely well-trained. You may therefore treat any unit of auxiliary infantry as drilled at a cost of +1 point per model.

AUXILIARY ARCHERS . . . . 7 points per model

Some units of auxiliary troops were armed with bows to provide missile support.

	M	WS	BS	S	T	W	I	A	Ld
Auxiliary Archers	4	2	3	3	3	1	3	1	5

Equipment: Sword and composite bow.

Options: May have light armour (+2 points), buckler (+1 point).

Special Rules

Light Infantry (see the Light Troops section of the game rules).

SPECIAL TROOPS

Up to a quarter of the points in the army can be spent on special troops such as artillery, camels, elephants, or barbarian allies.

In addition to this limit on the proportion of points available, an army may not have more units of special troops than it has units of legionaries and auxiliaries. For example, if your army has a single legionary unit and two auxiliary units, then it may not have more than three units of special troops.

LIGHT BOLT-THROWER

(SCORPIO) . . . 20 points + 8 points per crew

Light bolt-throwing war engines were frequently used by the Romans. Such weapons were sometimes employed in field battles, though generally they were used to defend fixed positions such as marching camps or walled cities, or to attack such strong points during sieges.

	M	WS	BS	S	T	W	I	A	Ld
Crew	4	3	3	3	3	1	3	1	7
Scorpio	-	-	-	-	6	2	-	-	-
Carroballista	8	-	-	-	6	2	-	-	-

Crew: Each machine has a two or three man crew.

Equipment: The crew are armed with swords.

Options: The crew may have light armour (+2 points). The Scorpio may be mounted in a cart pulled by two horses (+10 points), which was called a *carroballista*. A carroballista may be moved 8", but cannot fire on the turn it moves. A carroballista may not march or charge.

Special Rules

Bolt Thrower (see the game rules). Range=36", Strength=4/-1 per rank, no save, D3 wounds per hit. The crew are *stubborn* as described in the game rules.

Agricola marshalled them with care. The auxiliary infantry, 8,000 in number, formed a strong centre, while 3,000 cavalry were distributed on the flanks. The legions were stationed in front of the camp rampart: victory would be vastly more glorious if it cast no roman blood, while if the auxiliaries should be repulsed the legions could come to their rescue. The British army was posted on higher ground in a manner calculated to impress and intimidate its enemy. Their front line was on the plain, but the other ranks seemed to mount up the sloping hillside in close-packed tiers. The flat space between the two armies was taken up by the noisy manoeuvring of the charioteers.

Agricola now saw that he was vastly outnumbered, and fearing that the enemy might fall simultaneously on his front and flanks, he opened out his ranks. The line now looked like being dangerously thin, and many urged him to bring up the legions. But he was always an optimist and resolute in the face of difficulties. He sent away his horse and took up his position in front of the colours.

BOLT-THROWER

(BALLISTA) . . . 30 points + 8 points per crew

This was simply a larger version of the Scorpio. It was less mobile, but had a longer range, which made it more useful in sieges than in open-field battles.

	M	WS	BS	S	T	W	I	A	Ld
Crew	4	3	3	3	3	1	3	1	7
Ballista	-	-	-	-	6	2	-	-	-

Crew: Each machine has a two or three man crew.

Equipment: The crew are armed with swords.

Options: The crew may have light armour (+2 points).

Special Rules

Bolt Thrower (see the game rules). Range = 48", Strength = 5/-1 per rank, no save, D4 wounds per hit. The crew are *stubborn* as described in the game rules.

SMALL STONE THROWER

(TORMENTA) . . 40 points +8 points per crew

This category covers the smaller and more mobile stone throwing catapults used by the Romans. They were most useful in sieges, but could be employed in open battle.

	M	WS	BS	S	T	W	I	A	Ld
Auxiliary Infantry	4	3	3	3	3	1	3	1	7
Engine	-	-	-	-	7	3	-	-	-

Crew: Each machine has a three to four man crew.

Equipment: The crew are armed with swords.

Options: The crew may have light armour (+2 points).

Special Rules

Stone Thrower. Range = 48", Strength = 6, no save, D3 wounds per hit. The crew are *stubborn* as described in the game rules.

HEAVY STONE THROWER

(ONAGER) . . . . 50 points +8 points per crew

Onager (which translates as Wild Ass) was one of the names given to the heavy catapults used by the Romans. Machines of this type were firmly fixed to the ground to stop the recoil moving them about and smashing them to pieces, and therefore they cannot be moved or even turned in place after they have been set up. This means that they can only fire straight ahead, which limits their usefulness in any type of battle apart from a siege.

	M	WS	BS	S	T	W	I	A	Ld
Crew	4	3	3	3	3	1	3	1	7
Engine	-	-	-	-	7	3	-	-	-

Crew: Each machine has a five to eight man crew.

Equipment: The crew are armed with swords.

Options: The crew may have light armour (+2 points).

Special Rules

Range = 60", Strength = 7, no save, D4 wounds per hit. The crew are *stubborn* as described in the game rules.

After Polyperchon had cleared the breach and was in the process of making an attack with countless elephants, an unexpected thing happened to the elephants. Since there was no resistance to their front, the Indian Mahouts forced the elephants to attack straight into the city. Charging forward with their usual force they fell upon the nail-studded doors (previously concealed in their path). Their feet wounded by the nails and pierced by their own weight, they could not go forward or turn round or retreat because of the pain when they moved. While this was going on their Mahouts were killed or lost what control they had amid the showers of missiles raining on them from both flanks. The elephants as a result of the hail of missiles and the pain caused by their wounds turned back through the troops of their own side and trampled many of them.

MARINES . . . . 8 points per model

Marines from the Roman navy sometimes fought on land alongside legionary or auxiliary troops. Augustus established three permanent naval bases during his reign and helped build up a large and extremely formidable Roman navel arm. The Marines which served on the ships in the fleet were similar in most respects to the auxiliary troops that supported the legions, and like them they received Roman citizenship when discharged.

	M	WS	BS	S	T	W	I	A	Ld
Marine	4	3	3	3	3	1	3	1	7

Equipment: Sword, javelins and shield.

Options: May have light armour (+3 points), throwing spear (+1 point), sling (+1 point).

Special Rules

Light Infantry (see the Light Troops section of the game rules). Some Marines were recruited and based in Italy, and were as well-trained and led as the legionaries. You may therefore treat any unit of Marines as *drilled troops* and *stubborn* as described in the game rules, at a cost of +5 points per model in the unit.

0-1 CAMELRY
(DROMEDARII) . . . . 11 points per model

Camels were used by the Romans, but only in the most limited quantities. They are included for the sake of completeness.

	M	WS	BS	S	T	W	I	A	Ld
Camelry	5	3	3	3	3	1	3	1	7

Equipment: Sword and buckler.

Options: May have thrusting spear (+2 points), kontos (+4 points), javelins (+2 points), composite bow (+4 point), light armour (+4 points), barding (+8 points). May replace buckler with shield (+2 points).

Special Rules

Camels cause *fear* in horsed cavalry and chariots. A maximum of one Camel unit is allowed in the army.

ELEPHANTS
65 points for elephant & mahout +8 per crew

Elephants were not an important part of the Imperial Roman army, although they were sometimes used. The Roman army that invaded Briton included a number of elephants, although there is no record of them ever having been used in battle.

	M	WS	BS	S	T	W	I	A	Ld
Mahout	4	2	2	3	3	1	3	1	7
Crew	4	3	3	3	3	1	3	1	7
African Elephant	6	4	0	6	5	5	3	4	4

Crew: One mahout plus up to three additional fighting crew in howdah.

Equipment: The fighting crew are armed with swords and javelins. The mahout is unarmed and may not fight in hand-to-hand combat while riding the elephant, although he can defend himself normally.

Options: The fighting crew may have light armour (+2 points), long spears (+1 point), or composite bows (+2 points).

Elephant: See the rules for Elephants.

BARBARIAN ALLIES

See Barbarian army list

The Imperial Roman army made use of large numbers of barbarian allies and mercenary units that fought using their own weapons and traditional tactics. Amongst the many examples are the excellent Moorish and Numidean light cavalry from North Africa, which were a feature of Roman armies throughout the period covered by this list; the British symmachiarii used by Trajan in his campaigns in Dacia (and which are depicted on Trajan's column); the Gallic and Germanic barbarian cavalry used by Caesar in his battles against Pompey; the locally raised numeri used to help guard Hadrian's Wall; and many others besides.

Barbarian allies may be purchased as allies from the Barbarian army list. When choosing allies there is no restriction on the categories of troops you can take. If you are spending for example, 500 points on allies you could include 500 points of cavalry, or 500 points of supporting infantry, for example. In addition obligations regarding compulsory troops do not apply to allies (you do not need to choose an army commander for example). However all other restrictions in the allied list do apply, and all unit sizes must be correct.

Allied units were sometimes led by by a Roman officer aided by native subordinates. Therefore Roman characters may join and lead units of Barbarian allies, and you may represent the leader of an allied Barbarian unit with a model of a Roman officer if you wish. The reverse is *not* true, however, and barbarian characters may *not* lead units from the Roman army list.

BARBARIAN ARMY LIST

"The whole race... is madly fond of war, high spirited and quick to battle, but otherwise straight forward and not of evil character. And so when they are stirred up they assemble in their bands for battle... even if they have nothing on their side but their own strength and courage..."

The Greek geographer Strabo, writing of the Celts in the 1st Century AD.

The word 'Barbarian' was originally a derogatory term coined by the Greeks in imitation of foreigners' babbling way of talking. The term was adopted by the Romans who used it to describe the peoples living outside their Empire and who lacked a sophisticated, urban civilisation. Although the Romans and Greeks used the term to describe any of their less civilised neighbours, for the purposes of this army list it is used to cover the barbarian tribes that relied on massed units of foot warriors to crush their opponents. Typical examples of such armies include the Celtic armies of Gaul and Briton, the Germanic and Dacian tribes that fought against Rome along the Rhine frontier, the Caledones and Picts of Scotland, and early Goth and Frankish armies. Although quite a wide variety of other types of troops were used by barbarian armies, they were limited in number and restricted to a supporting role.

