

WARMASTER ANCIENTS



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WARMASTER ANCIENTS

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FOREWORD

Warmaster Ancients is a tabletop wargame that takes as its theme the largest and most spectacular battles of the Ancient world. As such we are not overly concerned with details of weaponry, drill or the fighting qualities of individual warriors. Instead, focus is unhesitatingly placed on the command of the army as a whole – putting the player in the role of the General and his immediate subordinates. Of course, that does not mean superior troops don't make a difference – they do – but even the best troops must be used with skill to ensure success.

Our game is inspired and informed by what we know of historical armies and ancient warfare. It is not, and does not pretend to be, a simulation – putting aside for the moment the impossibility of analysing an ancient battle at first hand. Ultimately, the game is an entertainment that aims to capture some of the qualities of ancient warfare whether perceived or real.

In putting together our game, we have taken the view that all of our armies should be able to fight each other. Thus it becomes possible to play the Egyptians of Rameses against the Vikings of Eric Blood Axe, or Caesar's Romans against Alexander's Macedonians. This is admittedly a fantasy – but it is a convenient one that facilitates games between players who own model armies from diverse eras or different parts of the world. Naturally, this does not stop players sticking to strictly historically matched armies if that is their preference.

Although we have included a substantial selection of armies in this book, we have also included sufficient detail to enable players to create further armies should they wish to do so. For those who are interested, we have set up a website where you can find the latest developmental work, new army lists, and further photographs of Warmaster Ancients armies – www.warhammer-historical.com.



MODELS & SCALES

Warmaster Ancients is played with model soldiers and model terrain on a tabletop. It is possible to play with cardboard pieces instead of models – and that's not a bad way of learning the game. However, most people would agree that the enjoyment of tabletop wargaming lies at least as much in spectacle as in competition. Suitable models are available from several manufacturers and we've listed those we know of in Appendix 3.

MODEL SCALE

The game of Warmaster Ancients is designed for use with small scale models and terrain – specifically for the 10-12mm models owned by the authors. Armies of the smaller 6mm scale models can also be used and lend, if anything, an even grander sweep to the opposing forces.

15mm models can also be pressed into service – but some of the base sizes may prove constricting in the case of larger models such as elephants for example.

25mm models can only be used with substantial modifications to their bases and are not ideally suited for the kind of large battles portrayed by Warmaster Ancients – but doubtless some people will want to try it. We have included notes on using 15mm and larger scale miniatures in Appendix 2.

The photos throughout this book are of 10-12mm scale models unless indicated otherwise. 10mm is a nominal scale that is often used to describe models where a man is represented as 10-12mm tall (corresponding to 'N' gauge model railway). In practice, manufacturers' sizes vary a little but there is nothing wrong with a little variation and this will not pose a problem.

REPRESENTATIONAL SCALE

The base area covered by a unit represents not just the space taken by the warriors but also the immediate area round about, including re-supply facilities, medical personnel, and the unit's own officers, runners, etc.

The models themselves serve to identify the unit type and stand-in for a much larger body of men than the literal number of models shown. Although no fixed scale is intended, it is often helpful to think of a unit as a typical independent tactical body – for example, a Roman Cohort or Greek Taxis. Such units would generally number between a few hundred to a thousand warriors. As such some units represent more or fewer fighting men than others and this is broadly reflected by the unit stats for different troop types. For example, skirmishing units typically represent fewer warriors than main fighting units, and artillery units fewer still.

In the case of Command stands, these represent the staff officers of the army, together with their many servants, assistants and messengers – some of whom are assumed to be scattered over the battlefield. The stand serves to represent the focal point of the command structure and can be thought of as either an individual heroic leader or a substantial headquarters staff as you please.

GROUND SCALE

There is no formal ground scale – the missile ranges and moves are intended to be visually credible but are not based on actual ranges or theoretical speeds. Missile ranges are designed so that missile troops interact in a certain way in the game and, where appropriate, assume some movement of individual warriors beyond their unit's position, either as a body or as portions of the whole. However, for those interested in such things, the relationship between ground scales and the game is discussed in more detail in Appendix 4.



INTRODUCTION TO THE RULES

The following pages contain all the rules for the Warmaster Ancients game. We suggest that you read them through before attempting to play but don't try to learn the entire game by heart. The best way to learn is to play. You can always check out the rules as you go along. After a few games you'll find the basic routines are easily remembered, whilst more obscure rules can be looked up as required.

The rules are presented with summaries at the beginning of each section. There is also a glossary of terms at the back. For players already familiar with the game, there is also a Summary sheet at the end of the book.

ROLLING DICE

Warmaster Ancients uses ordinary six-sided dice to represent chance elements such as the result of shooting and close combat. To save space, we refer to an individual dice as a 'D6'. So when we instruct you to roll a D6, we are simply asking you to roll a dice.

Sometimes, you'll be required to roll two dice and add the scores together, in which case we will ask you to roll '2D6'. A roll of 2D6 will therefore give a score of between 2 and 12.

TAPE MEASURES & USEFUL AIDS

Units of troops move across the battlefield by a measured distance. When warriors shoot, it will be necessary to measure to ensure that they are in range. All distances are given in centimetres. Players will need rulers or tape measures to measure distances during the game, and we recommend that players purchase one or more retractable tape measures for this purpose.

During the game, players are permitted to measure as and when they wish. In many cases, this will be necessary to determine which target to shoot or charge.

Players will find it useful to have a few coloured dice to use as 'Hit' markers. Any spare dice can be used in this way but visually distinct dice are better as they reduce the chance of the players picking them up and rolling them during the heat of battle. Alternatively, some players like to devise suitable 'Hit' markers such as card chits.

You may also find it handy to have a few small tokens to temporarily mark a spot or remind yourself of a unit's status – card chits, small coins or tiddly-winks will do just fine. A pen or pencil and some scrap paper will prove useful for making notes.

A PLEA

When playing a tabletop wargame, it is impossible to be absolutely precise when it comes to measurements. Stands can get knocked out of position, terrain can fall over, and what happens when the cat decides to help doesn't bear thinking about! No matter how careful the players are, it can often prove practically impossible to tell if a unit is in range or out of range, in sight or out of sight, and so on. In marginal cases, where a judgement is difficult, it is fairest and most convenient to let a random dice roll decide – 1, 2, 3 one way, 4, 5, 6 the other. This will resolve the situation and allow the game to continue in good humour.

Many players find the same kind of random roll a perfectly good way of solving niggling rules disputes during play. If you're not exactly sure of how to interpret a rule and can't find the answer easily in the manual, then rather than bogging down the game, just roll a dice to decide and get on with the battle. You can always check afterwards or come up with a more considered interpretation ready for the next game.



GAME VALUES

Before progressing to the rules of the game, we will explain the game values used to define the different troop types.

ARMIES

A game of Warmaster Ancients is played between two opposing model armies. Each side is controlled by a single player who plans and executes his army's moves and rolls dice as required to determine the results of movement and fighting.

For purposes of explaining the rules of the game, it is convenient to assume that each side is represented by a single player. Indeed, this is how the game is commonly played so it is quite appropriate to continue in this vein. However, it is also possible to play with several players on one or both sides should you prefer and this enables even bigger battles to be fought. We shall return to this theme later, for now we shall take it as read that each side has one player who controls his own army.

STANDS

The basic playing pieces of the game are called **stands**. There are two kinds of stands: 40mm x 20mm unit stands and round command stands between 20mm and 30mm across. We suggest that players make unit stands from thick card whilst washers or coins make ideal stands for commanders.

Models are mounted onto the stands so that they form representative bodies of troops or commanders. The actual number of models and their positioning is a matter of aesthetic choice and is left up to the players.

All unit stands have front, side, and rear edges as indicated by the direction faced by the models. It is important that the direction faced by the stand is obvious as in the examples below.

Command stands are round in order to readily distinguish them from troop stands and have no defined direction of facing in the game.



This page – Top and then clockwise.

Roman cavalry. A unit of Roman cavalry – notice how the unit is made up of three stands as are all infantry and cavalry units. **Indian general on Elephant.** Generals and other commanders are mounted onto round stands to make them readily distinguishable from troops. **Generals.** Alexander the Great and a Roman general – commanders can be mounted as single figures or as small groups as you wish. **Roman Legion.** A single stand of Romans – a full unit comprises three such stands.

Opposite page. Top left and then clockwise.

Hittite Chariots. As you can see the chariots are based to the short edge of the stand. **German warband.** A unit of German tribesmen arranged in column. **Roman Scorpion.** A stand of artillery – artillery can be mounted to face either the long or short edge of the base – in this case two scorpions are mounted to the long edge to make a single stand. A unit of scorpions comprises two such stands. **Persian infantry.** Three stands make up this unit as for all infantry. **Pbalanx.** The pbalanx is unusual in that it is mounted to face the short edge of the stand.

UNITS

The 40mm x 20mm stands are arranged in groups called **units** (hence 'unit stands'). In most cases, a unit consists of three stands of the same type.

All the stands in the same unit must be arranged together so they touch either side-by-side, one behind the other, or contacting at a point. This is referred to as a **formation**.

COMMANDERS

There are three different types of command stand in the Warmaster Ancients game: Generals, Leaders, and Subordinates. These are all referred to as **commanders**. An army always includes one General and can include additional Leaders or Subordinates. Most armies can include Leaders representing senior commanders. A few armies can include Subordinates representing tribal leaders or junior commanders. These command stands must be easily distinguishable on the tabletop as the rules for each are slightly different.

TYPES OF TROOPS

Units are divided into five basic kinds: **infantry**, **cavalry**, **chariots**, **artillery** and **elephants**. These broad definitions are used to fix Movement rates and determine how units fight in the game.

Light chariots and elephant units are mounted facing the short (20mm) edge of the stands. Artillery can be mounted either to the short (20mm) or long (40mm) edge as required to accommodate the model/s.

By default, infantry and cavalry are mounted facing the long (40mm) edge of the stand. However, there are two exceptions: the infantry phalanx (See Phalanx p126) and shock cavalry (See Shock Cavalry p127). Phalanx units are mounted to face the short (20mm) edge of the stand, Shock cavalry can be mounted to face either the short (20mm) or long (40mm) edge as the player prefers.

Heavy and scythed chariots are an exception to the normal basing conventions – because they are so big they are based on a 40mm x 40mm stand (a double stand).



Note that the rules make provision for **all** units to be mounted to a 40mm frontage where preferred, including chariots, elephants, the phalanx and shock cavalry. This will prove necessary if using larger scale models as explained in Appendix 2 p138.

COMMAND VALUES

Command is fundamental to the Warmaster Ancients game. Only command stands have a Command value and they use it when issuing orders in the Command phase. Command value varies from 6 (very poor) to 10 (extremely good). The higher the Command value, the more likely the commander is to direct troops as you want him to. More about command and its effects in due course.

POINTS VALUES

Every unit and every command stand is assigned a points value which reflects its worth in the game. Games are usually played between armies chosen to the same points value. Once the battle is over, the value of each side's casualties will determine which side wins. Points values are covered in detail in The Army Lists.

ATTACKS, RANGE, HITS & ARMOUR VALUES

Some troops are better fighters than others; they may be better trained, more ferocious, determined or whatever. So that we can represent these different qualities, we assign four values to the stands in each unit. These are **Attacks, Range, Hits and Armour**.

Attacks	Range	Hits	Armour
3	15	3	6+

Attacks: This is the basic number of dice rolled by each stand in close combat – the more dice, the better at fighting the unit is and the more hits it will be able to inflict.

Range: The range the stand can shoot in centimetres. If stands cannot shoot, this is shown by a dash (–).

Hits: The number of hits the unit can suffer before a stand is removed. This is usually 3 for infantry and cavalry units.

Armour: The stand's Armour value indicates the chance of negating a hit scored against it. A value of 6+ indicates that a dice roll of 6 is required to negate a hit, a 5+ that a 5 or 6 is required, and so on. If the unit has no armour this is indicated by a dash (–). Note that Armour value is a broad reflection of a unit's ability to withstand attack and not a literal representation of the armour worn.



STAT LINE

A unit's game values can be conveniently expressed as a single line of statistics or 'stat line' as shown below.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Legion	Infantry	3	–	3	5+	–	3	4/–	80	Legion

Troop. The name or description of the unit or commander, eg, Legion, Hoplite, Immortals.

Type. Infantry, Cavalry, Artillery, Cavalry, Chariots, Elephants, General, Leader, or Subordinate.

Attack. The base number of dice rolled in combat by each stand in the unit.

Range. The range a stand can shoot in cm.

Hits. The number of hits the unit can suffer before one stand is removed.

Armour. The dice score required to negate a hit inflicted on the unit.

Command. The command value of a General, Leader, or Subordinate.

Unit Size. The number of stands in the unit – this is usually 3.

Min/Max. This value is used to delimit the number of units and commanders that can be chosen for the army – see The Army Lists.

Points. The points value of a unit of that type.

Note. This is just a space left to indicate special rules that might apply, for example, Legion, Skirmisher, Shock.



Opposite page. Top left and then clockwise.

Indian Elephants. A unit of Indian Elephants, notice how the models are based facing the short edge of their stand. **Partibian Catapbracts.** These are heavily armoured 'shock' cavalry. Shock cavalry can be mounted to the long or short edge of their stands. **Assyrian Chariots.** These huge four-horse chariots are too big to fit onto normal stands – they are mounted onto a 40mm square stand as shown here.

This page. Top left and then clockwise.

Macedonian light cavalry. The number of models on each stand is up to you – but it's useful to use fewer models on light units to make them readily identifiable. **German skirmishers.** Notice how this unit has fewer models per stand than the German warband shown on page 7 – this makes it easier to distinguish between the two on the battlefield. **Roman Legion.** A Roman legion unit moving forward in column.



VISIBILITY

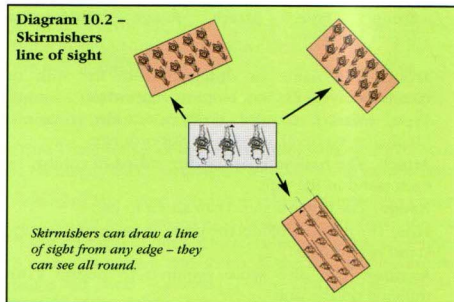
During the game, players will want their units to shoot at or charge enemies or evade away from them. In these and many other cases, it is important to know whether troops are able to react against their enemies in an entire, effective and cohesive way. For purposes of explaining and playing the game, we assume that units can react effectively to enemies they can 'see' or which are 'visible'.

This concept underpins many parts of the game rules – so we're going to explain it here before anything else. Bear in mind that the words 'see' and 'visible' are used as terms with this specific assigned meaning. Visibility doesn't have any bearing on whether an individual warrior could theoretically see another, only that the whole unit is in a position to make a properly co-ordinated response.

LINE OF SIGHT

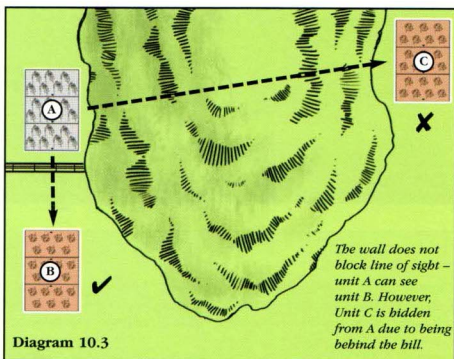
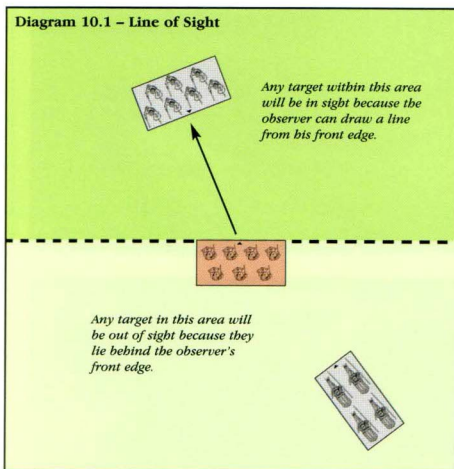
A unit can see another if it is possible to draw a straight uninterrupted line of sight between the **front edge** of any of the unit's stands and **any part** of any stand in the other unit. It is always the stands themselves that are considered when working out line of sight and not the actual models, which are likely to vary in height in any case. The best way of doing this is to run a straight edge, for example, a measuring rule, between the observer and observed.

Skirmishing troops can draw a line of sight from any stand edge and not just from the front. In other words, they can see 'all round'. These units represent relatively small bodies of men that fight in flexible dispersed formations (see Skirmish p127).



The effect of terrain

Some terrain (such as areas of ruins, hills and woods) block line of sight as described in the Movement rules (see p21). In principle, line of sight is blocked where it passes through any kind of terrain feature, but there are appropriate and mostly obvious exceptions. For example, it is always considered possible to see over low linear features such as hedges and low walls. See Terrain & Movement on p31 for the rules governing this.



It is not permitted to draw a line of sight over the top of unit stands from either side. These are said to 'block' the line of sight.

Character stands never block the line of sight. They represent only a few individuals so it is assumed units see through them as if they were not there (see Commanders p67).

MAXIMUM VISIBILITY

As units must sometimes react to the nearest visible enemy, it is convenient to set a limit upon the maximum distance a unit can see. The maximum visibility in ordinary circumstances is 60cm. It would be easy to imagine situations where visibility would be considerably reduced, eg, by rain or mist or at night. Rather than worry about these exceptions for the moment, a maximum visibility of 60cm is taken as standard and we assume units that are more distant are effectively hidden from view.

GAME SEQUENCE

There are different ways of playing a game as explained further in The Battlefield section. Here we describe the most usual method of setting up, playing, and concluding a game in order to provide a firm context for the rules that follow.

DEPLOY ARMIES

At the start of the battle, both players line up their armies facing each other as described in the section The Battlefield (see p72).

NUMBER OF TURNS

Roll a D6 to determine how long the battle will last: 1-2 = 6 turns; 3-4 = 7 turns; 5-6 = 8 turns. Alternatively, agree how many turns to play before the game starts. See The Battlefield for more about game length (p75).

THE BATTLE

Each side takes a turn one after the other. Randomly determine which side has the first turn by rolling a D6: 1, 2, 3 – one side takes the first turn; 4, 5, 6 – the other has the first turn.

Each turn is divided into three phases: the Command phase, the Shooting phase, and the Combat phase. Complete each phase in the following order before going on to the next.

Command: Troops are moved. The player whose turn it is can move his forces in the Command phase. Units can either move on their initiative or in response to orders as they receive them (see The Command Phase p13).

Shooting: Troops shoot with missile weapons. The player whose turn it is can now direct missile fire from bows and other ranged weapons (see Shooting p37).

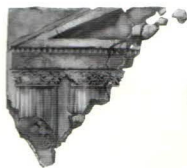
Combat: Both sides fight hand-to-hand combat. In the Combat phase, both sides fight. This phase is therefore a little different to the other phases because it is not just the player whose turn it is that takes part. In the Combat phase, both players fight with all their troops that are engaged (see Combat p43).

Once a player has completed his Combat phase, his turn is over. His opponent then takes a turn in the same way starting with Command, then Shooting and finally Combat. It is then the first player's turn one more – and so on until both players have completed the predetermined number of turns or until one side is forced to withdraw (see The End of The Battle p71).

THE WINNER

Once the battle is over, both players then add up the number of points they have scored to determine the winner. The more enemy units that have been destroyed, the more points are scored (see The End of The Battle p71).





COMMAND AT A GLANCE

SEQUENCE

1. Initiative
2. Orders
3. Commanders

INITIATIVE

1. A unit can charge or evade from the closest visible enemy within 20cm.
2. A unit cannot move on initiative and orders in the same turn.

ORDERS

1. A unit can move once each time it is given an order.
2. A unit can be given up to three orders by the same commander.
3. A unit cannot be given orders by different commanders.
4. A commander must roll equal to or less than his Command value on 2D6 to issue an order.
5. If a roll is failed, the order is not given and no further orders can be issued by that commander.
6. If a roll is failed, the order is not given and no further orders can be given to that unit.
7. If the General fails to give an order, no further orders can be given by any other commanders.

COMMAND PENALTIES

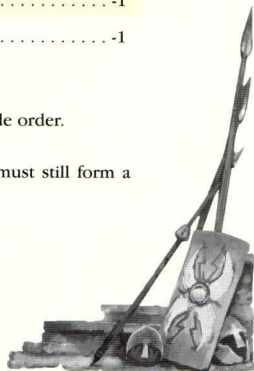
Per full 20cm distance	-1
Each successive order to the unit.	-1
Successive order to a slow unit.	-1
Enemy within 20cm of unit	-1
Flank/rear exposed to enemy within 20cm	-1
Unit within dense terrain.	-1
Per casualty	-1

BRIGADE ORDERS

1. A connected group of up to four units can be issued a single brigade order.
2. Units given a brigade order are moved one at a time.
3. Apart from units that have charged, units given a brigade order must still form a connected group once they have moved.

CHARGE

1. A unit that moves into contact with an enemy has charged.
2. Once units are in contact with enemy, they are engaged in combat.
3. Units in contact with an enemy cannot be issued further orders.



THE COMMAND PHASE

The Command phase is the first phase of the turn in Warmaster Ancients. During the Command phase, the player whose turn it is gets a chance to move his army.

Each unit requires an **order** before it can move unless enemies are very close, in which case a unit can use its **initiative** instead.

Because movement is largely determined by the process of giving orders, it can happen that some units move and others do not – this means that it is very important to formulate a battle plan that can accommodate a certain degree of unpredictability.

The Command phase comprises three separate sub-phases:

COMMAND SUBPHASES

1. Initiative

Units moving by initiative do so.

2. Orders

Orders are given to other units to move.

3. Commanders

Command stands are moved.

Each sub-phase is completed before moving to the next – first initiative, then orders, and then finally commanders.

A unit cannot move by initiative **and** orders in the same turn. If a unit moves by initiative in the Initiative sub-phase, it cannot be given orders in the Orders sub-phase.

Note that all units moving by initiative **must** be moved before any orders are issued as described above. Once a player has attempted to issue an order, the Orders sub-phase has begun and no further units can move by initiative.

Units which are Confused and units which are already engaged in combat cannot move in the Command phase. They cannot move using initiative and they cannot be given orders. Commanders that have joined units in combat must remain with those units whilst combat continues. See the sections of Confusion p63, Combat p43 and Commanders p67.



INITIATIVE

Initiative allows a unit to react to an enemy within 20cm without the need for an order. This represents the ability of officers to make tactical decisions on the spot without further direction.

During the Initiative sub-phase, a unit can react to the **closest visible enemy unit** within 20cm. A unit can only react to the closest visible enemy unit and not other units even if they are within 20cm and visible. If two or more enemy units are equally close and both are visible, the player can choose which unit to react to. For basic rules about visibility see Visibility p10.

A unit using initiative can react in one of two ways: it can either **charge** the enemy unit it is reacting to, assuming it is able to do so, or it can **evade** from the enemy unit it is reacting to. Charging will bring the opposing units into close combat whilst evading is a deliberate move to avoid the enemy. Both of these special moves are discussed in detail in the Movement section p21.

In certain circumstances, a charging unit can carry a supporting unit with it. This is an exception in that it allows the supporting unit to effectively move by initiative even though it is neither charging nor evading. See Support p49.

A unit does not have to use its initiative in the Initiative sub-phase just because it can. A unit can instead remain halted that turn or the player can wait until the Orders sub-phase and attempt to move the unit with an order. Note that there are a few unusual units that **must** use initiative to charge if they can – these hot-heads are exceptions and are indicated in the Special Rules section p124.

SEQUENCE OF MOVEMENT

During the Initiative sub-phase, units move one at a time in any sequence the player wishes. Initiative is determined as each unit begins its move and **not** at the beginning of the sub-phase.

Note that because units move one at a time, it is possible for one unit's move to block the line of sight of another so that it is subsequently unable to use initiative. It is also possible for one unit's move to block a unit's line of sight to one or more enemies, therefore affecting which enemy unit is both closest and visible. It is equally possible for one unit's move to open a new line of sight for another so that this second unit is now able to use initiative where before it could not. These are all things for inexperienced players to be wary of.

Charge or Evade

As explained above, there are two types of initiative move: charge and evade. A unit **cannot** use initiative to move in any other way. The rules for charges and evades are described under Movement (see p24-25).

It is possible that a unit is unable to react by charging simply because the closest enemy is impossible to reach. In this case, a unit can only react by evading. A unit cannot

react against a different enemy merely because it cannot charge the closest. This may seem harsh but represents the effect upon a unit's ability to manoeuvre decisively once enemies are close by – troops on the ground may have a less precise understanding of where enemy units may or may not be than the players themselves.

ORDERS

Only commanders can issue orders – this is their primary function in the game. Issuing orders represents the process of relaying instructions by messengers or by prearranged signal.

If a player wishes to move a unit in the Orders sub-phase then he must issue an order. Orders are issued by means of the army's commanders. Once a unit has been given an order, it is moved and can be given a further order and moved again, up to a maximum of **three** times in total. This process is described in detail in the rules that follow.

A commander does **not** need to be able to see a unit to issue an order. Commanders receive information constantly via scouts, runners, or horsed messengers, and we assume plans are formulated from this intelligence rather than whatever a commander can see at any time.

Issuing an order

To issue an order, the player first nominates which command stand will give the order and then indicates the unit he wishes to move. A dice test is taken to determine if the order is received and acted upon. This works in the following way:

Roll 2D6 (ie, roll two dice and add the results to get a score of between 2 and 12).

If the score is equal to or less than the command stand's Command value then the order is **successful**. The unit has received its order and can move.

If the score is more than the command stand's Command value then the order has **failed**. The unit has not received its order and cannot move further in that Command phase.

Success

If an order is successful, the unit can move and the same commander can then attempt to give the same unit a further order up to a maximum of three orders in total. If the player does not wish the same unit to move again, the commander can instead call a halt to that unit. Once a halt has been called, a unit cannot be given further orders in that Command phase – its movement is complete. It therefore follows that a player must finish all the moves for one unit before attempting to move another.

Once a commander has called a halt to a unit he can attempt to give an order to a different unit if the player wishes. If a player does not wish the commander to give orders to any more units then he declares that the commander has finished issuing orders, in which case the commander can give no more orders that turn.



Once a commander has finished giving orders, the player can go to another commander and issue orders from him in the same way. This continues until all commanders have had the opportunity to issue orders.

Failure

If an order is failed, the unit does not move and cannot be given further orders that turn. Once a commander has failed to give an order, he can give no more orders that turn. The unit is automatically halted and the commander finishes issuing orders as soon as an order is failed.

Note, as described above, a commander must finish issuing orders to a unit before issuing orders to another. It is not permitted to go back to a unit moved previously once another unit has been given an order. Note also that each commander must finish issuing all his orders before another can do so. It is not permitted to issue an order with one commander, then another, then the first one again, and so on.

Generals

If the army's General fails to give an order then the Orders sub-phase comes to an end immediately. No further orders can be given by any commanders. Commanders that have not already issued orders are unable to do so. For this reason, it is a good idea to leave the General until last – though this is not mandatory.

Multiple Moves

As described above, a unit can potentially move, receive a second order and move again, then receive a third order and move a third time (the maximum allowed). A unit might therefore make up to three sequential moves during a single Command phase because each successful order is followed by a separate move. Players should bear in mind that in *Warmaster Ancients*, a 'Move' and a 'Turn' are distinct – the terms are not interchangeable as they are in Chess for example.

The movement rules are covered in the appropriate rules section – but to illustrate a point, the table below shows the maximum distances different units can move at a time.

MOVEMENT VALUES

Cavalry units	30cm
Chariot units	30cm
Infantry units	20cm
Elephant units	20cm
Artillery units	10cm

As can be readily imagined a unit can cover a great distance during a turn if it moves several times during the Orders sub-phase. For example, a cavalry unit that receives three orders could potentially move up to 90cm. In practice, this is unlikely (as well as rather reckless) because of the Command penalties described next.

Astute readers will have realised that, as orders are based on dice rolls, it's possible, though extremely rare, for an army to stall completely because no orders have been successfully issued in a turn. Such are the perils of waging war – encompassing indecisiveness, ineptitude, occasional stupidity, misunderstanding and misfortune.

Orders that result in a charge

As already discussed, a unit can charge in the Initiative sub-phase but a unit can also charge in the Orders sub-phase. Any move that brings a unit into stand-to-stand contact with enemy during the Command phase is a charge. Just because a unit 'charges', it should not be taken to imply that troops cover the whole distance at a mad gallop but, nonetheless, we will use this word as a convenient and dramatic term to describe the move into confrontation.

Once a unit has charged, it cannot receive any further orders that turn. It is committed to battle and must fight in the ensuing Combat phase. See the Movement section for more about charges and the Combat section for more about combat.

COMMAND PENALTIES

Circumstances can sometimes make it harder to issue an order, eg, a unit might be a far distant speck on the horizon or be obscured within dense terrain. All of these things make it harder for a commander to identify what is going on and less likely that an effective order will be formulated or received. To represent this, we apply the following penalties:

1. Distance. If the distance between the Command stand and the unit you wish to move is more than 20cm, the commander suffers a Command penalty as shown on the chart below. When measuring distances between Commanders and units in this way, always measure the shortest distance between them.

Distance to Unit	Command Penalty
Up to 20cm	None
Up to 40cm	-1
Up to 60cm	-2
Up to 80cm	-3
Up to 100cm	-4

2. Additional Order. If a unit has already been issued an order during the Command phase then there is a Command penalty of -1 each time the Commander gives the same unit a further order. This accounts for fatigue and the limitations of time, a unit that has already moved several times therefore becomes harder to move again. A unit's second order is at -1 and its third order is at -2.

Order	Command Penalty
First	None
Second	-1
Third	-2

3. Slow. Some units are defined as 'slow' in The Army Lists (see p80). Such units suffer an extra -1 Command penalty when given an additional order. I.e, first order - no penalty, second order -2, and third order -3. These are either exceptionally heavily armoured troops or large artillery pieces that are naturally less mobile than other types.

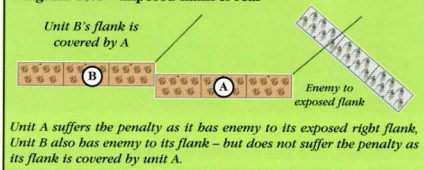
4. Enemy Close. If the distance between the unit you wish to move and the **closest enemy unit** is 20cm or less, there is a Command penalty of -1. This penalty applies even if the unit is not visible as defined in the game (the presence of enemy may be suspected none-the-less).

Closest Enemy	Command Penalty
Up to 20cm	-1
More than 20cm	none

5. Exposed Flank or Rear. If there is an enemy unit within 20cm to the side or rear of the unit you wish to move, and there is no other friendly unit covering the exposed edge by contacting it, there is a Command penalty of -1. Enemy are defined as to the front, side, or rear zones in the section on Charging (see p25-26). As with 'Enemy Close' the penalty applies whether the enemy are visible or not.

Enemy within 20cm Of exposed flank or rear	Command Penalty
	-1

Diagram 16.1 – Exposed flank & rear



6. Dense Terrain. If the unit you wish to move is in dense terrain then there is a Command penalty of -1. The penalty applies if at least one stand is even partially within dense terrain. Typical dense terrain features are woods, areas in and around buildings, ruins and such like – see the Movement section p31 for more about terrain.

Dense Terrain Within feature	Command Penalty
	-1

7. Casualties. If the unit has lost one or more stands then there is a Command penalty of -1 per stand lost. Units that have suffered casualties in this way are harder to motivate than fresh units.

Casualties Each Stand	Command Penalty
	-1

8. Unreliable. Some units are defined as 'unreliable' in the Army Lists (see p80). Such units suffer an additional -1 Command penalty, applied to the unreliable unit and to any brigade of which it is a part. Unreliable units are typically unwilling allies or contingents from subject tribes, or possibly poorly trained, led or motivated units.

Example: The General has a Command value of 9. He has already moved his cavalry forward once. Now he wishes to order them again, hoping to move onto a hill on the enemy's flank. The cavalry are 65cm away and have already moved once, which means a whopping -4 Command penalty (-1 per 20cm and -1 for the second move). The player has to roll 5 or less to give the order. He knows this is unlikely but decides to take the risk as he considers the hill an important objective. He rolls 2D6 and scores 4... success! The player moves the cavalry to their new position. Next, he attempts to give an order to an infantry unit 10cm away. Although he only needs 9 or less, this time he is unlucky and rolls a 10. The unit does not move and the Orders sub-phase ends.



A brigade of Barbarians – German tribesmen from beyond the Rhine frontier.

COMMANDERS

Command stands move once in the Commanders sub-phase once unit movement is complete. Command stands never move with units during the Initiative or Orders sub-phases. Even commanders that joined a unit in a previous turn do not move with these units in the Initiative or Orders sub-phases.

In the Commanders sub-phase, each command stand can move once up to a maximum distance of 60cm. No Command test is required for a commander to move. Any failed order rolls made in the Orders sub-phase do not affect a commander's ability to move.

Note that when units are repositioned during the Shooting or Combat phases, as during 'pursuit' for example, commanders that have joined units are automatically moved with them.

The rules for Commanders are given in full in the separate Commanders section. For now it is worth bearing in mind that command stands are not units as we have defined them, and are treated very differently to units of troops. Command stands are essentially tokens that serve to mark points from which orders are issued. In many respects, Command stands are considered to be 'transparent' on the battlefield and are ignored for most purposes; for example, no -1 Command penalty is imposed because an enemy command stand is within 20cm of a unit. See Commanders p67.

BRIGADE ORDERS

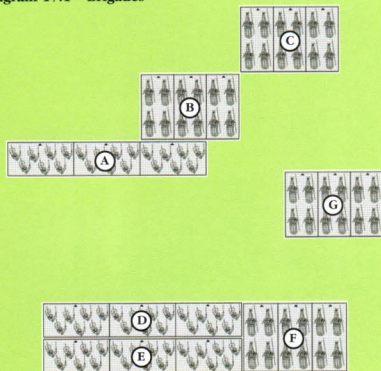
To save time, a commander can issue an order to multiple units at a time. This is called a **brigade order** and the units are described as 'brigaded' for purposes of that move. The term 'brigade' is used purely to describe these kinds of orders and has no meaning beyond this. Brigades are not formal or permanent formations in the army.

The brigade rules might appear rather obtuse. Do not worry too much if you are reading the rules for the first time, the usefulness of the brigade order will become apparent as you play. The idea is to allow units to move in groups, and also to enable an army to move with fewer orders. It is suggested that novice players ignore the brigade rules for their first few games and introduce them once they have the hang of issuing individual orders.

Up to **four** units at once can be given a brigade order.

Brigaded units must touch so that they form a single connected group at the start of the Orders sub-phase. It does not matter exactly how units touch – only that they form a connected group along the lines shown below.

Diagram 17.1 – Brigades



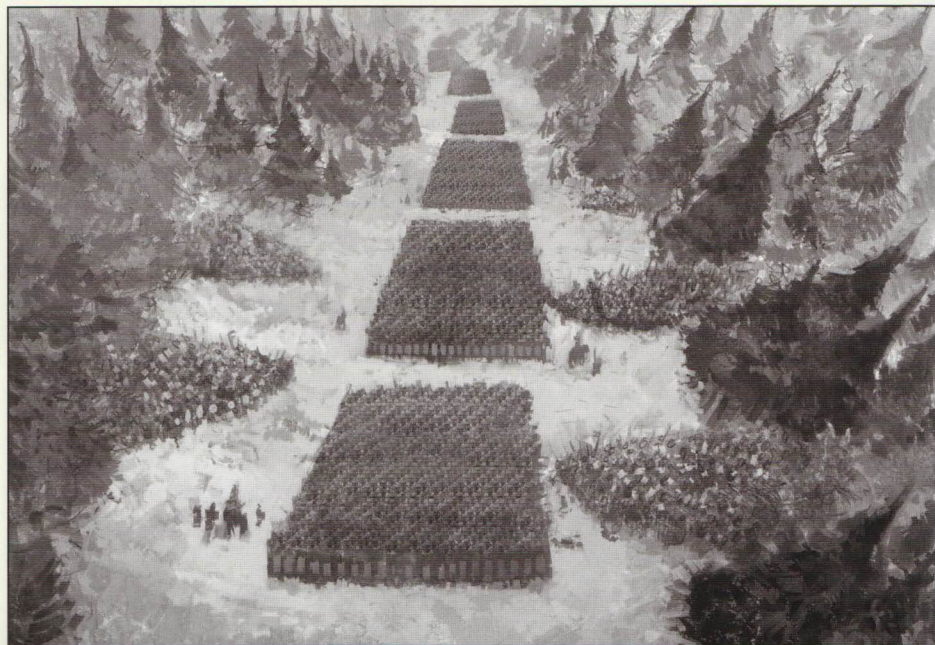
The three units A, B & C can be given a brigade order as can units D, E & F. Unit G is not touching any other and cannot therefore be included in a brigade order.



To give a brigade order, first nominate the commander who is to give the order and then indicate which group of units he is ordering. Take one test as if you were issuing an ordinary order. If the test is successful, then **all** the units have received an order, if the test is failed, **all** the units have failed to receive an order.

Command penalties are applied as follows. Measure to whichever unit is furthest from the commander and apply the appropriate distance penalty. It does not matter how far other units are, the penalty is only applied for the unit furthest from the commander. When measuring to

this unit, measure to the closest point as you normally would when issuing an order to a single unit. Apply the usual -1 penalty if any units are within 20cm of the enemy, if any units have stands in dense terrain, if any units have exposed flanks or rears, if any units are Slow, if any units are Unreliable, for each previous move when moving for a second or third time, and for each stand that has fallen casualty. Don't apply any penalties on behalf of more than one unit (eg, if two units are in dense terrain, the penalty is -1 not -2). In the case of casualties, apply the penalty for the unit that has lost the most stands.

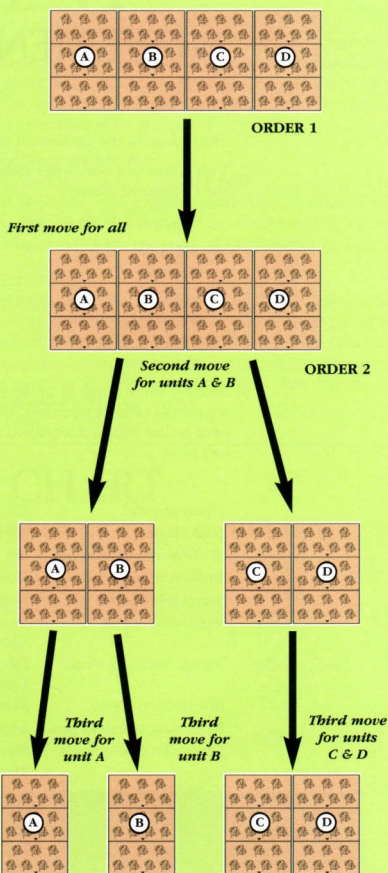


Once a brigade order has been given, the units are moved one at a time. Brigaded units are moved one after the other in whatever sequence the player wishes. Brigaded units must form a single connected group once their moves are complete (units that charge are an exception to this rule as noted below).

A unit that has been given a brigade order can charge an enemy unit just as if it had been given its own separate order. It is not necessary that all the brigaded units charge. All, some, one, or none can charge as the player wishes, and units can charge against the same or different targets. No particular restrictions are imposed just because units have been issued a brigade order. Charging units are automatically parted from their brigade and do not have to form part of the connected group once all have moved.

Note that charging units **do** need to be able to see their enemy when they charge – but they do not necessarily have to be able to see at the time the brigade order is issued. It is quite possible for one unit in the brigade to move, allowing a unit behind to see and therefore to charge an enemy. This is one reason why it is important to move brigaded units one at a time.

Diagram 19.1 – Brigade Orders



MULTIPLE BRIGADE ORDERS

Units that have already been given a brigade order and moved together can be given a further brigade order and moved again. In this respect, they are treated the same way as a single unit.

If a player wishes, previously brigaded units can be divided into smaller groups and each can be given subsequent brigade orders. Previously brigaded units can also be given further orders as individual units. The player can decide which units to give subsequent orders to, but must completely finish giving orders to each group or individual unit before moving to the next.

For example, a player might move four units, then divide them into two groups of two and give separate orders to each group.