BARBARIAN WARRIORS

Barbarians were viewed as wild and savage people by the Greeks and Romans, and were seen as a constant threat to the more cultured classical civilisations of the Mediterranean and Near East. Barbarian warriors had a fearsome reputation for aggressiveness, even among the militaristic Romans, and there can be no doubt that war played a key part in their society. A man was judged by his courage in battle and warriors fought as much for the respect of their kinsmen as to defeat their enemy. Cowards were despised. A warrior's prowess in battle determined his social standing, and a commander had to achieve the respect of his men through example rather than the authority of his rank.

Most tribes had a privileged class of noble warriors, and a special class of individuals with skills such as priests, seers, bards and artisans. The vast majority of the free population, however, were ordinary farmers. Slavery existed, although on a much smaller scale than in the classical world of the Romans and Greeks. Tribes were typically governed by kings or chiefs (often in pairs) who had fairly limited powers, the most important decisions being taken by a popular assembly of all the free men of the tribe.

BARBARIANS IN BATTLE

A barbarian army would deploy in tribal contingents, with the bravest warriors at the front and the rest sloping away to the back according to their blood lust. As the moment for battle approached, the warriors worked themselves up into a frenzy. Finally they would hurl themselves forward in a wild charge that could, on a good day, overwhelm all but the best trained and well led opposition. If the initial charge did not quickly lead to victory though, more often than not, the warriors would soon lose heart. This was not always the case, however, and on a number of occasions barbarian armies carried on fighting after all was lost, and were consequently all but wiped out by their victorious opponents. Defeated generals often sought death in combat or committed suicide.

Although ferocious opponents in open battle, barbarian armies tended to lack cohesion and unity. Inter-tribal warfare had always gone on and always would, a fact which was often exploited by their Roman and Greek opponents. Large multi-tribe confederations were rare and proved distinctly unstable, constantly splitting and coalescing according to political fortune. Even when a large confederation was united under a single, capable leader (such as Vercingetorix) it was difficult to keep the army in the field for a prolonged period. Siege warfare caused special problems for barbarians, and unless a town or city could be taken quickly by assault or treachery then the defenders had little to fear from even the largest barbarian army.

FROM SAVAGE TO WARRIOR

The close proximity of the Roman Empire and the other classical civilisations inevitably affected the barbarian cultures that they came into contact with. In return for the sophisticated, manufactured products of these more advanced trading nations the barbarians could offer animal skins, cattle, grain, unrefined minerals, salt and, above all, slaves.

Cattle and slaves were the most easily obtained, as they could be captured by the simple expedient of raiding a neighbour's land. These raids were carried out by a tribe's chieftain and his retinue of noble warriors, who soon devoted almost all of their time to this activity and left the less warlike warriors and women to tend the land.

A two-tier system evolved in which the chieftain and his followers became professional warriors while weaker men, women and captured slaves were confined to farming. Wealth became concentrated amongst the warrior elite and was not shared amongst the whole tribe as had previously been the case.

The growth of a powerful military class separate from the rest of the tribe came to erode the egalitarian nature of barbarian societies. This process occurred most quickly amongst the tribes near to the Roman frontier, but eventually almost all of the tribal cultures were either perverted or overrun by the more thrusting, organised and aggressive warrior cultures that succeeded them. These new cultures were characterised by such peoples as the Franks, Saxons and Lombards. Ironically it was these powerful warrior nations that Roman 'cultural imperialism' had helped to create, which eventually conquered the western Roman empire in the 5th and 6th centuries AD.

THE ARMY LIST

This army list can be used to recreate the barbarian armies that fought against the Greeks and Romans (and each other!) from about 500 BC through to about 500 AD. It best represents the Gallic, British and Germanic barbarian armies that fought against Rome from 100 BC through to 200 AD. However, it can easily be adapted to represent other barbarian armies. The following special rules apply to a barbarian army.

MIXED WEAPONS

Barbarian units were not normally uniformly equipped with the same weapons. Depending on the individual warrior's wealth he might carry any type of weapon from a club, a couple of javelins, an axe or (if he was rich) a sword.

Because of this players like to mix models in a unit so that some are armed with swords, others spears, a few have double handed axes, and so on. This looks particularly effective with barbarian units, where you wouldn't really expect much uniformity amongst the masses. However, whatever the models are carrying, barbarians armed with mixed weapons count as being armed with javelins and hand weapons for the purposes of the rules.

CHARIOTS

Chariots were popular in the early period covered by this army list, but they were increasingly replaced by cavalry and had all but disappeared by the 2nd and 3rd centuries BC. Chariots though continued to be used in out of the way places like Briton and Ireland until considerably later. Caesar has left an excellent description of how the British used chariots, which deserves to be quoted at length.

> "The following will give some idea of the British charioteers in action. They begin by driving all over the field, hurling javelins; and the terror inspired by the horses and the noise of the wheels is usually enough to throw the enemy ranks into disorder. Then they work their way between their own cavalry units, where the warriors jump down and fight on foot. Meanwhile the drivers retire a short distance from the fighting and station the cars in such a way that their masters, if outnumbered, have an easy means of retreat to their own lines. In action, therefore, they combine the mobility of cavalry with the staying power of foot soldiers. Their skill, which is derived from ceaseless training and practice, may be judged by the fact that they can control their horses at full gallop on the steepest incline, check and turn them in a moment, run along the pole, stand on the yoke, and get back again into the chariot as quick as lightning."

> Julius Caesar

Barbarian chariots use the rules for light chariots as described in the special rules section. Note that although Caesar is recorded as saying that warriors dismounted to fight in hand-to-hand combat, we don't allow them to do this in these lists. This is because the tactics are well represented by the light chariot rules as they stand. Instead we assume that when a barbarian chariot charges the enemy, the warrior dismounts to fight on foot as Caesar described, but he stays so close to the chariot that it is not worth splitting the two models up.

ARMY SELECTION

CHARACTERS
Up to a third of the points value of the army

WARRIORS
At least a third of the points value of the army

CAVALRY & CHARIOTS
Up to a third of the points value of the army

SUPPORTING INFANTRY
Up to a third of the points value of the army

CHARACTERS

Character models represent exceptional warlords and chieftains in the army. They include inspiring leaders, extraordinary fighters, tough veteran warriors, and those with special skills or abilities. Character models can fight on their own or join warbands and fight alongside them, as described in the game rules.

Up to a third of the points value of the army may be spent on characters chosen from this section. You are free to choose as many or as few characters as you wish.

0-1 WARLORD . . . . 140 points
The army may be led by a Warlord representing the leader of an important tribe or confederate chieftain. The Warlord has characteristics as shown below.

	M	WS	BS	S	T	W	I	A	Ld
Warlord									
On Foot	5	6	6	4	4	3	6	3	7
In Chariot	8	6	6	4	4	3	6	4	7

Equipment: Sword

Options: May have thrusting or throwing spear (+2 points), javelins (+2 points), light armour (+3 points), shield (+2 points). May ride a horse (free, increases movement to 8), or ride in a light chariot with a driver (+10 points).

Special Rules
The warlord is the army's General. This means that any unit within 12" of the Warlord may use his Leadership value when it takes any test against Leadership. The Warlord is subject to the rules for *Warbands* as described in the Psychology section of the game rules.

0-1 BATTLE STANDARD . . . . 50 points

The standard represents the Warlord's personal banner or the totem of his tribe. It is carried by one of his most trusted retainers.

	M	WS	BS	S	T	W	I	A	Ld
Battle Standard									
On Foot	5	4	4	4	3	1	4	2	5
In Chariot	8	4	4	4	4	1	4	3	5

Equipment: Sword

Options: May have thrusting or throwing spear (+2 points), javelins (+2 points), light armour (+3 points), shield (+2 points). May ride a horse (free, increases movement to 8), or ride in a light chariot with a driver (+10 points).

Special Rules

Any unit within 12" of the Battle Standard may re-roll the dice if it fails a Break test. The standard bearer is subject to the rules for *Warbands* as described in the Psychology section of the game rules.

0-1 SHAMAN . . . . 75 points

Barbarians are notoriously superstitious, beholden to the gods, spirits and the priests of their pagan religions The Druids of Gaul and Britain are a good example. These priests play a vital part in stirring-up warriors and encouraging them to fight bravely.

	M	WS	BS	S	T	W	I	A	Ld
Shaman	5	4	4	4	3	2	4	2	5

Equipment: A large and very sharp knife or sickle.

Options: None

Special Rules

The Shaman causes *fear* and is subject to hatred of the enemy, as described in the psychology section of the game rules. Any warband that includes the Shaman also becomes subject to *hatred* of the enemy. In addition the Shaman is subject to the rules for *Warbands* as described in the Psychology section of the game rules.

CHIEFTAINS . . . . 70 points

Chieftains represent the leaders of the different tribal contingents within the army. Chieftains are particularly fearsome or experienced warriors, noted for their ability in combat as well as for their leadership qualities.

	M	WS	BS	S	T	W	I	A	Ld
Chieftain									
On Foot	5	5	5	4	4	2	5	3	6
In Chariot	8	5	5	4	4	2	5	4	6

Equipment: Sword.

Options: May have thrusting or throwing spear (+2 points), javelins (+2 points), light armour (+3 points), shield (+2 points). May ride a horse (free, increases movement to 8), or ride in a light chariot with a driver (+10 points).

Special Rules

A Chieftain is subject to the rules for *Warbands* as described in the Psychology section of the game rules.

WARRIORS

The vast majority of troops in a barbarian army are lightly armed warriors who fight on foot. Warriors are likely to be armed with javelins or a simple spear and protected by a light shield, although the more wealthy or successful might own a sword or helmet. Only the nobility can afford the luxury of armour. Some barbarian armies include contingents that fight completely naked apart from their weapons and shield.

At least a third of the points in the army must be spent on warriors, and all of the army's points (with the exception of the cost of the Warlord) may be spent on warriors if you desire. Warriors are organised into units called warbands, which must consist of at least five models. There is no limit to the maximum size of a unit. Warbands may include a standard bearer, musician and/or a leader at a cost of +5 points per model, in addition to the normal cost of the model for the unit.

WARRIORS . . . . 5 points per model

Barbarian warriors were famed for the ferocity of their attack. However, if the initial charge did not quickly lead to victory then the warriors would often lose heart, although this was not always the case and on a number of occasions barbarian armies carried on fighting despite suffering terrible losses.

	M	WS	BS	S	T	W	I	A	Ld
Warriors	5	3	3	3	3	1	3	1	5

Equipment: Armed with shields and a mixture of weapons including swords, javelins and axes (see the mixed weapon rule above).

Special Rules

Warriors are affected by the rules for *Warbands* as described in the Psychology section of the game rules.

0-1 FANATIC WARRIORS . . . . . 9 points per model

Although most barbarian warriors were held to be ferocious fighters, there were some who fought with an absolute fanaticism remarkable even amongst their blood-thirsty fellows. Examples include the Attecotti tribe and the soldurii bodyguards of Gaulish chieftains.

	M	WS	BS	S	T	W	I	A	Ld
Fanatic Warrior	5	3	3	3	3	1	3	1	5

Equipment: Armed with shields and a mixture of weapons including swords, javelins and axes (see the mixed weapon rule above).

Special Rules

Fanatics are affected by the rules for *Frenzy* and *Warbands* as described in the Psychology section of the game rules.

CAVALRY & CHARIOTS

Although chariots and, later, cavalry were a powerful element of most barbarian armies, they were rarely fielded in very great numbers and most of the fighting was done by warriors on foot.

Up to a third of the army's points may be spent on cavalry or chariots. Cavalry must be organised into warbands of at least five models all of the same type. There is no limit on the maximum size of a cavalry warband. Cavalry may include a standard bearer, musician and/or a leader at +5 points per model, in addition to the normal cost of a warrior for the unit.

Chariots must be organised into warbands of at least three models. There is no limit on the maximum size of a chariot warband. Chariots may include a standard bearer and/or a leader at a cost of +5 points per model, in addition to the normal cost of a chariot for the unit.

CHARIOTS . . . . 36 points per Chariot

Many barbarian armies used light chariots in battle. These were not really designed to charge into the enemy, but instead were used to carry warriors close to the enemy where they would either attack their opponents with missile weapons or dismount and fight on foot.

	M	WS	BS	S	T	W	I	A	Ld
Chariot	8	4	4	3	4	1	4	2	6
Warrior on Foot	5	4	4	3	3	1	4	1	6

Equipment: A chariot is pulled by two horses, and is crewed by a driver and a noble warrior. Both crew are armed with swords, and the warrior wears light armour and is armed with javelins.

Options: The warrior may have a shield (+4 points) and a thrusting spear (+4 points) or throwing spear (+4 points).

Special Rules

Light chariots (see the Chariot rules). Note that chariots are *not* subject to the Warband rules.

BARBARIAN NOBLE CAVALRY . . . . . . 25 points per model

Normally the nobility of a tribe were the only warriors able to afford much in the way of armour and other war gear. Although the nobles were normally spread out in 'penny packets' amongst the other warriors, they were sometimes brigaded together to form elite units. This was especially the case with cavalry units where it was often only the nobility that could afford horses.

	M	WS	BS	S	T	W	I	A	Ld
Noble Cavalry	8	4	4	3	3	1	4	1	6

Equipment: Armed with light armour, shields, and a mixture of weapons including swords, javelins and spears (see the mixed weapon rule above).

Options: Throwing spears (+4 points), thrusting spears (+4 points).

Special Rules

Noble cavalry are affected by the rules for *Warbands* as described in the Psychology section of the game rules.

BARBARIAN LIGHT CAVALRY . . . . . . 12 points per model

Light cavalry were an important, if not numerous, part of many barbarian armies. Numidian and Moorish light cavalry from the barbarian tribes of North Africa were especially famous, and were highly regarded as mercenary troops.

	M	WS	BS	S	T	W	I	A	Ld
Light Cavalry	8	3	3	3	3	1	3	1	5

Equipment: Armed with a buckler, and a mixture of weapons including swords, javelins and spears (see the mixed weapon rule above).

Options: May have shields (+1 point).

Special Rules

Barbarian light cavalry are fast cavalry, and are affected by the rules for *Warbands* as described in the Psychology section of the game rules.

SUPPORTING INFANTRY

This section of the army list is used for specialised or uncommon barbarian troops that were used to provide support for the main attacking units of warriors. Up to a third of the army's points may be spent on supporting infantry.

With the exception of hunting dogs and their handlers, supporting infantry must be organised into warbands of at least five models all of the same type. There is no limit on the maximum size of a unit. Warbands may include a standard bearer, musician and/or a leader at a cost of 5 points per model in addition to the normal cost of a warrior for the unit. Hunting dogs are organised into units consisting of one packmaster and up to six hunting dogs.

SKIRMISHERS. . . . . 3 points per model

In many barbarian armies young warriors or poor tribesmen who had not yet proved themselves in battle or were not rich enough to own a sword and shield were used as skirmishers, fighting in open formation and pelting the enemy with sling-shots or javelins.

	M	WS	BS	S	T	W	I	A	Ld
Skirmishers	5	2	3	3	3	1	3	1	5

Equipment: Armed with a mixture of weapons including daggers, clubs, javelins and slings (see the mixed weapon rule above).

Options: May replace mixed weapons with slings (+1 point) or bows (+2 points). May have a buckler (+1 point).

Special Rules

Rules for skirmishers are described in the Light Troops section of the game rules. They must deploy and remain in skirmish formation. Barbarian skirmishers are affected by the rules for *Warbands* as described in the Psychology section.

MOUNTAIN TRIBESMEN. . . . . . 5 points per model

Mountain tribesmen tended to fight in a looser formation than that normally adopted by barbarian warriors. They were less inclined to get to grips with their enemy and tended to wear them down first by skirmishing from a distance. Famous examples of mountain tribesmen include the Thracians that fought both for and against Alexander the Great, the Celtiberians who took the Romans many decades to fully conquer, and the Dacians who fought so valiantly against the emperor Trajan.

	M	WS	BS	S	T	W	I	A	Ld
Mountain Tribesmen	5	3	3	3	3	1	3	1	5

Equipment: Armed with a buckler and a mixture of weapons including swords, javelins and axes (see the mixed weapon rule above).

Options: May have double-handed weapons (+2 points). May replace buckler with a shield (+1 point).

The double handed weapons represent weapons like the dreaded *falx* and *rhomphaia*, and are taken in addition to the 'mixed weapons' normally carried.

Mountain Tribe Army Variant: You can use this list to represent the army of a mountain tribe, such as the Dacians, rather than a conventional army of western European barbarians. If you do this then you may not take any chariots or warriors, but can spend any amount of points on mountain tribesmen.

Special Rules

Mountain tribesmen are light infantry as described in the Light Troops section of the game rules. They are also affected by the rules for *Warbands* as described in the Psychology section.

WARHOUNDS
8 points per Packmaster, 5 points per Warhound

Some barbarian armies are reputed to have gone into battle with trained packs of warhounds. Warhounds are organised in special units consisting of a packmaster and up to six warhounds. They move in open order in the same manner as skirmishers.

	M	WS	BS	S	T	W	I	A	Ld
Packmaster	5	4	4	3	3	1	4	1	6
Warhound	6	4	0	3	3	1	3	1	3

Equipment: The packmaster is armed with a sword. The warhounds must rely on their teeth.

Options: The packmaster may have javelins (+1 point), light armour (+2 points).