Bear in mind that command modifiers will have to be calculated for each divided group separately. In practice, extensive sub-dividing like this is risky and impractical because the chances of failing a dice roll multiply rapidly – our example is included to demonstrate the principle rather than as a suggested tactic!

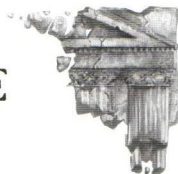
Note, as described above, a brigade cannot be formed and moved in the same Command phase – units must be touching at the start of the Orders sub-phase to receive a brigade order. For example, two units that have been given a brigade order cannot be moved into touch with a third unit and then the third unit included in a second brigade order. This means it is necessary to arrange units so that they touch in one turn if they are to be given a brigade order in the next.

For example, units A, B, C & D are moved with a brigade order.

Subsequently, they are sub-divided into two groups: A/B and C/D with the intention of giving a further brigade order to each group. The player can move either group first but must finish moving one before going back to the other.

For example: A/B moves and the player then divides the units into A and B, he moves B and then A, giving a separate order to each. He could now move A again but instead elects to go back to C/D.

MOVEMENT AT A GLANCE



DISTANCE

1. Units move in the Command phase either by initiative or if they receive orders.
2. Units receiving one order after another are able to move up to three times during the Command phase.

Types	Full Pace	Half Pace
Infantry	20cm	10cm
Cavalry	30cm	15cm
Chariots	30cm	15cm
Elephants	20cm	10cm
Artillery	10cm	5cm
Commanders	60cm	60cm

3. Evading units move at up to full pace. Skirmishing units move at up to full pace regardless of circumstances. Units in column or line formation move at up to full pace unless fortified. Fortified units and units in irregular formation move at up to half pace.

TERRAIN

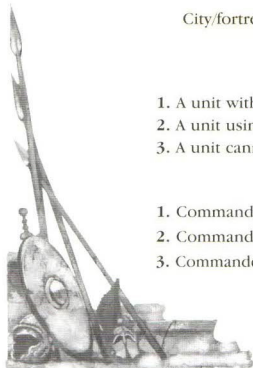
Open ground	No restriction
Hills/slopes	No restriction
Shallow rivers/streams	No restriction
Broken/marshy ground	Dense terrain. Infantry only. -1 Command
Steep hills/slopes	Dense terrain. Infantry only. -1 Command
Woods/tall scrub	Dense terrain. Infantry only. -1 Command. Close terrain 2cm visibility
Village/built-up areas	Dense terrain. Infantry only. -1 Command. Close terrain 2cm visibility
Rivers/deep water	Skirmishing infantry only – cannot end move in feature
Ravines/bottomless pits	Impenetrable
Sheer cliffs/mountains	Skirmishing infantry only – retreat if failed order. Treat as steep hills
Thick Forest/Jungle	Skirmishing infantry only. Treat as woods
Roads/Tracks	Permit movement to all. -1 Command over dense/impenetrable
Bridges and Fords	Permit movement to all over rivers/ravines
Low linear obstacles	Infantry, cavalry, elephants only. Infantry count defended
High linear obstacles	Infantry/emplaced artillery only. Infantry count fortified. Block visibility
City/fortress walls	Infantry with scaling ladders only. Infantry count fortified. Block visibility

INITIATIVE

1. A unit within 20cm of enemy can use its initiative to move.
2. A unit using its initiative must either charge or evade the closest enemy unit.
3. A unit cannot use its initiative and be given orders in the same turn.

COMMANDERS

1. Commanders move once at end of Command phase and can move up to 60cm.
2. Commanders do not need an order to move.
3. Commanders treat terrain same way as infantry unless chariot/elephant mounted.



MOVEMENT

Units move when given an order or by using initiative as explained in The Command Phase p13. Units can also move in the Shooting phase or Combat phase as described in the appropriate rules sections. The Movement section covers all general movement rules for units including the effect of terrain. Rules for moving commanders can be found in Moving Commanders p69.

The maximum distance a unit can move depends upon its troop type and formation. Some troops are naturally faster than others – cavalry are faster than infantry, for example.

MOVEMENT DISTANCES

Broadly speaking, infantry units and elephants move up to 20cm at a time, cavalry and chariots 30cm, and artillery 10cm. Commanders move up to 60cm at a time but their movement is handled somewhat differently and is

therefore covered elsewhere. The chart below gives the full pace move distances for each troop type plus the half pace movement where appropriate. In each case, distances are maximums and the player can move the unit a shorter distance if he wishes.

Chariot Runner Moves

Chariot Runners are a special type of infantry. They operate together with chariots and when included in a brigade order with chariots can move at chariot pace. See Special Rules p124 for the rules about Chariot Runners.

Phalanx Moves

The phalanx is a special type of infantry. The phalanx operates in very close order that allows little room for manoeuvre. If a phalanx does not move straight ahead in line formation for its entire move, it can only move at half pace regardless of the formation rules that follow. See Special Rules for Phalanx p126.

MOVEMENT CHART

Types	Full Pace	Half Pace
Cavalry	30cm	15cm
Chariots	30cm	15cm
Infantry	20cm	10cm
Elephants	20cm	10cm
Artillery	10cm	5cm
Commanders	60cm	60cm



FORMATION

Each unit must be arranged in formation. By this we mean that all the stands in the unit are placed touching so they form a line, column, or irregular formation as described below.

Units that are evading can move up to full pace regardless of their formation. Evade moves are described in this section.

Skirmish units move at up to full pace in all formations. Skirmishers are special types of troops as described in the Special Rules section p127.

All units wholly or partially in a fortified position move at half pace regardless of their formation unless they are evading, or skirmishers, in which case they move at full pace as noted above. See Shooting p39 and Combat p47 for more about fortified units.

Units arranged in a column can move at full pace unless in a fortified position as noted above. To form a column, stands must be placed one behind the other, either edge-to-edge or corner-to-corner as shown in the accompanying diagram.

Diagram 22.1 – Column Formation

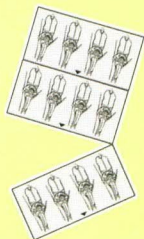


Infantry in column formation – behind & touching edge-to-edge

Narrow based cavalry in column formation – behind & touching edge-to-edge



Infantry in column formation – behind & touching corner-to-corner



A column formation – with stands touching edge-to-edge & corner-to-corner

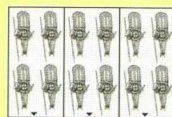
Example of columns. Columns can be straight or curved as shown.

Units which are arranged in a line with all their stands facing in the same direction and butted edge-to-edge move at full pace unless in a fortified position, as noted earlier.

Diagram 22.2 – Line Formation



Infantry in line formation

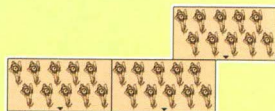
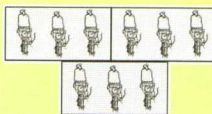


Narrow based cavalry in line formation

Example of lines. Lines can only be straight as shown.

All units in other formations or circumstances move at a maximum of half pace – ie, infantry are able to move up to 10cm, cavalry up to 15cm. For convenience, we refer to all such formations as **irregular**. Note that the only situation where an irregular formation moves at full pace is when it evades, or if it is a unit of skirmishers.

Diagram 22.3 – Irregular Formation

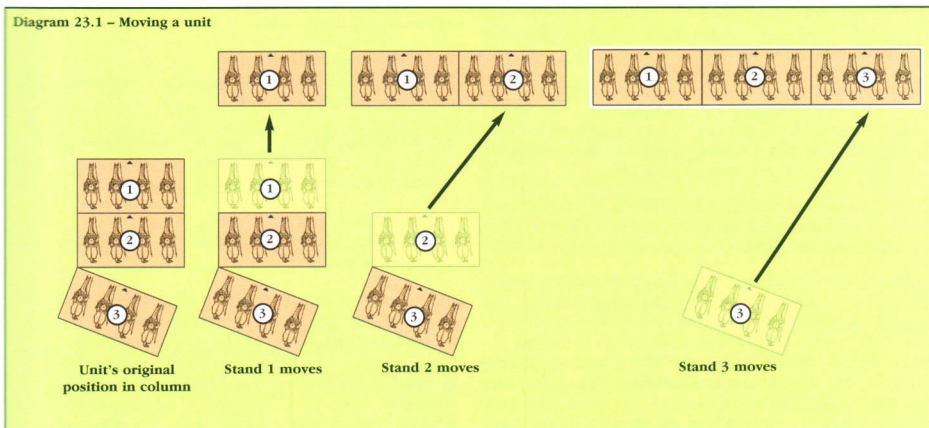


Some examples of irregular formations. Irregular formations are formations that are neither columns nor lines.

In some circumstances, units move a distance determined by rolling dice or by the results of combat (such as drive backs, retreat moves, and advances). These distances are not affected by a unit's formation.

THE MOVE

Diagram 23.1 – Moving a unit



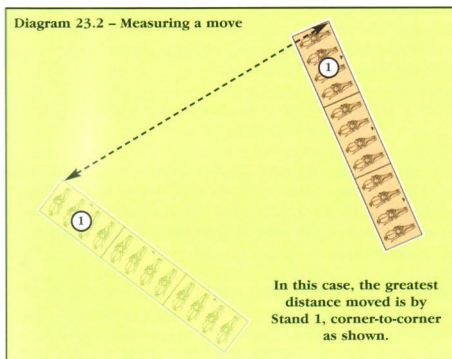
When moving a unit, move each stand one at a time. Experienced players usually find it convenient and quicker to move whole units at once (and they can judge where this might be appropriate) but in principle, stands always move one at a time to ensure a path can be traced.

Select one stand from the unit and move it. Then move the second stand into formation with it. Then move the third to complete the formation (assuming a unit of three stands). Note there is no need for the unit to retain its original formation – the stands are simply re-arranged as needed when the unit moves. See Diagram 23.1.

All stands must be able to trace a clear path to their position in the unit's final formation. Stands do not have to move to their front – they can move backwards, to the side, at an angle or in any orientation or direction.

No part of a stand can move further than its permitted maximum movement distance. Always measure from the part of the stand that moves the greatest distance – this will often be one of the corners. See Diagram 23.2.

Diagram 23.2 – Measuring a move



A stand cannot move through the base area of a stand from **another** unit whether friend or foe either wholly or in part. Skirmishers are an exception and may move through friends in some cases, as explained later.

A stand can move through other stands of the **same** unit if they have not yet moved and are not engaged in combat. This allows stands to move out of their own unit's formation without jamming each other. Even where they belong to the same unit, a stand cannot move through other stands who have already moved or are engaged in combat.

Stands can move through terrain appropriate to their type as noted in the Terrain rules. Stands cannot move through terrain if it is impenetrable to their type (see p31).

Unit stands can always move through command stands from either side as described on p69.

MOVING BETWEEN GAPS

Stands can be oriented to pass between any gaps in the terrain, or between other friendly stands, so long as a gap is at least as wide as the stand's shortest edge – ie, at least 20mm in most cases. Eg, a stand could be oriented to move through a gap between an impassable cliff and river.

Stands can only move into a gap between enemies if the gap is wider than the stand's longest edge – ie, 40mm in most cases. This includes all gaps where an enemy stand forms one or both bounding edges. Eg, a gap between two enemy stands, between an enemy stand and a friendly stand, or between an enemy stand and impassable terrain.

During the Combat phase, stands from units in the same combat engagement can move past each other, including past **enemy** stands, so long as their bases don't intersect. Note this allows bases to touch or slide against each other, as often happens during retreats and pursuits. It is not necessary that such stands have gaps as described above. This exception to the gap rule allows stands to retreat, pursue, and fall back so long as they can trace a path to their position. See the Combat section p51-61.

THE EVADE

An 'evade' is a deliberate attempt to avoid an enemy by moving away. Apart from skirmishers, units can only evade during the Initiative sub-phase of the Command phase as described in the Command section (see p13).

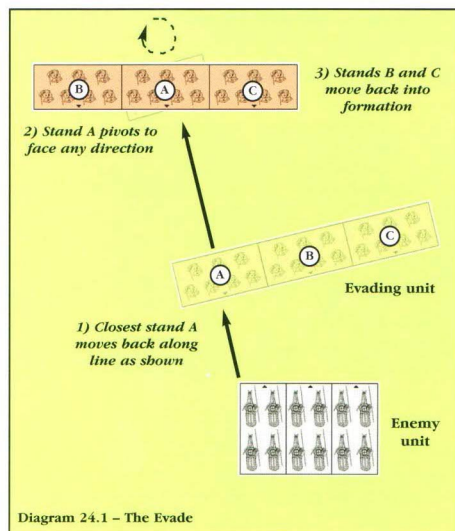
Evading units can move up to a full pace move regardless of their formation – apart from the phalanx – see Special Rules for the phalanx on p126. Units do not have to move their maximum move distance – a unit can move less if the player wishes but must move at least 1cm.

Evading units must finish their move at least 1cm from both any enemy and any units engaged in combat whether friends or foes. If unable to comply, units cannot evade.

Evading units move directly away from the closest enemy they can see. The closest enemy unit is referred to as the 'evaded' unit.

When we say 'directly away' or, for that matter, 'directly towards', the direction is established by placing a tape measure or straight edge between the closest points of the closest opposing stands. Where stands are equally close, the evading player may choose between them. The resulting line indicates the direction the evaders move in.

Move the evading unit one stand at a time. Firstly, move the evading stand that is closest to the enemy. This stand must move in a straight line in the indicated direction directly away from the evaded enemy. See Diagram 24.1. The stand can be oriented to face any direction during its move, allowing the evaders to move through gaps, turn to face their enemy, or change the stand's final facing. Move the rest of the stands one stand at a time and arrange them into the unit's new formation. Remember to take into account any necessary distance required to orientate stands as they move.



Although units normally evade at full pace regardless of formation, the phalanx is an exception and always evades at half pace (10cm). See the Special Rules section for the rules on phalanx on p126.

Skirmishers Evading

Skirmishers form an exception to the normal rules. They can evade in three situations:

1. Skirmishers can evade in the Initiative sub-phase of their own turn in the same way as other units as described above.
2. Skirmishers can also evade during the Command phase of the opposing player's turn when charged (see below).
3. Skirmishers can also evade during the Shooting phase of the opposing player's turn instead of being driven back (see below).

A skirmishing unit **cannot** evade if it is confused. Confused units are considered to be demoralised or in disarray and cannot act cohesively. See the section on Confusion on p63.

A skirmishing unit cannot evade if it is already engaged in combat. Once engaged in combat, the unit is unable to move and must fight in the ensuing Combat phase. See the section on Combat on p43.

When skirmishing units evade, they can move through other units from their own side so long as these other units are not already engaged in combat. This is an exception to the usual rule that forbids stands from moving through other units. This represents the ability of lightly equipped and loosely organised skirmishers to move around or through the ranks of friendly formations. However, stands can never be positioned on top of other stands once they have moved. Skirmish stands that move through other units must be capable of moving completely through them otherwise they cannot do so.

When skirmishers move through friendly units, this can cause confusion as summarised below and described fully in the section on Confusion on p63.

1. If a skirmishing unit evades through **one** other skirmishing unit, then neither need to test for confusion.
2. If a skirmishing unit evades through a non-skirmish unit, then **both** must test for confusion.
3. If a skirmishing unit evades through a second, or subsequent, unit during the same evade move, then **both** must test for confusion regardless of whether the unit moved through is a skirmish unit or otherwise.

Note that it is possible that a skirmishing unit may have to test for confusion several times during its move if it passes through several different friendly units. Roll separately for each instance, and make additional rolls for units that have been evaded through.

Skirmishers Evading a Charge

A unit of skirmishers can choose to evade from a charging enemy unless the enemy are also skirmishers with a move rate that is at least equal to their own. For example, skirmishing cavalry can evade from skirmishing infantry (as their Move rate is greater) but not from other skirmishing cavalry or chariots (as their Move rate is the same). This allows skirmishing troops to avoid combat in many situations, but note that they are not obliged to do so – skirmishers can stand and fight if preferred, and where able to shoot, they can first shoot and then decide whether to stand or evade.

A unit of skirmishers can only evade from a charge **once** in any Command phase. If a unit evades from one enemy and is charged by a second, it cannot evade for a second time.

To work out the evade, the charging unit is first moved into contact with the skirmishing unit as described under The Charge Move below. If the skirmishing unit is able to shoot, it does so as described in the Shooting section on p37. The skirmishing unit can then choose to evade away from the chargers as described for an ordinary evade move. Choose any skirmisher stand contacted by the enemy and move that stand directly away – move the remaining stands into formation as required.

Where an enemy evades from a charge then the charger's movement comes to an end exactly as it normally would for a charging unit. If the charger is no longer in combat (because no enemies are touching), shooting casualties caused by the evaders will drive the charging unit back as described in the Shooting section. Where a drive back is required, work this out before moving evaders as this avoids any complication due to the repositioning of the shooting unit. For rules about drive backs see Driving Back Enemies p40.

Skirmishers Evading when Driven Back

Units that are shot at and which take one or more hits are automatically driven away from their enemies as described in the Shooting section. For rules about drive backs see the section on Driving Back Enemies p40. When a skirmish unit is driven back and has not been confused as a result, the player may choose to evade instead of being driven back. The unit will evade from the closest enemy that shot at it (the unit that would normally drive the skirmishers back) and **must** move at least as far as it would otherwise be driven back. This means a unit is able to evade further than it has been driven back but never less.

Occasionally, it will be impossible to evade, because of the constrictions of scenery or enemy units for example, but otherwise it is entirely up to the player whether to evade or be driven back. Evading has the advantage that the unit can move further if desired, it can move through friends as described above, and it can change its formation and orientation as it evades (which units cannot do when driven back). In most situations, this will be the preferable option, but it is up to the player – skirmishers can evade or be driven back as the player wishes.

Skirmishers must still roll for drive backs whether they intend to evade or not and are confused if any 6s are rolled as described in the section on Units Confused By Drive Backs on p40. A skirmisher unit which has been confused by shooting is always driven back – it cannot evade instead.

THE CHARGE

The term 'charge' describes a move into contact with an enemy during the Command phase. Units can charge on initiative or they can charge if they receive an order – in both cases, the charge is worked out in the same way. Charges therefore occur throughout the Command phase as units move into contact with enemies.

Where a charge is intended, the player must say so before any stands are moved as this alerts both players to the need for care. A unit is not obliged to charge just because the player has stated an intention to do so – the move may prove impossible, impractical or the player might simply change his mind for whatever reason.

Each charging stand can move up to full or half pace distance depending upon the unit's formation at the start of the move.

Shooting at Chargers

Units with ranged weapons can shoot at enemies that charge them. This is an exception to the rules for shooting in that these shots are worked out in the Command phase of the enemy's turn. See the Shooting section p37.

Evading from Chargers

Skirmishing troops can evade from a charge as described in the section on The Evade p24. Note that skirmishers equipped with missile weapons can both shoot and evade.

Enemy in Sight

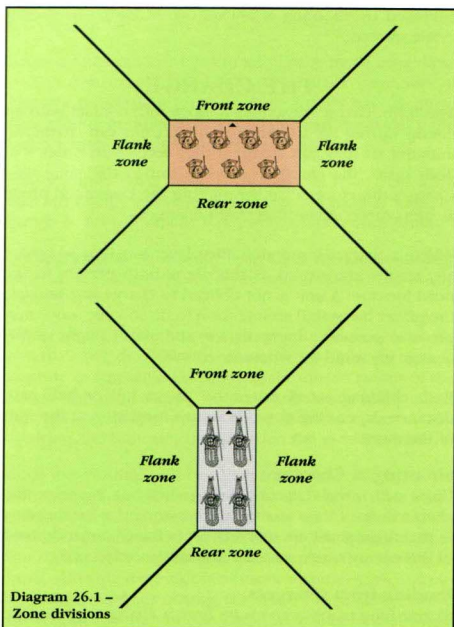
At least one stand in the charging unit must be able to see the target enemy unit at the start of the charge move. If a unit does not have the enemy in sight at the start of its move, a charge is not possible. See the section 'Battlefield Visibility' for the basic line of sight rules. Note that because units move one after the other, it is possible for one unit's move to clear or obstruct the line of sight for another – it is therefore important to take care when deciding which units to move and in what sequence.

Front, Flank and Rear

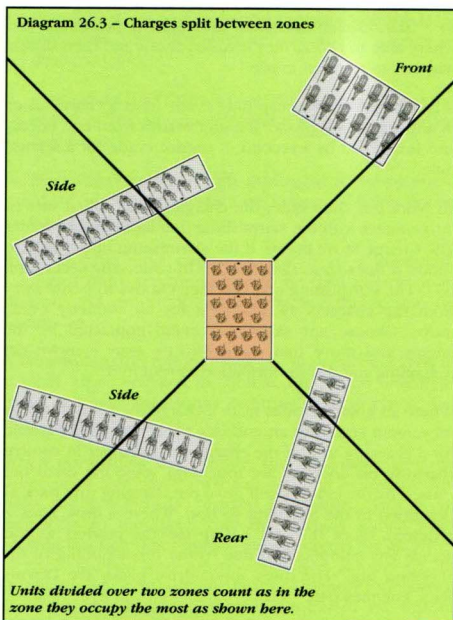
The charging unit can potentially contact against an enemy stand's front, side or rear – this is an important distinction because stands suffer a penalty if enemy are fighting to their side or rear as described in the Combat section.

If a charging unit begins its move in front of an enemy it charges its front. If the charger begins the move to the side of an enemy it charges to the side or 'flank'. If the charger begins the move to the rear of an enemy, it charges to the rear. In most circumstances, these are obvious distinctions – the following rules define exactly what is meant by front, flank, and rear.

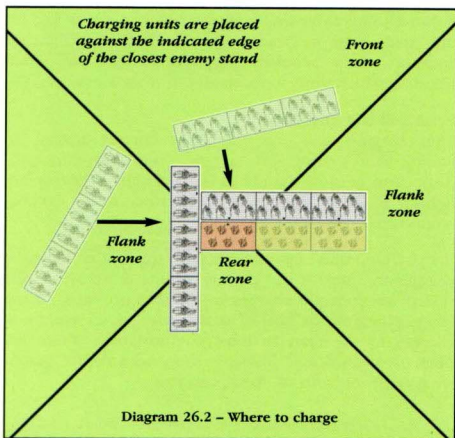
The front, flank and rear zones of a stand are shown on the accompanying diagrams. The divisions between each zone bisect the stand's corners.



If the charging unit isn't entirely inside one zone it counts as being in the zone that it is mostly in. So, if a unit is between the front and side but the greater proportion is in the front zone, the unit counts as in the front. If a unit is positioned in such a way that it is exactly divided between two zones then roll a dice to decide – eg, 1, 2 or 3 the front; 4, 5, or 6 the side.



Once a unit's intention to charge has been declared, begin by considering the position of the charging unit relative to the **closest visible stand** in the target unit. I.e, does the charging unit lie in the stand's front, side or rear zone? Where two or more enemy stands are equally close, the charger simply picks one as 'closest'.



The Charge Move

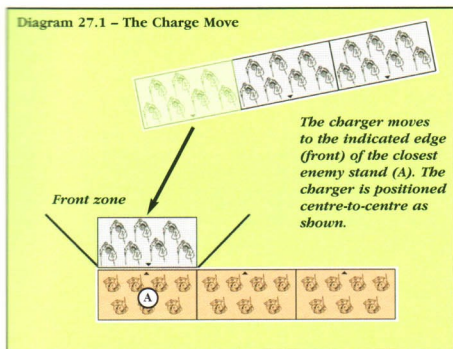
Move the charging unit one stand at a time to establish that each stand has a clear path. Experienced players will often find it convenient to move a whole charging unit into position at once (such players will recognise where this is practical) but in principle, units always move one stand at a time during a charge as with other moves.

To begin, the charging player selects one stand from the charging unit. Any stand can be chosen – it does not have to be the closest. This stand must be able to see the enemy unit and must have a clear path to its target.

The selected charging stand is moved into place against the enemy stand that has already been identified as the closest visible stand to the charging unit.

Move the charging stand so that its front edge contacts the appropriate edge of the enemy stand. If the unit is charging from the front zone, place the charger against the enemy stand's front edge; if from the flank, place the charger against the side; and if from the rear, place the charger against the rear edge.

Diagram 27.1 – The Charge Move

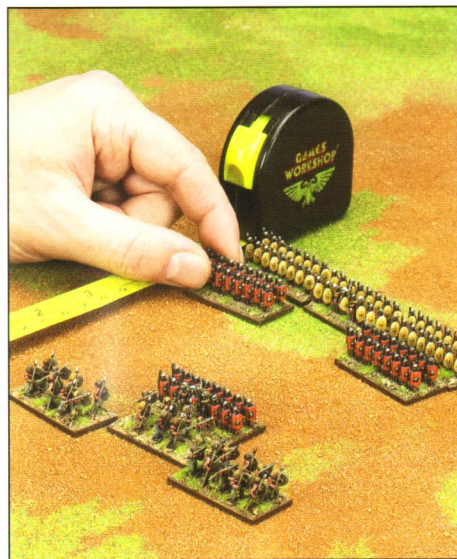


Where possible, line up the charging stand exactly centre-to-centre against the edge of the enemy stand. If this is impossible for whatever reason see Exceptions to the Charge Rules p28.

Forming a Battle Line

Once the first stand is in place, the rest of the charging unit is moved one stand at a time to form a line formation called a 'battle line'. Each stand must be able to trace a path to its new position. Note that charging units always form a battle line if they can do so – if they are unable to do so see Exceptions To the Charge Rules p28.

To form the battle line, place the second stand beside the first, and place the third stand beside either the first or second. Note that by taking care to place the stands one at a time, it is ensured that each stand has a clear path to its position in the battle line.

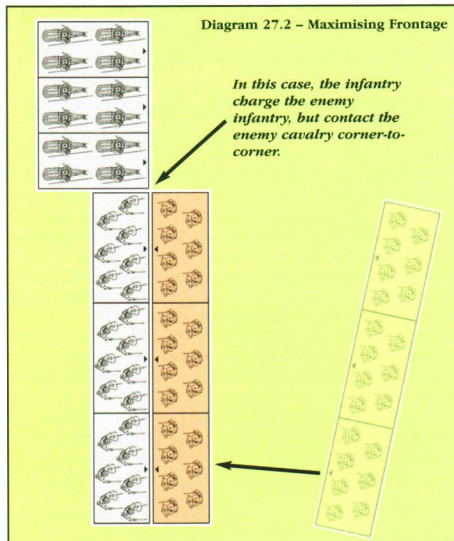


Romans charging German skirmishers.

Stands must be added to the battle line so that as much as possible of each charging stand's front edge touches enemy. This is called **maximising frontage**. If additional stands cannot be placed with their front edge touching enemy then they must be placed in a line and touching at a front corner if possible.

If other enemy units are positioned alongside the original target then the obligation to 'maximise frontage' extends to these units also. A charging stand must be placed so that it touches a second enemy unit if this is its only way to maximise frontage. However, chargers must maximise frontage against the target unit in preference to other units if both allow the chargers to maximise frontage equally.

Diagram 27.2 – Maximising Frontage



Any additional units contacted by charging stands also count as being charged and are drawn into the combat engagement – even if only touching corner-to-corner. If armed with appropriate weapons, enemy units that have been contacted can shoot at the chargers as described in the Shooting section. It does not matter whether units were the original target of the charge or not. See p41.

The Supporting Charge

If a charging infantry unit has a second infantry unit immediately behind, the second unit can combine its movement with that of the charger in a 'supporting charge'. The rules for support are explained in full in the Combat section – see p50 for an explanation of how supporting charges work.

Fanatics Compulsory Charge

Fanatics are troops motivated to an irrational degree. They are an exception to the charge rules in that they must charge where possible – the player has no choice in the matter. See the Special Rules for Fanatics on p124.



Some well-painted examples of fanatics with body paint.

EXCEPTIONS TO THE CHARGE RULES

The rules described previously cover the vast majority of situations. The rules that follow allow for situations that will crop up now and again. For example, the position of scenery or other stands can make it impossible to place the chargers exactly as described. In some cases, this may mean the charge is not permitted, in others that chargers can be repositioned to accommodate the situation. You'll find these exceptions make more sense once you've played the game a few times, so don't worry if they seem a bit obtuse on the first read through.

Unable to contact centre-to-centre

The first charging stand is always lined up centre-to-centre against the appropriate enemy stand if possible. If this is not possible, then the first charging stand is positioned as closely to centre-to-centre as it can go. However, there must be at least **1 full cm** of exposed enemy edge to contact against.

If there is less than 1cm of exposed edge then the stand is said to be 'covered' and is not considered to be an eligible target. See Inaccessible edges below.

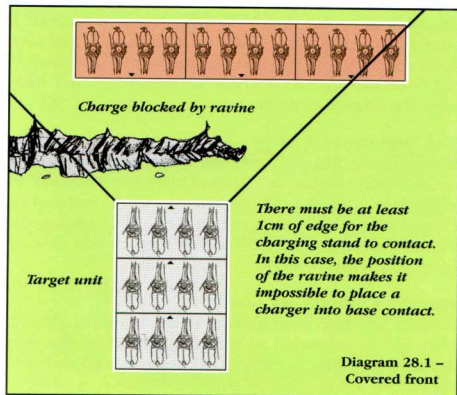
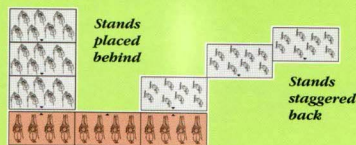


Diagram 28.1 - Covered front

Unable to form a battle line

If a second or third stand has insufficient room, or insufficient movement distance, to join the battle line it must be placed either behind a stand that has already moved, or staggered back beside a stand that has already moved.

Diagram 28.2 - Unable to form a battleline



Stands placed behind must be positioned facing the same direction as the stand in front of them. Stands that are staggered back can be placed with as much or as little of their side edge against the adjacent stand, but must touch at least corner-to-corner to preserve formation. Either way, the unit must retain a coherent formation with all stands touching. If a unit is unable to both charge **and** retain a formation then the move is not allowed.

Any additional enemy units contacted as a result of the placement of these stands also count as being charged and are drawn into the combat engagement – even if chargers are only touching at their side or rear edge or a corner. If armed with appropriate shooting weapons, units drawn into a combat in this way are entitled to shoot at the charging unit assuming they can see it – this is described further in the Shooting section p41.

Inaccessible edge

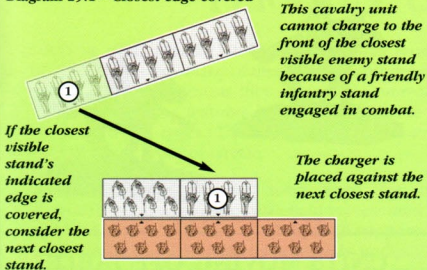
In some cases, the appropriate edge of the closest stand in the target unit will prove inaccessible and it will be impossible to place the first charging stand as described.

The most common reason for an edge to be inaccessible is if there is less than 1cm of exposed edge available to contact. This typically happens where an edge is covered by impassable terrain, by stands from other units on the same side as the target unit, or by stands from opposing units that have already engaged the target in combat.

Although occurring more rarely, another situation where an edge is likely to be inaccessible is where a charger is unable to pass through a gap to reach the target (see Moving Between Gaps p23).

In any situation where the edge of the closest enemy stand is inaccessible, the charger moves the first charging stand against the next closest stand in the target unit assuming this stand presents an accessible visible edge within the **same** zone. If this stand's edge is also inaccessible then the charger can move to the next closest stand in the same way.

Diagram 29.1 – Closest edge covered



If no accessible edge is presented by any stand in the target unit, the charge is not normally allowed. Eg. where impenetrable terrain covers a target's entire front and the charger is in the target's front zone, no charge is allowed. The exception is a 'pinned' enemy unit as described below.

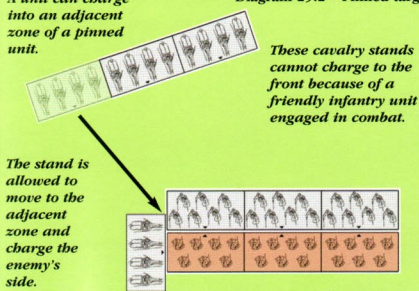
Pinned targets

If the appropriate edges of **all** the stands in a target unit are covered by opposing stands that engaged it in combat, the target unit is described as **pinned**. Note that all appropriate edges have to be covered by opposing stands – not by a mix of opposing stands and terrain for example.

In the case of a pinned target, the first charging stand can move to the adjacent edge of the closest enemy stand if it can see it and has a clear path. Eg. it could move to the flank edge from the front zone. If the adjacent edge is not visible or if there is no clear path then the charge is not permitted. Note that this means the charging unit must be positioned at least slightly to one side so it can draw a line of sight to the target's flank as shown below.

A unit can charge into an adjacent zone of a pinned unit.

Diagram 29.2 – Pinned target



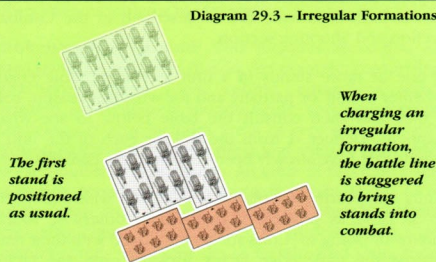
Irregular formations

If the target unit is in an irregular formation, it may be impossible for a charger to form a straight battle line. In some cases, forming a straight battle line may result in some stands not contacting the enemy. In these cases, the first charging stand is placed as already described – only the remaining stands are placed differently.

Once the first stand has been positioned, the rest are placed in a battle line but staggered to the front or rear so that they touch the enemy unit if possible.

Although charging stands might touch the enemy only at a corner or part of their front edge, they are considered to be maximising frontage if they have the maximum portion of the enemy stand forward of their front edge.

Diagram 29.3 – Irregular Formations



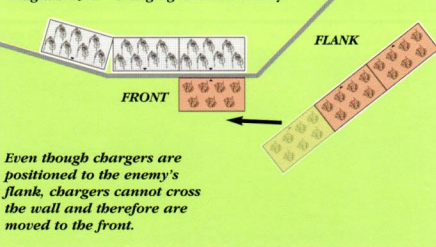
Fortified enemy

Infantry and artillery units can be fortified in some cases – see the Shooting and Combat rules on p37 and p43.

Only infantry units can charge a fortified enemy. If enemies are fortified behind a city or fortress wall, they can only be charged by infantry units with scaling ladders or comparable equipment (see Terrain & Movement p31).

Phalanx units are an exception to the general rule that allows infantry to be fortified or to charge using scaling ladders. Phalanx units carry exceptionally long weapons and fight in deep compact formations, both making them unsuitable to deploy onto ramparts or mount attacks using ladders. See the special rule for Phalanx on p126.

Diagram 29.4 – Charging fortified enemy



If a fortified enemy unit is behind a city or fortress wall then stands positioned along the ramparts cannot be charged in the side even if the chargers are in the target's side zone or if the target's front would normally be considered pinned. In this case, charging stands can only charge to the enemy's front edge even where chargers come from the side zones. See the diagram above.

Note that it will usually be impossible to place fortified stands into physical contact with charging stands as the model wall separates them. For playability, charging stands are put at the foot of the wall and are assumed to be both touching and engaged. Aside from appropriately equipped infantry, other units cannot charge fortified troops, and if they move to the foot of a wall they are not considered touching and are not engaged in combat.

UNITS MOVING OFF TABLE

Sometimes units are obliged to move off the table. This can happen when a unit receives a 'blundered' order as described in the Commanders section, but can also happen to units that are defeated in combat or troops driven back by missile fire as described in the Combat section and Shooting section.

If one or more stands in a unit leaves the table edge, whether wholly or partially and for whatever reason, roll a dice and then consult the table below to see what happens. Deduct -1 from the roll for each of the unit's stands that have already been removed as a casualty.

Units reappearing are placed at the point where they left or as close as possible if they would otherwise touch enemy by doing so. Units are always placed with their rear against the table edge facing forward onto the table. Troops based on the 40mm frontage can enter in line or column. Troops based on the 20mm frontage must enter in line (this is simply to prevent such units moving too far onto the table).

Command stands that move off the table with units they have joined suffer the same fate as their units. Command stands that are on their own are not normally subject to these kinds of moves – but in the event that a Command stand is obliged to move off the table it must roll as if it were a unit.

If a General leaves the table and does not return immediately then the army withdraws at the end of the current phase. He abandons his army, heads for the hills and is counted as a casualty. See The End of the Battle section p71.



UNITS MOVING OFF TABLE

Score	Result
0 or less	The unit leaves the battlefield and does not return. The unit is considered to have been destroyed.
1-2	The unit leaves the battlefield and may or may not reappear. At the start of its side's next Command phase, before the Initiative sub-phase, roll again on this chart.
3-4	The unit reappears at the table edge at the same point it left. The unit cannot move further that Command phase.
5-6	The unit reappears at the same point on the table edge it left from. If it is reappearing at the beginning of a Command phase, it may be given orders in that Order sub-phase but may not use initiative that turn.



TERRAIN & MOVEMENT

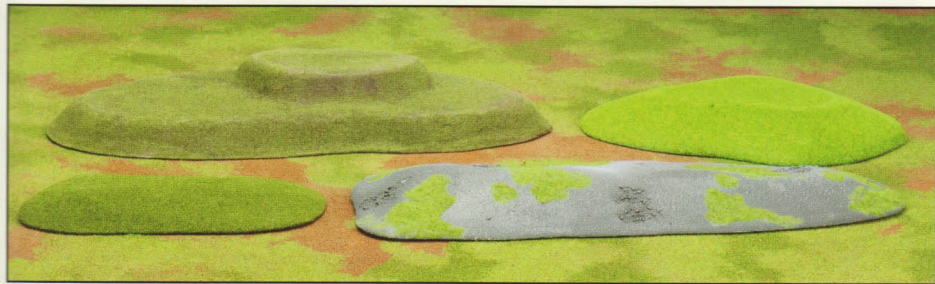
By terrain we mean woods, hills, rivers and other model scenery on the tabletop. Many of these features hinder the movement of troops because they impose a Command penalty. In some cases, features can be impenetrable to one or more troop types. The following rules cover a variety of different types of terrain.

Open ground: This is the term used for the predominantly open area of the battlefield represented by the flat table surface. Of course, in reality even supposedly open and level ground is likely to be slightly undulating and might include any number of individual trees, the odd house, a few boulders, and so on. For our purposes, the flat table surface will prove perfectly serviceable.

Hills/slopes: Impose no penalties on the movement of troops. All units can move over hills and slopes so long as they are not especially steep, rugged, or otherwise difficult.

Shallow rivers/streams: Also impose no penalties on movement. All units can move through or over shallow rivers/streams without hindrance.

Broken/marshy ground: This includes areas that are hard going for whatever reason; for example, comprising: treacherous ruins, loose rubble, entangling scrub, irrigated or excessively muddy fields, and dense crops. This category also includes areas of very soft or marshy ground (such as bogs and mires) and shifting sand (such as sand dunes or quick sand). All areas of this kind count as **dense terrain**. Dense terrain is impenetrable to all troops apart from infantry, except for phalanx infantry who also count dense terrain as impenetrable. Only infantry stands can enter dense terrain, and units suffer the -1 Command penalty if any stands lie within dense terrain when an order is given.



A selection of hills, made from polystyrene. Note: It's a good idea to make slopes shallow to support stands.



Warband making its way over marshy ground beside a river.



A village and other settlements are represented by clearly delineated areas such as this. The houses in this terrain piece can be removed to assist with play.

Steep hills and slopes: We have said that hills impose no penalties to movement but slopes that are extremely steep, rugged, or otherwise hard going are considered to be 'dense terrain'. Dense terrain is impenetrable to all troops apart from infantry, except for phalanx infantry who also count dense terrain as impenetrable. Only infantry stands can enter dense terrain, and units suffer the -1 Command penalty if any stands lie within dense terrain when an order is given.

Woods and tall scrub: These consist of substantial areas of growing trees or tall vegetation. Woods counts as 'dense terrain'. Dense terrain is impenetrable to all troops apart from infantry, except for phalanx infantry who also count dense terrain as impenetrable. Only infantry stands can enter dense terrain, and units suffer the -1 Command penalty if any stands lie within dense terrain when an order is given.