Special Rules

Packmasters and warhounds are skirmishers as described in the Light Troops section of the game rules. They are also affected by the *Warbands* rules as described in the Psychology section. Any hits inflicted by missile weapons should be randomly divided between the packmasters and the hounds.
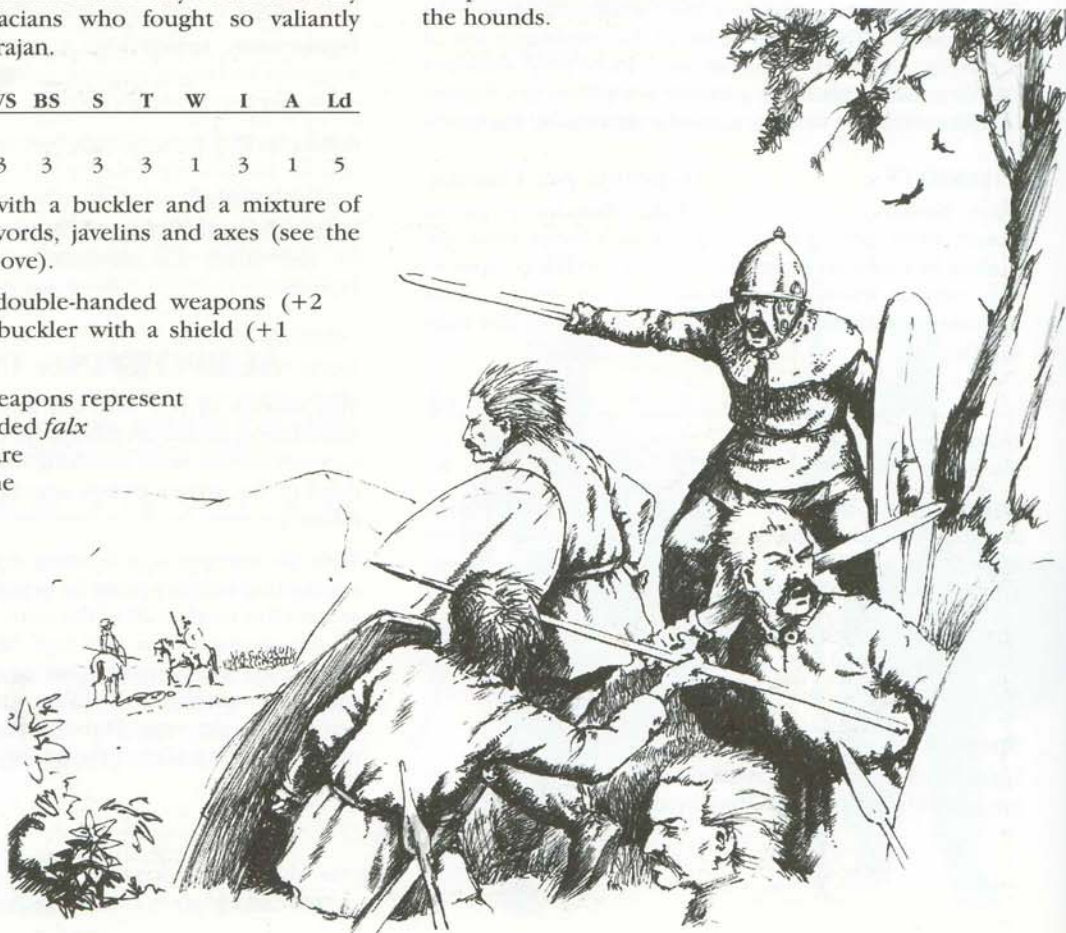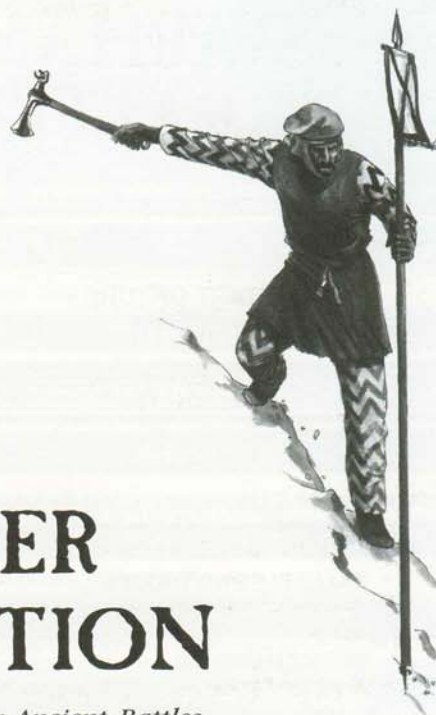
FURTHER INFORMATION

This final section of Warhammer Ancient Battles contains that we hope is useful information and features.

As well as roster sheets that you can photocopy for recording your army on there is a summary section which lists the main game rules. Also included are example Roman and Celtic armies as well as a list of troop types and profiles for players interested in other armies. For players who want to make their battles more authentic there are suggestions for scenery and buildings.

If you would like any more information about collecting ancient armies there is a list of magazines, manufacturers, and societies provided at the end of this section.
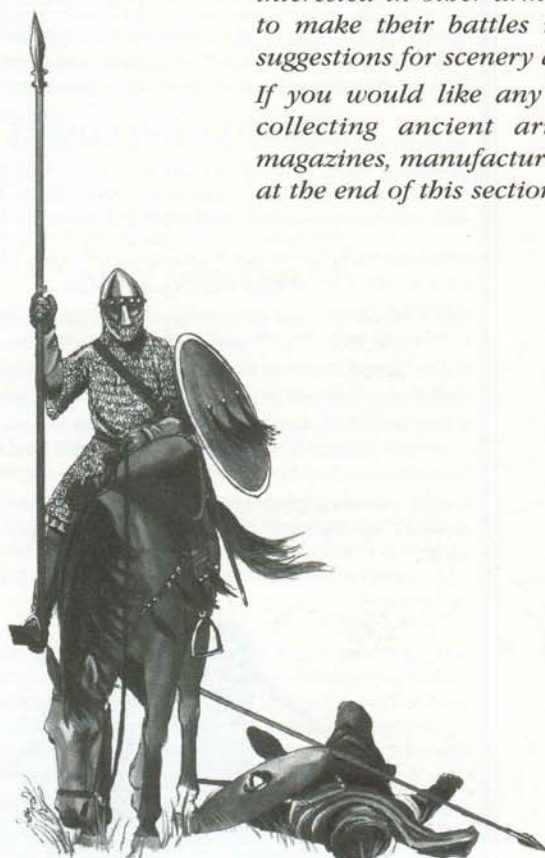
WARHAMMER ANCIENT BATTLES SUMMARY

TURN SEQUENCE

1 START OF TURN

2 MOVEMENT

3 SHOOTING

4 CLOSE COMBAT

MOVEMENT

The player whose turn it is moves his troops in the following order.

1	DECLARE CHARGES
2	RALLY FLEEING TROOPS
3	COMPULSORY MOVES
4	MOVE CHARGERS
5	REMAINING MOVES

CHARGE AND REACTIONS

Charge! – Charge at double normal move rate. If unable to reach its target the unit moves a normal move. Once a charge has been declared the enemy declares his reaction. A charging unit may not manoeuvre except to make an initial wheel to bring it into line with its target.

Stand and Shoot – You may stand and shoot if the chargers come from more than half their charge move away. Work out casualties immediately.

Hold – The unit stands and takes the charge.

Flee! – The unit turns tail and runs. The unit is immediately moved its standard flee distance (2" or 3D6") away from the chargers. Fleeing troops may not shoot.

Fire and Flee! – Combines Stand and Shoot with Flee. A unit can stand and shoot and then flee – reducing distance fled to D6"/2D6".

MANOEUVRES

Wheel – A unit may wheel as many times as you wish except in a charge, where the unit may wheel once to line itself up with the enemy. The distance moved is the longest distance covered by the model on the outer edge of the wheel.

Turn – A unit can turn during its movement. All the models remain in place but turn either 90 degrees to their left or right, or 180 degrees to face the rear. A unit must surrender a quarter of its movement to turn.

Change Formation – A unit may add or reduce number of ranks in which it is deployed by 1 by surrendering half its movement. A unit may add or reduce the number of ranks by 2 by surrendering all of its movement.

Reform – A unit can reform during its movement by adopting a new formation facing whatever direction you wish. Reforming troops cannot move further or shoot that turn.

TERRAIN AND OBSTACLES

Troops cross difficult ground at half rate. This includes woods and most scenery including steep hills. Ordinary hills are not considered to be difficult ground and may be moved over at normal rate.

Troops move across very difficult ground at a quarter of normal rate. Very difficult ground such as sheer slopes or very thick woods is unusual in games.

Obstacles - Includes fences, walls, hedges and other linear features. Troops surrender half their movement to pass over an obstacle.

MARCHING

Marching troops move at double pace with their weapons shouldered. A unit may not march if there are enemy within 8" at the start of the turn. A marching unit may not turn, change its formation, or reform, but it may wheel normally. A marching unit may not shoot with missile weapons. War engines, heavy chariots and other machines may not march.

FLEEING TROOPS

Troops fleeing during their movement phase move towards the nearest table edge, avoiding enemy and obstructive terrain where possible. Troops with a movement rate of 6" or less move 2D6". Troops with a movement of more than 6" move 3D6". Fleeing units do not have a strict formation – they are arranged into a rough mass of models and moved as a single confused and tangled body.

PANIC

Roll 2D6. If you score equal to or less than the unit's leadership you have passed. If you roll more than its leadership you have failed. A unit that fails a Panic test will flee in the same way as a unit broken in hand-to-hand combat or a unit which flees when charged.

1 - Test at start of your turn if there are fleeing friends within 4".

2 - Test if friendly unit within 12" is broken in hand-to-hand combat.

3 - Test if charged in the flank or rear whilst engaged in combat.

4 - Test if fleeing friends are destroyed by charging enemy within 4".

5 - Test if general is slain.

6 - Test if you suffer 25% casualties from shooting in a single shooting phase.

GENERAL AND BATTLE STANDARD

General Any unit within 12" of the General may test using his Leadership.

Battle Standard Any unit within 12" of the battle standard may re-roll a failed Break test. Note this applies only to Break tests, not Panic or psychology tests.

HAND-TO-HAND COMBAT

All models whose base touches an enemy model's base may fight. A model may make as many attacks as shown on its profile. If the model carries a weapon in each hand, it may make +1 extra attack.

Order of Attack. Models who charged that turn fight first. Otherwise models attack in order of descending Initiative.

Roll to Hit. Determine the D6 score required to hit using the To Hit Chart. Roll a D6 for each attack. Pick out the dice which have scored hits.

Roll to Wound. Determine the D6 score required to wound using the Wound Chart. Roll a D6 for each hit scored. Pick out the dice that have scored wounds.

Roll to Save. If opposing troops have a saving throw then this is taken before models are removed. Roll a D6 for each wound suffered. The score needed for a successful save is shown on the Saving Throw Chart.

Resolve Combat. Once all troops involved have fought determine who has won. See *Combat Results*.

TO HIT CHART

Compare attacker's WS with defender's WS to find basic D6 roll needed to hit.

DEFENDER'S WEAPON SKILL

	1	2	3	4	5	6	7	8	9	10
1	4	4	5	5	5	5	5	5	5	5
2	3	4	4	4	5	5	5	5	5	5
3	3	3	4	4	4	4	5	5	5	5
4	3	3	3	4	4	4	4	4	5	5
5	3	3	3	3	4	4	4	4	4	4
6	3	3	3	3	3	4	4	4	4	4
7	3	3	3	3	3	3	4	4	4	4
8	3	3	3	3	3	3	3	4	4	4
9	3	3	3	3	3	3	3	3	4	4
10	3	3	3	3	3	3	3	3	3	4

(Rows labelled ATTACKER'S WEAPON SKILL)

*If enemy is behind a **defended obstacle** you need a 6 to hit.*

COMBAT RESULTS

Each side adds up the number of wounds it caused and adds any of the following bonuses that apply. The side with the highest score wins.