Villages and other built-up areas: Consisting of a number of buildings, they will typically have paths and dividing walls as well as areas of garden, pasture, orchards and so forth. The entire built-up area is considered to be a broad terrain type: no account is taken of individual buildings, gardens, and so forth. This category also includes areas given over to industrial activity such as forges and workshops. Villages/built-up areas are counted as 'dense terrain'. Dense terrain is impenetrable to all troops apart from infantry, except for phalanx infantry who also count dense terrain as impenetrable. Only infantry stands can enter dense terrain, and units suffer the -1 Command penalty if any stands lie within dense terrain when an order is given.

Rivers and deep water: These are impenetrable to all units except for skirmishing infantry. Skirmishing infantry can move over rivers and deep water but cannot end their move in such a feature. Any stands that end their move whether wholly or partially in a river or deep water are automatically destroyed (See Skirmish p127). Otherwise, troops cannot move into or through rivers or deep water including waterfalls, rapids, lakes, or the sea.



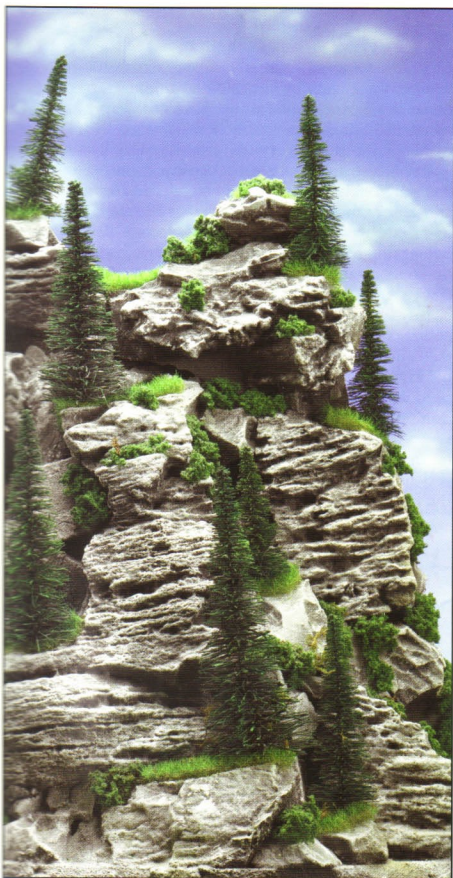
A selection of model trees and woods – woods are delineated areas and must be marked out with a base area as shown on the right.

Ravines and deep pits. These are impenetrable to all units as might reasonably be expected.

Sheer cliffs and mountains: Consisting of treacherous or vertical slopes that are impenetrable to all units apart from infantry skirmishers. Infantry skirmishers can move over such features by climbing. They treat sheer cliffs and mountains as if they were steep hills/slopes suffering the appropriate penalties for dense terrain. If a unit of skirmishing infantry is given an order whilst any stands are positioned on steep slopes/mountains, and the order is failed, then the unit must move downwards off the steep slope/mountain if possible – if this is not possible the unit is destroyed. If a unit of skirmishing infantry is obliged to fall back from missile fire whilst any stands are positioned on sheer cliffs/mountains it is destroyed. Other troops cannot move into or through sheer cliff faces, mountains or any comparable steep and forbidding features (see Skirmish p127).

Thick Forest or Jungle: This is very dense terrain consisting of extremely close growing vegetation that is impenetrable to all troops apart from infantry skirmishers. Infantry skirmishers can move through such features as if they were woods (see Skirmish p127). Otherwise, troops cannot move into or through forests, jungles, or comparable areas of extremely thick vegetation.

Roads and tracks: These permit movement to units in column formation as for open ground regardless of the type of terrain traversed. Note, it is not necessary that roads/tracks be 40mm wide on the tabletop as this tends to look out of scale with the models – a base placed centrally across a road is conveniently assumed to be travelling along it. If a stretch of road passes through an area of dense or impenetrable terrain then the -1 Command penalty for dense terrain applies to units on the road itself. Note that this applies to cavalry (etc.) using the road even though they cannot otherwise enter dense terrain: the road allows them to move through dense terrain but the standard penalty is incurred as a result. Infantry placed on a road through dense terrain still count as 'defended' targets – other troops count as 'in the open' as usual (see Shooting p39).



A detail from an elaborate crag backdrop. This was made for a public display and conveys the idea splendidly.



Roads and paths can be painted onto terrain where required – or indicated with loose scatter material.



Persians approach a ravine!



A Roman gateway and wall with urban development behind.

Bridges and Fords: If a river or ravine has a bridge then troops can cross at that point without penalty. Similarly, if a river has a ford, troops may also cross at the ford without penalty.

Low linear obstacles: These are features such as ditches, hedges, fences, and low walls primarily intended to form property boundaries, divide fields or confine animals. Low linear obstacles impose no restriction or penalties on the movement of infantry, cavalry, or elephants, but cannot be crossed by chariots or artillery. Infantry and artillery stands placed behind a low linear obstacle count as 'defended' – see the Shooting section p39.

High linear obstacles: These are tall features such as high walls and hedged, fenced or ditched embankments primarily intended for defence. These features are impenetrable to all troops except for infantry. Infantry can move over or through a high linear obstacle without penalty. Infantry and artillery stands placed behind high linear obstacles count as 'fortified' – see the Shooting section p38.

City and fortress walls: These are extremely tall linear features – the walls or fortified embankments of a fortress, castle or city. Such walls always have walkways or ramparts along the top and are only accessible to infantry, apart from phalanx infantry to whom ramparts are also inaccessible. Artillery can be deployed onto ramparts at the start of the game but is considered to be emplaced and cannot move. City and fortress walls are impenetrable to all troops except for infantry (other than phalanx) attempting to climb the walls and carrying scaling ladders or similar equipment to enable them to do so. Such troops can move over a wall and onto ramparts if no enemy stands are within 4cm. Otherwise, they can charge enemies on ramparts and attempt to carry the position (see Fortified Enemy on p29 and Combat p55-60). Stands on ramparts at the start of their move can move freely onto the ground on the inner side of a wall. Fortress walls don't really come into battles on the open field – only into sieges and battles involving assaults upon cities. We won't be dealing further with sieges in these rules but would very much like to address this aspect of ancient warfare in the future.



British chariots cross at a ford.



Cataphracts leave a settlement.



Gateways: This is where high linear obstacles or city and fortress walls have gateways. Troops may pass through them in the same way as for a bridge over rivers. Gateways are controlled by the defending side where the number of defending units within the fortification is at least equal to the number of attacking units within the fortification. Gateways are controlled by the attacking side if the number of attacking units within the fortification exceeds the number of defenders. If a side has troops both within 10cm of a gateway and within the fortification at the start of the Command phase, that gateway can be used by that side for that Command phase – regardless of which side has nominal control of the gate.

Other terrain: The list of terrain types could be extended with countless minor types of terrain, but this would take up a lot of space without being particularly useful. Instead, it's worth noting that a particular game can always include special rules for unique or unusual terrain features appropriate for that battle.

TERRAIN AND VISIBILITY

Visibility is covered in the Visibility section on p10. The rules that follow cover some common exceptions. If playing a new opponent using scenery that is unfamiliar, it is worth taking a few moments before the game to agree on how to apply the visibility rules for the different kinds of terrain.

Low features: All features that are low to the ground are assumed to present no significant barrier to line of sight. This encompasses: rivers and streams – unless significantly canalised; broken/marshy ground – unless comprising substantial standing ruins; all low linear obstacles, such as low walls, hedges & banks; and all negative features such as ravines, pits, chasms, & ditches.

Close terrain: Woods/tall scrub and villages/built-up areas are treated as areas of close terrain with restricted visibility. The same rules apply to both types. Troops cannot draw a line of sight through a wood/village area, except that stands placed inside and within 2cm of the edge can both see out and can be seen by troops outside the wood/village area. Troops within woods/villages can see and be seen by other troops in the same wood/village

up to a distance of 2cm. Forests are also considered to be close terrain – the only difference is that forests are impenetrable to all troops other than skirmishing infantry as described above.

Hills: Hills always pose something of a problem when it comes to determining visibility on the tabletop. In part this is because gradients have to be disproportionately shallow to allow model troops to move without sliding or falling over. This means that hills tend to look insignificant in terms of blocking visibility, where in reality this is far from the case (as any hill walker will testify).

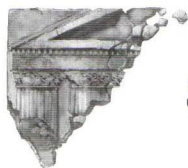
The rule is that units can see so long as their line of sight does not pass through the body of the hill. Line of sight is drawn from the edge of the observer's stand to any part of the observed stand (see Visibility p10). Remember, it is the stands themselves that are used to establish line of sight and not the models mounted on the stands. In most cases, this can be determined easily enough by eye, and can be demonstrated using a straight edge such as a ruler.

Depending on the design of the model hills themselves, this rule may require some interpretation, but as players generally use the same terrain pieces from one game to the next this need not pose too much of a problem.

High Features: High linear obstacles/city walls block line of sight. Troops cannot draw a line of sight through a high linear obstacle/city wall, except that stands placed defending an obstacle/rampart can both see and be seen as if on open ground.

IMPENETRABLE TERRAIN

The game rules occasionally oblige units to attempt to move into terrain that they cannot enter. Stands are not permitted to move so that their bases intersect with terrain that is impenetrable to them – either wholly or partially. Stands will automatically halt at the edge of terrain they cannot enter. If driven back into impenetrable terrain as a result of shooting, units will become confused (see Confusion p63). If stands are forced to retreat into impenetrable terrain during combat they are destroyed (see Combat p53).



SHOOTING AT A GLANCE

TARGETS

1. Units shoot once per turn at the closest visible enemy unit within range.

ATTACKS

1. Total the Attack value for the shooting unit.
2. Roll the number of dice indicated.
3. Rolls of 4+ score hits.
Rolls of 5+ are needed to score hits on a defended target.
Rolls of 6+ are needed to score hits on a fortified target.
4. Roll an Armour save for each hit scored.
5. Record final hits scored.
6. Remove stands where sufficient hits are scored.

DRIVE BACK

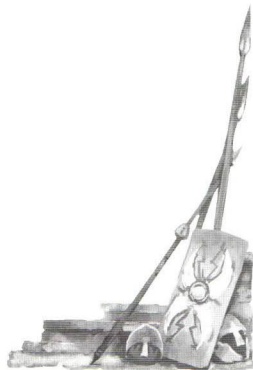
1. Roll a dice for each hit taken. Defended units ignore the first hit. Fortified units ignore the first two hits.
2. Add the dice scores together and drive back the target unit by this distance.
3. If any drive back dice roll 6s, the unit becomes confused.
4. Units driven into impassable terrain, enemy units, engaged units, or friends who do not make way become confused.
5. Units driven into friends who do make way are confused on the roll of a 6.
6. Friendly units making way for driven back units are confused on the roll of a 6.
7. A unit driven back further than its full pace move is routed and destroyed.

SHOOTING AT CHARGERS

1. Hits inflicted on chargers carry over into the first combat round.
2. Chargers cannot be driven back.

DISREGARD ODD HITS

1. At the end of the Shooting phase, any odd hits are disregarded.



SHOOTING

The effects of missile weapons are worked out in the Shooting phase. Shooting represents long ranged missile fire from troops with bows, slings, thrown spears and similar weapons either from massed bodies or from mobile groups of warriors operating beyond the immediate confines of their unit.

NUMBER OF SHOTS

Stands with a ranged shot can shoot once in the Shooting phase unless indicated otherwise in the army lists (see The Army Lists p80). In fact, the only stands that shoot more than once are exceptionally heavy artillery pieces – their multiple shots take into account their ability to cause massive damage (See Heavy Artillery p125).

RANGE

If a stand is able to shoot, its maximum range is shown in centimetres on its stat line. Where range is shown as a dash (–), the unit cannot shoot and any missile weapons it has are used only at the shorter distances equated with close combat.

The distance between units is measured stand by stand. An individual stand must be within range in order to shoot. This may result in some stands being in range whilst others are out of range even though they are in the same unit.

SHOOTING ZONE

Stands armed with missile weapons cannot necessarily shoot at an enemy unit just because they can see it – the target must lie at least partially within their shooting zone. For the vast majority of stands, the shooting zone extends to the unit's front zone as shown on the diagram below. This zone is established by bisecting the stand's two front corners and is exactly the same as already described for charge zones (see p26).



Skirmishers have a shooting zone that extends all round the stand: front, sides and rear. They can shoot all round. See the Special Rules section on Skirmishers p127.

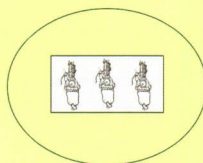
Shock cavalry and artillery have a shooting zone that extends forwards from the width of the stand's base. See the Special Rules section on Shock p127 and Heavy Artillery p125.

A stand can only target an enemy unit that lies at least partially within its shooting zone. It does not matter how many enemy stands are within the zone. So long as at least one stand is at least partially within the zone, the unit is a valid target.

Most missile armed troops have a shooting zone that extends to their front zone. This is the same as the front zone for charging.



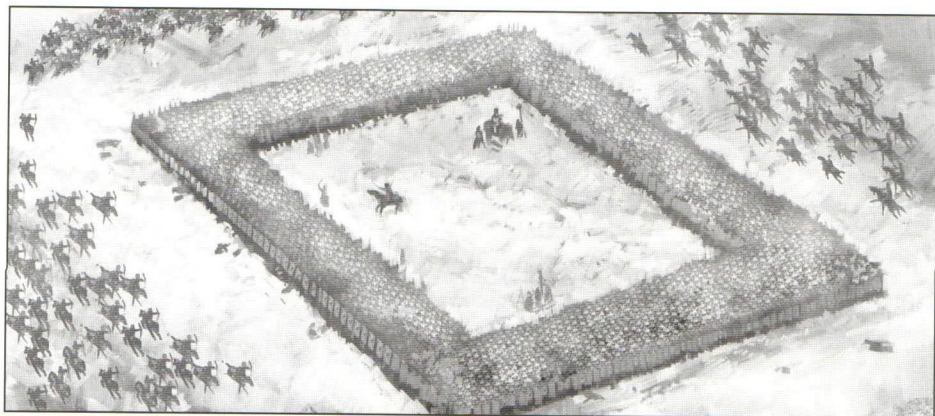
Skirmishers can shoot all round



Shock cavalry and heavy artillery can shoot within a corridor extending directly forwards of their front edge.



Diagram 37.1 – Shooting zones



TARGETS

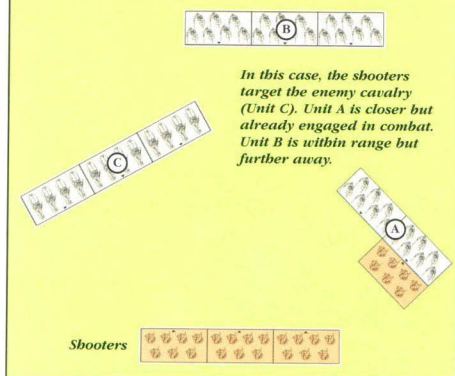
A unit can shoot in the Shooting phase of its turn if one or more stands are in range of a visible target within their shooting zone. Units engaged in combat cannot shoot in the Shooting phase.

The shooting unit must shoot at the closest permissible target. All shooting stands must shoot at the same enemy unit if all can see it, all are within range, and the target lies within all their shooting zones. If two potential targets are equally close, the player may choose which to shoot at.

Enemy units already engaged in combat are judged to be intermingled with their opponents and don't present an allowable target to missile fire. They are therefore ignored as potential targets. See the Combat section on p43.

If it's impossible for every stand in the unit to shoot at the same target because some are out of sight, out of range, or if the enemy unit does not fall within every stand's shooting zone, then shooting is divided stand by stand with each stand shooting at the closest permissible target.

Diagram 38.1 – Shooting at nearest enemy



HOW TO CALCULATE CASUALTIES

To work out the effect of missile fire, roll a dice for each shot fired at the target. This is usually one dice per stand – so three dice from a unit of three stands.

The dice roll required for a dice to score a hit is usually 4 or more. For example, three dice rolls of 1, 4, and 6 equals two hits on the target.

Players may find it convenient to resolve shooting from several units at once if they are firing at the same target. This saves rolling several batches of dice. Just add up the total number of dice rolls from all the units shooting and roll all the dice at once. This is entirely up to the player – casualties can be resolved one unit at a time if preferred.

DEFENDED & FORTIFIED TARGETS

It is harder to score a hit on a target if its stands are in a **defended** or **fortified** position as described in the side box.

The chart below shows the minimum dice roll needed to score a hit on the target.

Target status	Score to Hit
Infantry or artillery target in fortified position	6
Infantry or artillery target in defended position	5 or 6
All other targets	4, 5 or 6

If some stands in the target unit are defended/fortified whilst others are not, shooters will always target the least protected stands so long as they are able to see them and assuming they are within range and lie within the shooter's shooting zone. They will do this even though other stands in the target unit are closer.

If a target unit includes defended/fortified stands as well as stands that are in the open, stands in the open must be removed as casualties in preference to defended/fortified stands. Stands in the open are removed in preference even if they are not the direct targets of the shooting, eg, even if they are out of range. This is to represent surviving warriors taking to cover.

Where a target unit includes defended/fortified stands as well as stands that are in the open, it can sometimes be necessary to break the dice rolling into batches as the score required to hit will change once all stands in the open are destroyed. Eg, a unit consists of three stands – two defended and one in the open – and is shot at by six enemy stands. It is possible that the first three shots could remove the stand in the open, obliging the remaining three shooters to fire at a defended target.

OPEN, DEFENDED & FORTIFIED

Depending on what kind of terrain they occupy, stands are always described as in the **open**, **defended** or **fortified**. Troops that are defended or fortified are more difficult to attack than troops in the open. In all common battlefield situations, stands will be in the open: this is the default status for all units.

Stands of cavalry, chariots and elephants **always** count as in the open in **all** situations. This means they are unable to derive any significant advantage from fighting in varied or close terrain.

All stands that charge into combat, or pursue, advance or retreat during the Combat phase, **always** count as in the open during the ensuing combat rounds.

Aside from the above, stands of infantry and artillery can be in the open, defended, or fortified depending on their situation. This enables them to take advantage of natural vegetation, the lie of the land, fieldworks or permanent fortifications in order to conceal themselves or make their position more secure.

Defended and fortified status is always worked out stand by stand. It is therefore possible for stands in the same unit to have different status. Eg, it is possible for one stand to be defended whilst another is in the open even though both belong to the same unit. Similarly, it is possible for the same stand to be defended against one enemy but in the open to another because their relative positions are different.

Defended

A stand counts as defended to enemies on the other side if it is placed wholly or partially behind a **low linear obstacle** such as a hedge or wall, or behind the bank of a **shallow river/stream**. A stand also counts as defended if it is positioned on the crest or slope of a hill or other high ground so that at least part of the stand occupies **higher ground** than either an attacking enemy stand in combat or an enemy stand shooting at it. A stand is also defended if wholly or partially within one of the following types of terrain: a **wood/tall scrub**, an area of **broken/marshy ground**, or a **village/built-up area**. See Terrain & Movement p31.

Fortified

If a stand is placed on ramparts behind a substantial fortification such as a **high linear obstacle** or **city or fortress wall**, then it counts as fortified to all enemies on the other side of the fortification. This is not a significant consideration in most field battles but the distinction is worth making none-the-less.

ARMOUR

If a target has an Armour value then the number of hits scored by shooters is potentially reduced.

The target's Armour value is expressed as a number: 6+, 5+, or 4+ indicating the minimum dice score required to negate or 'save' a hit.

The player whose unit has been shot at rolls one dice for each hit scored on the unit. Any dice that scores equal to or more than the unit's Armour value will save one hit. Hits saved in this way are ignored – they are not struck on the target and no further account is taken of them.

For example, a unit of Greek Hoplites (Armour 5+) is shot at by two units of Persian archers scoring four hits between them. Four dice are rolled for Armour (one dice per hit) scoring 2, 4, 5 and 6. As any score of 5 or more equals a save, two hits are negated and the Greeks suffer two hits.

REMOVING CASUALTIES

During the game, stands are removed to represent both losses and also the reduction in a unit's fighting ability due to exhaustion, expenditure of missiles, or lack of cohesion. When a unit of three stands loses one stand as a casualty it has not literally lost a third of its men – it has lost a third of its ability to fight as an effective force. When we talk about 'casualties', we are referring only to removing stands – it should not be inferred that units are necessarily wiped out to a man just because they are removed from the game.

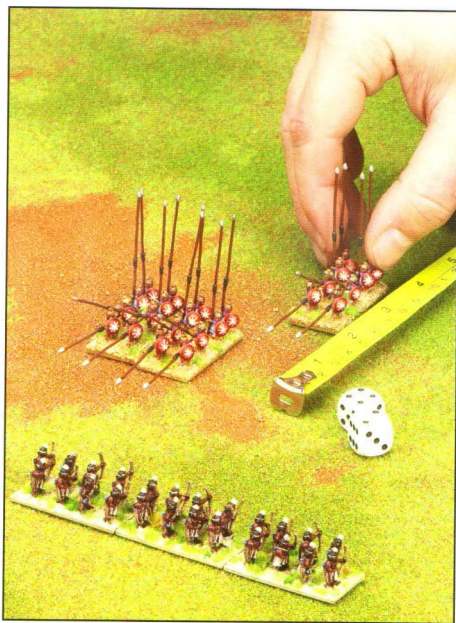
Units can sustain a number of hits before a stand is removed as a casualty. This number varies depending upon the type of unit but is usually three for units of infantry or cavalry.

Once a unit has taken a number of hits equal to its Hits value, the player whose unit it is removes a stand. Stands must be taken from the unit's edge (never from the middle) so that the unit retains a legal formation.

Record the total number of hits each unit takes throughout the phase. If a unit is shot at by several enemies, its hits will therefore mount up, and casualties are removed as they occur. The most convenient way of recording hits is to place a distinctly coloured dice directly behind the unit so that it shows the number of hits the unit has taken (see the note on using dice to record combat casualties p47).

Once the Shooting phase is completely over, any odd hits are discounted. These hits are not recorded from one phase to another or from one turn to the next.





Indian archery drives a pbalanx back 6cm.

DRIVING BACK ENEMIES

Once all shooting has been worked out, units that have taken hits during the phase are driven back by the hail of missiles. This can be thought of as an orderly retreat under fire or as out-and-out flight followed by a swift rally, depending on the distance involved. The more hits a unit suffers, the further it is likely to be driven back.

Work out how far units are driven back once all shooting is complete but before disregarding odd hits at the end of the Shooting phase. The player whose units are being driven back decides the order drive backs are resolved.

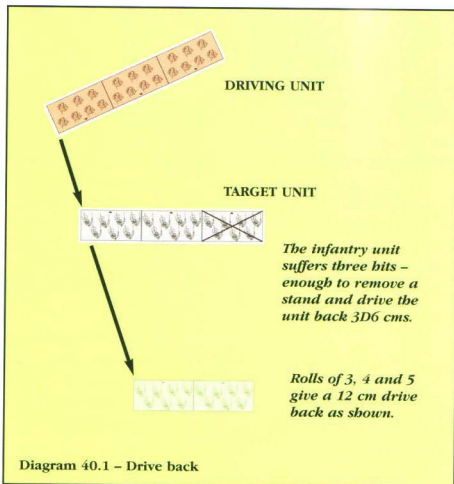
To see how far units are driven back, the opposing player rolls one dice for each hit inflicted on the unit that phase. Add up the total of all the dice to find how far the unit is driven back. For example, a unit takes two hits, two dice are rolled scoring 3 and 4, the unit is driven back 7cm.

An infantry unit that has one or more stands in a defended position disregards the **first** hit suffered when working out drive backs. This means one hit cannot cause a drive back, for two hits roll one dice, for three hits roll two dice, and so on.

An infantry unit that has one or more stands in a fortified position disregards the **first two** hits suffered when working out drive backs. This means one or two hits cannot cause a drive back, for three hits roll one dice, for four hits roll two dice, and so on.

Units that are driven back must move away from the closest enemy stand that shot at them regardless of whether that enemy unit inflicted any hits or not.

When a unit is driven back, it is moved directly away from the enemy without changing its formation or orientation. The direction of the drive back is established by placing a rule or other straight edge between the closest enemy stand and the closest part of the unit as shown in the diagram below. This is similar to an evade as described in the Movement section (see p24), but note that in the case of an evade, the unit can change its formation and stands can change their orientation as they move, in the case of a drive back, a unit can do neither of these things but must move back as a block.



Units confused by drive backs

Units that have been driven back can potentially become confused as a result. This is a marked disadvantage because it means that units will be unable to move in their following Command phase.

When rolling for drive back distances, any dice roll of a 6 means the unit becomes confused.

Units can also become confused if they are driven back into terrain that they can't enter or into other units, whether they are friends or foes. This is explained in the section on Confusion (see p63).

Units routed by drive backs

A unit driven back a distance **greater** than its full pace move is automatically routed and destroyed. The warriors have scattered beyond recovery having abandoned their weapons and fled or retired from the battlefield in sorrowful dribs and drabs. The unit is not moved and is removed immediately.

This happens very rarely because most units taking large numbers of hits will be destroyed anyway - but it is very gratifying when it does.

Skirmishers and drive backs

A skirmish unit can choose to evade from the driving unit rather than be driven back. This has the advantage that the unit can move further if it wishes, it can move through friends, and it can change orientation and formation as described for The Evade Move (see p24).

Note that a skirmish unit must still roll for drive backs before evading. The dice roll sets the minimum distance the unit must evade. The unit can be routed as described above, and any rolls of 6 result in the unit becoming confused as normal. If the unit is confused it cannot evade.

Warbands and drive backs

Warbands are a special troop type representing poorly trained but brave barbarians – these troops tend to bowl along enthusiastically at the start of a battle but get discouraged easily once things begin to go badly. When working out drive backs, these units always ignore one more hit than other units if they haven't suffered casualties, and add one more hit if they have, see Special Rules p128 for the rules for Warbands.

Fanatics and drive backs

Fanatics are a special troop type representing troops who are frenzied, drugged, or motivated to an extraordinary and irrational way. Fanatics are never driven back by shooting casualties. See Special Rules p124 for rules for Fanatics.

SHOOTING AT CHARGING ENEMY

Stands that have a ranged shot can shoot at enemy units charging their own unit. These shots represent troops pelting the approaching enemy with missiles, perhaps at the very last moment but possibly as part of a fighting withdrawal by parties posted ahead of the unit's main body.

Shooting in this way is an exception to the normal turn sequence because it happens in the Command phase of the enemy's turn once the enemy unit has completed its charge.

A unit is considered to be 'charged' if it is contacted by a charging enemy stand regardless of whether it is the target of the charge or not. A unit is therefore allowed to shoot if any of its stands contact a charger even if the unit isn't the original target of the charge.

A stand can shoot at charging enemy even if its own unit is already engaged in combat. In this case, only stands that are not already touching an enemy can shoot. Stands that are touching an enemy cannot shoot as they are already deemed to be fighting.

A skirmishing unit can shoot at a second charging enemy even if it has already shot at and evaded from a previous charging enemy.

Shooting stands must be able to draw a line of sight to the charger at some point during the charge move, whilst the target is within range, and within the stand's shooting zone. This can be at any moment during the charge: either at the start of the move, once it is complete or at any point in between.

Calculate the effect of shots and remove any whole stand casualties at once before any further enemy units are moved. Because casualties are removed straight away, this can potentially create a line of sight for another unit to charge into a space vacated by a casualty.

Hits inflicted on the charging enemy unit are carried over into the Combat phase. Place a dice next to the unit to indicate the number of hits taken. When it comes to working out combat results these hits count as having been struck in the first combat round. See the rules for Combat p43.

With the exception of shots from evading skirmishers (p25), hits scored on charging units don't cause drive backs. This is partly for convenience, as the game would quickly become very cluttered otherwise, but nicely reflects the ability of troops to stoically advance under fire once they have the enemy in sight. Any loss of enthusiasm is taken into account by including the hits inflicted in the result for the first round of fighting (See Combat Results on p48).

It is worth pointing out that where a unit is charged more than once in the Command phase, it may be possible for some stands to shoot more than once in response. As described above, only those stands that are not already touching an enemy can shoot again. Remember that stands touching corner-to-corner are touching and so are not free to shoot.

THE ROLE OF MISSILE TROOPS

Astute readers may have realised by now that missile fire from individual units isn't especially destructive in the Warmaster Ancients game. The number of hits inflicted will probably be insufficient to remove a stand and any odd hits are always discounted at the end of the phase.

The most effective way to employ missile fire is to coordinate attacks from several units at once. This is easier in larger battles where more opportunities to concentrate fire will present themselves. Not only can stands be removed as a result, but it is possible to rout units that have taken casualties.

Shooting can also result in drive backs and confusion. This will pin down enemy troops or force them to give up strongly defended positions, offering an important means of controlling the battlefield and frustrating the enemy's plans.

COMBAT PHASE AT A GLANCE



COMBAT ENGAGEMENT

1. Interlinked units and all supporting units form a single combat engagement. Work out results for each engagement separately.

ATTACKS

1. Total the value for each unit.
2. Roll the number of dice indicated.
3. Rolls of 4+ score hits.
Rolls of 5+ score hits on defended targets.
Rolls of 6+ score hits on fortified targets.
4. Make armour rolls and discount saved hits.
5. Record hits scored.
6. Remove casualties at the end of the round.

RESULTS

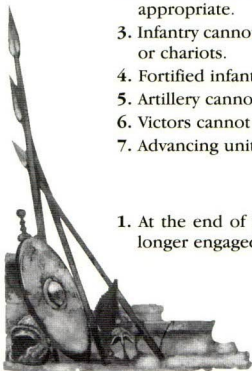
1. Compare the hits scored by each side.
2. Add +1 per supporting stand.
 - Draw**
 - Both sides score the same.
 - Both sides fall back up to 3D6cm.
 - Combat ends.
 - Win**
 - One side scores more.
 - Losers retreat by the difference (divided by the number of units in multiple combats)
 - Winners stand, fall back, or pursue/advance.
 - If winners fall back or stand the combat ends.
 - Aftermath**
 - If winners pursue in the first round, fight a second round.
 - If winners pursue in the second round, leave the combat unresolved.

PURSUIT/ADVANCE

1. A unit that can see retreating enemy pursues into edge contact.
2. Infantry units that cannot see enemy can pursue into supporting positions where appropriate.
3. Infantry cannot pursue if this brings them into front edge contact with retreating cavalry or chariots.
4. Fortified infantry cannot pursue.
5. Artillery cannot pursue.
6. Victors cannot pursue into terrain they cannot enter or cross.
7. Advancing units charge the nearest visible enemy within 20cm.

END OF COMBAT

1. At the end of the Combat phase, any odd hits are discounted from units that are no longer engaged.



COMBAT

During the Combat phase, players work out the results of close-quarter fighting and its aftermath. This can lead to retreats, pursuits, and further combat all within the same phase. As such, victorious units can often move considerable distances in the Combat phase as they pursue defeated enemies and during advances against other units.

Combat forms the longest, and in some respects the most complex, part of the game rules. If reading the rules for the first time this may seem daunting. However, most of the apparent complexity is there to resolve uncommon situations and need not worry the novice player to begin with. The basics of combat are fairly straightforward and can be learned quickly by fighting one unit versus one unit and working through the results.

COMBAT SEQUENCE

In the Combat phase, both players work out all the **combat engagements** on the battlefield. See Combat Engagement p44.

Each combat engagement must be completed before going on to the next. Combat engagements are fought in **rounds** and each engagement can last for either one or two rounds depending on the results.

If there are several engagements to fight, the player whose turn it is decides which to resolve next as the phase progresses.

COMBAT ROUND

A round of combat is worked out in the following sequence. The various terms, such as fall back and pursue, are explained later in this section.

1 Attacks

Work out all attacks for both sides. Note how many hits are inflicted on each unit.

2 Results

Count up the number of hits inflicted by each side. One side **wins** if it inflicts more hits than the other or destroys the other side completely. The round is a **draw** if both sides inflict the same number of hits.



Draw

Both sides **fall back** and the combat engagement ends.

Win

The loser **retreats** and the winner can **stand**, **fall back**, or **pursue**. If all enemy are destroyed, the winner can **stand**, **fall back** or **advance**.



3 Aftermath

Pursuit

First round. If winner pursues at end of first round, fight second round of combat. Both sides attack and work out results as before.

Second round. If winner pursues at end of second round, move combatants into position ready to continue fighting in following turn. This is called an **unresolved combat**.

**Stand/
Fall
Back**

If winner stands or falls back, then the combat engagement ends.

Advance

The winner advances, initiating a new engagement or joining an existing one



COMBAT ENGAGEMENT

During the Command phase, the player whose turn it is can charge units into combat with enemy units either by means of an order or by using initiative. Charge moves are explained in the Movement section. See The Charge p25.

All units which are touching an enemy unit are engaged in combat. Units which are engaged in combat might typically be arranged as shown in Diagram 44.1 opposite.

A combat engagement can involve several units on one or both sides. All units which are interlinked by common enemies are considered to be part of the same combat engagement. See Diagram 45.1 on the opposite page.

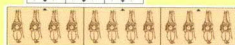
A combat engagement automatically includes supporting units. These are infantry units that are not touching the enemy, but which are moved behind or beside friends to support them. This is described in Support section on p49.

Diagram 44.1 – Engaged in combat



A combat engagement between two units based in the standard fashion.

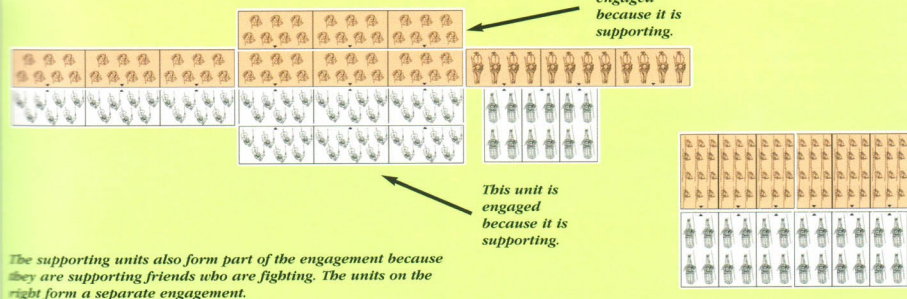
A combat engagement between two units, one based to the short edge (shock cavalry).



Two separate engagements: infantry vs infantry (top), and infantry vs shock cavalry (bottom). Notice how the 'centre-to-centre' charge affects the positioning of the stands in the lower engagement.



Diagram 45.1 – Multiple combat engagement



ATTACKS

Regardless of whose turn it is, all units touching an enemy fight in the Combat phase. Both sides make their attacks each round and either side can potentially win.

Attack value

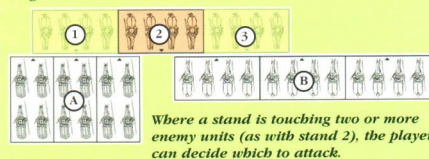
All stands have an Attack value. The greater a stand's Attack value, the more dice it rolls in combat and the more effectively it fights.

It is usual for a player whose units have charged or pursued to make his attacks before his opponent, as this 'feels right'. Strictly speaking, it makes no difference which side goes first as casualties are allowed to fight back and stands are only removed once both sides have fought and results have been worked out.

Every stand touching an enemy stand can fight – even if it is only touching corner-to-corner or at a side or rear edge. Hits inflicted are always accumulated against the target unit as a whole and not against individual stands.

Each stand must direct all of its attacks against a single enemy unit – it is not permitted to divide a stand's attacks between two different enemy units. Where a stand can potentially attack one of two or more enemy units, the player must declare where all of the unit's stands are attacking before rolling dice – this prevents combats becoming bogged down into stand-by-stand dice rolls. See Diagram 45.2.

Diagram 45.2 – Choice of attack



Stands strike against enemy units as dictated by the following list of target priorities:

1. A stand will **always** strike against an enemy unit touching its own front edge if possible. If a stand is touching more than one enemy unit to its front, the player can decide which to attack.
2. If a stand is not touching enemy to its front, then it must direct its attacks against an enemy unit to its **side or rear edge** if possible. If a stand is touching more than one enemy unit to its side and/or rear edges, the player can decide which to attack.
3. If a stand is **only** touching an enemy corner-to-corner then it can direct its attacks against any unit it is touching. Note that where a stand's edge is touching an enemy, it cannot direct attacks corner-to-corner: corner-to-corner attacks are not allowed where there is edge contact.



ATTACK MODIFIERS

The Attack value of a stand is modified as shown below. These modifiers represent different tactical situations by means of bonuses or penalties and can reduce a stand's attacks to 0 in some cases.

Charging against enemy in the open	+1
Elephant/Heavy or Scythed Chariot charging against enemy in the open	+1
Pursuit attack	+1
Pursuit attack per full 3cm	+1
Warband in pursuit	+1
Fighting Elephants or other terrifying enemy	-1
Enemy facing own side or rear	-1
Warband in retreat	-1
Confused	-1

Charging against enemy in the open

This bonus applies to all stands where a unit charges into combat. The bonus only applies in the first combat round of the ensuing engagement. The bonus does not apply if the enemy are not in the open, ie, when a stand is fighting against defended or fortified infantry or artillery as described on p39.

Elephant/Heavy or Scythed Chariot charging against enemy in the open

This bonus is applied to all charging Elephant and Heavy or Scythed Chariot stands in addition to the basic charging bonus. This means that Elephants/Heavy and Scythed Chariots receive a total bonus of +2 when charging against enemy stands in the open. See Special Rules regarding these troop types on p124-128.

Pursuit attack

This bonus applies to stands from pursuing units that won the previous round of combat and are attacking enemy units that retreated from the same engagement. Pursuit bonuses only apply in subsequent rounds of combat, including the first round of unresolved combats fought in the previous turn.

Pursuit attack per full 3cm

This bonus applies to stands from pursuing units whose enemy retreated by 3cm or more in the previous round of the same engagement, exactly as the normal pursuit bonus. The extra bonus is added to the standard pursuit attack bonus. Each full 3cm that the enemy retreats adds a further +1. So a unit pursuing an enemy that has retreated 6cm gets a +1 basic pursuit bonus plus a further +1 for each full 3cm, making +3 in total.

Warband in pursuit

This bonus applies to stands of pursuing warband units that won the previous round of combat and are attacking enemy units that retreated from the same engagement, exactly as the normal pursuit bonus. The bonus is added to the standard pursuit attack bonus together with any bonus for distance. See Special Rules p128.

Fighting Elephants or other terrifying enemy

This penalty applies to all individual stands that are touching at least one stand of terrifying enemy. Terrifying enemy includes Elephants as well as some fanatical or much-feared troops. The penalty doesn't apply to units that are themselves terrifying... you can't terrify a terrifying unit! See Special Rules p124.

Enemy facing own side or rear

This penalty applies to individual stands that have an enemy stand's front edge or front corner touching their own side edge, rear edge or rear corner. Note that only enemy front edges and corners impose this penalty. Opposing stands touching side-to-side don't impose a mutual penalty for example.

Warband in retreat

This penalty applies to stands of warband units that retreated at the end of the previous round of combat. The penalty only applies in subsequent rounds of combat, including the first round of unresolved combats fought in the previous turn. See Special Rules p128.

Confused

This penalty applies to all stands in a confused unit. Units can become confused as a result of shooting or by moving into other friendly units or impassable terrain. See the section on Confusion p63.



RESOLVE ATTACKS

Add the Attack value of the fighting stands to find the total number of attacks. For example, a unit of three stands each with an Attack value of 3 is fighting against one enemy unit – the total attack value is 9.

The total Attack value is the number of dice rolled to determine how many hits are scored. The minimum dice roll required for a hit is normally 4. So, nine dice rolls of 1, 2, 2, 2, 3, 4, 4, 5 and 6 equals four hits on the enemy.

If enemies are infantry or artillery that are either defended or fortified, the roll needed to hit will be 5+ and 6 respectively in the same way as for shooting. See the separate boxed section below for more about open, defended and fortified targets.

OPEN, DEFENDED & FORTIFIED

Infantry or artillery stands in a combat engagement can be defended or fortified in exactly the same way as described for shooting. Refer back to the Shooting section if in doubt (see p39).

In a combat engagement, stands always count as in the open in the first round if they charge, and in subsequent rounds if they either pursue or retreat. Units that advance also count as in the open (they are treated as charging).

For example, if two infantry units are inside a wood and one charges the other, the charging unit counts as in the open (and will therefore be 4+ to hit) whilst the charged unit counts as defended (and is therefore 5+ to hit). If the charged unit loses the combat and retreats, then both units would count as in the open in the subsequent round of pursuit combat.

Armour

Armour works in exactly the same way for combat as for shooting. If a unit has armour then it has an Armour value expressed as a number: 6+, 5+, or 4+. This indicates the minimum dice score needed to negate a hit. The player whose unit it is rolls one dice for each hit inflicted upon it. Any dice that rolls equal to or more than the Armour value of the unit will 'save' one hit.

For example, a unit of Greek Hoplites (Armour 5+) takes four hits. Four dice are rolled for Armour (one dice per hit) scoring 2, 3, 5 and 6. As any score of 5+ equals a save, two hits are negated and they suffer only two hits.

Shieldwall Bonus

The shieldwall is a special rule that applies to static close packed infantry formations – such units present a wall of shields to any enemy charging them. A shieldwall unit counts its armour save as +1 better in the first round of combat when charged in the open. See Special Rules p127 for rules for the Shieldwall.

The Last Ditch Dice

Attack modifiers can potentially reduce a stand's Attacks to zero. This can sometimes mean that units would theoretically have no attacks at all because no stands have any attacks. If this happens, then a unit always rolls one Attack dice regardless. All units, no matter how badly battered or put-upon, always get to roll one dice in combat.

RECORDING HITS

The most practical way of recording hits during combat is to use distinctly coloured or shaped dice placed next to the units. It is necessary both to record hits as they are scored each round as well as outstanding hits from previous rounds. It is therefore a good idea to get organised and use two differently coloured sets of dice – one for hits scored that round and one for outstanding hits. Alternatively, use other suitable markers such as card chits or simply write down outstanding hits as required – all these methods are perfectly serviceable.



COMBAT RESULTS

Once all units in an engagement have fought, work out the combat result for that round. If sufficient hits have been scored to destroy all the units on one side, the survivor automatically wins. Otherwise, compare the number of hits scored by both sides.

In cases where a unit has been struck with more hits than it can actually take (for example a unit with a total of nine hits might suffer twelve) then only count actual hits taken. Excess hits are ignored for purposes of working out combat results.

Draw

If both sides score the same number of hits, the result is a draw. Both sides must first remove casualties and then **fall back**. See the rules for Fall Backs on p60.

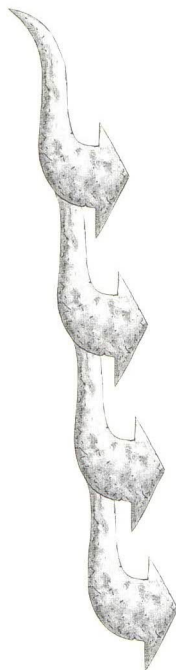
The exception is that defended or fortified units can stand their ground instead of falling back. Players may decide to fall back with such units if they prefer.

Win

If one side scores more hits than the other, it wins the combat round.

The loser must remove all casualties and then **retreat**. See the rules for Retreats on p51.

The winner has a choice of what to do once the enemy has retreated. Firstly remove all casualties. Each victorious unit can then **fall back**, **stand** its ground or **pursue** a retreating enemy. If all enemy units have been destroyed then victorious units cannot pursue but can advance instead.



Fall Back

The victorious unit falls back and is no longer engaged in combat. See Fall Back p60.

Stand

The victorious unit remains where it is and, assuming it is no longer touching enemies, it is no longer engaged in combat.

Pursue

The victorious unit is moved back into contact with retreating enemy. See Pursuit p55.

Advance

The victorious unit can advance either initiating a new engagement or joining an existing one. See Advance p60.

CASUALTIES

As noted already under Shooting (see p39) stands are removed to represent losses and the reduction in a unit's fighting ability due to exhaustion, expenditure of missiles, lack of cohesion and inability to fight on for whatever reason. When we talk about 'casualties' we are referring only to removing stands. It should not be inferred that units are necessarily wiped out to a man just because they are removed from the game.

Each unit can take a fixed number of hits – usually three – before a stand falls casualty. This is the same as already described for Shooting.

Casualties are removed after results have been calculated. Remove any whole stands that fall casualty and record any hits left over. Left over hits are carried into the following round.

Casualties must be removed in such a way that units retain a viable formation – but aside from this a player can remove any of his unit's stands. It makes no difference whether individual stands are in the open, defended or fortified, or whether some are touching enemies and others not – the player can remove any as casualties.

The side that loses combat always removes casualties first before retreating. The winning side then removes casualties before making pursuits, etc. This enables the winning side to take advantage of gaps in the line when pursuing. In the case of a draw it is not usually important which side removes casualties first, but where this is the case roll a dice: 1, 2 or 3 one side, 4, 5 or 6 the other.

At the end of the Combat phase, odd hits are discounted from units that are no longer engaged. Hits are only recorded from one turn to the next for units that remain engaged in an unresolved combat at the end of the Combat phase. Discounting hits in this way can be thought of as units recovering their combat efficiency during lulls in the fighting.

Note that it is important to record hits throughout the Combat phase and only discount outstanding hits once all engagements are finished. This is because it is possible for units to become involved in a second engagement, for example as a result of an advance. In such a situation, any hits accumulated in a previous engagement are carried forward into the next.

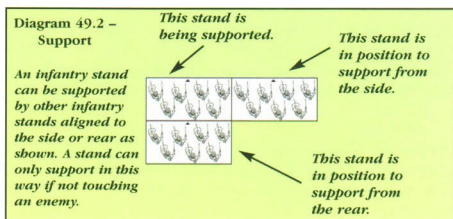
SUPPORT

It is possible to influence the combat result by using adjacent non-fighting infantry stands to support infantry stands that are fighting. This represents the ability of a unit to threaten the enemy's flanks or to provide solidity through depth. Only **infantry** can support and be supported in this way – not cavalry, chariots, artillery, etc.

For each supporting stand in the combat engagement **add +1** to the combat result. For example, if a side inflicts five hits on the enemy and has three supports, its combat result is 8. Note that supports merely add to the result and not to the actual number of hits inflicted.

Work out how many supporting stands each side has once all attacks have been struck but **before** removing casualties. Units benefit from support throughout a combat round even where casualties might remove supported or supporting stands.

To qualify as 'supporting', a stand must be aligned either exactly behind or exactly beside the stand it is supporting, and must be facing in the same direction as shown on the diagram below.



A stand can only support if it is not touching an enemy. Stands that touch an enemy can fight but cannot support.

A supporting stand can be from the same unit as the stand it supports or a different unit – it doesn't matter which.

A stand can only be supported if it is fighting enemy to its front edge or front corner during the combat round. A stand fighting to its side, rear, or rear corners cannot be supported. Note that a stand can still be supported if it has enemy to the side or rear, so long as it is actually directing its attacks to its front.

Diagram 49.1 – Support example

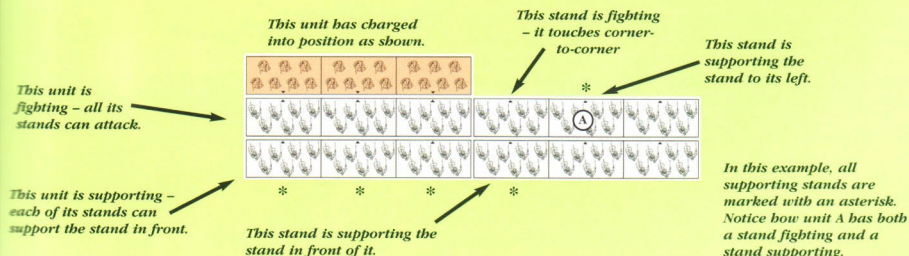
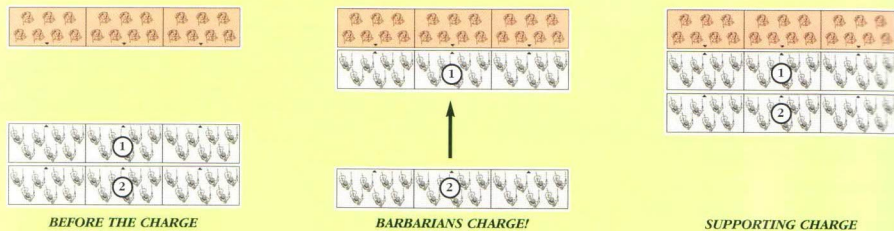


Diagram 50.1 – A supporting charge



Supporting charge: Unit 2 is positioned so that it can support unit 1 in front. This allows it to 'piggy back' on unit 1's charge and support it in combat.

Supporting Combat

Units are automatically included in any combat engagement where they support. This means they are affected by the combat result and the usual options apply. This is covered in the following sections under Retreats and Winner Options.

Sometimes, a unit finds it is supporting two different friendly units fighting what would otherwise be two separate combat engagements. Even in this case, there is only one combat engagement – not two. All the units are interlinked via the supporting unit.

Supporting Charges

During the Command phase, a unit is allowed to make a supporting charge if it is positioned behind another so that at least one stand could theoretically support in combat.

If the front unit charges, whether on initiative or by means of an order, then the second unit can automatically make a supporting charge. It can do so whether the first unit charges on initiative or with an order, even where the second unit was not included in a brigade order.

Note that the second unit might have more or fewer stands than the charging unit, or it could have some stands positioned to give rear support and some not. Regardless of how stands are positioned, only one unit can make a supporting charge on behalf of another. It is not possible to place two units so that they can both make supporting charges – in such a situation, the player must choose which unit will make the supporting charge.

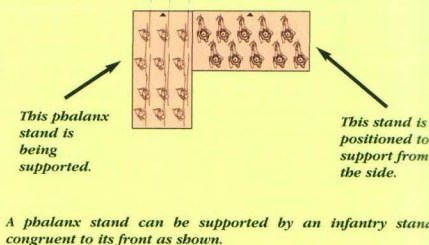
The supporting charge is a normal move, except the unit making the supporting charge must be placed so that it touches the first unit and at least one stand supports it either from the rear or side. No stands can be placed into touch with enemies – neither into edge contact nor corner-to-corner contact.

The supporting charge is a special kind of combined move – the supporting unit's move is rolled into that of the charging unit and is considered part of it. The charger can be thought of as carrying the supporting charger with the same order. If a unit is unable to move for whatever reason (if it is confused for example), or if it does not have sufficient move distance to move as described, then it cannot make a supporting charge.

Phalanx Supports

Phalanx stands are based facing the short 20mm edge. They can be supported by other phalanx stands placed beside them. Phalanx stands can also be supported by conventionally based infantry placed beside them and congruent to their front. Otherwise, Phalanx stands cannot be supported, ie, they cannot be supported from the rear. Phalanx units are indicated in the army lists and described in the Special Rules section on p126.

Diagram 50.2 – Phalanx supports



Legions and Support

Special rules apply to Legion units, allowing fighting Legion stands to count as supported. This represents the steely discipline of the Roman Legions and makes them formidable fighters. See Special Rules p125 for the Legion rules.

Skirmish Supports

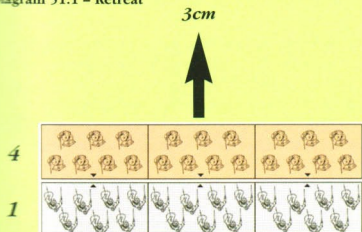
Skirmish stands can be supported like any other infantry but can support only from the side and not from the rear. This is a special restriction that applies to skirmishers. Rear support is assumed to come from mass of numbers, whilst skirmishers are assumed to support by harassing the enemy from close range.



RETREATS

A unit that loses a combat round must retreat by the difference in the combat result in centimetres. For example, if one side scores four hits and the other side scores one, the losing unit retreats by 3cm. Remember to add any support from both sides before calculating the result.

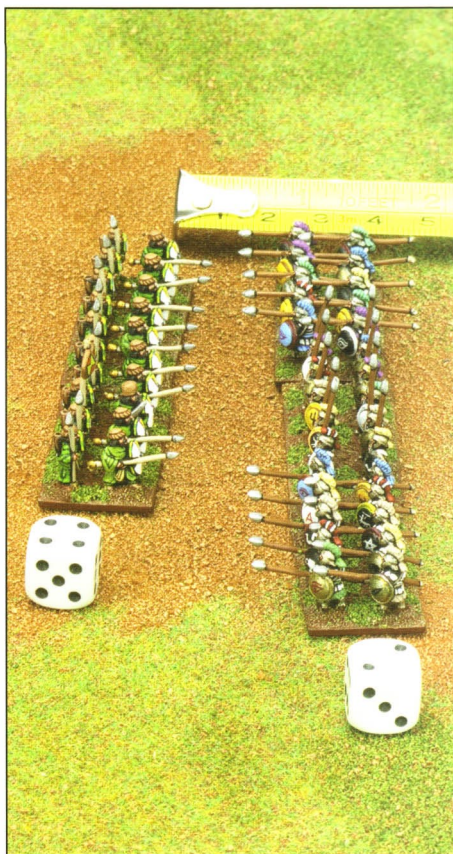
Diagram 51.1 – Retreat



In this example, the Roman infantry unit suffers four hits and the Barbarian infantry unit one hit. The difference is three so the Roman unit retreats 3cm.

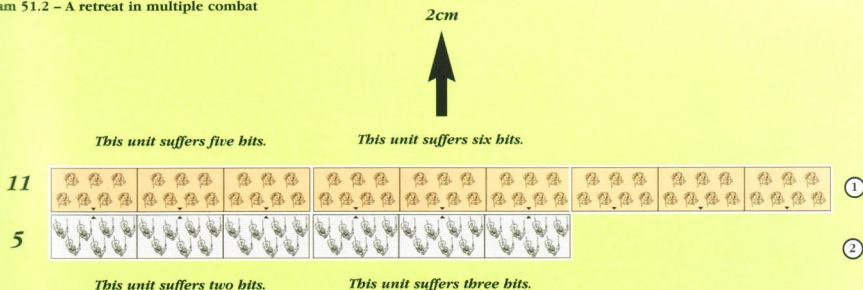
If several units are engaged on the losing side, then the retreat distance must be reduced to take into account the potentially huge difference in combat results. To work out the retreat distance, divide the difference in the combat result by the number of units on the **losing** side. Remember to include any supporting units and any units that have been destroyed if they fought that round. Round any fractions up to the nearest cm – the minimum possible retreat is therefore 1cm. For example, if there are three units on the losing side and the difference is 6, the losing units retreat by 2cm. See Diagram 51.2.

If two or more units are retreating from the same engagement then move the units one at a time. The retreating player can decide which order to move the units in.



The Persian Immortals retreat 2cm.

Diagram 51.2 – A retreat in multiple combat



Side 1 suffers a total of 11 hits and side 2 suffers five hits. The difference is six. As there are three units on the losing side, divide the result by three. So divide 6 by 3 = 2cm retreat. Always round any fractions up – so the minimum distance for a retreat is always 1cm.



A retreating unit moves directly away from the enemy without changing formation or the direction it is facing. It will normally be apparent where to move the unit to. In many cases, all enemy stands will be aligned solely against the unit's front, side or rear and the retreating unit simply moves in the opposite direction. See Diagram 52.1.

The direction of the retreat may be less clear if the unit has enemy stands facing different directions – front and side for example. In these cases, the unit retreats from the

edge that has the greatest number of touching enemy stands – ie, front, side or rear as appropriate. If the retreating unit has equal numbers of enemy stands to more than one direction, the retreating player can decide in which of the possible directions the unit will retreat. For purposes of calculating the retreat direction, enemy stands touching corner-to-corner count as touching the edge that is parallel to the enemy stand's **front**. See Diagram 52.2.

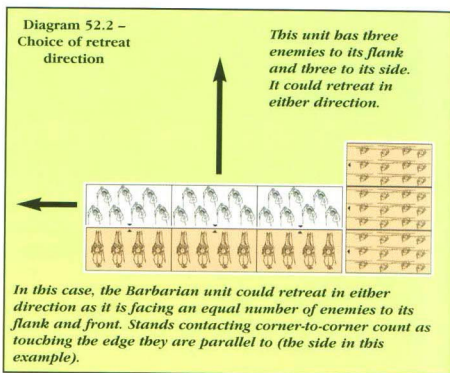
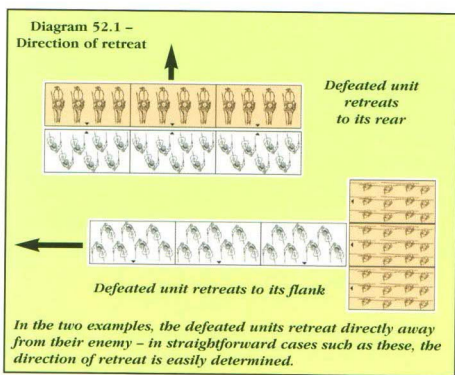


Diagram 53.1 – Retreats and irregular units



Two examples of retreats involving irregular units.

Find the stand touching the most enemy and make the retreat relative to that stand.

In the left hand combat, the middle stand is touching three enemy stands so the retreat is made as shown.

In the right hand combat, two stands are both touching one enemy – the player who has lost the combat can decide which of the stands to use to determine the retreat.

If a retreating unit is in an irregular formation, the direction of the retreat may be in doubt. In this case, identify the retreating **stand** touching the most enemy stands. Work out the whole unit's retreat relative to this stand. If the retreating irregular formation has two or more stands touching the same number of enemy, the retreating player can decide which to use to work out the move. See Diagram 53.1.

If all of a unit is supporting another, eg. if it is placed in a second line, then none of its stands are touching an enemy. In this case, the friendly supported unit/s determine the direction of retreat. Work out the direction of retreat for the fighting units and then move supporting units back in the same direction. This means fighting and supporting units will effectively move as one, although it will still be necessary to move the units one at a time to make sure that stands have a path to their final position.

Blocked Retreats

A retreating stand is destroyed if its retreat is blocked. A retreat is **blocked** if any part of the stand's base would otherwise **intersect** any of the following as it moves:

1. Enemy stands.
2. Stands of other friendly units engaged in combat. This includes friendly units in the same engagement whether they have already retreated or otherwise.
3. Impenetrable Terrain.
4. Stands of non-engaged friendly units that do not make way (see below).

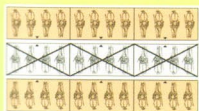
Stands destroyed as a result of a blocked retreat are removed immediately **without** reducing the number of outstanding hits on their unit.

Non-engaged friendly units that lie in the path of retreating stands can be moved out of the way to make room. This is called **making way**. It is up to the player whether a unit makes way or not. When a unit makes way for another both can become confused as a result. See the Confusion section for the rules about making way (p64).

A stand's retreat can potentially bring it into contact with an enemy stand without intersecting with it. For example, a stand retreats 1cm into an enemy stand exactly 1cm away. In this case, the retreat is blocked if the enemy unit is not part of the same combat engagement. If the enemy unit is part of the same combat engagement, the retreat is **not** blocked and the move is covered by the rules for incidental contacts described later.

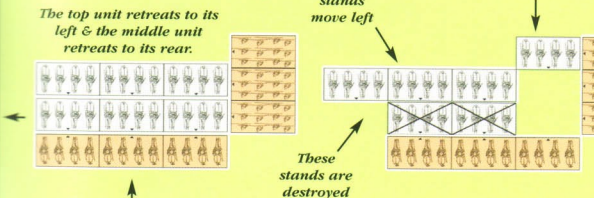
Note that blocked retreats commonly occur where units are fighting to their front and rear at the same time. Blocked retreats also become common in large engagements as friendly units often get in each other's way as demonstrated by diagrams 53.2 & 53.3.

Diagram 53.2 – Blocked Retreat



In this example, the defeated unit is faced by enemy to its front and rear – every stand's path is blocked regardless of whether the unit retreats forwards or back.

Diagram 53.3 – Blocked Retreat Example



Here is a blocked retreat in two stages. On the left, the position before retreats with the retreat paths indicated for each retreating unit. The right hand example shows a retreat of 4cm. The rear defeated unit moves to the side and away from its contacted edge – creating space for one stand to move back. In practice, a retreat of such a large distance would result in casualties that would complicate things – but we've left all stands in place to illustrate the process.



Retreating Units and Incidental Contacts

A stand can potentially retreat into contact with – but not intersect – an enemy stand from a unit taking part in the same combat engagement. For example – a stand retreats 1cm into touch with an enemy stand exactly 1cm away. This often happens when a stand is facing enemies to its front and side, because by retreating from one it must move across the front edge of another as shown on Diagram 54.1.

If a stand retreats so that it is touching – but does not intersect – an enemy that is already part of the same engagement then its retreat is not blocked and the stand is not destroyed. What happens next will depend upon what the winner decides to do. See Incidental Contact p58.

Retreating Artillery

Artillery units that retreat in combat are destroyed. It makes no difference how far they retreat or what their enemy do afterwards – retreating artillery units are automatically destroyed.

AFTERMATH

A winning unit can **stand**, **fall back**, **pursue**, or in cases where all enemy units are destroyed, **advance**. Victorious units do not all have to do the same thing and in some cases it may be impossible for them to do so, for example one unit could stand, another fall back, and a third pursue.

The player deals with victorious units one at a time in any order. It makes no difference whether individual units advance, pursue, fall back or stand – the player can deal with them in any order. There are some exceptions to this – but these are special rules covering unusual troop types and are discussed in Special Rules section p124.

Move victorious units after enemy units have retreated, after the losing side has completed any necessary moves to make way and removed any stands whose retreat is blocked.

Diagram 54.1 – Incidental contact during a retreat

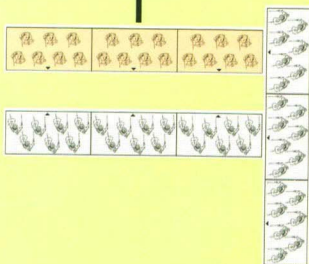
①

Defeated unit retreats 2cm from its front



②

This stand slides along the enemy line, contacting the uppermost edge.



This diagram shows a 'sliding' contact where a unit is retreating away from one enemy and parallel to another.



Casualties are removed – 6 bits equals 2 stands lost!



PURSUIT

A unit which wins the first round of an engagement can pursue a retreating enemy and fight a second round. A unit that wins a second round of an engagement might also pursue, in which case the fight continues in the following turn.

Which Units Can Pursue?

A victorious unit can pursue enemies retreating from the same combat engagement. However, pursuit is not allowed in the following circumstances:

1. Infantry units cannot pursue where this would result in **any** stands contacting the front edge of cavalry or chariots retreating from the same engagement. This enables mounted troops to avoid pursuit from slower foot troops, and also to cover the retreat of friends in some situations.
2. Individual stands cannot pursue through or into terrain they cannot enter. If cavalry are pursuing infantry who have retreated into a wood (for example) then pursuit is only possible against stands that present at least 1cm of edge outside the wood and assuming an edge can be pursued in the manner described below. Any enemy stands, or portions of enemy stands, that lie within impenetrable terrain are ignored. If there is no suitable edge to pursue against, victors must stand or fall back.
3. Fortified infantry units never pursue. If a fortified infantry unit wins a combat, it must either stand or fall back.
4. Artillery cannot pursue. Victorious artillery units cannot pursue their enemy and must either stand or fall back instead.

Moving Pursuing Units

Move pursuers one unit at a time starting with units that can see retreating enemy. Where several units can pursue the same enemy, the victorious player can move them in whatever order he wants. The sequence can be important as one unit's move can easily obstruct that of another, either blocking line of sight or affecting the positioning of subsequent units.

If a pursuing unit **can** see a retreating enemy unit, then pursuers are moved into edge contact as described below for Basic Pursuit. As with a charge it is not necessary for all stands to be able to see an enemy – so long as at least one stand can see, the entire unit can see.

If a pursuing unit **cannot** see a retreating enemy unit (for example, because other pursuers have obscured their view), then pursuers cannot move into edge contact (the exception is Pursuit in Close Terrain p59). Note that units unable to see an enemy may still be able to move into support as described under Supporting Pursuits p57.

Occasionally, it will be impossible for a unit to pursue into edge contact even though it can see an enemy. For example, terrain or other units may block the unit's path. In such a case, and only in such a case, a unit that can see an enemy is allowed to make a supporting pursuit instead (See Supporting Pursuits p57).

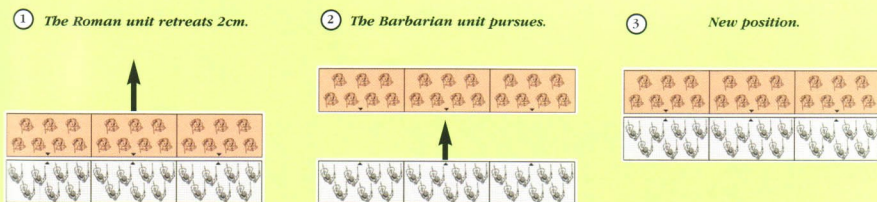
Pursuing stands can move up to a normal full pace move to close the gap between themselves and either the enemy or the stands they are going to support. For example, Cavalry 30cm, Infantry 20cm, etc.

All pursuing stands must be able to trace a clear path towards the enemy. 'Towards' means just that – a pursuer's path cannot take it away from the enemy and then back again by a circuitous route.

Basic Pursuit

Choose a unit to pursue. All stands that have enemy in front of them move straight ahead so that their **front edge** contacts a retreating enemy stand. This is a compulsory move for pursuing units: every stand that can move straight forward so that its front edge contacts an enemy stand must do so. In many cases, the entire unit will move in this way.

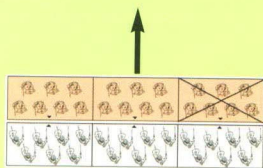
Diagram 55.1 – Basic Pursuit



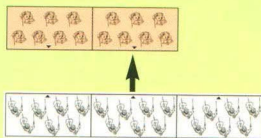
This diagram shows the simplest pursuit move – the enemy retreat and the winners pursue back into touch.

Diagram 56.1 – Pursuit with casualties

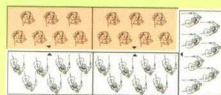
① The Roman unit retreats 2cm.



② The Barbarian unit pursues.



③ New position.



This diagram shows a typical direct pursuit move where two stands have pursued straight forward and the third has been placed back into formation. Note that the third pursuing stand could be placed anywhere the player wants – the position shown is merely one option.

Once all of the unit's stands that can move straight towards enemy have done so, the unit's remaining stands are moved back into formation. This remaining stands can be placed as the player wishes and can be placed into contact with enemy or not either as the player wants or as circumstance dictates.

Note that pursuing stands **automatically** move straight ahead as shown to bring their front edge into contact with retreating enemies.

The obligation to move stands straight ahead is waived where doing so would cause a unit to split its formation. This can happen where multiple enemy units retreat in different directions for example. In such cases, the player can choose which stands will pursue so as to avoid splitting the formation. See Diagram 56.2.

Note that the pursuing rules allow some stands to be arranged around the sides or rear edges of the enemy where there is room. This enables a victorious unit to lap around the enemy and maximise his attacks in the

following round. Conversely, the rules also allow stands to be positioned to fight from a corner, to support, or to extend a unit's position to meet a charge in a subsequent turn.

Indirect Pursuits

It might prove impossible for any stands in a unit to pursue by moving straight ahead even though the unit can see a retreating enemy. In this case, a unit can pursue so long as at least one stand has a clear path towards the enemy. This is called an **indirect pursuit**.

Take any one pursuing stand that can see the retreating enemy. Move the stand into contact with the closest visible enemy stand exactly as you would during a charge. This is a compulsory move comparable to stands moving straight ahead during a basic pursuit. All the usual rules for placing the first charging stand also apply to the first pursuing stand – for example the stand is placed to the appropriate zone, centre-to-centre where possible, and must have at least 1cm of edge to contact against (see The Charge p25).

Unit A has beaten units B, C & D – but cannot pursue directly forwards without splitting its formation. The player chooses which unit to pursue.

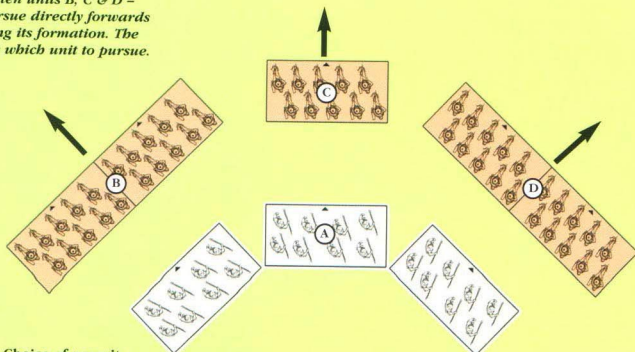
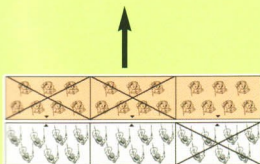


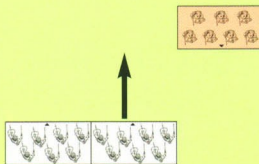
Diagram 56.2 – Choice of pursuit

Diagram 57.1 – An indirect pursuit

① The Roman unit retreats 2cm.



② The Barbarian unit pursues.



③ New position.

An indirect pursuit. No pursuer can move 'straight forward' so the first pursuing stand is moved as for a charge. In this case, the pursuing unit lies to the defeated unit's side so the first pursuer moves to the flank as shown. The second pursuer can then move into formation as the player wishes – the position shown is merely one example.

Having placed the first stand, remaining stands are positioned as the player wishes, as already described for basic pursuits. Essentially – it is only the position of the first stand that poses a problem, which we resolve by applying the same routine as for a charge.

Supporting Pursuits

A unit that cannot see a retreating enemy cannot pursue into edge contact. Such a unit might still be able to pursue in order to support a fighting friend. As only infantry can support and be supported, it follows that only infantry are able to pursue in this way. This is called **supporting pursuit**.

A unit can also make a supporting pursuit if it can see a retreating enemy but it is impossible to pursue into edge contact for whatever reason. Only units that cannot see an enemy, or that cannot possibly pursue into edge contact, can make a supporting pursuit – units able to pursue into contact cannot choose to make a supporting pursuit instead.

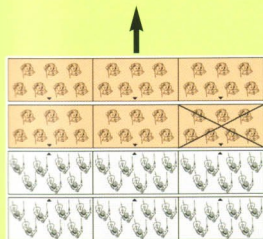
To make a supporting pursuit at least one stand must be moved straight ahead so that it is directly behind or directly beside a fighting infantry stand from a different unit. Note that this might co-incidentally bring the stand into corner-to-corner contact with enemy, in which case the stand can fight in the following round. If it is impossible for at least one stand to move as described then the unit cannot pursue.

When one stand has been moved into position as described, the unit's remaining stands can be moved into formation. These stands can be positioned as the player wishes so long as they are not placed into edge contact with any enemy stands. See Diagram 57.2.

Note that although supporting pursuers cannot be placed into edge contact with enemies, they can be positioned into corner-to-corner contact. Often this is the inevitable result of stands moving into what would otherwise be supporting positions.

Diagram 57.2 – Supporting pursuits

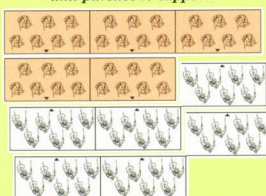
① The Roman unit retreats 2cm.



② The first Barbarian unit pursues.



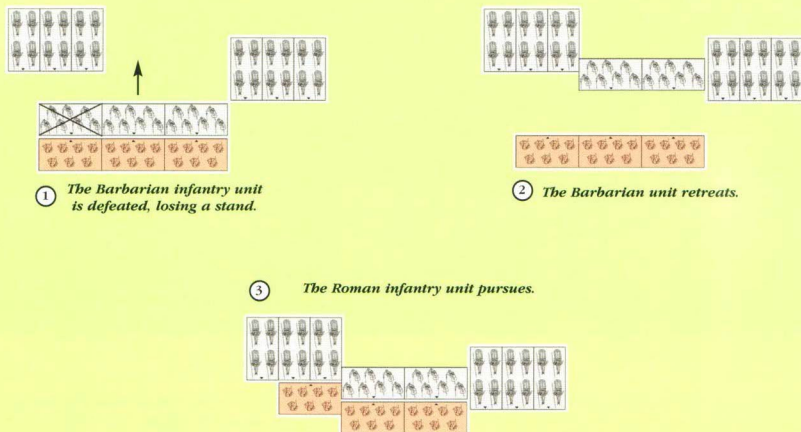
③ The second Barbarian unit pursues to support.



Note: For stages 2 and 3, the units have been separated slightly to show which stands belong to which unit

Supporting pursuit. The second Barbarian unit cannot see an enemy but can pursue into support. Notice that the right hand stand touches a Roman stand corner-to-corner and therefore fights in the following round.

Diagram 58.1 – Incidental contact



In this example, the Roman unit pursues directly forward with the two right hand stands – the right most of which 'slides' against the right hand enemy cavalry unit. The left most Roman stand could be placed in formation anywhere – it has been positioned as shown to demonstrate how incidental contact can be used to deliberately bring other units into an engagement.

Incidental Contact

When moving pursuers into contact with retreating enemies, it is possible for stands to come into contact with enemy units that were not previously engaged in the same combat. This is called **incidental contact**.

Incidental contact is sometimes unavoidable. It will depend on the order in which pursuers are moved and, in some cases, how a player chooses to position pursuing stands. However, units making a supporting pursuit are not permitted to contact any enemy stands edge-to-edge, not even as incidental contacts. See Supporting Pursuits p57.

Any opposing units touching once pursuits are complete are automatically drawn into the engagement.

It is important to remember that pursuit bonuses apply against enemy units that fought in and retreated from the same combat **engagement** as the pursuer in the previous round. No pursuit or charge bonuses apply against newly engaged enemy units. See Diagram 58.1 above.

Infantry Contact With Cavalry

It can sometimes happen that infantry maintain contact with retreating cavalry or chariots. This can occur where infantry pursue enemy infantry and end up in corner-to-corner contact with enemy cavalry or chariots that have retreated alongside them. Contact can also be maintained where a unit is obliged to retreat at a right angle along an enemy infantry formation. See Diagram 58.2 below.

Diagram 58.2 – Infantry maintaining pursuit with cavalry



In this situation, the pursuing infantry maintain contact with enemy cavalry because they are touching corner-to-corner.

In all these cases, retreating units that remain in contact with their enemy also remain engaged for the following round regardless of rules that normally forbid pursuit. Where attacks are struck against retreating cavalry/chariots the usual pursuit bonuses apply.

Impossible Pursuits

It can happen that it is impossible for a unit to pursue – for example because no stands can be moved into front edge contact or into supporting positions. Such a situation sometimes occurs where other units have already pursued a retreating enemy and blocked line of sight, for example.

A unit that cannot pursue a retreating enemy must either stand or fall back. The unit is not allowed to advance instead. A unit can only advance if all the enemy units in its engagement are destroyed. See Advance p60.

Pursuit in Close Terrain

Visibility within woods and villages is restricted to 2cm for most purposes, but in the case of combatants we make an exception. If units are fighting inside close terrain then potential pursuers are assumed to be able to see units that have retreated from the same combat. This represents the fact that combatants would actually move together without one side necessarily losing sight of the other as they retreat. If this were not so pursuers would be unable to follow units that retreat more than 2cm as they would be unable to see them. Refer to the section on Terrain and Visibility for more about close terrain p35.

Pursuit against Fortified Enemy

If fortified infantry are defeated, they must retreat in the usual way. Stands placed on the ramparts of city or fortress walls can move from the ramparts to the area behind without penalty. Fortified artillery units are destroyed if defeated as is the general rule for artillery.

Pursuit combat is conducted as usual. The pursuers move over any barrier dividing them from their foe and back into contact exactly as they would against other retreating units. They are considered to be able to see over the intervening barrier to do this. In this case, pursuers are assumed to have carried or overrun the defender's positions.

Alternatively, when fortified troops retreat, their opponents can **occupy** positions previously occupied by defenders. Although stands will inevitably move as they occupy ramparts, this is considered to be a 'stand' assuming that no enemies remain in incidental contact once the unit has moved. This allows troops to move forward to occupy enemy positions without necessarily having to pursue defeated units that have retreated a considerable distance.

Pursuit and Destroyed Enemy

A unit is destroyed once all of its stands have been removed as casualties. This can happen because the enemy inflicts sufficient hits or if stands find their retreat is blocked. In the case of artillery units, it happens automatically if the unit is obliged to retreat as already described. At the end of a combat round, it is possible that all the units engaged on one side will have been entirely destroyed.

When all of the enemy units engaged in a combat are destroyed then the victorious units can advance. Pursuit is not possible because there are no retreating enemies to pursue against. See Advance p60.

Pursuit and Combat Drop Outs

It can happen that several units retreat on one side but pursuers move in such a way that one or more retreating units are no longer engaged in the combat. A unit remains engaged whilst it is either touching enemy, or supporting stands that are touching enemy, but it is quite possible for retreating units to find they are no longer in combat at all. Such units simply drop out of the combat engagement like any other units that have not been pursued. It is possible for such units to be contacted by pursuers during subsequent rounds of combat, in which case they are treated as new incidental contacts. See Incidental Contact p58.

Pursuit and Fanatics

Fanatics are highly motivated and irrational troops who will continue to fight where other troops might sensibly fall back. Fanatics must always pursue where permitted to do so – they have no choice in the matter – they must pursue where they can. See Special Rules p124 for rules about Fanatics.



ADVANCE

If all the enemy units in a combat engagement are destroyed, a victorious unit can do one of three things: it can **stand** its ground, **fall back**, or **advance**.

An advance is essentially a new charge move of 20cm. An advancing unit can charge the closest enemy unit that it can see and which it can reach. The unit cannot charge any other enemy unit and if there is no visible enemy within reach the unit cannot advance. This is comparable to a charge move made on initiative in the Command phase.

The advancing unit's move is worked out in the same way as a charge except that no stand may move further than 20cm regardless of its usual move rate or formation.

Although the move is essentially the same as a charge, no charge bonus applies to advances: this takes into account a measure of exhaustion resulting from prolonged combat.

A unit is only allowed to advance **once** in a Combat phase. Having advanced once, a unit cannot advance again in the same Combat phase even if its enemies are destroyed a second time.

A unit cannot advance through terrain it cannot enter, if there is no path to enable stands to reach their position, or if there is not 1cm of enemy stand edge to contact against. In this respect, all the usual rules already described for charges apply (see p25).

An artillery unit or a fortified infantry unit cannot advance. Such units are not allowed to pursue and neither are they allowed to advance.

Apart from the above, units are allowed to advance against any kind of enemy, even if they are a troop type that would not normally be allowed to pursue, such as infantry fighting cavalry or chariots in a second round.

An advance might initiate a new combat engagement, it might bring the advancing unit into an existing unfought engagement, or it might bring the advancing unit into an engagement that has been fought but which remains unresolved.

If advancing into an engagement that has already been fought that turn (an unresolved combat), the advancing unit will fight in the Combat phase of the **following** turn. The advancing unit does not gain any combat modifier bonus in the first round of combat as explained above.

If advancing into an existing unfought engagement, the advancing unit fights as part of the engagement **that turn**. This means the unit fights in two separate engagements during the same Combat phase and could, potentially, fight up to four rounds of combat during the turn. The advancing unit does not gain any combat modifier bonus in the first round of the new engagement as explained above.

An enemy unit that has been advanced upon can shoot at the advancing unit in exactly the same way as a unit shooting at chargers in the Command phase.

Non-engaged skirmishes that are advanced upon can evade from the advancing unit in exactly the same way as if charged in the Command phase.

Any hits already accumulated against the advancing unit from its first engagement are carried over into the new combat engagement. Outstanding odd hits are only removed from non-engaged units at the end of the Combat phase once all combat engagements are completed.

FALL BACKS

In a drawn combat, both sides must fall back unless one side is in a defended or fortified position in which case it can stand instead. A victorious unit can choose to fall back if the player wishes. The opportunity to fall back gives players a chance to pull units out of combat to recover odd hits, or move them to better tactical positions ready for the following turn.

If both players have units falling back from a drawn combat, each side takes it in turn to select and move one unit – roll a dice to determine which side goes first. 1, 2, 3 one side, 4, 5, 6 the other.

A fall back is basically a free move that represents the unit rallying back on its standards and officers. This move is made in the same way as a move in the Orders sub-phase of the Command phase except that the maximum distance is determined randomly and the direction must be 'back' as defined below.