+1 Infantry rank bonus +1 for each rank of infantry behind first to a maximum of +3

+1 Standard If any units in the combat have standards

+1 Battle Standard If the army's standard is fighting

+1 High Ground If you are uphill of your enemy

+1 Flank Attack If attacking an enemy in the flank

+2 Rear Attack If attacking an enemy in the rear

+1/+2 Destroyed Chariot +1 for each light/scythed chariot, +2 for each heavy chariot

Break Test. The loser must take a Break test for each unit involved in the combat. The test is taken on the unit's Leadership minus the difference in the combat results score. Roll 2D6. If the result is equal to or less than the number required the unit has passed. If the score is more than that required the unit has failed and is broken.

Broken units turn and flee directly away from their enemy once all combats have been resolved. Friendly units within 12" of a unit that breaks must take a Panic test to see if they flee as well. These tests are taken when all combats are resolved, but before broken units flee. Units reduced to less than 5 models are broken automatically.

BREAK AND FLEE

Troops who break and flee move 2D6" away from the enemy if they have a move rate of 6" or less, or 3D6" if they have a move rate of more than 6". Fleeing units are destroyed if caught by their pursuers.

Fleeing troops continue to move 2D6" or 3D6" in their own move phase towards the nearest table edge. Fleeing troops can do nothing else. If they leave the table they are removed. If charged they must flee and are destroyed if caught.

A fleeing unit may attempt to rally in its movement phase. Roll 2D6. If the score is equal to or less than the unit's Leadership it has rallied, otherwise it continues to flee. A rallied unit may reform but may do nothing else that turn. A unit must have at least 5 models to rally.

PURSUIT

Troops who win a combat must pursue their foes if they flee. Once fleeing troops have moved the pursuers roll to see how far they pursue. Troops with a move of 6" or less roll 2D6", troops with a move of more than 6" move 3D6". If the pursuers move further than the fleeing troops they have run down their foe and the fleeing troops are destroyed. Pursuers are moved forward the full distance indicated.

If pursuers clash with fresh enemy then hand-to-hand combat is fought in the following turn as normal – the pursuers count as charging. Troops may avoid pursuit by testing against their Leadership. If the player rolls equal to or less than the unit's Leadership it does not have to pursue.

SHOOTING CHART

The player whose turn it is shoots with troops which have missile weapons. The player nominates and shoots with one unit at a time.

WEAPON	RANGE	STR.	NOTES
Short Bow	16"	3	–
Crossbow	30"	4	May not move and shoot
Long Bow	30"	3	–
Javelin	8"	S	Strength as model throwing it
Composite Bow	24"	3	–
Rep. Crossbow	24"	3	May shoot twice at -1 to hit

TO HIT CHART

BS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

-1 Shooting at a charging enemy

-1 Shooting at long range (over half range)

-1 Shooting while moving

-1 Shooting at a single character

-1 Target is behind soft cover – such as a hedge or wood

-2 Target is behind hard cover – such as a wall or building

+1 Shooting at a large target

-1 Shooting at Skirmishers

-1 Shooting at a small target

TO WOUND CHART

TARGET'S TOUGHNESS

	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	–	–	–	–	–	–
2	3	4	5	6	6	–	–	–	–	–
3	2	3	4	5	6	6	–	–	–	–
4	2	2	3	4	5	6	6	–	–	–
5	2	2	2	3	4	5	6	6	–	–
6	2	2	2	2	3	4	5	6	6	–
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

(Rows labelled ATTACKER'S STRENGTH)

SAVING THROW CHART

ARMOUR TYPE	WITHOUT SHIELD	WITH SHIELD	CAVALRY NO SHIELD	WITH SHIELD
None	None	6	6	5 or 6
Light	6	5 or 6	5 or 6	4, 5 or 6
Heavy	5 or 6	4, 5 or 6	4, 5 or 6	3, 4, 5 or 6

Large shield: +1

Buckler: as shield but only counts in hand-to-hand combat

SAVING THROW MODIFIERS

STRENGTH	4	5	6	7	8	9	10
MODIFIER	-1	-2	-3	-4	-5	-6	-7

ROMAN DETACHMENT

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Notes	Point Value
GENERAL Light armour, warhorse	4	5	5	3	3	3	6	2	9	*Drilled* and *Stubborn* *Ignores first Break test.*	141
	8	3	0	3	n/a	n/a	3	1	n/a		
16 Regular Legionaries (including Centurian, musician & standard bearer)	4	3	3	3	3	1	3	1	7	*Drilled* and *Stubborn* *Can make free turn at start of move.* *Ignores first Break test.*	276
16 Regular Legionaries (including Centurian, musician & standard bearer)	4	3	3	3	3	1	3	1	7	*Drilled* and *Stubborn* *Can make free turn at start of move.* *Ignores first Break test.*	276
5 Auxiliary Cavalry	8	3	3	3	3	1	3	1	7		100
10 Auxiliary Infantry Light armour, (including leader & standard bearer)	4	3	3	3	3	1	3	1	7	*Light Infantry* *Can skirmish.* *Maximum +2 rank bonus.*	110
10 Auxiliary Archers Light armour	4	2	3	3	3	1	3	1	5	*Light Infantry* *Can skirmish* *Maximum +2 rank bonus.*	90

TOTAL | **993**

CELTIC WARBAND

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Notes	Point Value
BOUDICA Warlord in Chariot	8	6	6	4	4	3	6	4	7	*Warbands* *Add rank bonus to Ld.*	150
Mounted Battle Standard	8	4	4	4	4	1	4	3	5	*Warbands* *Add rank bonus to Ld.*	50
5 Chariots (including leader)	8	4	4	3	4	1	4	2	6	*Light Chariots + Warbands* *Can march at double speed.* *Automatically breaks outnumbered opponent.*	185
20 Fanatic Warriors (including leader, musician & standard bearer)	5	3	3	3	3	1	3	1	5	*Frenzy + Warbands* *Automatically breaks outnumbered opponent.* *Never panics. Always pursues fleeing enemy.*	195
40 Warriors (including leader, musician & standard bearer)	5	3	3	3	3	1	3	1	5	*Warbands* *Add rank bonus to Ld.* *Automatically breaks outnumbered opponent.*	215
10 LIGHT CAVALRY (including leader, musician & standard bearer)	8	3	3	3	3	1	3	1	5		145
10 Slingers with bucklers	5	2	3	3	3	1	3	1	5	*Warbands* *Add rank bonus to Ld.* *Automatically breaks outnumbered opponent.*	60

**TOTAL** **1,000**

WARRIORS OF ANTIQUITY

Players who are familiar with the warriors of antiquity, and who possibly have armies of their own already, may find the following list useful. It includes many of the most important types of warrior, but is hardly exhaustive by any means. In preparation are supplement books containing rules, army lists and background information for a number of ancient armies which will provide complete details for all the troops in individual armies.

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Pts	Equipment
Egyptian Archer	4	3	3	3	3	1	3	1	7	9	Composite bow, light armour
Special Rules: Light Infantry											
Assyrian Spearman	4	3	3	3	3	1	3	1	7	9	Thrusting spear, shield, light armour
Special Rules: Stubborn											
Hittite Chariot	7	4	4	4	4	1	4	2	8	39	Thrusting spear, shield, light armour
Special Rules: Light Chariot *(note -1M and +1S due to sturdy construction)*											
Persian Immortal	4	4	4	3	3	1	4	1	8	19	Thrusting spear, shield *or* composite bow, light armour
Special Rules: Stubborn. May have bow or shield, not both. Models in same unit may have different equipment.											
Spartan Hoplite	4	4	4	3	3	1	4	1	8	22	Thrusting spear, large shield, heavy armour
Special Rules: Drilled, Stubborn											
Roman Hastatus	4	3	3	3	3	1	3	1	7	14	Heavy throwing spear, large shield, light armour
Special Rules: Stubborn											
Indian Longbowman	4	3	3	3	3	1	3	1	7	9	Longbow, double-handed sword
Special Rules: Light Infantry											
Macedonian Phalangite	4	3	3	3	3	1	3	1	7	12	Pike, shield, light armour
Special Rules: Drilled											
Macedonian Companion	8	4	3	4	3	1	4	1	8	26	Thrusting spear, light armour
Special Rules: Stubborn											
Carthagenian Elephant	6	4	0	6	6	5	3	4	4	127	
Mahout	4	2	2	3	3	1	3	1	7		
Two Crew	4	3	3	3	3	1	3	1	7		Thrusting spear, javelins, howdah, light armour
Special Rules: Elephant!											
May stampede. Causes terror. Crew armed with bows/javelins may fire twice in shooting phase.											
Diodachi Scythed Chariot	7	3	3	5	4	1	3	1	7	75	Heavy armour
Special Rules: Scythed Chariot. Causes D6+2 automatic wounds.											
Sassanid/Parthian Cataphract	5	3	3	3	3	1	3	1	7	22	Kontos, short bow, buckler, heavy armour
Special Rules: May count up to +3 rank bonus although cavalry.											

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Pts	Equipment
Hun Horse Archer	8	3	3	3	3	1	3	1	7	22	Composite bow, buckler
											throwing spear

Special Rules: Light Cavalry.
Ignore -1 to hit modifier for moving and shooting.
May make 'free' march move at start of first turn.

Arab Camel Rider	6	3	3	3	3	1	3	1	7	18	Composite bow, buckler

Special Rule: Causes fear in enemy cavalry.

Peasant Levy	4	2	2	3	3	1	3	1	5	3	Farm implements
											(counts as hand weapons)

Special Rules: Light Infantry
Fear all enemy troops apart from other peasants.

Viking Huscarl	4	4	3	3	3	1	4	1	7	13	Axe, javelin
											light armour, shield

Special Rules: None

Saxon Spearman	4	3	3	3	3	1	3	1	7	8	Thrusting spear,
											shield

Special Rules: May form a shieldwall
(may not move, but opponents -1 to hit in first round of combat)

Norman Knight	4	4	3	3	3	1	4	1	7	29	Lance, light armour,
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a		large shield, warhorse

Special Rules: May count up to +1 rank bonus although cavalry.

Crusader Knight	4	4	3	4	3	1	4	1	7	35	Lance, heavy armour,
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a		shield, warhorse, barding

Special Rules: May count up to +1 rank bonus although cavalry

Israelite Slingers	5	2	3	3	3	1	3	1	5	4	Sling

Special Rules: Skirmishers. Unit leader rolls separately 'to hit' with sling. On a to hit roll of 6 the sling shot hits the target between the eyes, killing it instantly with no roll 'to wound' or armour saves required or allowed!

Late Roman Legionary	4	3	3	3	3	1	3	1	7	9	Large shield, throwing spear,
											darts (counts as javelins)

Byzantine Cavalry	7	3	3	3	3	1	3	1	7	25/16	Light armour, shield,

Special Rules: May count up to +1 rank bonus although cavalry
Models in same unit may have different equipment.
Second points value is for models armed with bow.

kontos, barding,
or composite bow, buckler

English Longbowmen	4	3	3	3	3	1	3	1	7	9	English Longbow, stakes

Special Rules: Light infantry. If stationary may place stakes. Cavalry charging stakes take 1 S4 hit per model in the cavalry unit's front rank. May shoot twice if stationary. English longbow: Range 30", S3 and a save modifier of -1.

Samurai	8	4	4	3	3	1	4	2	9	35	Samurai armour, sword,
											bow, horse

Special Rules: Light cavalry. Stubborn.
Samurai armour and sword count as heavy armour and shield (4+ save), as sword is used to parry. In addition sword adds +1S.

ROMAN MILITARY BUILDINGS

Torch for sending signals during the night.
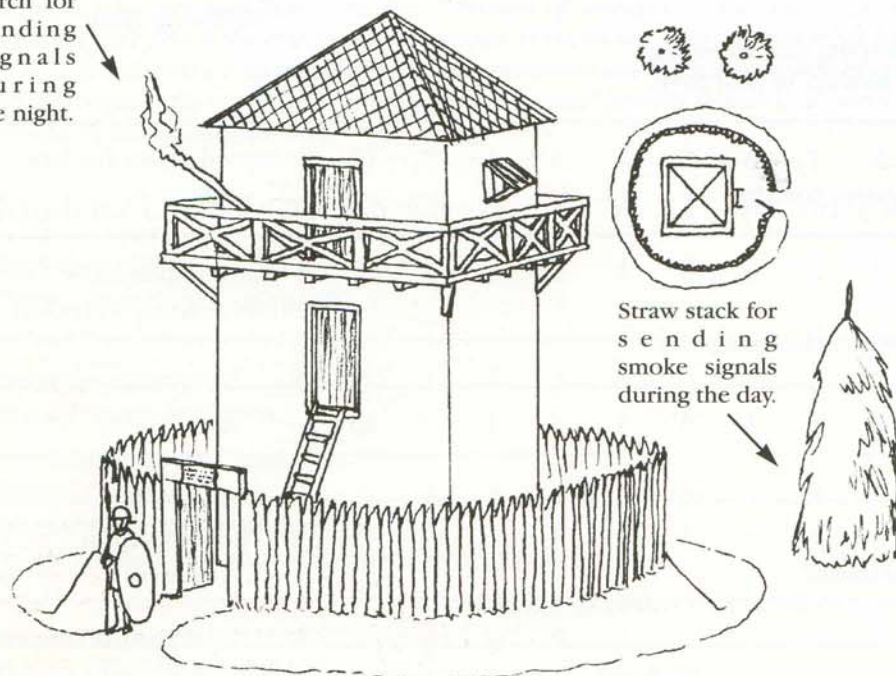
Watch Tower

A good building for use as a focal point in small skirmish games or in the background of large battles. The main tower can be built from Foamcore (available from good art shops at different thicknesses) or balsa wood. Score the surface of your cut out tower and cover thinly and evenly with pollyfilla or its equivalent. Doors and windows can be cut out afterwards with a sharp scalpel.

Straw stack for sending smoke signals during the day.

Frontier Fort

The fort shown here would be for a two hundred man garrison.

Possibly a little ambitious to make by a beginner but you could always reduce the number of buildings and general size of the fort.

balsa

model railway grass (available in rolls from model shops

polystyrene foam

6mm plywood
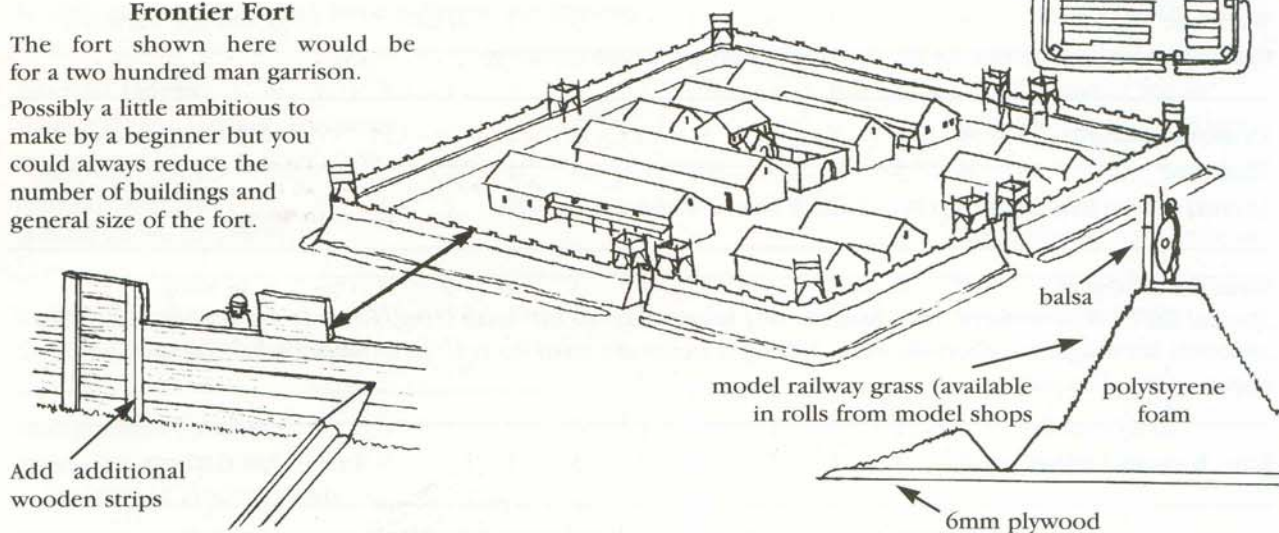
Add additional wooden strips

Use a blunt implement pressed firmly on balsa wood to mark individual planks. Once undercoated black, drybrush (ie remove most of the paint on the brush) it up to a pale yellow-brown.

Mile Fort

Based on a mile fort from Hadrian's Wall, this building is fairly small and easy to build using Foamcore or balsa and pollyfilla (plastering small sections at a time). You could even buy the Airfix version of this building.
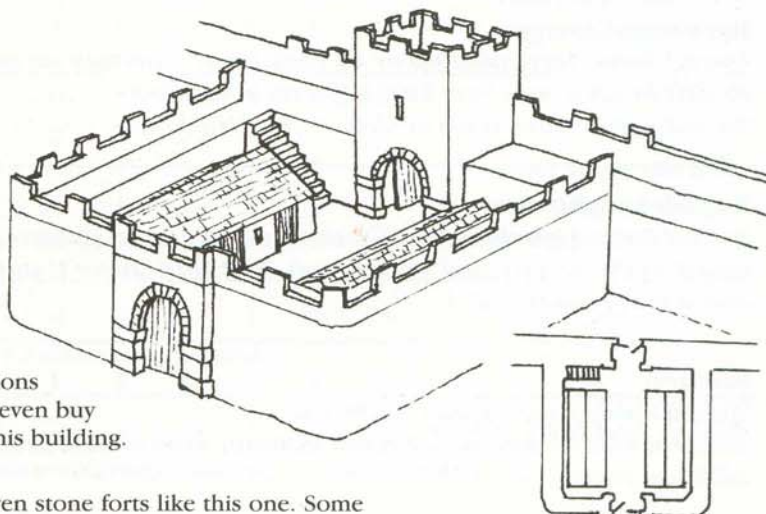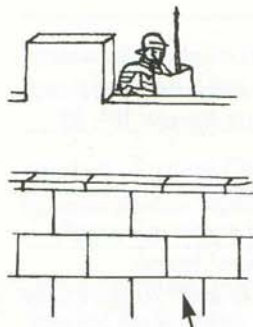
Most Roman buildings were plastered, even stone forts like this one. Some Romans even painted the plaster with red lines to represent dressed stone.