The maximum distance a unit falls back is established by rolling three dice and adding the scores together. So, on a roll of 6, 4, and 3, a unit can fall back up to 13cm. There is no minimum distance – a unit that has elected to fall back does not have to move at all so long as it is at least 1cm from enemy units and from any units engaged in combat as described below. In effect, it can switch to a 'stand' if it is already disengaged from the enemy.

Where several friendly units fall back out of the same combat at the same time, one roll is made for them all. The same maximum distance applies to all, but units do not all have to move the same actual distance. I.e, with a roll of 13, each unit could move up to 13cm but one could move 5cm, another 12cm and so on.

Stands that are falling back are allowed to momentarily contact enemy stands belonging to units touching their own unit during the combat round. This allows stands to 'slide' out of position as they fall back – often this will be unavoidable. Stands cannot contact enemy stands from units they were not touching during the combat round.

Stands that fall back must end their move at least 1cm from any enemy units and from any units that are engaged in combat whether friends or foes. If it is impossible to move all the stands so they are at least 1cm from enemy or engaged friends, then the unit is automatically confused. See the section on Confusion p63.

Occasionally, opposing stands are still touching at the end of the Combat round once both sides have fallen back. If this happens, units remain engaged in combat and will fight in the following round. Units that fall back but which fail to break contact are automatically confused by dint of being within 1cm of enemy.

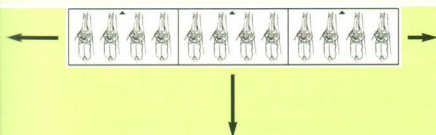


The Romans fall back up to 10cm as shown by the dice roll.

Moving 'Back'

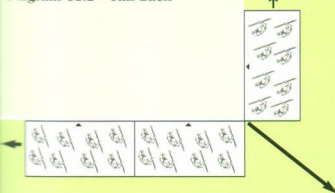
When a unit falls back, the player selects any one stand from the unit and moves it back. In this case, 'back' is defined as behind the line drawn across the front of the stand as for visibility. See Diagram 61.1 and 61.2. Other stands can then be moved into formation as convenient so long as they do not exceed their permitted move. They can be positioned forward of the line established for the first stand if desired. Note that the unit does not necessarily fall back towards its own base edge or its own friends – the 'back' position it worked out relative to the first stand moved.

Diagram 61.1 – Fall Back



The unit can fall back any where behind the line shown.

Diagram 61.2 – Fall Back



The unit can fall back any where behind the position shown.

UNRESOLVED COMBAT

If after two rounds of combat both sides are still engaged then the combat is **unresolved**. All units remain in position and fighting resumes in the Combat phase of the following turn. This is quite common and happens where a second round results in one unit retreating and the victors elect to pursue.

It is important to remember where pursuit bonuses apply from the final round of the previous Combat phase. These bonuses will apply in the first round of the following Combat phase to those pursuers who are fighting retreating enemy. It is a good idea to make a separate note or use some kind of marker to remind players which bonuses apply to which combats.

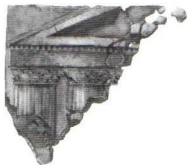
It is possible that further units will join an unresolved combat in the following turn. Thus it is possible for one side to have charging troops engaged in a combat whilst another side has pursuers. In this case, remember that pursuit bonuses only apply against retreating enemies, and any attacks directed against a charging enemy will therefore not include these bonuses.

REMOVE ODD HITS

Once all combat engagements have been fought, remove any odd hits remaining on units that are no longer engaged in combat.

Note that units that are part of an unresolved combat do not remove odd hits but carry them over into the following turn. This includes any units that are only supporting.





CONFUSION & MAKING WAY AT A GLANCE

UNITS BECOME CONFUSED IF:

1. Driven back by missile fire on any Drive Back roll of a 6.
2. Driven back into impassable terrain.
3. Driven back into enemies or combat.
4. Forcing friends to make way on the roll of a 6.
5. Making way on the roll of a 6.
6. Driven back through friends who do not make way.
7. Unable to Fall Back to 1cm from enemy or combat.
8. Skirmishers evading through non-skirmish friends or a subsequent unit of skirmishers on a 6.
9. Non-skirmish unit or subsequent skirmish unit evaded through by skirmishing friends on a 6.
10. Retreating from a combat that includes enemy scythed chariots.
11. Contacted by rampaging elephants on a 6.

CONFUSED UNITS

1. Cannot move in the Command phase by either initiative or orders.
2. Cannot evade if skirmishers.
3. Suffer a -1 Attacks modifier in combat.
4. Cease to be confused at the end of their Command phase.

MAKING WAY

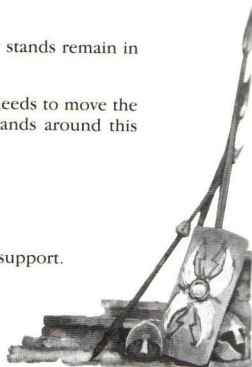
1. Units can make way for friends that are:
 - Driven back by shooting
 - Retreating from combat
 - Making way for another unit that is driven back or retreating.
2. Units engaged in combat, constricted by terrain, or otherwise unable to move cannot make way.
3. Units can make way by moving aside or moving back.

MOVING ASIDE

1. Only those stands in the path of the friend are moved – all other stands remain in place. Stands are rearranged around those that remain in place.
2. If all stands are in the path of the friend, move whichever stand needs to move the shortest distance to get out of the path. Rearrange the other stands around this stand.

MOVING BACK

1. The entire unit moves back in the same direction as the friend.
2. If infantry move back for other infantry, they can be arranged into support.



CONFUSION

Units can become confused in different circumstances as noted throughout the rules. For example, confusion often happens in the Combat phase when units make way for friends, or in the Shooting phase when a

unit is driven back by missile fire. For convenience, we have summarised all the circumstances where units can become confused in this section together with the rules for making way.

WHEN DO UNITS BECOME CONFUSED?

1. Driven back on a 6

A unit is confused if it is driven back by shooting and any dice roll for the drive back distance is a 6. See the rules for driving back enemies in the Shooting rules p40.

2. Driven back into impassable terrain

A unit is confused if it is driven back by shooting so that one or more stands intersect with impenetrable terrain or an impassable gap. The unit won't enter the terrain or gap but halts at the edge and is confused.

3. Driven back into touch with enemies or combat

A unit is confused if it is driven back by shooting into contact with enemy units or any units engaged in combat whether friends or foes. The unit does not actually move into contact – but halts 1cm away instead. If the unit is already within 1cm of enemies/engaged stands it will not be driven closer but is still confused.

4. Friends making way on a 6

A unit must test to determine if it becomes confused each time friends make way for it. Players have the option of moving friends to make way when units are driven back by shooting, retreat from combat, or are themselves making way. A unit whose friends make way for it will become confused on the D6 roll of a 6. See Making Way on p64.

5. Making way on a 6

A unit must test to determine if it becomes confused each time it makes way for a friend. The unit becomes confused on the D6 roll of a 6. Note that it is quite common for a unit to roll several times for confusion as a result of making way. Roll separately each time the unit makes way if it makes way for more than one friend, and roll twice if a unit is both making way and forcing a friend to make way at the same time. Make the appropriate number of tests for each unit as it moves.

6. Driven back through friends who do not make way

A unit is confused if it is driven back by shooting so that it intersects a friendly non-engaged unit that the player is unable or unwilling to move to make way. The unit that has been driven back halts upon contact; the friendly unit does not have to roll for confusion as it is not making way.

7. Unable to Fall Back to 1cm from enemy or combat

If a unit Falls Back from combat and is unable to move so that it is at least 1cm from any enemy unit, or any friendly unit that is engaged in combat, then it is confused automatically.

8. Skirmishers evading through non-skirmish friends on a 6

A skirmish unit must test to determine if it becomes confused if it evades through a non-skirmishing friend or through a second/or subsequent skirmishing friend. The unit becomes confused on the D6 roll of a 6. Roll for each friend moved through if the unit evades through more than one friend. See Evade p24.

9. Units evaded through by skirmishing friends on a 6

A non-skirmish unit must test to determine if it becomes confused if a skirmishing friend evades through it. A skirmish unit that has been moved through must also test if it is the second or subsequent unit moved through during the evade. The unit that has been evaded through becomes confused on the D6 roll of a 6. Roll each time a skirmishing friend evades through a unit.

10. Units retreating from combat against enemy scythed chariots

If a unit is retreating from a combat engagement that includes enemy scythed chariots, and where it has suffered at least one hit during the round, then it is automatically confused. It is confused regardless of whether it was fighting or touching the enemy chariots. See Special Rules for Scythed Chariots p126.

11. Units contacted by rampaging Elephants on a 6

Elephants that are driven back by shooting, or retreating from combat, or moving as a result of a blunder, will automatically rampage through each unit they contact during the drive back/retreat/blundered move. Each unit that is rampaged through must test for confusion and becomes confused on the D6 roll of a 6. If a unit is already confused and is rampaged through then it is still necessary to test, if the dice result is a 6, the unit is destroyed entirely. All stands are removed. When this happens during combats, this does not count as additional hits and combat results remain unaffected. Where multiple rolls are required for confusion, always make this test last of all. See Special Rules for Elephants p124.



Confusion can be shown with a marker or the stands can be 'jiggled' to represent disorder.

Retreats and Confusion

Note: stands are destroyed if their retreat from combat is blocked by non-engaged enemies or other units in combat, whether friends or foes. Retreating stands are also destroyed if they intersect with impassable terrain or friends who do not make way.

In the situations described above, the possibility of confusion is not considered as stands are destroyed instead. See Combat p53 for details on retreats from combat.

CONFUSED UNITS

A confused unit is judged to be disheartened or in disarray. Troops are unwilling or unable to obey their officers and if engaged in combat they fight either unenthusiastically or in a poorly coordinated fashion. The unit remains confused until the end of its Command phase. At the end of its Command phase, the unit automatically recovers. It can sometimes happen that a unit becomes confused during its own Command phase and therefore recovers at the end of the same phase – such a unit will be confused for the remainder of that Command phase only.

1. A unit that is confused is unable to move in the Command phase. It cannot use its initiative and cannot be given orders or be included in a supporting charge. See The Command Phase p13. Note that, apart from as noted below, confused units are able to move in other phases and must do so where the rules require it, eg, driven back by shooting in the Shooting phase.
2. In addition to the above, a skirmishing unit that is confused cannot evade if charged in the opposing side's Command phase, and cannot evade in preference to being driven back in the opposing side's Shooting phase. See Evades p24.
3. Whilst it is confused, each stand in the unit suffers a -1 Attack modifier in combat. See Command Penalties p16.

When a unit becomes confused it is necessary to make this visually apparent in some way – for example by means of a marker or counter. Some players 'jiggle' the stands to represent disorder in the ranks. If doing so, be careful not to disrupt the unit's formation so as to make it difficult to work out retreat directions and such like.

MAKING WAY

Non engaged units are allowed to make way for friendly troops that have been **driven back** by shooting, that are **retreating** from combat, or that are themselves **making way** as a result of a drive back or retreat. Units that are engaged in combat, constricted by terrain or unable to move for whatever reason cannot make way.

When a unit makes way, stands can move up to the normal move distance for their formation.

When a unit makes way, it can either **move aside** or **move back**.

MOVING ASIDE

When moving aside, only those stands in the path of the friendly unit are moved. Stands that are not in the path of the friendly unit remain stationary. The player moves the necessary stand/s out of the path of the friendly unit and into a permissible formation with the stationary stand/s.

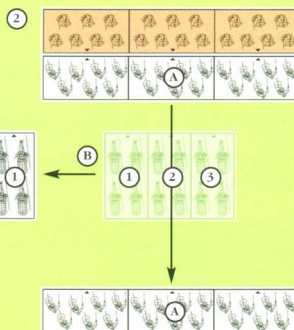
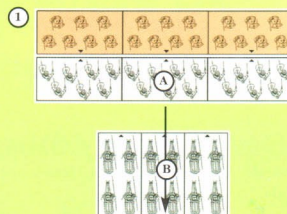
If **all** stands lie within the path of the friendly unit, then the unit can still move aside. In this case, the player begins with the stand that needs to move the shortest distance to get out of the path of its friends. This stand is moved by the shortest distance necessary to get out of the path of its friends without changing its orientation. The remaining stands are then moved back into a permissible formation with the first stand as before. See Diagram 65.1 opposite.



Rampaging elephants confuse units they touch.

Diagram 65.1 – Making way by moving aside

1) Infantry unit A has been defeated and must retreat but there is a friendly unit of cavalry (unit B) in its path.



2) As the entire cavalry unit lies in the path of the retreat, the whole unit must move aside. First, move the stand that has to move the shortest distance to avoid the retreating unit (stand 1). Then move the other stands back into formation as required (stands 2 and 3).

Moving Back

When moving back, the whole unit simply keeps pace with the friendly unit it is making way for. The unit moves back in the same direction as its friend without changing its own orientation or formation, ending its move in contact with the unit it made way for.

If infantry units are moving back to make way for other infantry units, then the unit that is making way can be moved behind its friends and stands can be arranged into support, see Diagram 65.2.

Tests for making way

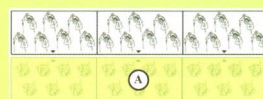
Making way for friendly troops can result in several units shifting, each moving aside to allow room for the next unit. All units that move to make way, or force others to make way, must test for confusion on **each** occasion as described already. The greater the number of units that must make way for a unit, the greater the number of tests required and the more the likelihood of confusion.

Making way moves

Units making way cannot move into contact with enemies or units engaged in combat. Otherwise, the usual move rules apply, eg, units cannot move over impenetrable terrain, must maintain formation, and so on.

Note that making way does sometimes give units the opportunity to redress formations to their benefit. Making way is not necessarily a disadvantage other than the attendant risk of confusion.

Diagram 65.2 – Making way into support



1) INITIAL POSITION

Unit A retreats



Unit B moves back



2) FINAL POSITION

In this situation, infantry unit A will move back with the retreating infantry unit B. As all three stands touch the retreating unit, the unit moving back may rearrange those stands into supporting positions.

COMMANDERS AT A GLANCE



COMMANDERS

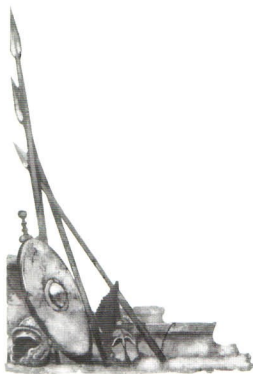
1. Generals, Leaders and Subordinates are referred to as commanders or command stands.
2. Commanders can move through and be moved through units from their own side.
3. Commanders cannot be seen, shot at or charged by the enemy.
4. Command stands that have joined units are ignored for the purposes of measurement and calculating which stands touch.

ORDERS

1. Generals can give orders to any units in the army. Leaders can give orders to units within 60cm. Subordinates can give orders to units within 20cm.
2. When issuing orders from a Leader or Subordinate a roll of a 12 indicates a blunder. The unit or brigade must make a Blunder roll.
3. Once the General fails to issue an order, no other commanders can do so.

COMBAT

1. Commanders cannot be attacked. Commanders are slain if their unit is destroyed.
2. Commanders add their Attacks value as a bonus to any stand in the unit they are with.
3. Commanders fight, advance, pursue, retreat, fall back or stand with their unit unless unable to do so because of terrain restrictions.



COMMANDERS

There are three types of command stand in the game: Generals, Leaders, and Subordinates. Each command stand represents a key individual plus his bodyguard, companions, standard-bearer, servants, messengers, runners, scouts, observers, advisors, scribes, and so on. For convenience, it is usual to refer to command stands as 'commanders' and the two terms are used interchangeably.

GAME VALUES

Unlike troop stands, commanders don't have a value for Hits or Armour. They have an Attack value expressed as a bonus of +1, +2, or +3. Commanders also have a unique value called Command that enables them to issue orders. The photo opposite shows a typical Leader stand with its game values.

THE GENERAL

The army always includes a single General – the commander in overall charge of the entire force and the most important piece in the army. In so far as any piece represents the player then this is it.

COMMANDERS AS GAME PIECES

Command stands are fundamentally different from other pieces in the game. Stands belonging to infantry and cavalry units represent a substantial body of troops whose immediate operational area is defined by the area of the base. Commanders represent a comparatively tiny number of individuals, some of whom might be scattered across the battlefield in the role of messengers or scouts.

The command stand's prime function is to provide a fixed point from which orders are issued. In addition, a commander can bolster a unit's combat ability by joining it.

Because of their unique role in the game, command stands are used much as tokens or markers. The stand itself is mostly ignored on the battlefield by units from both sides. This is why command stands are round to distinguish them easily from rectangular unit stands.

Command stands can be seen through and, where appropriate, shot through by troops from both sides. Their presence is not considered to block a unit's line of sight.

Command stands cannot be specifically shot at or attacked in combat. Commanders don't suffer hits from shooting or combat, although they are slain if a unit they have joined is destroyed. A command stand on its own cannot charge, fight or shoot at an enemy unit.

Enemy command stands are always ignored when considering the presence of enemy, eg, when working out which potential shooting target is the closest, which unit to charge or evade, and so forth. An enemy unit cannot act on its initiative just because a command stand is within 12cm, and the presence of an enemy commander within 12cm does not impose a -1 Command penalty.



Top: Generals – It helps to make these distinctive by adding subsidiary characters.

Next: Leaders – Standard size bases are best for Leaders. Vary the number of models to make them distinctive.

Elephant: Some commanders can ride elephants or chariots. If you use a base that is more than 30mm across, measure to the middle of the base or to the great man himself!

Flags: Different Leaders can be distinguished by different coloured banners. In this case we couldn't resist showing you this model of the Black Prince by Dave Andrews.

COMMANDERS AND ORDERS

We have already described how commanders give orders in the Command phase. This section specifies the command ranges for different commanders and summarises the principle rules. For more rules about Command, see The Command Phase p13.

Any commander can issue an order to a unit within his command range as shown on the chart below:

Commander	Command Range
General	100cm
Leader	60cm
Subordinate	20cm

As already described in The Command Phase section, a player can issue orders from his commanders in any sequence he wishes but must finish issuing orders from each commander before moving on to the next. For example, you can't issue orders from the General then from a Leader and then from the General again.

Once a commander has failed to issue an order, that command stand can issue no more orders in that Command phase. However, other commanders can continue issuing orders until they too fail to issue an order.

Once the General has failed to give an order, **no** further orders can be issued in that Command phase by any commanders even if they have issued no orders previously. This makes it preferable for other commanders to issue orders first and the General last, although this is not mandatory.

Blunders

If a Leader or Subordinate fails to issue an order as a result of rolling a double 6 (ie, a score of 12) then he has blundered. A **blunder** represents an error of judgement, perhaps based on misinformation or misinterpretation of an order, or perhaps because the individual has a rash, independent or rebellious streak.

Note that only Leaders and Subordinates blunder – Generals never blunder – they are considered to be above such things. If a General rolls a double 6 then he simply fails to give the order and the Command phase comes to an end.

A Leader's or Subordinate's blunder is treated exactly like any other failed command except that the player must also roll a dice and consult the Blunder table.

If it is a Subordinate that has blundered, add +1 to the dice roll – these characters represent less trained, and often impulsive tribal leaders prone to rushing forward.

Camels and Blunders

Camels can distract cavalry who are not used to these strange creatures and to represent this, a cavalry unit that is given a failed order whilst it is within 20cm of camels will automatically blunder no matter what the dice score. See the Special Rules p124 for the rules about camels.

BLUNDER TABLE

D6 Blunder

1 The gods forbid! The unit does not move and may not move further in that Command phase. If a brigade order has been blundered, none of the units can move further. In addition, the unit suffers a -1 command penalty for the rest of the battle. If a brigade order was given, this penalty applies to only one unit and the player can decide which one. Any further brigade orders that include the affected unit suffer the -1 penalty. The penalty is cumulative, so it is theoretically possible for a unit to suffer further penalties if it is unlucky to blunder repeatedly and roll a succession of 1s.

2-3 Our foe is upon us! If there are no visible enemy units within their own full pace move of the unit/brigade, then the unit/brigade does not move and cannot move further that Command phase. If there are visible enemy units within their own full pace move of the unit, or any units in the case of a brigade, then the unit/s must move to a position that is at least their own full pace move away from any enemy. If this is impossible, for example because of the constraints of terrain or the requirement for a brigade to stay together, then a unit must move so that it is as far as possible from any enemy. The unit/s cannot move further in that Command phase.

4-5 Our foe is mighty! The unit, or units in the case of a brigade, can move at up to half pace but cannot charge. If the unit comprises skirmishers it can move up to its full pace, but still cannot charge. The unit/s cannot move further in that Command phase.

6-7 The gods are with us! The unit must move as fast as its formation allows it to towards the nearest visible enemy and then must charge if able to do so. In the case of a brigade order, move each unit one at a time, as the movement of one unit is likely to affect the ability of other units to see or reach the enemy. If no enemy are visible, the unit can move normally as for a successful order. Once units have moved, they cannot move further in that Command phase.

MOVING COMMANDERS

Command stands move once in the Commanders' sub-phase of the Command phase. The maximum distance a stand can move is 60cm. No Command test is required for a commander to move.

Commanders **never** move in company with units during the Command phase.

Commanders **always** move in company with units they have joined in other phases. For example, if they are driven back by shooting or make way for other units, and throughout the Combat phase during pursuit, fall backs, retreats and advances.

When commanders move, they treat terrain in the same way as infantry do unless they are riding chariots or elephants. It makes no difference whether the actual models have horses – command stands are treated as infantry. Terrain that is impossible for infantry to cross is also impossible for characters to cross.

Some commanders can be mounted on elephants or chariots as indicated in The Army Lists (see p80). In these cases, movement is restricted by terrain exactly as described for elephants or chariots. If commanders are unable to move with units because of terrain restrictions then command stands are separated from their units and are placed at the edge of the terrain at the point where their unit entered. Note that this cannot happen in the Command phase – but can happen in other phases due to a retreat, drive back, etc.

Commanders and Friendly Units

Units can move through command stands from their own side without penalty. Similarly, command stands can move through units from their own side without penalty.

If a unit moves on top of a friendly command stand, then the player must move the commander directly towards his own base line the minimum distance necessary to allow the unit to take up its position. This might result in a command stand moving several times during the Command phase to get out of the way of unit movement.

A command stand can join a unit by moving into touch with it in the Commander's sub-phase of the Command phase. The player must declare that the commander has joined the unit. A command stand can join a unit that is in combat if you wish. Players must be careful not to place commanders into touch with a unit if they are not intended to be joined and should always leave a discernible gap to make the position clear.

Command stands are never affected by confusion. They do not suffer the associated -1 attack penalty even if they have joined a unit that is confused. If a commander is joined with a confused unit, this does not prevent the command stand from moving in the Commanders' sub-phase. Similarly, it does not prevent the commander issuing orders to other units during the Command phase itself.

The precise position of the command stand **relative to the** unit it has joined is not critical. Once a commander **has** joined a unit, the key individuals represented by the stand are assumed to be absorbed within the unit's formation – the presence of the stand merely serves to indicate this.

Once a commander has joined a unit, the stand itself may be moved to any point around the unit's perimeter to facilitate other movement; for example, so that another unit can move alongside. It may be impossible to move the command stand whilst staying in touch with the unit; for example, if the unit is in combat and completely surrounded. In this case, the player can temporarily balance the commander in the middle of the unit or say that he is doing so whilst placing the stand aside.

A commander who has joined a unit that is engaged in combat cannot leave it whilst the unit remains in combat.

Commands and Enemy Units

Commanders that are moved into or over by enemy units are **displaced**. This means they must immediately move up to 30cm and join a friendly unit. If commanders have already joined a friendly unit, they are not displaced by enemies but simply moved to another convenient position beside the same unit as explained above.

Command stands cannot be moved so that they displace enemy commanders.

Note that a displaced commander does not have to join the closest unit. The commander can join any friendly unit so long as it lies within a 30cm move.

If a displaced command stand cannot move to a friendly unit, it is considered to have been destroyed and is removed from the battle. If the General is destroyed, the battle is over as described in The End of The Battle (see p71). This is an important rule because it obliges commanders to remain fairly close to their own troops.

COMMANDERS IN COMBAT

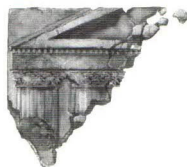
A unit may be joined by any number of commanders but only one commander can ever add his Attack value bonus to a unit at a time.

When one or more command stands joins a unit in combat, the commander with the highest Attack value can add this as a bonus to the Attack value of any one stand in the unit.

If a Commander is mounted upon a chariot or elephant then its Attack value is added to his. Eg, if a Commander has an Attack value of +1 and is mounted in a chariot with Attack value of +1, his actual Attack value is +2.

Commanders who have joined a unit in combat must remain with it whilst the unit remains in combat and must fall back, stand their ground, retreat, pursue or advance with the unit.

A commander is slain if the unit he is with is destroyed. This is of particular importance as it makes combat an extremely risky business for commanders and certainly not something to be indulged in lightly.



END OF THE BATTLE AT A GLANCE

THE BATTLE ENDS

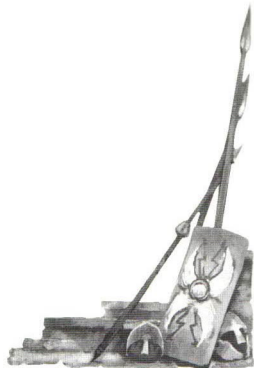
1. Once both players have taken the predetermined number of turns.
2. Once one army withdraws.

WITHDRAW

1. An army must withdraw at the end of the phase if:
 - a) The General is slain.
 - b) The army has lost 50% or more of its non-skirmishing units.
2. Once an army withdraws, the game is over.

VICTORY POINTS

1. Each player earns Victory points for any enemy units and commanders he destroys.
2. Each player earns half Victory points for enemy units reduced from three stands to one.
3. The player who amasses the most Victory points wins the battle.
4. An army that withdraws cannot earn more Victory points than the enemy (ie, it cannot win the battle, though it can draw).



THE END OF THE BATTLE

The battle rages on until both sides have played the predetermined number of turns or until one army is forced to withdraw from the battlefield. Once the game is over, each side works out how many Victory points it has scored. The higher your score, the better you have done and the player who scores the most is the winner.

There are other methods that can be used for determining how long battles last and how the winner is calculated. What follows is the method that is preferred for most purposes – the standard method. See The Battlefield section p72.

URNS COMPLETE

The number of turns played is determined at the start of the game by rolling a D6.

1-2 = 6 turns

3-4 = 7 turns

5-6 = 8 turns

Alternatively, players can agree how many turns to play. Once both players have taken this number of turns, night falls and the battle ends.

The battle will also end at the conclusion of any phase if either side **withdraws**.

WITHDRAW

An army is obliged to withdraw in two circumstances. It must withdraw if the General has been slain or leaves the table for good, and it must withdraw if it suffers so many casualties that it is judged unable to fight on. In either case, the game is ended at the conclusion of the current phase before the full number of turns are played.

General Slain. If the General is slain or leaves the table for good, the army must withdraw. Rumours of their leader's death soon reach the troops who promptly beat a hasty retreat from the battlefield.

Casualties. At the start of the game, each player makes a note of how many core units are in his army. An army must withdraw once it has lost a **half or more** of these units. Core units are all troop units apart from skirmishing units with no Armour value. These very lightly armed skirmishers do not count towards the total and don't count toward losses for withdrawing.

If one or both armies withdraw, the battle ends at the conclusion of the current phase. Calculate Victory points to establish the victor as you would for a game fought for the full number of turns. However, if a side has withdrawn then it cannot score more Victory points than its foe – the best result the player can hope for is therefore a draw. It is theoretically possible for both armies to withdraw at the same time if, for example, both suffer sufficient losses during the same phase. If both armies withdraw at the same time, the result will always be a draw.

VICTORY POINTS

Victory points are earned as given below. Note that even skirmishing units that don't count as core types still count for Victory points.

1. Each enemy unit destroyed and each slain commander earns its full points value. The basic points value is given as part of the stat line in the army list. The points value includes any upgrades – for example, Elephant or Chariot mounts for commanders.
2. Each enemy unit of three stands reduced to one stand earns half its points value rounding up to the nearest 5 points. Enemy units that start the game at less than three stands must be destroyed to earn any Victory points.
3. Bonus Victory points can be awarded for achieving predetermined objectives. This is left for the players to arrange to their mutual satisfaction prior to the battle – see Victory Points Allocation p75.

You can keep track of Victory points as you go along or you can wait until the end of the game and work out the points from the 'dead heap'. It makes no difference either way.



The Roman dead at the end of the battle. A careful record of casualties.

THE BATTLEFIELD

This section discusses ways of setting up the battlefield terrain and deploying armies ready for battle.

A tabletop battlefield can be as simple as a plain board with the position of rivers, hills and woods marked out with chalk, or it can be a colourful scenic masterpiece with realistic sweeping ground, forests, and rivers. The game works equally well either way. Of course it is much more appealing to fight over well-modelled terrain but most players would recognise that this is not always practical.

THE TABLETOP

Although Warmaster Ancients units occupy relatively little space, the game is intended to represent large field battles rather than small encounters or minor skirmishes. As such the ideal table size is 240cm x 150cm (or 8' x 5'). A more usual 240cm x 120cm (8' x 4') will prove adequate. Small or medium sized games can also be fought on somewhat shorter tables, say 180cm x 150cm (6' x 5') or 180cm x 120cm (6' x 4'). Smaller tables can still be used with some adjustment to the deployment rules.

LAYING OUT THE TERRAIN

In most circumstances, players will need to set up terrain before each game and they can do so in any way they wish. In formal competitions, organisers will most likely want to stipulate how terrain is arranged but such matters don't really concern us here.

Generally speaking, play proceeds across the width of the table with the two armies deploying along the opposing long edges. Plainly, it is important to bear this in mind when arranging the terrain.

Three tried-and-tested methods for setting up terrain are recommended. Each has its advantages and which one is most suitable depends on where the game is played as much as anything.

Mutual set-up

Both players set up the terrain together in a mutually agreeable way. Once both players are satisfied with the terrain, roll a dice to randomly determine which army plays from which edge. For example, nominate either long edge, roll a dice – 1, 2, 3 means the Greeks start at that edge, 4, 5, 6 means the Persians start at that edge. Note the roll is random – so it is in both players' mutual interest to set up a reasonably fair game. This method suits armies that are similar in tactical styles but works less well where either army strongly favours a particular kind of terrain.

One sets up one chooses sides

One player sets up the terrain and the other player decides which of the long table edges he will deploy onto. This works well if one player is hosting the game as he can set up the battlefield before his opponent arrives – so it's a good way of arranging an evening's battle between two friends. As with the mutual set-up, this method works best where armies favour similar types of terrain.

Random set-up

Starting with a completely open battlefield, the players take it in turn to randomly generate and then place a piece of terrain using the charts that follow. Even using this method, it is recommended that players take the opportunity to rearrange terrain to their mutual satisfaction where it might otherwise prove restrictive or inconvenient.

RANDOM TERRAIN CHARTS

The players begin by choosing which side of the table each will fight from. An imaginary line is drawn across the middle of the table to divide it into two halves – indicate this with a row of dice or other suitable markers.

Each player takes it in turn to generate and place a piece of terrain. Randomly determine which player goes first. Roll 2D6 to decide the type of terrain. Then roll 2D6 to determine the specific item of that type. The player can choose to place the item or not – if not he forfeits his chance to place a piece of scenery and his opponent takes his turn.

An item can be placed anywhere on the player's own half of the table or straddling the dividing line if it is a hill or ridge.

When at least two items of scenery have been placed, either player can forego his turn and instead declare an end to scenery generation. The opposing player can then roll once more after which the battlefield is complete.

TERRAIN TYPE CHART

2D6	Terrain Type
2-3	Urban
4-7	High Ground
8-10	Woods
11-12	Water





HIGH GROUND

For purposes of laying out terrain, we've used the term 'hill' to describe an area of high ground that lies wholly on the table. An area of high ground that abuts the table edges is described as a 'ridge'. This is just a matter of reference within these charts, as either feature can be thought of as hills, ridges, rises, escarpments, bluffs, and so forth.

Hills and ridges are described as 'up to so many cm across' – such features need not necessarily be circular, the distance specified defines the maximum dimension at the widest point. Terrain items are intended to be playable and as such the smallest hill deemed worthy of representation is in the order of 12cm across. This should be taken as the smallest practical size for hills, villages and other 'area' type terrain.

2D6 Result

- 2-3 A ridge bordering up to half the length of any table edge and extending up to 20cm into the table, with or without a summit. If including a summit, this must border the table edge, can be up to 10cm across, and is either sheer cliffs or heavily forested.
- 4 A hill or ridge up to 50cm across with or without a summit up to 20cm across that is either sheer cliffs or heavily forested.
- 5 A steep hill or ridge up to 30cm across or, alternatively, a wooded hill.
- 6-8 A hill or ridge up to 30cm across.
- 9 A hill or ridge up to 30cm across with or without one of the following additional features. Cliffs bounding up to half its perimeter or, alternatively low linear obstacles demarking fields or grazing around its perimeter and over the hill if desired.
- 10 A precipitous hill, mound, or tor (all defined as sheer cliffs) or, alternatively, a heavily forested hill, in either case up to 20cm across.
- 11-12 A hill or ridge up to 50cm across including up to half of its perimeter edge as sheer cliffs and with or without a summit up to 20cm across that is either sheer cliffs, or heavily forested.

WOODS

The term 'woods' is taken to include brush, tall scrub and such like – the term 'forests' is used simply to draw a distinction between woodland that is passable but dense terrain, and woodland that is so thick it is impenetrable except to infantry skirmishers (as defined by the game rules). As such 'forests' need not be especially extensive – we have used the term simply to draw the distinction suggested. Size is expressed in the same way as hills and the same general comments apply. Woods or forests can always border a table edge if desired and must do so where indicated.

2D6 Result

- 2-3 A forest or wood bordering any table edge, extending up to half the length of the edge and up to 20cm onto the table, with at least one path running onto the table.
- 4-5 A forest or wood up to 20cm across.
- 6-8 A wood up to 30cm across with or without a single path across it.
- 9-10 A wood up to 50cm across with or without a single path across it and with or without a central area of up to 20cm across that is either heavy forest, an area of sheer cliffs, or a lake.
- 11-12 A forest up to 50cm across with either one or two paths running from edge to edge.



WATER

For purposes of reference in this chart, we've described large bodies of water that abut the table edge as 'coastline' and those that lie wholly on the table as 'lakes' – but a coast as defined could equally be that of a large lake or the sea. No more than half the length of any table edge can be blocked by water, including lakes, coastline or rivers.

2D6 Result

- 2 A section of coastline running along any table edge, extending up to half the length of the edge and up to 30cm onto the table. This can be bordered along any portion of its length by sandy dunes – if so, there must be at least one path through to the water.
- 3-4 A section of coastline running up to 50cm along any table edge and extending up to 30cm onto the table. This can be bordered along any portion of its length by sandy dunes – if so, there must be at least one path through to the water.
- 5-7 An area of marsh or bog up to 30cm across either wholly on the table or adjoining a table edge.
- 8-9 A lake up to 30cm across.
- 10 A shallow river running from any short table edge to any long table edge – extending no further than 50cm onto the table from the edge it originates from. Can have raised banks (canalised) counting as low linear obstacles.
- 11 A shallow river running from any short table edge to any long table edge – extending no further than half way across the length of the table and including one bridge within 40cm of the long table edge where it exits. Can have raised banks (canalised) counting as low linear obstacles.
- 12 A deep river running from any short table edge to any long edge – extending no further than 50cm onto the table from the edge it originates from, and including one bridge or ford within 40cm of the long table edge where it exits. Can have raised banks (canalised) counting as low linear obstacles.

URBAN

Urban areas that adjoin the table can be thought of as the outskirts of larger towns or cities whilst distinct built-up areas could easily be villages or suburbs and might reasonably include areas of agricultural ground. Any built-up area can adjoin a table edge – some are obliged to do so as described. Urban areas are defined by their maximum width as described for hills.

If fortress or city walls are placed on either side of the table then up to half the enemy infantry units can be allocated **scaling ladders** at no points cost. The enemy player must indicate which units are so equipped.

2D6 Result

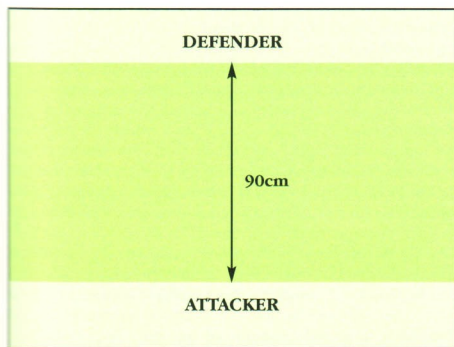
- 2 A small fort surrounded by city wall and sufficient for up to two infantry units (six stands) to occupy – can be upon a small roughly circular hill or mound up to 20cm across.
- 3-4 Low linear obstacles encompassing an area up to 30cm across, with or without further internal dividing low linear obstacles forming fields, pasture, orchards, etc – all considered open ground.
- 5-6 An area of low scrub, ruins, rocky or otherwise broken ground up to 30cm across.
- 7-8 A village or other built-up area up to 30cm across with or without a road running through it – can be on a hill itself up to 30cm across.
- 9-10 A village or other built-up area adjoining a table edge and up to 30cm across, extending no further than 20cm onto the tabletop.
- 11 A small defensive earthwork surrounded by low or high linear obstacles and sufficient for a single infantry unit to occupy (three stands) – can be built upon a small roughly circular hill or mound up to 10cm across.
- 12 A built-up area adjoining any table edge extending up to half its length and no further than 20cm into the table with at least one road running onto the table.





DEPLOYMENT

Once terrain has been set up, it is usual for players to deploy their armies along opposing long edges at least 90cm apart as shown on the tabletop map below.



Each player places one unit at a time starting with the player whose army contains the most units. As soon as one army is entirely deployed, all remaining units in the opposing army are deployed in their entirety. Finally, both players deploy their commanders either one after the other or at the same time as they prefer.

Deploying one unit of troops at a time need not be particularly slow, as a player has only to indicate where his unit will go and his opponent can then do likewise and deployment can proceed as fast as the models can be laid out. Some players like to place four units at a time as this allows for a faster deployment.

Note that the standard deployment distance between the two forces (90cm) is deliberately equivalent to three full pace cavalry moves directly forward. Each army deploys no closer than 45cm to the middle of the table. On a 150cm width table, this leaves plenty of room for the deployment of deep formations – players may even wish to increase the distance between armies to allow for further manoeuvre. On a 120cm width table there will be 15cm to deploy into.

Alternative deployment

Some alternative ways of arranging deployment are discussed later in this section. Exactly how armies are deployed can have a major impact on the battle itself, which is why we recommend the standard method for most purposes. However, varying the set-up now and again is an interesting way of playing the game and will present players with different problems and opportunities.

HOW LONG DOES THE BATTLE LAST

Roll a dice before the battle begins to establish how many turns will be played. Each turn can be thought of as representing about 90 minutes of daylight with the battle ending as darkness falls.

If players prefer, they can agree the number of turns beforehand or agree to play until one side withdraws regardless of the number of turns played. If time is restricted, you can agree to play to a time limit – make sure each side plays the same number of turns.

D6 Game Length

1-2	6 turns
3-4	7 turns
5-6	8 turns

The First Turn

Randomly determine which side takes the first turn – 1, 2, 3 one side, 4, 5, 6 the other – thereafter both sides alternative until each side has taken the requisite number of turns or until one side withdraws.

VICTORY POINTS ALLOCATION

Victory points are normally calculated on the basis of casualties caused by either side as already explained in The End of the Battle p71.

Players who wish to do so can allocate additional Victory points for achieving specific objectives within the game. This is up to the players – but some suggestions are discussed below and doubtless players will be able to add more of their own.

Terrain. This works well when the battlefield includes urban areas, but it can also be applied to other kinds of terrain should players wish. Before the game, nominate which terrain features are worth Victory points, and allocate a suitable value to each, eg, Village 100 points. If one side has troops within the village and the other does not then it controls the feature and wins the Victory points. If neither side has troops within the feature but one side has troops within 20cm and the other does not then it wins half the Victory points.

Commanders. Commanders are worth Victory points anyway because they have a standard points value, but it's interesting to have a 'grudge' element and have bonus points for killing the General. Nominate which commanders are worth extra points before the game, eg, opposing Generals are 100 points.

Number of units. The side that kills the most enemy units scores bonus points – say an extra 100 points. Obviously, this works better with some combinations of armies than others – killing the most units is no claim to fame if you are Romans fighting Germans!

Devastating! Destroying the enemy in a single glorious charge is a marvellous thing and can be justly rewarded. If a combat lasts exactly one round and the enemy is completely destroyed then earn an extra 10 points per stand destroyed. Non-core skirmishers don't count – destroying such skirmishers is all in a day's work.

Lasting Out. One side is given a number of Victory points and adds these to its final score so long as it does not have to withdraw. This rewards the army for lasting out the whole game without withdrawing. This would usually be paired with a different bonus for the other side – such as Decisive.

Decisive. One side earns a number of Victory points if it can force its enemy to withdraw before the usual number of turns has been played. This would normally be paired with a different bonus for the other side – such as Lasting Out.

Glory! If the General joins a unit to fight in combat then score 10 points for each round in which the General fights – note the General is only deemed to fight if he actually adds his combat bonus. There is nothing glorious about hiding in a supporting rank.

Baggage. One side places a baggage train, encampment, trade caravan, or some such feature on the table within the player's deployment area. This is treated in the same way as described for controlling terrain, except that a suitably high value should be given to the baggage – say 500 points. At the end of the game, if the owning player retains the baggage he earns half of its value, if the other side captures the baggage it earns its full value, if neither side can claim ownership then neither side scores any value.

ALTERNATIVE DEPLOYMENTS

It is a simple matter to adjust the deployments to mimic historical battles or imagined scenarios. Such battles might conceivably incorporate special rules, victory conditions, unbalanced forces, and so on – all of which can be arranged by the players to their mutual satisfaction. We have not chosen to explore the strictly historical avenue further in Warmaster Ancients where the emphasis is more on the general game covering a broad time period. We feel that historical campaigns and scenarios would make an excellent basis for supplementary material at some future date. The following alternatives are simple variations on deployment.

None-edge based deployment

This is a way of deploying armies a suitable distance apart but not necessarily along the opposite table edges.

To begin with, place a dice or other suitable marker in the middle of the table. No units can be deployed within 30cm of this marker.

Each player deploys one unit at a time within his half of the table – roll to see which side places the first unit, 1, 2, 3 one side and 4, 5, 6 the other. Once a unit has been placed, no enemy unit may be placed within 90cm of it or within 30cm of the centre table centre as before.

If your table is smaller than 240cm x 120cm then it may be necessary to reduce the distances given to allow room for both armies to deploy.

Deployment from march

This method incorporates the deployment of the armies onto the battlefield. It is a useful method if the table is rather narrow as less space is required for deployment of the forces.

Each player makes a list of all the units in his army in order of column of march. Each player chooses a spot on his base edge and deploys units from his column one at a time, starting with the unit at the top of the list and working down. Units must touch the table edge and must be placed within one move either side of the spot chosen. Units can be deployed in either column or line formation and must be arranged facing the opposite table edge. As soon as a player comes to a unit in the list that cannot deploy against the table edge and within a move of the nominated spot, he must stop deploying. Once both players have ceased to deploy, they can position any or all of their commanders within 20cm of any of their units.

The battle begins – both players take turn 1 exactly as normal. Once both players have taken a turn, they repeat the deployment procedure, choosing a spot along their base edge (either the same or different to previous) and deploying as many units as can fit either side as before. Any or all commanders not already deployed can be placed as before. Both players then take a second turn exactly as normal. If any units remain to be deployed, the procedure continues each turn until both armies are fully deployed.

Note: It is possible to play one army as a conventional deployment and the other as a deployment from march should you wish to do so. Deploying from march will obviously take longer if the armies are large – but note that units can deploy in column formations which allows for many more units to be positioned than would be the case in line.

Sketch maps

If players prefer, armies can be deployed by means of sketch maps. Each player makes a map of the battlefield with the table edges marked on and the standard set-up zones shown. Each player secretly indicates where his units will deploy within the set-up zones. Once both players have completed their maps, the armies are deployed exactly as shown on the maps.

This method obliges the players to consider their entire deployment in a way that is more realistic, but it will take longer to accomplish, and for that reason most players tend to prefer to set up one unit at a time as already described. However, setting up by sketch maps is a good option where players have the leisure to make maps – it does occasionally produce games of a very different and interesting character than other methods.

One side deploys first

One player deploys his entire army within his deployment zone as normal. Once he is finished, his opponent does the same. The player who set up first also takes the first turn. This method has the disadvantage that the second player can see and react to the first player's dispositions. This is counterbalanced to a degree by obliging the first player to take the first turn. This type of set-up has the advantage that it is quick to lay the armies out, especially if the first player can set-up before the second player arrives. It is therefore an ideal method if your main concern is speed of play – as in a competition or club challenge. If speed of play is of primary concern, it is also worth drawing the deployment zones to within 80cm (rather than the usual 90cm+) and allowing units with a move rate of 20cm or less to move 30cm for their first move of the game. This reduces the time for manoeuvre, but it prevents games bogging down in the early stages and allows more games to be played in a session.

Contingents

Armies can also be divided into different contingents and each contingent deployed either at a separate point on the table or in different turns. This requires that armies be chosen in a slightly different way than normal, so it is described in more detail in The Armies section where you will also find an example. See p79 for more about choosing and deploying contingents.

DOUBLES & MULTIPLAYER GAMES

Gamers are a sociable bunch by nature and many prefer to play games with more than one player on each side. Indeed – this is by far the author's favourite approach and makes for a far more enjoyable game, and not least because he gets to share responsibility for his ignominious defeats.

It is perfectly easy to field a single army with one player representing the General and other players taking the roles of various commanders. This doesn't require additional rules: it's just a question of the individual players controlling the troops allocated to them and rolling their own dice. The author has found this is a rather good way of introducing players to the game as it allows them to learn the mechanics with the benefit of having a more experienced general as mentor.

Doubles Games

A more challenging variant is to play with two allied armies on each side – a doubles game. In the doubles game, each allied army fights independently. A side will therefore have two generals – one for each army. During each side's turn, both players move their own army, rolls for their own troops in combat, and so on. The following additional rules and notes need to be borne in mind.

Each army is commanded entirely separately from the other. Commanders cannot give orders to allied units and units from different armies cannot be brigaded together. If a General fails to issue an order, this does not stop his ally continuing to give orders and completing the Command phase.

Each army has its own withdrawal level based on the number of units in the individual army. This means that one army can withdraw, potentially leaving its ally to fight on alone. All of an army's models are removed as soon as it withdraws. Withdrawing units that are still engaged in combat are removed and their enemies treat them as destroyed for purposes of combat results. Where it is necessary to calculate combat results involving withdrawing units, assume that enough hits are inflicted to destroy units that are removed because the army withdraws. Victory points are only scored for actual casualties and not for units removed following a withdrawal.

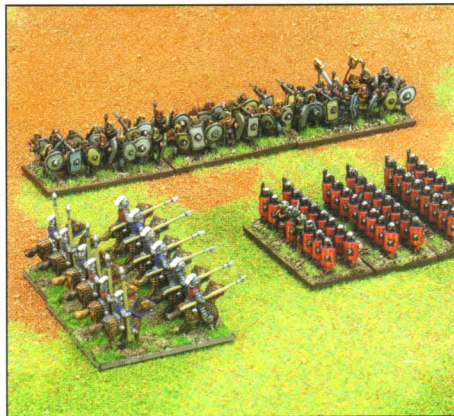
The battles ends when the usual time limit has expired or once **both** the armies on one side have withdrawn.

Points are scored for each team according to casualties inflicted. If both armies on one side have withdrawn then that side cannot score more points than the other. It follows that one army can withdraw and its side can still potentially win.

Aside from the cases mentioned already, allied units treat each other as 'friends' – eg, for moving through gaps, blunder results, supports in combat, interpenetration of skirmishers, and so forth. The Camels special rule is an exception to this – allied armies still suffer from the effect of camels if they don't include camels themselves (see Special Rules p124).

If players want to use the same allied armies (eg, two Gauls, two Britons, or whatever) then both can use the special general rule that applies to their army, but one player will have to choose a different historical character as his representative – after all there can't be two Vercingetorix on the battlefield!

Note that the same rules work perfectly well for two versus one games, three a side games, or any combination of multi-player games so long as the total points value on each side is chosen to the same amount. For example, you could have a small besieged force as one army, the larger relief force as two further armies approaching from different directions, and the enemy as a single large army.



THE ARMIES

In the Warmaster Ancients game, the various troop types and commanders available to each force are defined by separate army lists. The lists themselves are given in the next section. This section explains how to use the lists to choose appropriate units and commanders for the army.

ARMY SIZE

It is usual for players to both choose armies to the same nominal size or points value. For practical purposes we distinguish between three sizes of game:

Small battle	1,000 points per side
Medium battle	2,000 points per side
Large battle	3,000 points per side

Small battles are recommended for players who are new to the game or who don't have time to fight bigger battles. This is a good size if you want to play several games in one day. Typically 12-16 units depending on the army.

Medium battles can be resolved in an evening and at this size the tactical possibilities are considerable. This is the optimum size for everyday gaming and a battle will usually take a full evening. Typically 24-32 units depending on the army.

Large battles will usually take at least a day to fight to a satisfactory conclusion. If you have enough troops then the occasional large battle is a must. Typically 36-48 units depending on the army.

If players wish, even larger battles can be fought with even more points per side. The game system copes very well with very large numbers of units and has been used to fight games of up to 40,000 points a side. Such games will inevitably take all day or even several days to complete and lend themselves well to team play where several players are on each side, each taking control of a portion of the army.

The army lists are designed to work with armies of round thousands of points (1,000, 2,000, 3,000, etc). It is possible to choose armies of other sizes – say 1,500 or 750. This is slightly less convenient, but useful if players are still building their armies and want to use units as they are purchased and painted.

PICKING THE ARMY

When picking an army, the size of the game determines the maximum points value that can be spent. Armies can have fewer points than the value indicated but cannot have more. Often, it is impossible to spend the odd few points so a medium sized '2,000 point' army might only have 1,995 points of models. Such an army is still a medium size 2,000 point army as far as we are concerned – it is the maximum permitted value that determines the army size and not the actual points spent.

To choose an army begin with the appropriate army list for your army. We have included a selection of army lists to cover a variety of the most popular ancient armies. More army lists are in preparation or can be found on our website as they are ready.

Each army list describes all the units and commanders available for that army together with their stats and points values. The lists also include the minimum/maximum value (min/max) for each unit – this is an important feature because it determines exactly how many, or how few, of certain types of troops the armies can include.

The min/max value consists of two numbers separated by a slash – for example 1/2. The first number shows the minimum number of that unit/commander the army **must** include for every 1,000 points of army size. The second number shows the maximum number of that unit/commander the army **can** include for every 1,000 points of army size. If there is no number but just a dash, such as 7/-, then the dash means there is no limit aside from the points available.

For example, in an Imperial Roman army, Veteran Legion are 1/4. This means that in a small 1,000 point army, the player must include at least one unit and can include up to 4. In a medium 2,000 point army, the minimum is therefore 2 and the maximum 8, in a large 3,000 point army, the minimum is 3 and the maximum 12, and so on. Ordinary Legion, on the other hand, are 7/-, which means a small 1,000 point army must include at least 7 such units and can include as many as you like.

The min/max for Generals is always given as 1. Every army must include one General and no army may ever include more than one General regardless of its size. Larger armies can include more Leaders or Subordinates as indicated by the min/max – but no army can ever have more than one General.

If you have decided your armies will be 1,500 points or some other odd number then the min/max applies only for the full 1,000s. A 1,500 point army is selected using the minimum and maximums for a 1,000 point army, a 2,250 point army is the same as a 2,000, 2,500 the same as 2,000, and so on. If your chosen army size is less than 1,000 points then use the 1,000 point maximums but ignore the minimums. This will affect the balance of the army to some extent but so long as both armies are chosen to the same points value, this won't prove too problematical.

Important! Note that the min/max value applies to the **full** value of the army size – if your 2,000 point medium sized army has only 1,990 points, then it is still a 2,000 point army and the min/max value applies as a 2,000 point army.

SPECIAL RULES

Many units have special rules. Because the same special rule often applies to many different armies, these are given after all the army lists in the Special Rules section p124. Where special rules apply, this is indicated next to the entry for that unit or character.

UPGRADES

Some commanders can be upgraded to ride chariots or elephants. In most armies, Generals can also be upgraded to represent historical characters with special rules. Also in most armies it is possible to upgrade one or more units to guard or elite types with superior stats.

In all these cases, the upgrades cost extra points as shown in the lists. If you decide to upgrade a commander or unit in this way, add the points shown to that of the command stand or unit.

FORTIFICATIONS

If fortress or city walls are placed on either side of the table then up to half the enemy infantry units can be allocated **scaling ladders** at no points cost. The enemy player must indicate which units are so equipped. Note that phalanx units cannot be equipped with scaling ladders.

OTHER WAYS TO CHOOSE ARMIES

Alternative ways of choosing and deploying armies are sometimes used for club games or tournaments where each player will typically play three or four games against different opponents over the course of a day or event. The following example suggests one way for how the list can be adapted to encourage varied styles of play.

To begin with each player chooses his army to a prescribed points value in the usual way. Each player then divides his army into separate contingents along lines set-down beforehand – an example is given below. As armies are rarely used in their entirety, it is usual to set a deliberately inflated points value – say 2,500 points where games between 1,500 and 2,000 are intended.

Games are arranged that pitch specific combinations of contingents against each other rather than entire armies. This obliges players to consider different styles of game and tends to even out natural advantages that some armies have over others in some situations.

Example Contingents

The army is divided into four contingents: vanguard, main, rearguard and reserve. Each contingent must have at least one unit. Aside from the General, commanders must be distributed as evenly as possible, but it is not necessary to include a commander in every contingent if insufficient are available. The General is always separate and can be included in any contingent as required.

Vanguard. The vanguard cannot include more than 40% of the army's points. It must include at least half the army's skirmishers or as many as possible if this would increase the points value to more than that allowed. It cannot include any infantry with Armour of 5+ or better. It cannot include any artillery or elephants.

Main. The main part of the army must include at least 40% of the army's points value.

Rearguard. The rearguard cannot include more than 40% of the army's points value. It cannot include skirmishers unless at least half the units in the army comprise skirmishers.

Reserve. The reserve consists of between one and three units. It cannot include artillery and it cannot include skirmishers unless at least half the units in the army comprise skirmishers.

The different contingents are used as the basis for scenarios such as ambushes, encounters between advanced forces, raids on encampments, attacks on defended positions, or divided battles where forces are deployed at different parts of the table or at different times. The following example will hopefully serve to clarify what is intended – but players are encouraged to come up with their own variations and to change details from game to game.

Ambush

The vanguard of one army discovers the main force of another. Whichever side has the vanguard with the most points becomes the ambusher.

The defender (the ambushed side) deploys his main force within a 40cm x 40cm area in the centre of the table. Any units that cannot be fitted into this area are re-allocated into the defender's rearguard.

Once the defender is deployed, the ambusher can deploy his vanguard anywhere on the table but not within 20cm of any enemy units (ie, not within initiative distance). The ambusher takes the first turn and can deploy his main force on his own table edge at the end of his first Command phase. The ambusher's main force must be deployed at least 45cm from the table mid-line in the standard deployment zone. Note that the ambusher's main force will be unable to move in turn 1 as it is deployed once the Command phase is ended.

The defender's rearguard is deployed at the end of the defender's second Command phase along the defender's table edge in the same way as described for the ambusher's main force. The defender's rearguard will be unable to move that turn as it is deployed once the Command phase has ended.

Withdrawal is calculated for all the contingents taking part in the battle, regardless of whether they are on the table or not.

THE ARMY LISTS

The following pages provide 25 army lists covering the core armies of antiquity. We have listed them by geographical region within four chronological groups so you will find army lists located near their historical opponents: The Chariot Era, Ancient Greece and the East, The Rise of Rome, and The Dark Ages. We have not included every nation or army but have chosen a core of important and colourful examples.

ARMY LISTS

Chariot Era – pages 82-87

Egyptian, Hittite, Assyrian & Homeric Greek/Trojan.

Ancient Greece and the East – pages 88-97

Greek, Achaemenid Persian, Alexandrian Greek, Late Achaemenid Persians, The Successors, Indian.

The Rise of Rome – pages 98-113

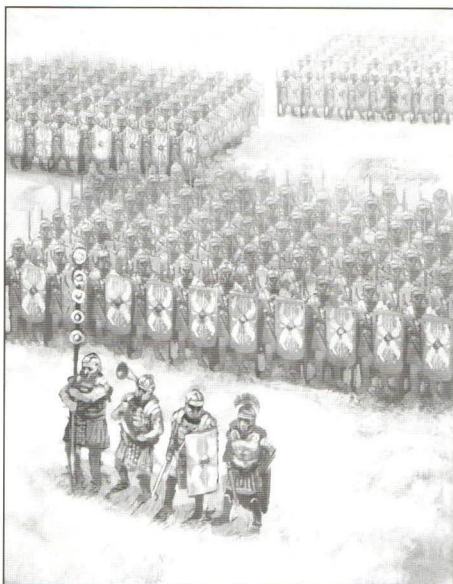
Republican Rome, Imperial Roman, Carthaginian, Gallic, German, Britons, Dacian, Parthian.

The Dark Ages – pages 114-123

Sassanid Persian, Late Roman, Early Byzantine, Hun, Anglo-Saxon, Norse, Norman.

The lists are not intended to be accurate representations of particular armies that fought in any actual battle. Nor do they necessarily encompass every permutation that might be considered feasible for that army over a broad historical period. The lists are representative selections of troops that may be thought of as typical or characteristic of that army.

For those who prefer to create their own lists, perhaps to represent different armies or specific armies for a particular historical battle, we have included a list of the standard troop types and points values in Appendix 1.



Each army is represented by a distinct list. Each list describes the troops and commanders that army can include. The list itself takes the form of a chart with the troops listed down the left hand side and information ('stats') presented in columns to the right. If special rules apply to specific units, these are indicated in the right hand column and described in the Special Rules section at the end of the army lists.



The power of the phalanx and shock cavalry

THE STAT LINE

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Legions	Infantry	3	–	3	5+	–	3	4/–	80	*1

Troop. Name or broad type of the unit – eg, Hoplites, Legions, Immortals, etc.

Type. This describes the type of troop unit or commander stand: Infantry, Cavalry, Chariot, Elephant, Artillery, General, Leader, or Subordinate

Attack. The base number of dice rolled in combat by each stand in the unit.

Range. The range of any shooting attack where appropriate.

Hits. The number of hits the unit can suffer before one stand is removed.

Armour. The dice score required to avoid a hit on the unit. A dash (–) indicates the unit has no armour.

Command. The Command value of a General, Leader, or Subordinate.

Unit Size. The number of stands in the unit (usually 3).

Min/Max. This value is used to delimit the units and commanders that can be chosen for the army.

Points. The points value of a unit of that type.

Note. This is just a space left to indicate special rules that might apply.

STANDS

Commanders are always based on round stands between 20mm and 30mm across. If commanders ride elephants or chariots that are too large to fit on a 30mm stand then they can be mounted onto a larger round stand, but in this case all measurements must be made from the centre of the stand or from a specific part of the model.

All troop units apart from four-horse heavy and scythed chariots are based on 40mm by 20mm stands – some types of troops are mounted to face the long edge and some the short edge.

Elephants and chariots (other than four-horse chariots) are mounted to face the short (20mm) edge.

Infantry are mounted facing the long (40mm) edge apart from phalanx units, which are mounted to face the short (20mm) edge. This is shown in the army lists with an appropriate special rule.

Cavalry are mounted facing the long (40mm) edge apart from the heavier 'shock' types, these can be mounted to face the short (20mm) edge or long edge (40mm) as the player wishes. This is shown in the army lists with the appropriate special rule.

Artillery models are mounted facing the long (40mm) or short (20mm) edge as the player wishes. Artillery is so poor in combat that base size is not important and it is preferable that the models are simply placed on the stands in a manner that fits.

Four-horse heavy and scythed chariots are an exception to the normal basing rules. They are mounted onto a stand 40mm x 40mm – effectively two stands fixed side by side. This is simply because heavy chariots are too large to fit onto a regular sized stand. See the special rule for heavy chariots.

The actual number of models used per stand is not important other than as a visual representation of the unit. Obviously, Roman legionaries look best in massed ranks – skirmishers look best if a few are scattered over the stand – but there is no requirement that stands have a certain number of models nor that every stand has the same. However, it is important that it is readily apparent which way the stand is 'facing' – so models must be arranged with this in mind.

See the Appendices for notes on adapting stand sizes to fit conventions for existing armies and different scale miniatures p138.



*The might
of Rome.*

EGYPTIAN

This is the army of the Egyptian New Kingdom at the time of **Ramesses II** and the **Battle of Kadesh**. It's also a good representation of the armies of the pharaohs of the 19th and 20th dynasties in general. This was the time of the great warrior pharaohs whose public monuments survive, in some cases, to this day as a testament of their conquests.

As with all early armies, the infantry are relatively vulnerable, lacking protective armour of any substance, but the Egyptian army does at least include the **Marines** with their extra fighting abilities. The archers are the most potent part of the infantry. Mercenaries and skirmishers are also available, the former representing allied or mercenary units. There are also chariot runners who are able to keep pace with the chariotry. The chariots themselves form the army's main strike force and substitute for cavalry in later armies.

TACTICS

Any plan should concentrate on archers and chariots – the archers to disrupt enemy formations and keep powerful foes at a distance, whilst the chariots make a potent strike force that has significant shooting ability too. How you use the infantry will depend upon your enemy – with their lack of protection they are vulnerable to attack by chariots, cavalry or even other infantry, but they are numerous. The more aggressive mercenary units can be useful once the enemy is close – but their command penalty makes them hard to move in an army that tends to be stretched for command because of its numbers.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Infantry	Infantry	3	–	3	–	–	3	2/–	35	–
Archers	Infantry	2	30	3	–	–	3	4/–	40	–
Marines	Infantry	4	15	3	–	–	3	–/1	50	–
Mercenaries	Infantry	3	–	3	–	–	3	–/4	25	*1, 2
Skirmishers	Infantry	1	15	3	–	–	3	–/4	20	*1, 2, 3
Chariot Runners	Infantry	2	15	3	–	–	3	–/2	40	*4, 3
Chariots	Chariots	2	15	3	6+	–	3	1 / –	80	*3
General	General	+2	–	–	–	9	1	1	125	–
Leader	Leader	+1	–	–	–	8	1	–/2	80	–
Upgrades										
Chariot	Mount	+1	–	–	–	–	1	–/2	+10	*5
Rameses	General	+2	–	–	–	9	1	–/1	+10	*6

Infantry. Egyptian infantry wearing no armour – or linen armour – with shields and hand weapons such as maces or swords. Some units would also carry spears to hurl as the ranks closed.

Archers. Egyptian bowmen carrying bows and hand weapons but unarmoured or wearing only linen armour.

Marines. The best and most versatile of the Egyptian troops – as well as shields and suitable hand weapons, Marines carried a mixture of bows and javelins to use at a distance.

Mercenaries. As Egypt's domains expanded, various subject and tributary peoples were drafted in as allies or employed as mercenaries – these would normally be armed with javelins and shields such as Sherden, various Sea Peoples and Syrians.

Skirmishers. These could be lightly armed Egyptians or allies, but more likely Nubians, Libyans or troops from the desert tribes. They could have javelins, bows or a mixture of both.

Chariot Runners. Chariot runners are armed with javelins and shields and trained to operate in support of the charioteers.

Cavalry. Cavalry were not really fighting troops at this time but the Egyptians used them in small numbers as messengers and scouts – this unit represents such a mounted group.

Chariots. Egyptian chariots were light vehicles pulled by two horses and carrying two men – a driver and a warrior armed with a bow and javelins.

SPECIAL RULES

*1 Warband

*2 Unreliable

*3 Skirmish

*4 Chariot Runners.

*5 Upgrade Chariot Mount for Command stands.

*6 Upgrade General to **Rameses**. If the General is **Rameses**, ignore the -1 Command penalty for unreliable troops when **Rameses** is within 20cm of the unit.

HITTITE

The Hittites were one of the most powerful states in the ancient Near East during the latter part of the second millennium BC. The heart of the Hittite Kingdom lay in central Anatolia and its influence extended as far as the Greek cities of the west and southwards into Syria and Phoenicia. This is the army that fought against the power of Egypt to establish dominion over the lands of Phoenicia and Canaan – the army that gave Rameses II a bloody nose at Kadesh!

The Hittite army is typical of its era in that it consists of a large number of infantry and a strong force of chariots. Infantry are little more than militia, almost universally unarmoured spearmen with shields, but supported by a few archers and javelin armed Asiatics. Chariot runners provide an interesting variation of the standard infantry type and can keep up with the chariots themselves.

TACTICS

Chariots fulfil the role of cavalry in most other armies and it is perhaps beneficial to think of the Hittites as a 'horde' – masses of cheap if indifferent infantry and chariots in lieu of cavalry. Low points values will often mean the Hittites outnumber their opponents, in which case it is worth attempting to work round the enemy's flank using a mix of chariots and chariot runners. The large number of accompanying infantry are best kept back unless fighting troops of comparable quality – but the archers, skirmishers and Asiatics offer the opportunity to take and hold dense terrain.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Infantry	Infantry	3	–	3	–	–	3	4/–	35	–
Archers	Infantry	2	30	3	–	–	3	2/–	40	–
Guard	Infantry	4	–	3	–	–	3	–/1	45	–
Asiatics	Infantry	2	15	3	–	–	3	2/–	35	–
Skirmishers	Infantry	1	15	3	–	–	3	–/4	30	*1
Chariot Runners	Infantry	2	15	3	–	–	3	–/2	40	*2, 1
Chariots	Chariots	2	15	3	6+	–	3	1/–	80	*1
General	General	+2	–	–	–	9	1	1	125	–
Leader	Leader	+1	–	–	–	8	1	–/2	80	–
Upgrades										
Chariot	Mount	+1	–	–	–	–	1	–/4	+10	*3
Portents	Re-roll General's Command	–	–	–	–	–	1	–	+10	*4

Infantry. Hittite and subject troops raised from the cities of Anatolia, Hurrians from the former lands of Mitanni, and northern Syrians – all armed with spears and carrying shields.

Archers. Syrian or Hurrian archers.

Guard. These represent the best troops of any of the city states in the Hittite empire but specifically those depicted in the well known carvings from Carchemish.

Asiatics. Phoenicians, Canaanites and some Syrians fought with a mixture of bows and javelins – Phoenicians favoured this style of warfare in particular because they were accustomed more to fighting at sea than on land. These have been given Light Infantry stats but without the skirmishing ability.

Skirmishers. Native Anatolians or troops from any of the wilder parts of the empire – including desert nomads or bandits such as the Habiru or Aramaeans. These can be javelin armed (and most would be) but can also include units of bowmen or slingers.

Chariot Runners. Javelin armed troops who would fight with the chariots – hitching a ride or running alongside.

Chariots. Hittite chariots were light two-man vehicles pulled by two horses – basically the same model used by all contemporary armies. The crewman would carry a spear or javelins.

SPECIAL RULES

*1 Skirmish

*2 Chariot Runners

*3 Upgrade Chariot Mount for Command stands.

*4 Portents – The player can take the portents before the battle. This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful the order is issued and the General can continue giving further orders if you wish.

ASSYRIAN

This is the army of the late Assyrian period – the age of Assyria's greatest power and influence – roughly from the mid-eighth century BC to the fall of Ninevah in 612 BC. As such it covers the armies of the conquering King Tiglath-Pileser III, Sargon II and his successors, and the last of the great Assyrian kings, Ashurbanipal. During this period of about 150 years, the Assyrians fought constantly against their neighbours – earning a reputation for determined ruthlessness that dogs them to this day.

The army is represented by good quality infantry – the guard and standing forces – primarily by spear armed infantry and foot archers. They are backed up by skirmishers capable of operating over rough or wooded territory. The Assyrians were amongst the first to have fighting cavalry and for this reason their chariots became

more specialised – evolving into heavy chariots pulled by four horses. These are the most deadly fighting units in the army.

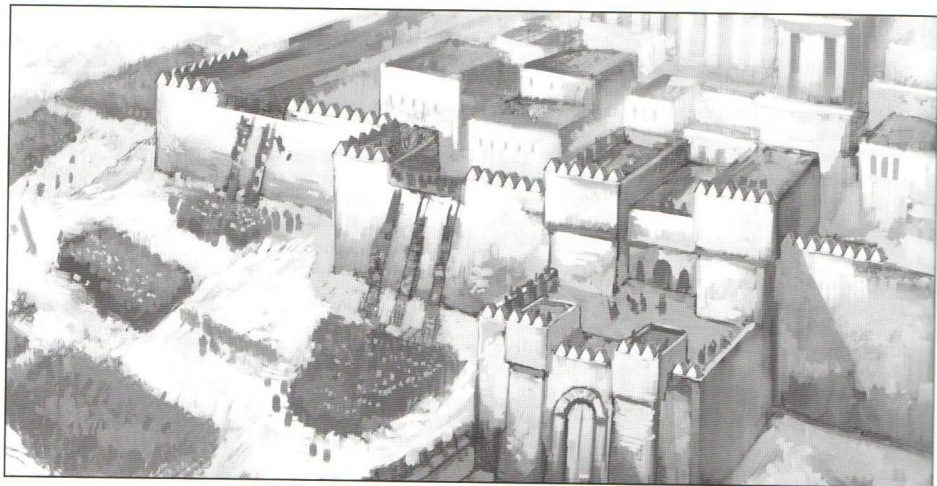
TACTICS

The Assyrian general stands at a crossroads in history – against a more developed army his infantry look decidedly ordinary whilst his cavalry are relatively weak – against earlier and contemporary armies these same troops are vastly superior to those of his enemies. What makes the army unique is its heavy chariots – available in some number and fulfilling the role of shock cavalry in later armies. Though it is tempting to throw these forward, it is more effective to use your archers to discomfort the foe and force him into an early attack – then use the chariots and cavalry for a decisive counter move.



Above: Assyrian Heavy Chariots on 40mm x 40mm bases.

Below: The Assyrians were infamous for siege warfare.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Spearman	Infantry	3	–	3	5+	–	3	2/–	60	–
Bowmen	Infantry	2	30	3	6+	–	3	2/–	50	–
Sab Shari Archer	Infantry	2	30	3	–	–	3	–/–	40	–
Sab Shari Spear	Infantry	3	–	3	–	–	3	–/–	35	–
Skirmishers	Infantry	1	15	3	–	–	3	–/–	30	*1
Cavalry	Cavalry	2	15	3	6+	–	3	–/2	60	*1
Chariots	Chariots	4	15	4	5+	–	3	1/4	135	*2
General	General	+2	–	–	–	9	1	1	125	–
Turtan	Leader	+1	–	–	–	8	1	–/2	80	–
Chariot	Mount	+1	–	–	–	–	1	–/4	+10	*3
Upgrades										
Ashurbanipal	General	+2	–	–	–	9	1	–/1	} +15	*4
Qurubiti Spear	Infantry	4	–	3	5+	–	3	1		*5
Qurubuti Bow	Infantry	3	30	3	6+	–	3	1	+30	*5
Qurubuti Cav.	Cavalry	3	15	3	6+	–	3	1		*1, 5

Spearman. The Assyrian standing army was formed of infantry equipped with armour, helmets, shields, and spears. They were native Assyrians and this standing army was known as the Kisir Sharruti (roughly King's men).

Bowmen. As well as spearman, the Kisir Sharruti standing army also included archers – these were armoured in the same way as the spearman.

Sab Shari Archers. These are poorer quality troops – part of the Sab Shari or militia. These troops would often be recruited from amongst the local subjects people or they could be mercenaries. They are dressed similarly to the standing army but lack armour.

Sab Shari Spearmen. These are militia spearmen equipped as the standing army but without armour.

Skirmishers. This includes all local tribal and mercenary skirmishing infantry – commonly javelin armed such as Arameans, Uratians, and Judeans, but possibly sling or bow armed such as Elamites.

Cavalry. The cavalry are part of the standing army and equipped with armour, helmets and spears or bows like the infantry. We assume the cavalry units fight as a mixture of troops – some with spears and some with bows and have given them a stat for mixed armed light cavalry.

Heavy Chariots. Four-horse heavy chariots and crew of four men – armed with a mix of bows, spears & javelins.

SPECIAL RULES

*1 Skirmish

*2 Heavy Chariots

*3 Upgrade Chariot Mount for Command stands (two- or four-horse).

*4 Upgrade General to Ashurbanipal. If your General is Ashurbanipal, he carries the divine favour of Assur and the supreme confidence of his warriors! Once in each turn, Assur can intervene in any one combat engagement as follows. When the Assyrians roll for attacks, the Assyrian player can immediately declare an intervention and re-roll one dice again – picking out a miss and re-rolling it. Only one intervention is allowed in each turn – blessed is the generosity of Assur!

*5 Upgrade one unit of Spearman, one unit of Bowmen, and one unit of cavalry to King's Guard or Qurubiti ('heroes') with stats as shown. The upgrade costs 30 points for all three, if one or more type is not available to upgrade then the cost is the same but the player can still upgrade the types that are present. Only one unit of each type can be upgraded regardless of the size of the army.

HOMERIC GREEK/TROJAN

This is an Aegean army of the late Bronze Age – it might equally well represent either Greeks or Trojans of the Iliad – indeed it is uncertain whether the Trojans were ethnically Greek themselves in an age where Greek speaking tribes were spreading throughout Ionia and the western Mediterranean. Although it's impossible for anyone to be sure exactly when the events described by Homer occurred, a date some short time before the reign of Pharaoh Rameses II is not an unreasonable guess. We have therefore made this army a near contemporary of the Hittite and Egyptian armies that fought at the Battle of Kadesh.

The army is typical of its time in that it comprises a mix of infantry and chariots. The infantry are reasonable troops, supported by archers and skirmishers. The chariots are comparable to other Near Eastern chariots of the period.

TACTICS

With little variety in troop choice the force is reliant upon its chariots – but these are good all round fighting vehicles and dangerous on the charge like all narrow based stands. The infantry are good enough to hold defended positions and the archers are useful for keeping the enemy at bay and sowing confusion. Like all low points value armies, it will be a large one – but it has more than the usual number of leaders available to take care of all those units.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Infantry	Infantry	3	–	3	6+	–	3	6/–	45	–
Archers	Infantry	2	30	3	–	–	3	–/4	40	–
Skirmishers	Infantry	1	15	3	–	–	3	–/6	30	*1
Chariots	Chariots	2	15	3	6+	–	3	1 / –	80	*1
General	General	+2	–	–	–	9	1	1	125	–
Leader	Subordinate	+1	–	–	–	8	1	–/4	40	–
Upgrades										
Chariot	Mount	+1	–	–	–	–	1	–/2	+10	*2
Hero	Subordinate	+3	–	–	–	8	1	–/1	+10	*3

Infantry. These are the Greek troops or Trojan contingents that spend most of their time standing at the back whilst the heroes get on with the serious business of fighting! They are armed with long spears and large shields and most wear a helmet of some kind too.

Archers. These represent bow equipped units probably comprising allied units rather than native Greeks.

Skirmishers. These represent youths or grooms, or allied tribes, armed with weapons such as javelins, slings, or rocks.

Chariots. These are two-horse chariots with driver and heroic warrior armed with a spear and javelins or bow.

SPECIAL RULES

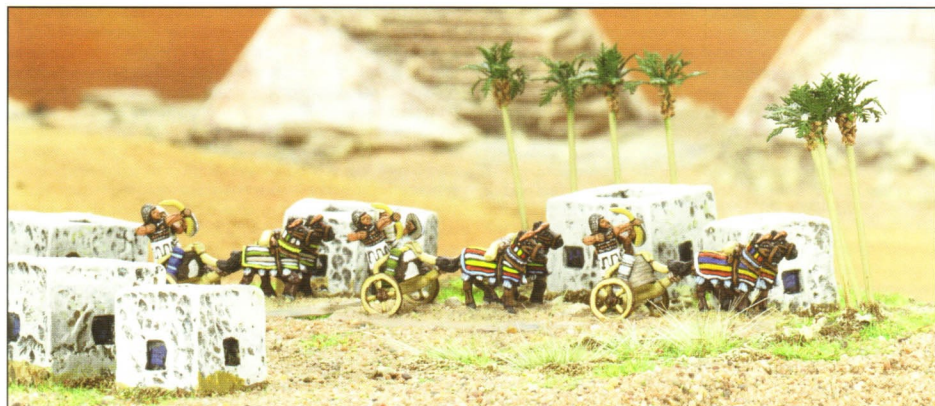
*1 Skirmish

*2 Upgrade Chariot Mount for Command stands.

*3 Upgrade up to 1 subordinate per 1,000 points to a hero such as Achilles, Odysseus, or Ajax at a cost of +10 points each. A hero stand adds +3 Attacks when fighting with a unit as opposed to +1.



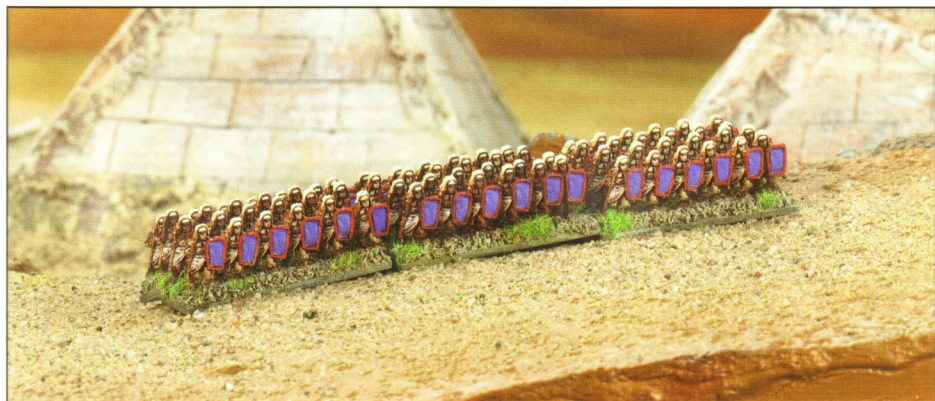
CHARIOT WARS



Egyptian chariots pass through a small settlement.



Egyptian archers



Egyptian spearmen

GREEK

When we think of Greek armies, the first image that springs to mind is that of Leonidas and the 300 Spartans; of the great battles of Marathon, Thermopylae and Salamis. This list represents that classic Greek army of the early fifth centuries BC. Aside from famously repelling Persian hordes, the Greeks spent much of their energies founding colonies and fighting each other. The city states of Athens, Corinth, Thebes and Sparta were great rivals. Greek armies were very much moulded by the mountainous land they lived in. The most important and most numerous part of the army is the citizen Hoplite – this list has the Hoplite at the peak of his power. Later as the 5th Century wore on and the Greeks took to fighting amongst themselves, the citizen armies were eventually supplanted by professional soldiers and mercenaries.

The heavily armoured spear armed hoplite is the mainstay of the army and provides a solid core of steady infantry. An elite of 'Sacred Band' helps to give some extra fighting ability to the line. The term Sacred Band is most famously associated with the Thebans, but other cities had a similarly experienced core of elite troops. The citizen hoplites are supported by archers (rare in Greece) and skirmishing infantry, the latter would be mostly javelin armed but might also include

slings and even servants or grooms who would throw stones at the enemy. Greek cavalry were neither numerous or especially good – the best Greek cavalry came from the north and west – but the available few will help to protect flanks or follow up on weakened enemy. Most are skirmishers armed with javelins.