# ROMAN DOMESTIC BUILDINGS
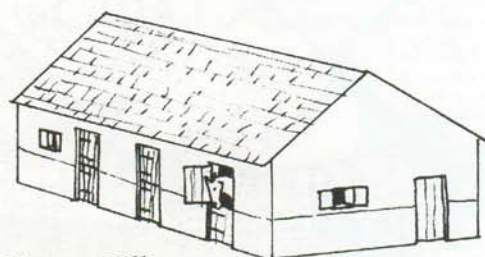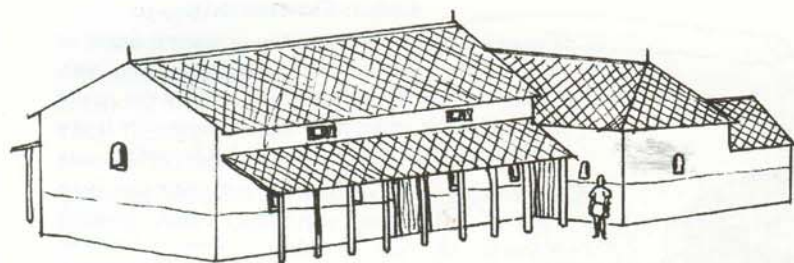
Roman Villa

No two Roman villas were identical. They all had a main hall divided into separate rooms, a bath house and could add on a dining room and servants quarters as wings on the main house. Villas generally had walled or court yarded gardens.
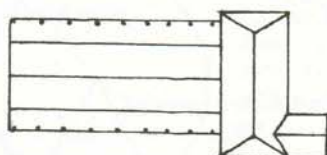
Villas included out-buildings, such as stables, granneries, etc (similar in shape to the stable shown top right) within a walled enclosure.
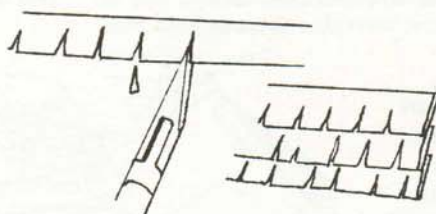
Wooden tiles were commonly used for out-buildings and can be made using strips of cardboard painted the same way as the wooden pallisading mentioned later in this section.
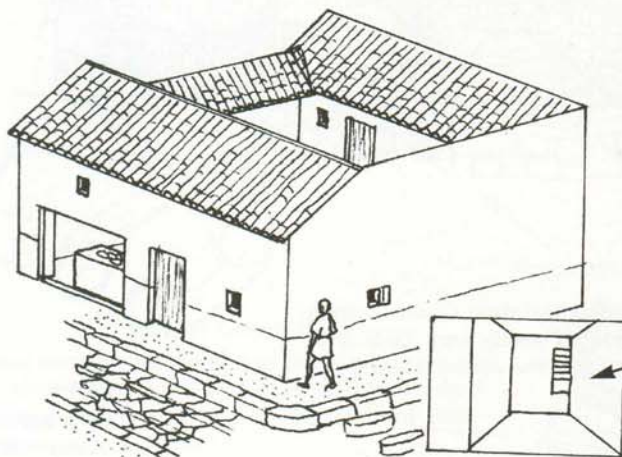
Town or village house and shop
(Ideal for sieges and insurrection)

Based on a house of this type at Pompei, this is a fairly common plan. Other shops and houses in the village could be the same shape as the stables above with the shop opening on the narrow end.

Inner courtyard with steps leading up to more rooms at the back.

Plastered buildings commonly had their lower third painted, generally a dull terracotta. The rest of the building was left white. Sheets of plastic tiles can be bought from specialist hobby shops.
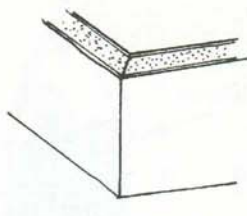
When using Foamcore, cut with a sharp scalpel and join corners as shown above.

For more information and inspiration on Roman buildings, see any book by Peter Conelly.
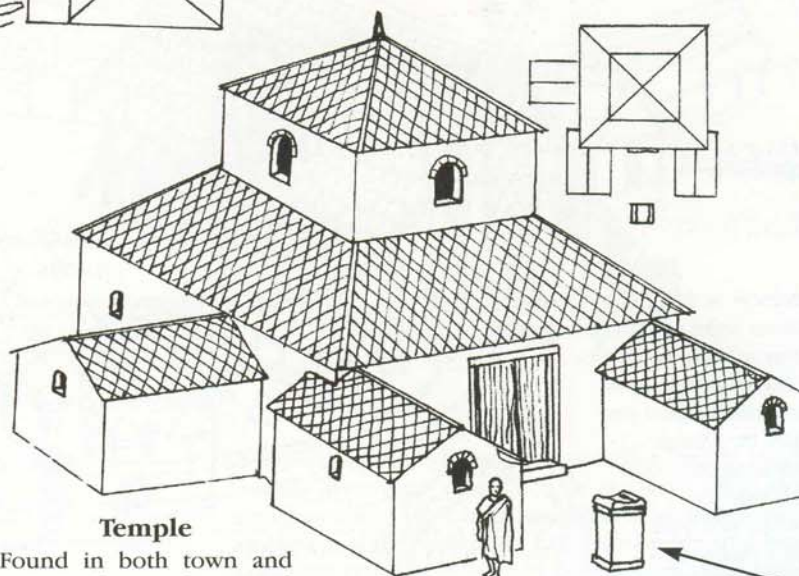
Temple

Found in both town and country these make a good objective for raiding parties of Saxons, Picts etc.

Stone altar for sacrifices.

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CELTIC BUILDINGS

Celtic Farmstead

The majority of Celts lived in scattered farms in Britain. Their houses were mainly circular with wattle and daub walls and the roofs were made of thatch. The more well-off Celt normally had a porch attached to the front of his house.

For making the roofs use the template below to make a cardboard cone and cover it with synthetic fur (the fur used for soft toys) cut from the same template. Then using a comb dipped in 75% PVA glue and 25% water, comb the fur downwards, leave to dry and then trim.

One way to make wattle fencing is to stick upright poles (1mm wire or cocktail sticks) into a card base and weave thin strips of card in and out as shown here, then glue them in with PVA.
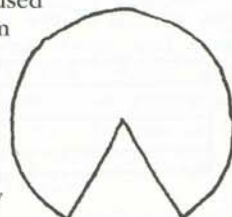
Stone Celtic Settlement

This settlement is based on a Cornish settlement of 1st century AD. Some Scottish, Welsh and Northern England settlements of this time were also built in the same way.

Stone walls for your settlement can be made using card that has been scored with a knife to give the surface a key. This is then covered with polyfilla, a small area at a time, and then the polyfilla is lightly marked whilst it is still wet to represent irregular stonework.
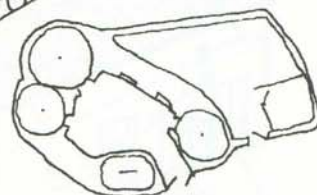
Gallic House

These are typical thatched long houses that were around at the time of the Roman conquest of Gaul (1st century AD). The walls were made of wattle and daub with timber uprights. The thatch can be modelled in the same way as the round houses, but the fur is cut up and glued on in strips instead.
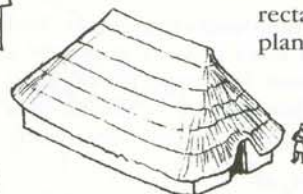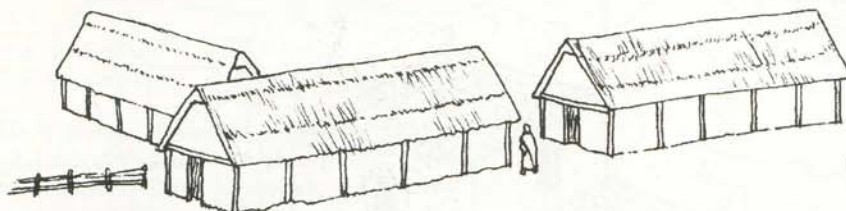
This is another version of a Gallic house, rectangular in plan.

Hillfort

Common in Britain and Gaul, hillforts were used as refuges in war as well as centres for the community in peace time. Again this would be a large modelling project, but a smaller fortified site built with a pallisade and ditch would be easier and as accurate.
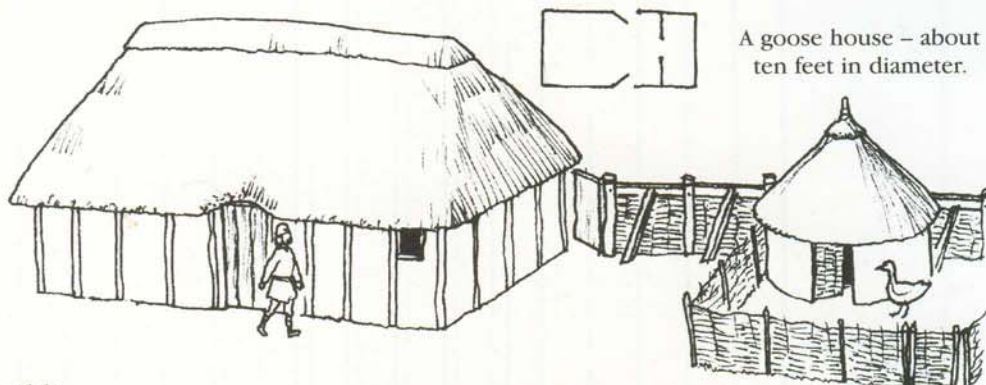
Chief's hut

Grain stores on stilts
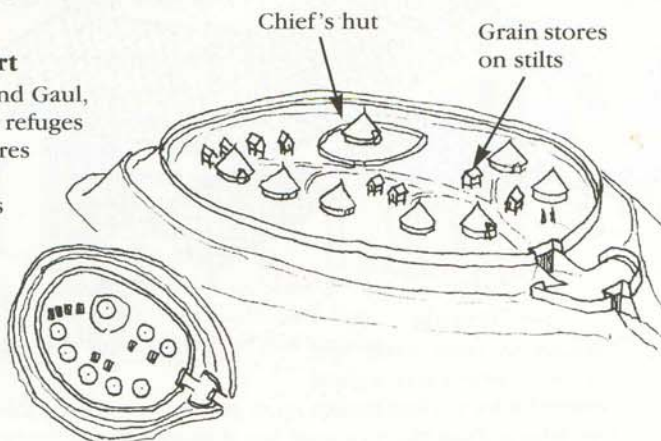
wooden pallisade

stone-faced earth rampart

# DARK AGE BUILDINGS

Anglo Saxon House

A typical anglo-saxon house of the 7th to 10th century AD. Houses of this type were normally timber framed, wattle and daubed with a thatched roof – ideal for Viking raids.