TACTICS

The Greek army is somewhat limited by its overwhelming reliance on infantry – scarce wonder that the battles of the Persian wars took place in restricted passes or along narrow coasts where the enemy had little chance of moving cavalry around the flanks. As in those distant times, today's Greek general will have to give some attention to covering his flanks; the best option being to rest them upon an impassable feature such as water, mountains, forests or the table edge (an option denied to our historical counterparts). As an infantry force, terrain is important; if you can occupy high ground and dense terrain then it is possible to launch attacks from a good defensive position. With few cavalry to call upon, it is hard to score a decisive victory with a Greek army – against a mounted force all the more so – so it is important not to get tied down in a prolonged cavalry versus cavalry combat.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Sacred Band	Infantry	4	–	3	5+	–	3	–/1	70	–
Hoplites	Infantry	3	–	3	5+	–	3	8/–	60	–
Archers	Infantry	2	30	3	–	–	3	–/1	40	–
Skirmishers	Infantry	1	15	3	–	–	3	–/6	30	*1
Noble Cavalry	Cavalry	3	–	3	5+	–	3	–/1	80	–
Mounted Skirmishers	Cavalry	1	15	3	–	–	3	–/2	40	*1
General	General	+2	–	–	–	9	1	1	125	–
Leader	Leader	+1	–	–	–	8	1	–/2	80	–
Upgrades										
Leonidas	General	+3	–	–	–	9	1	1	+20	*2
Spartan Bodyguard	Infantry	4	–	4	5+	–	3	1	+10	*3

Sacred Band. Veteran or highly motivated Hoplites such as the Theban Sacred Band – armed and armoured as other Hoplites.

Hoplites. The standard Greek armoured warrior – wearing bronze or reinforced linen armour and helmet, carrying a large round shield and long spear.

Archers. Archers were rare in Greece but Cretans were famous archers and often fought as mercenaries – Athens, ever the most affluent of Greek states, maintained a body of professional archers.

Skirmishers. Troops armed with javelins and slings with or without a small shield for protection.

Noble Cavalry. Greek citizens of a certain status were obliged to serve as Hoplites but the wealthiest of all served as cavalry – horses being rare and expensive if somewhat ill-bred creatures. This unit represents these troops – such as the nobility of Athens. Armoured in bronze helmets and body armour, but lacking shields, they carried light spears or javelins.

Mounted Skirmishers. Riders armed only with javelins – Thessaly in the less mountainous north-west of Greece was famous for its horses and provided the model for the type of very light cavalry known as Thessalian.

SPECIAL RULES

***1 Skirmish**

***2 Upgrade to Leonidas** – If the General is upgraded to Leonidas, any unit he fights gains the benefit of his additional Attack bonus. In addition, the unit he fights with is so determined to fight to the last that its Armour value if improved by 1 – thus Hoplites become 4+ and troops with no armour become 6+ for example.

***3 Upgrade one unit of Sacred Band to Spartan Bodyguard** with stats as shown. Only one unit can be upgraded regardless of the size of the army.

ACHAEMENID PERSIAN

This is the classic army of ancient Persia at the time of the wars against the Greeks and represents the Persians at the height of their power. The Persian domains stretched from the Indus in the east to Egypt in the west and the army that invaded Greece supposedly included contingents from them all. The Persians already controlled the Ionic Greek cities and mainland Greece looked like an obvious extension to the Empire. As we all know it was not to be – but Athens was twice burned and her population dispersed and it was only by the narrowest of margins that the invaders were repelled.

Any budding Darius or Xerxes will find a varied and colourful army under his command. Both Persian Infantry and Immortals combine bowmen and close combat fighters. The

Subject Infantry make up the numbers. These are supported by archers and skirmishers. The cavalry are also varied – with heavies and light and Scythian horse archers.

TACTICS

Historically, the Persians would harass Greek infantry with their cavalry whilst infantry would prefer to stand their ground and shoot. Against a static and largely missile-free army such as the Greeks this is perfectly effective – keeping the heavier cavalry in reserve until the enemy's formations have been broken up a little. Against a more mobile enemy shooting is still the key to victory – fortunately there is plenty of it.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Persian Infantry	Infantry	2	30	3	6+	–	3	4/–	50	–
Subject Infantry	Infantry	3	–	3	–	–	3	–/–	25	*1
Subject Greeks	Infantry	3	–	3	5+	–	3	–/2	50	*1
Archers	Infantry	2	30	3	–	–	3	–/6	40	–
Skirmishers	Infantry	1	15	3	–	–	3	–/–	30	*2
Heavy Cavalry	Cavalry	3	–	3	5+	–	3	–/2	80	–
Light Cavalry	Cavalry	2	15	3	6+	–	3	–/4	60	*2
Scythians	Cavalry	1	30	3	–	–	3	–/2	60	*2
Chariots	Chariots	2	15	3	6+	–	3	–/1	80	*2
General	General	+2	–	–	–	9	1	1	125	–
Leader	Leader	+1	–	–	–	8	1	–/2	80	–
Upgrades										
Chariot	Mount	+1	–	–	–	–	1	–/1	+10	*3
Xerxes	General	+2	–	–	–	9	1	–/1	+25	*4
Immortals	Infantry	3	30	3	6+	–	3	1	+10	*5

Persian Infantry. Mede or Persian units armed with bows and spears. They wear some light armour, and carry shields. The best of the Persians were the guard units known as the Immortals – but even they were to prove no match for the ferocity of the heavily armed Greeks.

Subject Infantry. Any of the close quarter fighting troops from the various contingents – including Assyrian, Chaldean, Phoenician, Indian and Egyptians. These are mostly unarmoured troops, or lightly armoured at best, some with shields. They are armed with spears or javelins.

Subject Greeks. These are Ionian or Lydian Hoplites or troops from the northern of Greece that made common cause with the Persians. Identical to other Greek Hoplites and well armoured with large round shield & long spear.

Archers. Persian, Assyrian, Chaldean, or Bactrian archers – the better quality of the bow armed units and probably similar to Medes in appearance.

Skirmishers. Including the various tribal factions of bow or javelin armed troops, eg. Ethiopians, Libyans & Arabs.

Heavy Cavalry. Persian or Median heavy cavalry – armoured but without shields and armed with javelins.

Light Cavalry. Bactrian, Thessalian or Greek cavalry – less well armoured than the above, principally armed with javelins.

Scythians. Scythian light cavalry armed with bows – Scythians, an indo-european nomadic people, were the best horsemen of the age – their marksmanship was legendary.

Chariots. Libyan or Indian chariots from contingents of the far corners of the Persian Empire – drawn by two horses with crews with javelins and/or bows.

SPECIAL RULES

*1 Unreliable. In addition, Subject Greeks can only be brigaded with other Subject Greeks.

*2 Skirmish

*3 Upgrade to mount General only on chariot

*4 Upgrade General to Xerxes – Xerxes can demand supplication from his enemy before the battle! As the Persians advanced through Greece, many cities swore fealty to the Persians rather than be destroyed, whilst still others wavered even in the heat of battle itself. Before the game, the Persian player rolls a D6 and deducts 2 down to a minimum score of 1. This indicates the number of enemy units that are affected (between 1 and 4). These units are considered to be Unreliable until such time as one core Persian unit has been destroyed. The opposing player chooses which of his own units are affected – these must be units that are not normally Unreliable.

*5 Upgrade one unit of Persian infantry to Immortals with stats as shown. The Immortals are the picked guard unit of the Persian army – the best troops in the whole empire. Only one unit can be upgraded no matter the army size.

ALEXANDRIAN GREEK

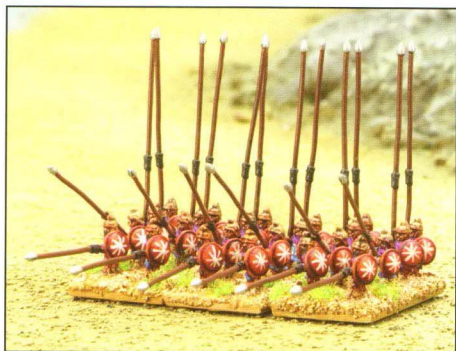
This is the army that Alexander the Great marched from Macedonia to India conquering the Persian Empire along the way. In truth, the Macedonian army never existed in this form for very long. The development of the phalanx and a hard-hitting cavalry elite were undertaken by Alexander's father Phillip, but by the time of Alexander's death, and possibly before, the army had already started to change and become less 'Greek' in character. Here we have the army of Granicus and Issus – the army that took on and defeated the Persians and planted the seeds of Hellenic culture in the near east.

The phalanx is the most important part of the army and makes up a relatively large portion of it. This can be supplemented by lighter troops. Macedonian cavalry were unusually aggressive and hard-hitting for their time; they were armed with stout spears ideally suited for riding against other cavalry. Some may have been armed with even longer spears carried in two hands. They are

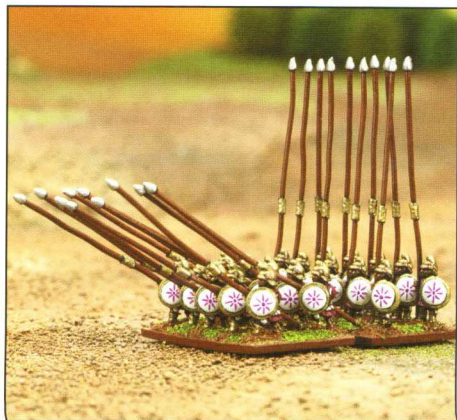
accompanied by light skirmishing cavalry. Alexander always preferred to lead from the front and was wounded on more than one occasion as a result. That he died so young should come as no surprise – that he lived so long seems miraculous given his taste for heroics.

TACTICS

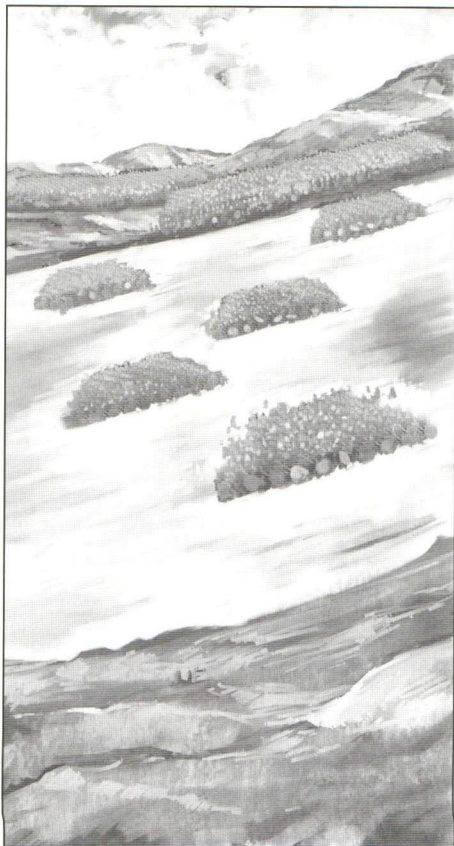
The classic Macedonian approach is to fix the enemy in place with the phalanx and deliver the killing blow with the cavalry. In practice, the small frontage of the phalanx means you will often find your own lines overlapped by those of the enemy. A more predictable plan is to use the phalanx to engage and destroy the main enemy forces and keep the cavalry back to protect flanks until the battle is almost won. The phalanx is a formidable opponent because of the concentration of attacks, but needs to be backed up by light troops and skirmishers to prevent the enemy falling on its flanks.



Examples of phalanx.



A phalanx on a 40mm frontage as described in Appendix 2.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Guard Phalanx	Infantry	3	–	3	5+	–	3	–/1	70	*1
Phalanx	Infantry	3	–	3	6+	–	3	4/–	60	*1
Greek Hoplite	Infantry	3	–	3	5+	–	3	–/–	50	*2
Light Infantry	Infantry	2	15	3	–	–	3	–/4	40	*3
Archers	Infantry	2	30	3	–	–	3	–/2	40	–
Skirmishers	Infantry	1	15	3	–	–	3	–/4	30	*3
Cavalry	Cavalry	3	–	3	5+	–	3	1/2	110	*4
Mounted Skirmishers	Cavalry	1	15	3	–	–	3	–/2	40	*3
General	General	+2	–	–	–	9	1	1	125	–
Leader	Leader	+1	–	–	–	8	1	–/2	80	–
Upgrades										
Alexander	General	+2	–	–	–	9	1	1	+25	*5
Companions	Cavalry	4	–	3	5+	–	3	1	+10	*4, 6

Guard Phalanx. The Macedonian army included a number of elite regiments usually identified by the colour of their shields – eg. Silver Shields. These regiments are represented here as guards.

Phalanx. The standard Macedonian phalangites or pikemen – carrying a small shield strapped to the forearm and wearing linen armour.

Greek Hoplites. Hoplites still formed the armies of the Greek cities conquered by the Macedonians as well as Greek mercenary forces. They were employed by Alexander during the early phase of his invasion of Persia. In part, they were tributary troops and were often reduced to garrison duties. They have been given 'Unreliable' status to reflect this.

Light Infantry. These represent the contemporary Greek or Thracian peltast armed with javelins, spears, and relatively large shields. Macedonians could also be armed in a similar way – possibly as specific regiments of lightly armed troops but also troops of the phalanx re-armed as occasion demanded.

Archers. Likely to be Cretans – later on, Alexander absorbed Syrian and Persian archers into his armies.

Skirmishers. Usual Hellenistic type armed with javelins and small shield.

Cavalry. The Macedonian cavalry was built up by Alexander's father – helmets, body armour, swords and stout spears – equipped and trained to take part in close combat.

Mounted Skirmishers. The usual Hellenistic types – Thessalians or Thracians armed with javelins or light spears.

SPECIAL RULES

*1 Phalanx

*2 Unreliable

*3 Skirmish

*4 Shock cavalry

*5 Upgrade to play General as Alexander. If Alexander joins a unit it causes *terror* in the enemy.

*6 Upgrade one unit of Cavalry to Companion Cavalry – the best of the Macedonian cavalry – itself the best of the army. Companions have stats as shown. Only one unit can be upgraded to Companions regardless of the size of the army.



LATE ACHAEMENID PERSIANS

As the 4th Century BC wore on, the once great Persian Empire became increasingly weakened by internal warfare and rebellion. In the west, Greek mercenaries came to be the standard and most reliable infantry – as described by Xenophon in the *Anabasis*. By the time of Alexander's invasion, the Persian Empire was fragile and all too ready to tumble – its armies past their best and characterised by quantity rather than quality. This list represents the army of the late 4th Century BC – the army of Darius that had the great misfortune to find itself pitted against Alexander and his Macedonians.

The army has some good cavalry but poor infantry – the best of which are Greek mercenaries. We have counted the Greeks as unreliable to reflect their lack of confidence in Persian fortunes, rather than any incompetence on their part; in fact, the Greeks were well disciplined compared to the mass of Persian infantry. The actual Persian infantry are poor fighters but include plenty of missile capability and skirmishers – so they can back up the cavalry effectively. The cavalry are the best of the

Persian troops but still fight in a rather old-fashioned 'hit-and-run' fashion for the most part. The army also includes scythed chariots and elephants. These are colourful and entertaining options as well as reasonably effective given favourable circumstance. Of Persian generals, we can only say avoid combat – for like Darius they have little appetite for it!

TACTICS

The most effective troops are the cavalry and against most armies these can be used with confidence. Against later armies that include their own shock cavalry, the Persians are disadvantaged, and in this situation it is tempting to fall back on the shooting power of the infantry. The Scythians are especially useful for long range shooting combined with speed and flexibility. Scythed chariots are potentially the most dangerous part of the army when committed alongside other more durable troops. Elephants – if unpredictable beasts – are also useful when accompanied up by steadier units.



All the models in this photo were sculpted and painted by Colin Grayson.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Greek Hoplites	Infantry	3	–	3	5+	–	3	–/–	50	*1
Persian Infantry	Infantry	3	–	3	6+	–	3	–/4	45	–
Subject Infantry	Infantry	3	–	3	–	–	3	2/–	25	*1
Archers	Infantry	2	30	3	–	–	3	–/6	40	–
Skirmishers	Infantry	1	15	3	–	–	3	–/6	30	*2
Heavy Cavalry	Cavalry	3	–	3	5+	–	3	–/4	80	–
Light Cavalry	Cavalry	2	15	3	6+	–	3	2/6	60	*2
Mounted Skirmishers	Cavalry	1	15	3	–	–	3	–/6	40	*2
Scythians	Cavalry	1	30	3	–	–	3	–/1	60	*2
Scythed Chariot	Chariot	4	–	3	5+	–	1	–/1	50	*3
Elephant	Elephant	4	15	4	5+	–	3	–/1	200	*4
General	General	+0	–	–	–	9	1	1	115	–
Leader	Leader	+1	–	–	–	8	1	–/2	80	–
Upgrades										
Chariot	Mount	+1	–	–	–	–	1	–/1	+10	*5
Portents	Re-roll General's Command	–	–	–	–	–	–	1	+10	*6

Greek Hoplites. Still the best close quarter fighters of the age but soon to be supplanted by Macedonian style pikemen. The heaviest Greek mercenaries fought in this way with body armour, large round shields, and long spears.

Persian Infantry. The Persian foot are a levy rather than professional soldiers and are armed with both spear and bow – and carry a large shield.

Subject Infantry. Levies from the far-flung satraps of the Persian empire, variously and irregularly armed with spears, bows or javelins. They wear no armour though some may have shields. They are largely untrained and undisciplined – brought along to make up the numbers. They have been given 'unreliable' status to reflect this.

Archers. Persian, Syrian, Armenian or other archers – not really equipped to fight at close quarters and probably not expecting to do so!

Skirmishers. Skirmishers armed with javelins or slings and small shields – could be Persian or Greek.

Heavy Cavalry. These are the core retainers of the Persian/Median nobles – riders with armour and carrying spears and swords. They are the only Persian cavalry who fight as 'shock' cavalry – ie, on a narrow frontage.

Light Cavalry. The mass of Persian cavalry are equipped in a similar fashion to the Heavy Cavalry, if somewhat less lavishly, but continue to fight in a slightly old fashioned manner by continuous close range harassment rather than a solid charge.

Mounted Skirmishers. These are unarmoured Persians, Medes, or subject peoples armed with javelins.

Scythians. Mounted bowmen – possibly the best cavalry of the ancient world.

Heavy Chariots. Chariots were used to try to break up enemy formations – not always with much success! Rather than a fighting crew, chariots would have a single driver whose task was to ram straight into the enemy as fast as possible with fatal consequences for all concerned.

Elephants. The Persians did not enjoy much success with their elephants which were inclined to stampede and run amuck amongst their own troops – players may have more luck.

SPECIAL RULES

*1 Unreliable

*2 Skirmish

*3 Scythed Chariot

*4 Elephant

*5 Upgrade to mount General on chariot.

*6 Portents – The player can take the portents before the battle. This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful the order is issued and the General can continue giving further orders if you wish.

THE SUCCESSORS

After Alexander's death, his newly won empire was divided between his generals – the Successors – and this arrangement was to last for the next three centuries spreading Hellenic culture through the Near East. The Successor Kingdoms fought and allied with each other over the centuries, but their dominance endured until it was eclipsed by the growing power of Rome. This list represents the armies of the Successors in their heyday of the 3rd Century BC – though it is modelled on the Seleucid army, all were patterned in much the same way. The Seleucids – the descendants of Seleucius Alexander's most successful general – ruled over the heartlands of

Persia – the other major powers were Syria (the Kingdom of Antiochus) and Egypt (Ptolemy). Macedon itself endured a succession of rulers but remained a power in the West until conquered by the Romans.

The core of the army is the phalanx, as in Alexander's time, and this is ably augmented by light infantry, archers and skirmishers. To this is added a variety of cavalry that offers considerable choice – cataphracts (very heavily armoured cavalry) and heavy cavalry are battle-winning troops alone. To them we may further add exotica in the form of camels, elephants, and even heavy chariots. Except in very large forces, it is difficult to make full use of this variety – but the choice does allow the army to be tailored very easily. Leadership of Successor armies is capable, as you would expect from nations ruled by military castes.

TACTICS

The emphasis on the phalanx will dictate your tactics to an extent and in a similar way to that of Alexander's own army – so be mindful of your shortened frontage compared to other infantry armies. The options for powerful cavalry and good specialist units gives the army a hard-hitting strike force that can sweep away a badly placed foe.



Top: Heavy Cavalry armed with long lances.

Middle: The phalanx, the mainstay of the Alexandrian and Successor armies.

Left: Archers such as these were used in many armies in the classical worlds of Greece and Rome.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Phalanx	Infantry	3	–	3	5+	–	3	4/–	70	*1
Light Infantry	Infantry	2	15	3	–	–	3	–/4	40	*2
Archers	Infantry	2	30	3	–	–	3	–/4	40	–
Skirmishers	Infantry	1	15	3	–	–	3	–/4	30	*2
Cataphracts	Cavalry	4	–	3	4+	–	3	–/1	135	*3, 4
Heavy Cavalry	Cavalry	3	–	3	5+	–	3	–/4	110	*3
Mounted Skirmishers	Cavalry	1	15	3	–	–	3	–/4	40	*2
Camels	Cavalry	1	15	3	6+	–	3	–/1	60	*5, 2
Elephant	Elephant	4	15	4	5+	–	3	–/1	200	*6
Scythed Chariot	Chariot	4	–	3	5+	–	1	–/1	50	*7
General	General	+2	–	–	–	9	1	1	125	–
Leader	Leader	+1	–	–	–	8	1	–/2	80	–
Upgrades										
Pyrrhus	General	+2	–	–	–	9	1	–/1	+25	*8

Phalanx. Core infantry units armed with long pikes (sarissas) well armoured and carrying small shields.

Light Infantry. Aside from the regular phalanx most infantry conformed to the later Peltast type – lightly armoured and carrying a large oval shield, spear, and javelins.

Archers. Bow armed troops – there was a strong tradition of archery in the armies of the Near East and the Successors incorporated such troops into their armies.

Skirmishers. Unarmoured troops armed with slings or javelins and usually carrying a small shield – could include loosely organised archers or even staff-slingers.

Cataphracts. Very heavily armoured cavalry with armoured horses – these would be elite units of the highest calibre.

Heavy Cavalry. These would be very much like Alexander's cavalry but with the addition of a shield which started to be used on horseback at this time – armed with stout spears and armoured with Greek style corselets and helmets.

Mounted Skirmishers. These could be native horsemen – much in the Persian mould – or Greek 'Thessalian' style in the armies of the western Successors. Armed with javelins and unarmoured.

Camels. Arab camel riders armed with bows and long swords – otherwise unarmoured and generally poorly equipped.

Elephant. Elephants were used by those states that had access to them – notably in the east – but all the Successors took pains to add elephants to their resources where they had the opportunity.

Scythed Chariot. Scythed chariots were a feature of the later Persian armies – generally regarded as disposable – and have been included here to represent their continued and occasional use in the east.

SPECIAL RULES

*1 Phalanx

*2 Skirmish

*3 Shock cavalry

*4 Slow

*5 Camels

*6 Elephant

*7 Scythed Chariot

*8 Extra to Upgrade the Army's General to Pyrrhus – he of the Pyrrhic Victory – famed for winning battles but losing men in droves. If Pyrrhus is your General then add 1 to the number of units that must be lost before the army will withdraw. For example – an army of 16 units will normally withdraw once eight units are destroyed – with Pyrrhus as your General the army won't withdraw until nine units are destroyed.

INDIAN

This is the army that fought Alexander and his successors – so 'Indian' is something of a generalisation as the area we are talking about encompasses only the very north-west of the sub-continent. Alexander met and fought more than one Indian kingdom but the most famous was that of King Poros – later to ally himself with the Macedonians. Indian armies appear to have been based upon masses of lightly armed archers and javelinmen – chariots were still used and of course elephants!

The mainstay of Indian armies is the archer – these used very large bows and long arrows and carried a sword by way of a side arm, suggesting they were expected to fight at close quarters too. Swords are described as very long but could also be shorter and leaf-shaped with rounded ends. Some troops substitute the bow for javelins and long narrow shields but also fought as close combat

troops. Skirmishers are available to cope with dense terrain. The cavalry are reasonably numerous but not a strong part of the army. Chariots and elephants give the force a distinctive character – and much of its fighting strength. Leaders can ride chariots or elephants – a colourful addition – and are available in some number to take command of what can be a relatively large army.

TACTICS

With elephants and chariots available in some number, it's tempting to use them as the main stay of any attack – and this can be successful if backed up by other troops. Infantry are weak compared to most armies but massed bowfire can be used to disrupt the enemy and even to destroy entire units if it can be concentrated. Overall, it's an interesting combination of troops and quite different to contemporary European or Near Eastern armies.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Infantry	Infantry	3	–	3	–	–	3	2/–	35	*1
Archers	Infantry	2	30	3	–	–	3	4/–	40	*1
Skirmishers	Infantry	1	15	3	–	–	3	–/3	30	*1, 2
Cavalry	Cavalry	3	–	3	6+	–	3	2/4	70	*1
Chariots	Chariots	2	15	3	6+	–	3	–/3	80	*2
Elephant	Elephant	4	15	4	5+	–	3	–/3	200	*3
General	General	+2	–	–	–	8	1	1	100	–
Leader	Leader	+1	–	–	–	8	1	–/1	80	–
Chieftain	Subordinate	+1	–	–	–	7	1	–/2	30	–
Upgrades										
Chariot	Mount	+1	–	–	–	–	1	–/1	+10	*4
Elephant	Mount	+2	–	–	–	–	1	–/1	+90	*4
Poros	General	+2	–	–	–	8,9	1	–/1	+15	*5

Infantry. Warriors armed with swords, javelins and long shields.

Archers. Archers form the backbone of the army and are armed with a long bow and long two-handed sword for close fighting.

Skirmishers. These are essentially similar to the above but lack the long shield.

Cavalry. Largely unarmoured and lightly armed with javelins.

Chariots. These are two-horse chariots with a driver and javelin armed rider.

Elephant. The crews of these elephants rode astride their backs and carried javelins, spears, and bows.

***1 Warband**

***2 Skirmish**

***3 Elephant**

***4 Upgrade to commander to ride either Chariot or Elephant. If any commanders are upgraded, the General must be upgraded first. Rank hath its privileges!**

***5 Upgrade to field Poros as the army's General. If Poros is the army's General then his Command value counts as 9 until such time as the General fails to give an order – after which his Command value reverts to 8 for all future orders.**

SPECIAL RULES

CLASSICAL WORLD



Greek Hoplites



An Indian General such as Poros on his mighty elephant.



Indian Infantry generally carried javelin, sword and shield.



A unit of Elephants.



The Indian army consisted of many archers.

REPUBLICAN ROMAN

This is the Roman army of the Second Punic War – a time of great peril for the people of Rome when much of the western Mediterranean and even Italy itself fell under the control of the invading Carthaginians. After several humiliating defeats at the hands of the infamous Carthaginian general Hannibal, the Romans honed their armed forces into a first class fighting machine, planted the seeds of Empire, and thus became a leading power in the Ancient world. The war ended with Rome not only master of Italy but of the entire region – so in the mould of Scipio Africanus you can at least aspire to ‘...win for yourselves and for Rome the unchallenged leadership and sovereignty of the rest of the world.’

The Roman army of the Second Punic War is characterised by its principle fighting troops – the Legion. These are capable infantry and backed up by veteran troops in the form of the Triari, as well as less reliable – but cheap – allies, and skirmishers. Cavalry are not a strong point of the army but come in two main fighting types: heavies and lights – plus skirmishers.

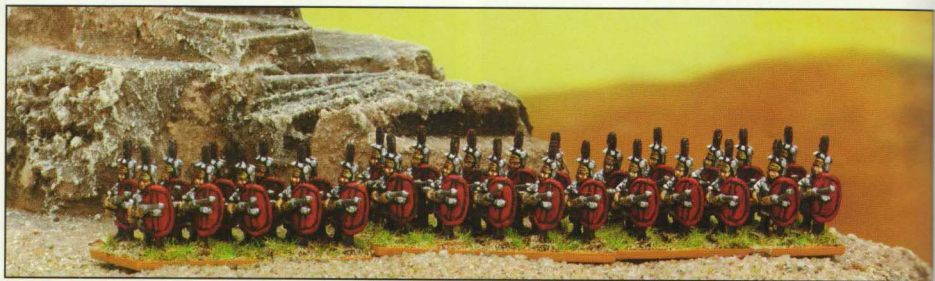
TACTICS

Effective use of the Republican army depends upon making good use of your infantry – which are not in themselves especially remarkable troops. Their main advantage compared to other armies is in the ‘maniple’ rule that allows units to endure combat more effectively than their enemies. Whilst allies are good for making up the numbers, they are not much use for anything too demanding and are ideally deployed as a reserve or to hold terrain. The Roman cavalry are sufficient to be useful but will be outclassed by cavalry based armies – against such forces they are best kept in reserve but against infantry or other armies low in cavalry, they can be put to good use against weak points in the enemy line.

Left: Roman Cavalry.

Centre: Roman Triari.

Bottom: Roman Legion.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Triari	Infantry	4	–	3	5+	–	3	–/2	75	*1, 2
Legion	Infantry	3	–	3	5+	–	3	4/–	65	*2
Allies	Infantry	3	–	3	6+	–	3	–/6	35	*3
Skirmishers	Infantry	1	15	3	–	–	3	–/4	30	*4
Heavy Cavalry	Cavalry	3	–	3	5+	–	3	–/1	80	–
Light Cavalry	Cavalry	2	15	3	6+	–	3	–/4	60	*4
Mounted Skirmishers	Cavalry	1	15	3	–	–	3	–/2	40	*4
General	General	+2	–	–	–	9	1	1	125	–
Tribune	Leader	+1	–	–	–	8	1	–/2	80	–

Upgrades

Scipio	General	+2	–	–	–	9	1	–/1	+25	*5
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Triari. At this period, the legions were famously drawn from the citizenry and made up of three types: Hastati, Princeps, and Triari – of which the Triari were the core of older veterans who made up the reserve. They wear Celtic style mail or metal chest protectors and helmets. Our definition might also be stretched to cover the best equipped veteran legions and not just Triari themselves.

Legion. Legionary troops encompass both the Hastati and Princeps – troops of the first and second lines. Armed with pilum (Hastati) or spears (Princeps) and carrying shields – they are further protected by light armour. The Legion category also includes units of loyal allies from other Latin states equipped and fighting in a similar manner.

Allies. Italian allies – equipped similarly, commonly with spears, and of dubious loyalty. This also encompasses mercenary Spanish close fighting infantry.

Skirmishers. Warriors armed with slings or javelins including mercenaries or allies, as well as Roman Velites.

Heavy Cavalry. Roman or Italian cavalry wearing armour and carrying shields and javelins or spears – the best of the Roman cavalry.

Light Cavalry. Italian, Celtic, or Spanish cavalry, typically unarmoured and carrying a shield and javelin.

Mounted Skirmishers. Mounted skirmishers armed with javelins and carrying, at most, a light shield – could be Italian, Greek, Numidian, Spanish or Gauls. Tarentine cavalry from the Italian Greek colony of Tarentum were famed as light cavalry and their name became associated with this type.

SPECIAL RULES

*1 Triari

*2 Maniple

*3 Unreliable

*4 Skirmish

*5 Scipio – Extra to upgrade General to Scipio. If Scipio is the General then the player can re-roll a failed Command roll from a Tribune – this bonus continues to apply until a re-roll is failed, after which no more re-rolls are allowed. Successful re-rolls count as if the order has been successfully issued and the Tribune can continue issuing further orders as normal. Each Tribune is only permitted a maximum of one re-roll in any Command phase though – even the military genius of Scipio can only achieve so much.



IMPERIAL ROMAN

This list covers the Roman armies of the 1st and 2nd centuries AD – the time of the classic Roman soldier when the Empire was at its height. At this period, the legionary soldiers are instantly recognisable by their segmented armour, curved oblong shields, short swords and heavy iron-tipped javelins. It is an age that encompasses fighting on the German and Danubian frontiers, the civil wars that brought Vespasian to the throne, the sieges of Jerusalem and Massada, and the conquest of Britain. It is the Rome of Caligula, Claudius and Nero – of bread and circuses – and of the cinematic epic.

The army is built around a core of good quality infantry – the Legions – including a valuable veteran contingent. Cheaper and more specialised infantry units are available in the form of auxiliaries – including archers and skirmishers – and can help to bulk up an otherwise elite force and help secure dense terrain. Cavalry are not numerous and are best suited to a secondary or supporting role. More interesting is the provision for artillery – both light and heavy – unique in an ancient field army and giving the Legions valuable ranged fire. The Roman armies are well led and Roman commanders are suited to getting stuck in – in keeping with the reputation of such figures as Tiberius and Germanicus.

TACTICS

As an army, the Romans perform best when used cautiously – being infantry a headlong charge at the enemy is likely to leave the army dangerously strung out. As with so many historical battles, it is often best to let the enemy do the initial moving whilst wearing away his units with long range artillery fire and archers. The cavalry can be used to guard flanks or as a mobile reserve to use for a winning strike – but they are best kept out of the initial fighting as they are too few to win battles on their own. Overall, it is a good army for fighting barbarian infantry based opponents – but can be vulnerable to cavalry based armies and armies with strong missile support.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Veteran Legion	Infantry	4	–	3	5+	–	3	–/2	90	*1
Legion	Infantry	3	–	3	5+	–	3	4/–	80	*1
Auxiliaries	Infantry	3	–	3	6+	–	3	–/8	45	–
Archers	Infantry	2	30	3	–	–	3	–/4	40	–
Skirmishers	Infantry	1	15	3	–	–	3	–/4	30	*2
Heavy Cavalry	Cavalry	3	–	3	5+	–	3	–/2	80	–
Light Cavalry	Cavalry	2	15	3	6+	–	3	–/2	60	*2
Scorpion	Artillery	1	40	3	–	–	2	–/1	50	*3
Onager	Artillery	1	3x60	3	–	–	1	–/1	75	*4, 5
General	General	+2	–	–	–	9	1	1	125	–
Legate	Leader	+1	–	–	–	8	1	–/2	80	–

Upgrades

Portents	Re-roll General's Command	–	–	–	–	–	1	–	+10	*6
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Veteran Legion. The very best of the legionary cohorts representing veteran or battle hardened troops, Praetorians, or other guard units at their peak.

Legion. The standard legionary cohort – well trained and equipped troops making up the rank and file of every Roman Legion. Well armoured in segmented iron armour and helmets, large 'scutum' shields, and armed with swords and heavy javelins called pila.

Auxiliaries. Standard auxiliary cohorts made up of troops armed with lighter and cheaper equipment than the legions – spear armed – capable close combat troops.

Archers. Auxiliary cohorts – equipped and trained in the Roman manner – more common in the eastern part of the Empire and often dressed accordingly.

Skirmishers. This includes barbarian and native light troops, javelinmen, slingers, or bowmen, and also skirmishing auxiliary units with bows or slings.

Heavy Cavalry. Standard Roman auxiliary cavalry units equipped much as infantry auxiliaries with spears & javelins.

Light Cavalry. Could be lightly equipped auxiliary or allied cavalry such as horse archers, or barbarian or native cavalry armed with a mix of javelins and spears.

Scorpion. A light bolt-throwing machine that formed part of the standard equipment in every legion.

Onager. Legions also included a number of heavier stone throwing engines called onager or 'wild ass' because of the ferocious recoil.

SPECIAL RULES

*1 Legion

*2 Skirmish

*3 Light Artillery

*4 Heavy Artillery

*5 Slow

*6 Portents – The player can take the portents before the battle. This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful the order is issued and the General can continue giving further orders if you wish.



IMPERIAL ROMAN

Right: Roman Archers.

Centre left: Roman Legion advances in column.

Centre right: Roman Legion.



The author's Roman army – the majority of the models were sculpted by Michael Perry and are not available commercially.



Left: Skirmishing infantry – in this case slingers.

Centre: A small Roman force in the frozen north.



CARTHAGINIAN

The Carthaginians were Rome's main rivals for power in the western Mediterranean and the wars between Carthage and Rome became hugely significant in the story of the empire. Carthage was a Phoenician colony, the most powerful of a number of cities built along the North African coast, in what is now Tunisia, and in southern Spain. The city's power was based not upon its armies but upon maritime trade and upon the strength of its navies. Carthaginian armies were largely made up of mercenary and professional soldiers and relied upon alliances with Celtic, Iberian, and Italian tribes. Our list is based upon the armies of the second Punic War. As such it is a colourful and eclectic army – the army of Hannibal and Hasdrubal.

The army has a variety of troops and infantry ranging from Veterans to poorly protected Gauls and Skirmishers. None of the infantry are especially good but they are relatively cheap and numerous. The cavalry arm is a mixture of hard-hitting heavy cavalry and lighter cavalry including the skirmishing Numidians. The glory of the army is, of course, its elephants.

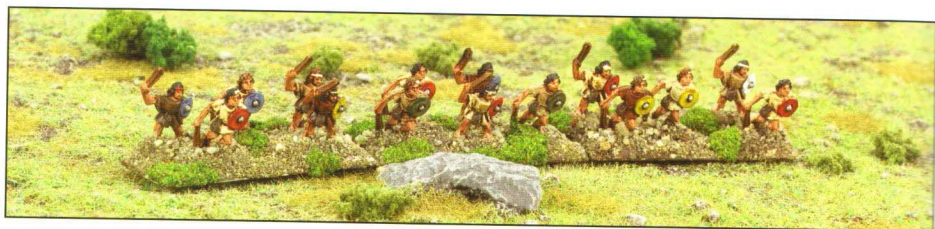
TACTICS

Treading in the footsteps of Hannibal isn't going to be easy – and not just because of all those elephants. The Carthaginian army has no single obvious strengths but a good mix of average troops. Taking the Hannibal option and upgrading your Command to 10 helps to get the best out of the army and should have you running rings round most opponents. Lacking long range missile fire, it's important to get to grips fairly quickly – and in this respect the Gauls (unreliable warband) can be the key to success with their additional pursuit bonus. You have just enough heavy cavalry to make a decisive attack at a critical moment and enough other cavalry to form a reserve and protect flanks. The elephants will help to turn the tide (good for the rhubarb too!).

Left: Numidian Cavalry.

Centre: Slings like these would be found in many armies of the period.

Bottom: Carthaginian Infantry.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Veterans	Infantry	3	–	3	5+	–	3	–/2	60	–
Infantry	Infantry	3	–	3	6+	–	3	2/8	45	–
Galic Allies	Infantry	3	–	3	–	–	3	–/–	25	*1, 2
Skirmishers	Infantry	1	15	3	–	–	3	2/8	30	*3
Heavy Cavalry	Cavalry	3	–	3	5+	–	3	–/2	110	*4
Light Cavalry	Cavalry	2	15	3	6+	–	3	–/4	60	*3
Numidians	Cavalry	1	15	3	–	–	3	2/8	40	*3
Elephant	Elephant	4	15	3	5+	–	3	–/1	150	*5
General	General	+2	–	–	–	9	1	1	125	–
Leader	Leader	+1	–	–	–	8	1	–/2	80	–

Upgrades

Hannibal	General	+2	–	–	–	9/10	1	–/1	+25	*6
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Veterans. These are experienced infantry units re-equipped with captured Roman armour – as was common practice amongst Hannibal's veteran units.

Infantry. Carthage's infantry could be from Phoenician colonies in Africa or Spain or, mercenaries, or Spanish or Italian allies. They carry large shields and spears – Spanish infantry carry a heavy javelin similar to a Roman pilum.

Gauls. Gallic allies make up a potentially large but not always predictable element of the army.

Skirmishers. Could be any lightly armed skirmishing troops from any of the nations within the Carthaginian sphere of influence – generally armed with javelins and a light shield, but a few with slings or bows.

Heavy Cavalry. The elite of the Phoenician cities – spear or javelin armed and wearing some body armour – much as contemporary Hellenistic cavalry.

Light Cavalry. Spanish, Celtic or Italian cavalry carrying light shields and armed with javelins.

Numidians. The Numidians were extremely lightly equipped and rode small, fleet-footed horses. They are armed with javelins. Can also include lightly armed Spanish, Celtic or Italian skirmishing cavalry.

Elephants. Famously employed by Hannibal in Alpine context – we have none-the-less resisted any temptation to allow operation in dense terrain.

SPECIAL RULES

*1 Warband

*2 Unreliable

*3 Skirmish

*4 Shock

*5 Elephant

*6 Upgrade General to Hannibal. Hannibal's Command value is 10 but falls to 9 if the General rolls either 11 or 12 when giving an order.



GALLIC

Gaul was famously conquered by Julius Caesar, bringing to an end centuries of antagonism between the southern Gallic tribes and Rome. If not exactly civilised then the Gauls were certainly not backward either – much of Roman military equipment is based upon Gallic originals including the characteristic Roman helmet of Imperial times. This is the army of the centuries BC – the barbarians that troubled the Republic and defied Caesar – thus it is the army of the mighty Vercingetorix himself.