A goose house – about ten feet in diameter.

Viking Building

This is based on a 10th century AD Viking sunken building in Chester. It was possibly a shop as well as a house.
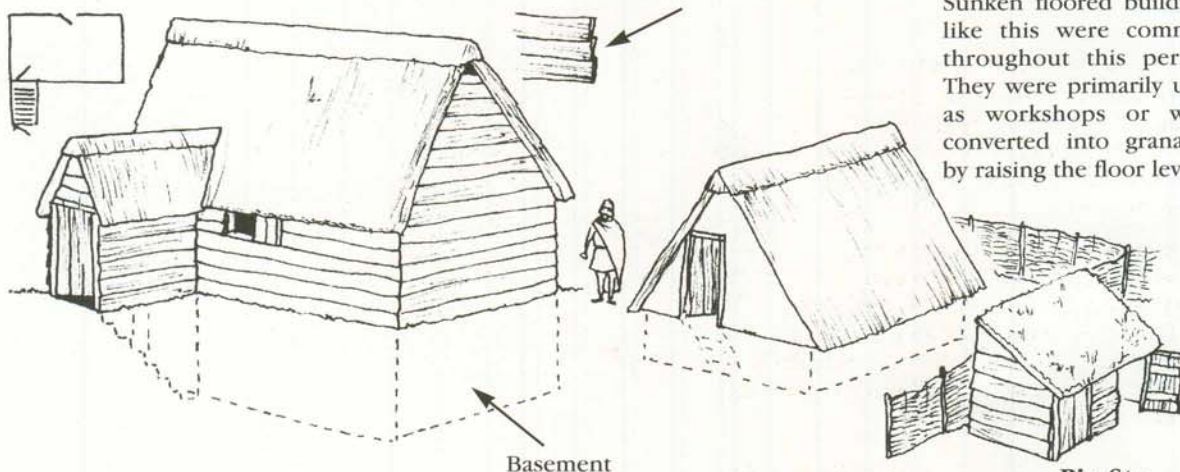
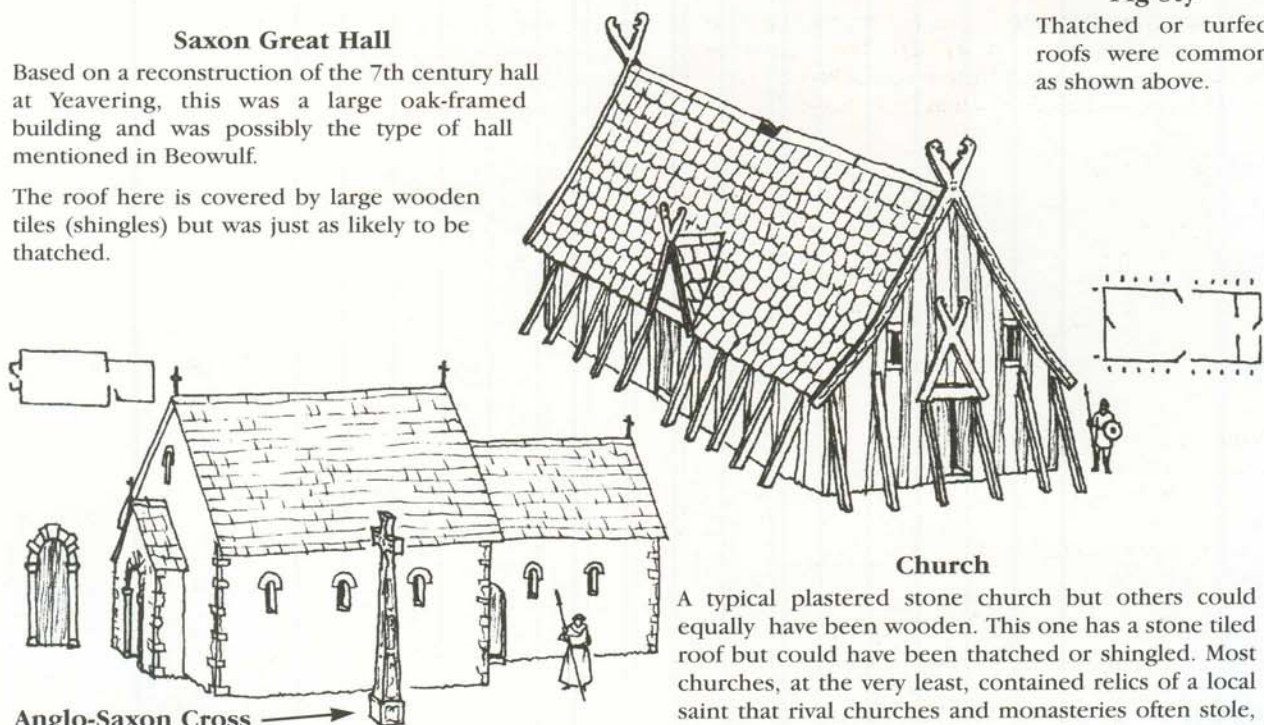You could use thin strips of balsa or card when making the wooden planking for the walls.

Grubenhauser

Sunken floored buildings like this were common throughout this period. They were primarily used as workshops or were converted into granaries by raising the floor level.

Basement

Pig Sty

Thatched or turfed roofs were common as shown above.

Saxon Great Hall

Based on a reconstruction of the 7th century hall at Yeavering, this was a large oak-framed building and was possibly the type of hall mentioned in Beowulf.

The roof here is covered by large wooden tiles (shingles) but was just as likely to be thatched.

Church

A typical plastered stone church but others could equally have been wooden. This one has a stone tiled roof but could have been thatched or shingled. Most churches, at the very least, contained relics of a local saint that rival churches and monasteries often stole, sometimes with armed force. An idea for a scenario perhaps?

Anglo-Saxon Cross

Fairly common, carved crosses often pre-dated the church and date from the 8th century onwards.

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WARHAMMER ROSTER SHEET

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value

Please feel free to photocopy this sheet for use in Warhammer Ancient Battles games.

TOTAL

Points Value

USEFUL ADDRESSES

We've put together a selection of addresses of magazines, figure manufacturers and societies which we hope will prove useful.

MAGAZINES

Most of these magazines cover wargames in general, rather than ancient wargaming specifically, but they are none the worse for that! Note that many of these magazines are available in your local newsagents.

Wargames Illustrated, 18 Lovers Lane, Newark, Notts, NG24 1HZ, England
Published and edited by the irrepressible Duncan Macfarlane, Wargames Illustrated easily has the sexiest photos of toy soldiers in any wargames magazine!

Practical Wargaming, Nexus Special Interests Ltd, Nexus House, Boundary Way, Hemel Hempstead, Herts HP2 7ST, England

Miniature Wargames, Pireme Publishing Ltd, Suite 10, Wessex House, St Leonard's Road, Bournemouth, BH8 8QS

MWAN, 22554 Pleasant Drive, Richton Park, IL 60471, USA (available in the UK from Caviler Books, 816-818 London Road, Leigh-On-Sea, Essex SS9 3NH)
MWAN is very much a labour of love, published every two months by its hard working editor and publisher Hal Thinglum. While not as glossy as many of the other magazines listed here, Hal's sheer enthusiasm and love of the hobby shines through on every page, making this one of the very best wargames magazines around.

Saga, 890 Janes Road, Rochester, New York 14612, USA
Unlike the magazines listed above, Saga is dedicated only to ancient and medieval wargaming.

White Dwarf, Games Workshop Mail Order, Willow Road, Lenton, Nottingham, NG7 2WS, England, Tel: (0115) 91 40000
White Dwarf only covers science-fiction and fantasy wargaming, but it has lots of articles useful for any wargamer, not to mention frequently featuring articles penned by the authors of these rules!

MANUFACTURERS & PUBLISHERS

Wargames Foundry, The Foundry Ltd, Huberts Lane, Off Doyle Road, St Peter Port, Guernsey, Channel Islands, Great Britain, GY1 1RG (available in the USA from The Foundry Ltd, 1549 Marview Drive, Westlake, Ohio 44145, USA)

Essex Miniatures, Unit 1, Shannon Square, Thames Estuary Estate, Canvey Island, Essex SS8 0PE

Miniature Figurines Ltd, 1-5 Graham Road, Southampton, SO14 0AX, England

Old Glory Miniatures, Box 20, Calumet, PA 15621 USA (available in the UK from Institute House, New Kyo, Stanley, Co. Durham, DH9 7TJ)

Gripping Beast, 19 Woodville Road, Ipswich, Suffolk IPA 1PA

Wargames Research Group, The Keep, Le Marchant Barracks, London Road, Devizes, Wiltshire SN10 2ER, England
WRG have been keeping the light of ancient wargaming burning for a quarter of a century, and publishes a wide range of rules and reference books on the subject. The Warhammer rules owe a huge debt to WRG's pioneering work over the years.

Osprey, Osprey Military Messenger, PO Box 5, Rushden, Northants NN10 6YX, England
Osprey publish a huge range of reference books on all periods of military history. You can get on their mailing list by writing to the above address.

Caliver Books, Caviler Books, 816-818 London Road, Leigh-On-Sea, Essex SS9 3NH
Caliver carry a wide range of books and rules by numerous publishers.

SOCIETIES

The Society of Ancients, The Membership Secretary, Mabar, Blackheath Lane, Wonersh, Guildford, Surrey GU5 0ON, England
If you're seriously into ancient wargaming then you really should be a member of the SOA. Their bi-monthly magazine, Slingshot, is a gold-mine of ideas and inspiration!

The Solo Wargamers Association, Membership Secretary, 120 Great Stone Road, Firswood, Manchester, M16 0HD
*Can't find an opponent? Then the Solo Wargamers Association is for you!*

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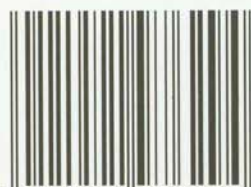
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