The Gallic army is based upon warbands of numerous tribal warriors stiffened considerably by the addition of elite fighting units – the well-equipped inner cadre of troops associated with tribal leaders. Otherwise, the infantry are ably supported by lightly armed skirmishers. The Gauls have access to reasonably good and well armed cavalry drawn from the wealthier classes and armed with

a mix of spears and javelins. These are accompanied by more lightly equipped riders. Leadership is not of the highest calibre – but adequate to the task.

TACTICS

As a classic warband army, it's important to win those combats and retain the advantage. Some units can be sacrificed to blunt an enemy attack – but the Bodyguard and Noble Cavalry need to be held back for the decisive blow. With such a large infantry contingent, it's an army that does well in mixed or close terrain. Open territory and a static defence show the army's lack of firepower. As with all warbands, it is important to block the units into large brigades to take advantage of the +1 Command bonus – this gives the army a great deal of momentum in the early stages of the battle.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Bodyguard	Infantry	3	–	4	6+	–	3	–/2	55	*1
Warriors	Infantry	3	–	3	–	–	3	8/–	35	*1
Skirmishers	Infantry	1	15	3	–	–	3	–/8	30	*1, 2
Noble Cavalry	Cavalry	3	–	3	5+	–	3	–/3	80	*1
Mounted Skirmishers	Cavalry	1	15	3	–	–	3	1/2	40	*2
General	General	+2	–	–	–	8	1	1	100	–
Warlord	Leader	+1	–	–	–	7	1	–/2	60	–
Chieftain	Subordinate	+1	–	–	–	7	1	–/2	30	–
Upgrades										
Chariot	Mount	+1	–	–	–	–	1	–/2	+10	*3
Vercingetorix	General	+2	–	–	–	8	1	–/1	+25	*4

Bodyguard. A band of professional warriors armed with long swords, shields, with some wearing chain armour or helmets.

Warriors. The vast majority of the army is made up of tribal warriors drawn from the ordinary classes – armed with long swords or light spears and javelins – a few would wear armour or helmets.

Skirmishers. Young or poorer individuals armed with bows, javelins or slings.

Noble cavalry. Wealthier and better equipped warriors fighting as cavalry – armed with long swords, spears or javelins, carrying shields and some wearing mail and helmets.

Skirmish cavalry. Lightly armed mounted tribesmen armed with javelins.

SPECIAL RULES

*1 Warband

*2 Skirmish

*3 Upgrade for Command stands.

*4 Upgrade General to Vercingetorix – the mighty Gallic warlord who united the celtic chieftains to defy Caesar. If the General is upgraded then all leaders and subordinates within 20cm of the General can give orders using the General's Command value of 8.

GERMAN

The Romans fought against German tribes as they advanced to the Rhine and campaigned in the lands beyond. The Germans and Celtic tribes were very similar to each other and fought in a similar way. Exactly what their relationship might have been is impossible to say, if anything the Germans being of the more savage and barbarous side of the family. Roman ambitions to conquer Germany were thwarted by the loss of three entire legions – a disaster that haunted Augustus to the end of his days! This is the army that humbled the mightiest Emperor of Rome – the army of Hermann and the victors of the Teutoburger Wald.

The German army is largely made up of fierce warband infantry with supporting skirmishers and a small number of archers. German cavalry is not numerous but has the same ferocious 'warband' quality as the infantry. Leaders are numerous enough to lead what will tend to be a large army – but not especially good commanders.

TACTICS

A German army will usually outnumber its enemy because its core units are so cheap – which can make it a hard force to manoeuvre with any certainty. Block the units into large groups to make them easier to move – the +1 Command bonus gives large blocks of warband units huge momentum and should be taken advantage of where possible. An open battlefield will always be a disadvantage for this army because of its reliance on massed infantry, but in wooded and dense terrain, the Germans come into their own. Against the Romans – their historic enemy – they will always lose frontal combats and will have to partly surround the Legions with infantry or force them into time consuming stalemates with cavalry.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Nobles	Infantry	3	–	3	6+	–	3	–/4	45	*1
Warriors	Infantry	3	–	3	–	–	3	8/–	35	*1
Archers	Infantry	2	30	3	–	–	3	–/4	40	*1
Skirmishers	Infantry	1	15	3	–	–	3	2/6	30	*1, 2
Cavalry	Cavalry	3	–	3	6+	–	3	–/4	70	*1
General	General	+2	–	–	–	8	1	1	100	–
Chieftain	Subordinate	+1	–	–	–	7	1	–/4	30	–
Upgrades										
Hermann	General	+2	–	–	–	8	1	–/1	+25	*3

Nobles. These are the richest warriors and their retainers – the best equipped of the German warriors with swords, spears, shields, and even some armour.

Warriors. The mass of German troops – a tribal levy mostly armed with spears and carrying shields. Few would have swords, let alone helmets and armour.

Archers. Tribemans armed with bows – such warriors were probably recruited from hunters and woodsmen and gathered together for war.

Skirmishers. Youngsters armed with javelins and carrying only light shields or none at all.

Cavalry. Mounted nobles and their retainers – carrying shields with a mixture of armour and weapons.

SPECIAL RULES

*1 Warband

*2 Skirmish

*3 Extra to upgrade the army's General to Hermann the German (Arminius if one prefers his latin name – but us honest, manly barbarians will stick with Hermann). If the army is led by Hermann then all Noble and Warrior units roll one extra Attack dice in the first round of every combat engagement when they charge. Note this is just one dice per unit and not one dice per stand. The bonus dice can be allocated to any stand in the unit.

BRITONS

This list covers British armies of the 1st centuries BC and AD – the armies that met Caesar's expedition, and the Claudian invasion, and which took part in the resistance to the conquest that followed. The same list would undoubtedly serve for any later Iron Age force or Irish or Caledonian armies of the first half of the millennium. It is thus the army of Boudicea and Caractacus – and even, perhaps, of Cuchulain and Finn MacCool.

The army is based upon a mass of tribal infantry. Numbers alone represent their greatest strength. Powerful druidic fanatics back up these tribal troops and their ferocity lends an edge to the army's attack. Skirmishers on foot are useful for exploiting dense terrain. The cavalry are mounted skirmishers and are lightly armed with javelins and small shields. More interesting are the chariots – the British Isles being one of the last places to retain chariots as part of the fighting arm. Though fragile they are fast and hard-hitting – the Romans found them unnerving when first encountered.

TACTICS

Like all warband based armies, the British are strong when pursuing and poor when retreating – so it is best to arrange things to take advantage of their numbers as much as possible. Large armies can easily become confused as a result of crowding during drive backs and retreats. On the other hand, don't be afraid of losing troops to absorb an enemy's advance – the advantage of numbers allows you to sacrifice units more readily than small elite forces. Block the units together to gain the extra momentum of the +1 Command for warbands. Your chariots are useful for working round the enemy's flanks. Try to pin enemy units with the warbands and charge to exposed flanks with the chariots. Chariots also fight well frontally because of their narrow frontage. If used in conjunction with infantry, it is worth thinking about falling back out of victorious combats to leave the mopping up to the warbands, preserving the valuable chariot units for another turn.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Warriors	Infantry	3	–	3	–	–	3	8/–	35	*1
Fanatics	Infantry	4	–	3	–	–	3	–/1	50	*1, 2
Skirmishers	Infantry	1	15	3	–	–	3	–8	30	*1, 3
Cavalry	Cavalry	2	15	3	6+	–	3	1/2	60	*3
Chariots	Chariots	2	15	3	6+	–	3	–/4	80	*3
General	General	+2	–	–	–	8	1	1	100	–
Warlord	Leader	+1	–	–	–	7	1	–/2	60	–
Chieftain	Subordinate	+1	–	–	–	7	1	–/2	30	–
Upgrades										
Chariot	Mount	+1	–	–	–	–	1	–/2	+10	*4
Caractacus	General	+2	–	–	–	8	1	–/1	+25	*5

Warriors. The ordinary tribal warriors who make up the bulk of the army – a levy of farmers and villagers rather than professional soldiers – equipped with long heavy swords, javelins and long celtic shields.

Fanatics. The warrior elite of British society – perhaps including young members of the nobility and the druidic caste – equipped much like the ordinary warriors but likely to fight naked.

Skirmishers. Young or impoverished warriors armed with javelins or slings.

Cavalry. Lightly equipped with javelins and small shields.

Chariots. British chariots are small, lightweight affairs with a driver and a single noble warrior. During the resistance to the Roman invasion, they specialised in hit-and-run tactics, operating very much like cavalry.

SPECIAL RULES

*1 Warband

*2 Fanatic

*3 Skirmish

*4 Upgrade for Command stands.

*5 Upgrade General to Caractacus. If you upgrade the General to Caractacus, all Chariots cause *terror* in armies that do not include Chariots until such time in the game as a unit of Chariots has been destroyed.

DACIAN

Although the kingdom is remembered today chiefly because of Trajan's conquest of it, Dacia was a well-established, sophisticated and relatively potent state by the end of the 1st Century AD. Its borders encompassed not only Dacian's, but tribes of mixed Germanic and Sarmation descent as well as some Greek towns. Rome's war with Dacia began in the reign of Domitian when the Dacians raided the adjoining Roman province and killed its governor. Although the Dacians were beaten in the field, their fortified towns remained intact allowing the Dacians to regroup. This pattern went on for some years, with Romans winning victories and Dacians retreating only to come back for another try. Only with the re-capture of the Dacian capital Sarmizegethusa and the death of King Decabalus was Dacia finally quelled and incorporated into the Roman Empire

TACTICS

The majority of the Dacian army consists of lightly armed warriors and as such it is comparable to Gauls, Britons, and Germans. These units cannot stand before well trained and heavily armoured opponents but they have the advantage of numbers. In the Dacian's case, the infantry are stiffened by men armed with the falx (latin 'sickle'). This was a weapon with a curved blade and short handle something like a cross between a heavy sword and a polearm. The Dacians are quite well provisioned with archers but their real glory lies in the heavy cavalry of the Roxolani – a Sarmation tribe allied to the Dacians. These are not numerous and must be committed with care. The Dacians have also been allocated field artillery – for many of their battles were fought in defence of strongholds defended in this manner.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Warriors	Infantry	3	–	3	–	–	3	8/–	35	*1
Archers	Infantry	2	30	3	–	–	3	1/6	40	*1
Falxmen	Infantry	4	–	3	–	–	3	–/2	45	*1
Skirmishers	Infantry	1	15	3	–	–	3	–/6	30	*1, 2
Sarmations	Cavalry	3	15	3	5+	–	3	–/2	115	*3
Mounted Skirmishers	Cavalry	1	15	3	–	–	3	–/2	40	*2
Scorpion	Artillery	1	40	3	–	–	2	–/1	50	*4
General	General	+2	–	–	–	8	1	1	100	
Chieftain	Leader	+1	–	–	–	8	1	–/1	80	–
Chieftain	Subordinate	+1	–	–	–	7	1	–/2	30	–

Upgrade

Portents	Re-roll General's Command	–	–	–	–	–	1	–	+10	*5
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Warriors. The mass of Dacian warriors – armed with javelins and shields.

Falxmen. Warriors armed with the heavy falx – these weapons were supposedly capable of punching through armour and lopping off limbs. These units have been accorded the extra attack to represent this – such units could also represent bodyguards armed in a more conventional way.

Archers. Dacian archers are depicted on Trajan's Column and seem to have made up a significant part of the army.

Skirmishers. Armed with javelins and carrying only light shields or none at all. These could be Dacians or any one of the peripheral Germanic tribes in the area.

Sarmations. The tribe that settled on Dacian lands was called the Roxolani and was the most western of the Sarmation tribes. They fight as heavily armoured cavalry carrying lances and bows.

Mounted Skirmishers. These are unarmoured cavalry armed with javelins and shields. They could be Dacians or the most lightly armed Sarmations.

Scorpion. The Dacians made great use of artillery during their war against the Romans.

SPECIAL RULES

*1 Warband

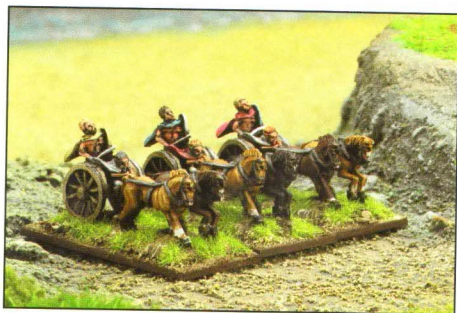
*2 Skirmish

*3 Shock

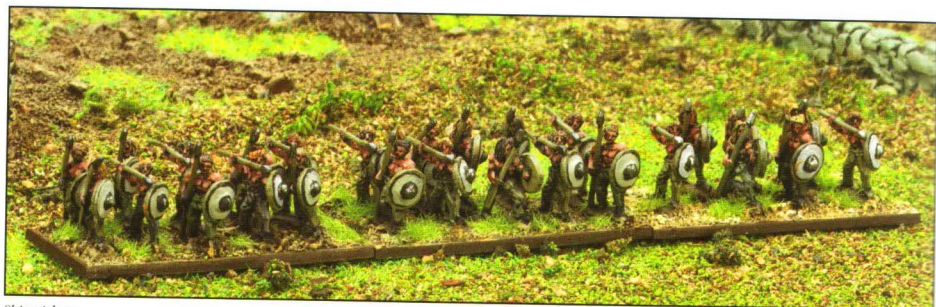
*4 Light Artillery

*5 Portents – The player can take the portents before the battle. This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.

BARBARIANS



Briton Chariots



Skirmishers





Germanic Cavalry



Dacians



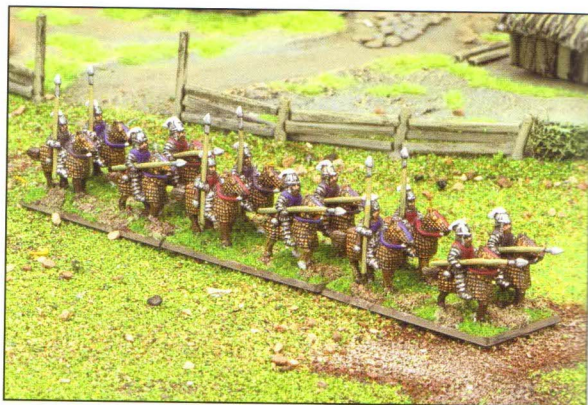
PARTHIAN

The Parthians gradually ousted the Seleucid Successors from the old Persian domain, eventually inheriting an empire of disparate nations already much influenced by Greek culture. The Parthians themselves were a nomadic people and even once they had settled in as masters they continued to run things in a feudal manner, leaving government pretty much up to local rulers. There was no centralised standing army and forces were gathered from the lords and their retainues as required. The Parthians were eventually overthrown by one of these troublesome lords – a native Iranian called Ardashir – who founded the Sassanid dynasty and restored centralised control to the region.

The army is comprised almost entirely of cavalry – infantry have been added to reflect their necessity in some situations – both in reality and on the gaming table. Of the cavalry, the majority are light horse archers whilst the rest are made up of extremely heavily armoured cavalry called cataphracts.

TACTICS

The Parthians were such renowned practitioners of shoot-and-run tactics that they gave their name to the practice – the Parthian shot. They are unable to stand up to formed infantry and rely upon gradually whittling away or disorganising the enemy before falling on their flanks and rear. The cataphracts are extremely powerful but limited in numbers – they are your only close combat units so be careful not to waste them. Because the army contains a high proportion of skirmishers, it is extremely fragile.



Cataphracts



Cataphract Camels



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Militia	Infantry	2	–	3	–	–	3	–/2	15	*1
Archers	Infantry	2	30	3	–	–	3	–/1	30	*1
Skirmishers	Infantry	1	15	3	–	–	3	–/1	20	*1, 2
Cataphracts	Cavalry	3	–	3	4+	–	3	–/–	125	*3, 4
Horse Archers	Cavalry	1	30	3	–	–	3	6/–	60	*2
Camels	Cavalry	1	15	3	6+	–	3	–/1	60	*5, 2
General	General	+2	–	–	–	8	1	1	100	–
Leader	Subordinate	+1	–	–	–	8	1	–/2	40	–
Leader	Subordinate	+1	–	–	–	7	1	–/2	30	–

Upgrades

Suren	General	+2	–	–	–	8/9	1	1	+15	*6
Cataphract Camels	Camels	2	15	3	4+	–	3	1	+20	*4, 5, 7

Militia. Parthian armies didn't usually feature infantry but we have included a unit to represent militia or garrison troops from the settled peoples of the empire. Typically armed with shields, javelins and spears – but they could have a mix of spears and bows in a similar fashion to Sassanids. As with all infantry in the Parthian army, these are rated as Unreliable to reflect their lowly status or dubious loyalty.

Archers. Settled Parthians fighting on foot or possibly Armenians fighting as allies. Rated as Unreliable to reflect their peripheral role in the army.

Skirmishers. Mountain tribesmen including Armenians roped in as allies or subjects – they would have been armed with javelins and small shields. Rated as Unreliable to reflect their loyalty as allies or subjects.

Cataphracts. These are heavily armoured warriors riding armoured horses – they carry a long lance. They don't have shields but only because their armour is so heavy they don't need to do so. The term 'cataphracts' is the name used by the Romans for cavalry of this type – it equates to 'covered' and is commonly used to describe cavalry completely encased in armour. As well as native Parthians, this could include Armenian allies.

Horse Archers. Bow armed – they wear little or no armour and fight from a distance. The mass of Parthians could also include Armenians amongst them.

Camels. Were often used by caravan guards and were sometimes heavily armoured.

SPECIAL RULES

*1 Unreliable

*2 Skirmish

*3 Shock

*4 Slow

*5 Camels

*6 Upgrade General to Suren – Victor of Carrhae and vanquisher of the Romans! Suren has a variable Command value. If at the start of any Parthian Command phase the Parthians have destroyed more enemy units than they have lost themselves, then Suren's Command is 9. If the Parthians have not destroyed more enemy units than they have lost themselves then Suren's Command is 8. This means at the start of the battle, his Command will always be 8 – as both sides will have lost no units.

*7 Upgrade one unit of Camels to Cataphract Camels with stats as shown – only one unit can be upgraded regardless of army size. Note that Cataphract Camels are not 'shock' as are regular sensible Cataphracts.



SASSANID PERSIAN

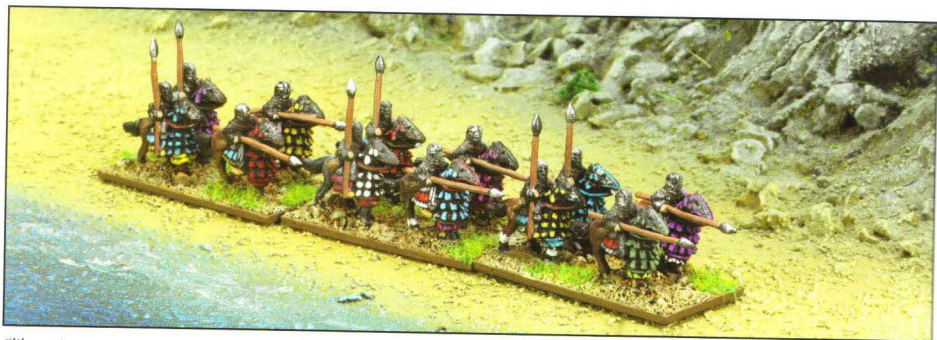
The time from the end of the Parthian (Arsacid) dynasty to the Arab conquest is known as the Sassanid or Sassanian period and it represents the last great flowering of ancient Mesopotamian tradition before it was overborne by the rising power of Islam. Sassanid Persia spans the wars of Roman and Byzantine Emperors, the invasions of nomadic hordes, and, eventually, the Arab conquests. The Persian forces appear to have been reasonably similar throughout. Names such as Shapur and Khusru may not mean much to us today but in their time these kings ruled empires that stretched from the borders of the Roman Empire to India.

The Sassanid army is colourful, varied, and in the hands of a skilful commander is a very potent one. What it lacks is good infantry although what infantry it has are available in some number. The most common warriors fight from horseback with lance and bow and are known (from Latin sources) as 'clibanarii', possibly deriving from the Persian Griwbanar referring to their mail coats. Clibanarii are heavily armoured riders whose horses would often be armoured as well – the degree of armour probably varied a great deal. These are excellent fighting units and stiffened further by the even more heavily armoured riders – cataphracts – armoured men on armoured horses carrying lances. Guard cavalry are also available and add

even more punch. These heavily armoured fighting cavalry are supplemented by skirmishing horse – either bow or javelin armed – and these are available in large numbers. Finally – we have the elephant – Sassanid armies continued the tradition of using elephants in battle.

TACTICS

The Sassanids are a hard hitting cavalry based army burdened by a mandatory block of some of the worst infantry ever to appear on an ancient battlefield. Sassanid kings never expected much from their infantry and neither should you – so leave them in reserve or use them to secure dense terrain that is otherwise inaccessible to your cavalry. The archers can be extremely useful for forcing enemies out of position and are cheap too – but they won't last long if brought to close combat. The cavalry are capable of manoeuvring to charge and will win most combats they initiate – but you have relatively few units and so can't afford to take chances. The Clibanarii's short range shooting ability is useful but do not be tempted into using them as bowmen when you can charge instead. Their shooting ability is very useful as a defensive measure. The Elephants are too expensive to use in small battles but well worth bringing out for large battles where their high cost is off-set by the need for fewer commanders.



Clibanarii



Sassanid war elephants

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Levy Infantry	Infantry	3	–	3	6+	–	3	4/–	35	*1
Levy Archers	Infantry	2	30	3	6+	–	3	–/8	40	*1
Skirmishers	Infantry	1	15	3	–	–	3	–/6	30	*2
Guard Cavalry	Cavalry	4	15	3	5+	–	3	–/1	125	*3
Cataphracts	Cavalry	3	–	3	4+	–	3	–/1	125	*3, 4
Clibanarii	Cavalry	3	15	3	5+	–	3	2/–	115	*3
Mounted Skirmishers	Cavalry	1	15	3	–	–	3	–/6	40	*2
Elephant	Elephant	4	15	4	5+	–	3	–/1	200	*5
General	General	+2	–	–	–	9	1	1	125	–
Leader	Leader	+1	–	–	–	8	1	–/2	80	–

Upgrade

Portents	Re-roll General's Command	–	–	–	–	–	1	+10	*6
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Levy Infantry. These are conscripted troops of little fighting value and armed with a spear and large shield.

Levy Archers. These are a levy of bowmen and no more enthusiastic than the above – but reasonably skilled at using their weapons and carrying a large shield or pavise to shelter behind.

Skirmishers. Skirmishers carry javelins and small shields, but could conceivably include bowmen or slingers.

Guard Cavalry. The very best of the King's retainers or the core bodyguards of provincial leaders – armed exactly as other clibanarii, though probably with lavishly decorated arms and armour.

Cataphracts. These are the most heavily armoured warriors riding armoured horses – they carry a long lance. They don't have shields – but only because their armour is so heavy they don't need to do so. The term 'cataphract' is the name used by the Romans for cavalry of this type – it equates to 'covered' and is commonly used to describe cavalry completely encased in armour.

Clibanarii. The Sassanid nobility were a mounted people at heart and famously skilled with bow and lance – their mail armour would cover most of the upper body they would also carry a small shield. Horses were often armoured too – though this is most likely to be the front part only unlike the Cataphracts who were armoured all round.

Mounted Skirmishers. These warriors carry bows or javelins and shields – they wear little or no armour and prefer to fight from a distance. These are not native Persians but come from the subject peoples of the empire: Sagestani, Gelani, Albani, Arabs, Hephthalites, Kushans, and Khazars amongst them.

Elephant. The Sassanids continued to use elephants and their empire extended as far as India where these creatures came from. Warriors fought from a howdah upon the elephant's back.

SPECIAL RULES

*1 Unreliable

*2 Skirmish

*3 Shock

*4 Slow

*5 Elephant

*6 Portents – The player can take the portents before the battle. This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.



Mounted Skirmishers

LATE ROMAN

This is the army of the late 4th and 5th centuries AD that saw the eclipse and eventual fall of the Roman Empire in the West. To say these were hard times for the civilised Romans would be an understatement – the Empire was beset by barbarian invaders, torn by rebellions, and economically enfeebled as a result of war and the increasing burden of taxation required to support it. The Roman armies were divided into *Limitanei* (stationed on the frontiers) and *Comitatenses* (field armies that could be deployed wherever they were needed) but both are essentially the same – the latter tending to have relatively more cavalry. These armies were kept busy fighting Franks, Alamanni, Sarmatians, Picts, Persians, Goths, Huns, and, of course, each other.

The army is well adapted to fighting other infantry armies – as you might expect considering its principle opponents were barbarian hordes. Infantry are basic but good quality and include enough archers to make it unwise for enemies to

sit back and wait. Skirmishers are useful for dealing with dense terrain and the militia are cheap if you want to bulk up the numbers. Cavalry are excellent and available in good number – the *Cataphracts* are amongst the best armoured troops available and the standard cavalry units are serviceable.

TACTICS

Against barbaric infantry armies one can emulate Roman commanders by using the archers to force the enemy forward – the infantry are solid enough to hold a line whilst cavalry close round the flanks. Against a missile heavy or cavalry army things will be more tricky (as Julian the Apostate found to his cost) and here the trick is to keep the army together and use the cavalry and foot troops in a combined attack. Against a mostly missile army, there's no advantage to engaging in a shooting match – so go for a decisive attack with a good reserve.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Veterans	Infantry	4	–	3	5+	–	3	–/1	70	–
Spearmen	Infantry	3	–	3	5+	–	3	4/–	60	–
Archers	Infantry	2	30	3	–	–	3	–/4	40	–
Militia	Infantry	3	–	3	6+	–	3	–/4	45	*1
Skirmishers	Infantry	1	15	3	–	–	3	–/4	30	*2
Cataphracts	Cavalry	3	–	3	4+	–	3	–/4	125	*3,4
Heavy Cavalry	Cavalry	3	–	3	5+	–	3	1/4	110	*3
Mounted Skirmishers	Cavalry	1	15	3	–	–	3	–/2	40	*2
General	General	+2	–	–	–	9	1	1	125	–
Leader	Leader	+1	–	–	–	8	1	–/2	80	–
Upgrades										
Portents	Re-roll General's Command			–	–	–	1	–	+10	*5

Veterans. Veterans are the best and most experienced of the Roman infantry units – essentially elite Spearmen armed and equipped as described below.

Spearmen. These are the standard Roman infantrymen with long sword, spear, shield and, usually, with mail armour as well. They could also have darts or javelins to throw at relatively short ranges.

Archers. *Sagittarii* – bow armed units usually unarmoured.

Militia. *Militia*, settled Barbarians and bandit *Bacaudae* – as Roman society degenerated, citizens took to banditry and established autonomous regions under arms. Armed and armoured with booty or improvised weapons, such troops were very much a final line of defence.

Skirmishers. Infantry units fighting as skirmishers – with long sword, shield and javelins or, alternatively, with bows.

Mounted Skirmishers. These include units equipped with shields and javelins known as *Illyrian* cavalry, and units of horse archers.

Heavy Cavalry. These are the standard cavalry units – they go by different names such as *Scutarii* and *Promoti*, but are all equipped in the same way with long sword, shield, armour, and spears.

Cataphracts. These are the heaviest cavalry, well armoured and riding armoured horses, and armed with long lances (*kontos*).

SPECIAL RULES

*1 Warband

*2 Skirmish

*3 Shock Cavalry

*4 Slow

*5 Portents – The player can take the portents before the battle. This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.

EARLY BYZANTINE

This is the army of Byzantium during the reign of the Emperor Justinian – the 6th Century AD – a time of desperate battles and heroic conquests by generals Narses and Belisarius. Justinian's armies fought the Sassanids to the east and the barbarians to the west, and the Byzantines even managed to recapture both North Africa and Rome. The Byzantine Empire was at its largest extent, and came closest to re-uniting the Roman Empire at this time – in no small part due to the brilliance of the mighty Belisarius – the greatest commander of his age!

The strength of the Byzantine army is its cavalry of which there are three heavy types: the very heavily armoured cataphracts, the heavy cavalry with bows and lances, and lance armed allied cavalry. These are assisted by light cavalry in the form of Huns. Byzantine infantry are well-armoured *spearman supported by capable archers and skirmishers* – good troops in themselves.

TACTICS

Byzantine armies tend to be small armies because of the high quality and points value of the troops. This can pose a problem against very large forces as it will be hard to protect vulnerable flanks from being overlapped. Aggression will usually solve this problem by carrying the fight to the enemy – and Byzantine cavalry can win most combats so long as they charge. The Heavy Cavalry have bows but, rather like their Sassanid foes, this is best seen as a good defensive measure allowing them to shoot at chargers. Massed shooting from Hun units can also be deadly. Unlike the Sassanid infantry, Byzantine infantry is good and over dense terrain it is worth pushing up the foot contingent at the expense of the cavalry.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Spearman	Infantry	3	–	3	5+	–	3	–/–	60	–
Archers	Infantry	2	30	3	–	–	3	–/2	40	–
Skirmishers	Infantry	1	15	3	–	–	3	–/4	30	*1
Cataphracts	Cavalry	3	–	3	4+	–	3	–/1	125	*2, 3
Heavy Cavalry	Cavalry	3	15	3	5+	–	3	2/–	115	*2
Mounted Skirmishers	Cavalry	1	15	3	–	–	3	–/2	40	*1
Ally Cavalry	Cavalry	3	–	3	5+	–	3	–/4	100	*2, 4
Huns	Cavalry	2	15	3	6+	–	3	–/2	50	*1, 4
General	General	+2	–	–	–	9	1	1	125	–
Leader	Leader	+1	–	–	–	8	1	–/2	80	–

Upgrades

Portents	Re-roll General's Command	–	–	–	–	–	1	+10	*5
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Spearman. Byzantine 'skutatoi' infantry wear mail or scale coats, helmets, and sturdy boots. They are armed with long spears and darts that they throw as their enemies close. They carry large round or oval shields.

Archers. Bowman wear no armour and, aside from their bows, are only lightly armed. Infantry would be recruited locally – Anatolia provided a source of sturdy peasantry and was one of the most important recruiting grounds for Byzantine troops.

Skirmishers. Psiloi armed with bows, crossbows, javelins or slings.

Cataphracts. The most heavily armoured cavalry – armoured from head to toe and riding armoured horses. Like all Byzantine heavy cavalry they are armed with long lances.

Heavy Cavalry. The mass of Byzantine regular cavalry armoured, shielded and armed with bow lances and bows.

Mounted Skirmishers. Lightly armed horse archers or javelin armed cavalry such as Moors, Gepid, or Lombards.

Ally Cavalry. These are lance armed heavy cavalry such as Avars or Lombards – or noble heavily armoured contingents of Gepids or Huns.

Huns. Hun cavalry armed with bows and javelins.

SPECIAL RULES

*1 Skirmish

*2 Shock Cavalry

*3 Slow

*4 Unreliable

*5 Portents – The player can take the portents before the battle. This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.

HUN

This army represents the Huns at the time of their greatest power when they controlled a large part of central Europe and menaced the might of Rome. The Huns were fierce horsemen of the steppes and their western migration was to cause great unrest in the western Empire. As well as fighting the Romans, the Huns fought the eastern German tribes and carved out an empire that included established peoples such as the Alans and Sarmatians. It is unashamedly the army of Attila the Hun.

The army's infantry are largely unreliable but has useful archers and skirmishers as well as poor quality basic troops in the form of German subjects. The core units are

Hun cavalry – which are light cavalry types able to engage and disengage infantry easily; exploiting their successes whilst wearing away the enemy gradually.

TACTICS

The Huns are a somewhat limited army because their main strength is in light cavalry, which is not normally a decisive arm. These units are best used in mass, allowing the Huns to exploit their numbers by engaging the enemy from different directions at once. Success depends upon causing as much damage and disruption to the enemy as possible before committing troops to close combat.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Germans	Infantry	3	–	3	–	–	3	–/–	25	*1, 2
Archers	Infantry	2	30	3	–	–	3	–/2	30	*1, 2
Skirmishers	Infantry	1	15	3	–	–	3	–/–	30	*3
Huns	Cavalry	2	15	3	6+	–	3	4/–	60	*3
Nobles	Cavalry	3	15	3	5+	–	3	–/1	115	*4
Ally Cavalry	Cavalry	3	–	3	5+	–	3	–/–	80	*2
General	General	+2	–	–	–	9	1	1	125	–
Leader	Leader	+1	–	–	–	8	1	–/1	80	–
Chieftain	Subordinate	+1	–	–	–	8	1	–/2	40	–
Upgrades										
Attila	General	+2	–	–	–	9	1	–/1	+15	*5

Germans. These are the various subjects of the Huns and mostly armed with spears and shields with little or no armour – Goths, Franks, Thuringians.

Archers. Bow armed subject infantry – Goths or Thuringians

Skirmishers. These could be Huns fighting on foot or more likely subject infantry fighting with javelins.

Huns. Huns armed with bows, javelins, and carrying shields riding sturdy steppe ponies. Also includes similarly armed subjects such as lightly equipped Sarmatians.

Nobles. Hun nobles armed with lances in addition to bows and better armoured than ordinary Huns – the mounted elite of the Hun forces. Also includes heavily armoured Sarmatians armed in the same fashion.

Ally Cavalry. The Hun Empire included tribes with a tradition of fighting as cavalry and these represent all these troops including Gepids, Alans, and Goths. They are armed with spears or lances.

SPECIAL RULES

*1 Warband

*2 Unreliable

*3 Skirmish

*4 Shock Cavalry

*5 Upgrade General to Attila. If the General is Attila, ignore the -1 Command penalty for Unreliable troops until the Hun army has lost one entire unit of cavalry per 1,000 points of army size (eg, 1 for 1,000 pts, 2 for 2,000, 3 for 3,000, and so on).

LATE ROMAN EMPIRE



Left: Cataphract units such as these were common in armies of the Late Roman empire and appeared even earlier in near eastern armies such as the Parthians, Armenians and Persians..

Centre: Late Roman Infantry.

Below: The Huns. These are from the author's own collection and are based on the Kisilevite Warmaster range.



ANGLO-SAXON

This is the army of late Saxon England – the army from the time of King Cnut to Harold. During this period the Saxons fought Norwegians, Scots, Welsh and Normans. Cnut united England as part of a larger Norse empire that didn't survive his death – but his reign instituted changes in the Saxon army that were to endure until the Norman conquest. The Anglo-Saxons almost always fought on foot. Some warriors would ride to battle but almost never fought this way and when they did they proved remarkably inept. The army is represented in this classic style – the army of King Harold.

The army is based upon infantry and upon close fighting infantry at that. The Huscarls are the best of the troops but the majority of the army is made up of Fryd. Great Fryd are there to bulk up the numbers if desired. All these fight as 'shieldwall', which boosts their ability to withstand direct attack. Archers and skirmishers are available too – but not in large numbers. Although provision has been made for

a mounted unit, it is not a preferred choice and has been given the handicap of fighting as 'Unreliable' (they keep falling off!).

TACTICS

As you might expect of its historical prototype, this is an army that is strong in defence but weak on attack. It is difficult to capitalise on successful combats because of the lack of mounted troops. None-the-less, it is a potent infantry army with a very individual character. Although inferior in other respects, the provision of Great Fryd as warband can be exploited to make the army more dangerous in combat. Armies with a large shooting component are especially difficult to face – narrowing the tactical options to either a stand in good terrain whilst hoping for the best or, more likely, a rapid advance into combat and trusting to numbers. Although commanders are poor, the army is allowed lots – so use them all.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Huscarls	Infantry	4	–	3	5+	–	3	–/1	75	*1
Fryd	Infantry	3	–	3	6+	–	3	2/–	50	*1
Great Fryd	Infantry	3	–	3	–	–	3	–/–	40	*1, 2
Archers	Infantry	2	30	3	–	–	3	–/2	40	–
Skirmishers	Infantry	1	15	3	–	–	3	–/2	30	*3
Cavalry	Cavalry	3	–	3	5+	–	3	–/1	70	*4
General	General	+2	–	–	–	8	1	1	100	–
Eorl	Leader	+1	–	–	–	7	1	–/2	60	–
Chieftain	Subordinate	+1	–	–	–	7	1	–/2	30	–
Upgrades										
Harold	General	+2	–	–	–	8	1	–/1	+10	*5

Huscarls. These are full-time warriors – the personal retainers of the King or nobles. In the time of Cnut, these would be Norwegian but as time passed, they were joined by members of better off Saxon families. They wear heavy mail coats and helmets and carry large shields. They are armed with either long axes or spears and also carry substantial swords.

Fryd. The Fryd are the best of the Saxon militia and are primarily armed with spears and shields, with a scattering of helmets and other armour.

Great Fryd. The Great Fryd are the relatively inexperienced body of militia. They are also armed with spears and shields.

Archers. Archers were often Welsh – Welsh and Nordic troops often fighting as part of the English armies as mercenaries. In any case, Archers carry bows and light side arms but are otherwise unarmoured.

Skirmisher. These could be youngsters or mercenaries such as Irish or Welsh. They are armed with javelins and carry small round bucklers or targes.

Cavalry. Anglo-Saxons rarely fought mounted and weren't reckoned to be very good at it. These would be mounted Huscarls armed with lances.

SPECIAL RULES

*1 Shieldwall

*2 Warband

*3 Skirmish

*4 Unreliable – Not due to lack of enthusiasm but sheer incompetence!

*5 Upgrade General to King Harold. Whilst not the luckiest of men, Harold did a fine job of moving his army from the north, where he fought and defeated a Scandinavian invasion, to the south, where things famously turned out less well. In recognition of his achievement, Harold, and all other Saxon Commanders within 20cm of Harold, have a Command value of 1 in the first turn of the game. Sadly, this bonus only applies in the first turn – so make the most of it while the going is good!

NORSE

This is the army of the Norse Kingdoms of the 10th and 11th centuries and of their colonies in the British Isles. As such it extends from the division of England with the establishment of the Danelaw to the abortive invasion by Harold Hardrada. During these years, the Norse established independent kingdoms in Ireland, Normandy, Northumbria, and the Western Isles. As well as fighting their neighbours, the Danes, Norwegians, and Swedes fought each other – constantly. Denmark and England were briefly united under the Danish King Svein Forkbeard whose son Cnut went on to conquer Norway, thereby creating a substantial if rather short-lived northern empire. After Cnut's death, things quickly got back to normal with the Kings of Denmark and Norway fighting between themselves and the English re-establishing their independence (not that it was to do them much good as it turned out).

The Norse army consists of infantry and nothing else – although thankfully they are pretty good infantry and reasonably varied. The best troops are the Hirdmen – the equivalent of Huscarls in an English army – whilst the bulk of

the fighting troops are Bondi – basically freemen who fought as part of a well-armed and equipped militia called the leidang. Norse armies are also well provisioned with archers – they would probably be freemen but might come from the serf class called Thralls. Thralls might also provide the skirmishers armed with javelins – though these could equally well be subject peoples obliged to fight for their Norse masters. The most unusual troops are the Berserkers – frenzied madmen who would throw themselves upon the enemy without any regard for their own lives.

TACTICS

The Norse army is reliant upon its Bondi and, like all infantry armies, will find it hard to exploit successful combats. However, with a core of 'shieldwall' units, it is a tremendously resilient army. Its core troops can be protected with skirmishers and the archers can be used to discourage enemy cavalry. The Berserkers will unnerve your opponent – as they should – and your greater numbers allow you to overwhelm more exotic armies.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Hirdmen	Infantry	4	–	3	5+	–	3	–/1	75	*1
Bondi	Infantry	3	–	3	6+	–	3	4/–	50	*1
Archers	Infantry	2	30	3	–	–	3	–/2	40	–
Berserkers	Infantry	4	–	3	–	–	3	–/1	50	*2
Skirmishers	Infantry	1	15	3	–	–	3	–/4	30	*3
General	General	+2	–	–	–	8	1	1	100	–
Warlord	Leader	+1	–	–	–	8	1	–/1	80	–
Chieftain	Subordinate	+1	–	–	–	8	1	–/1	40	–

Upgrades

Portents	Re-roll General's Command	–	–	–	–	–	1	+10	*4
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Hirdmen. These are professional warriors – the personal retainers of a lord's household. They wear mail coats and helmets and carry large shields. They are armed with swords, long axes or spears and might carry javelins as well.

Bondi. These are armed freemen made up of farmers and other free citizens. They are obliged to provide military service as part of the 'leidang' or militia. They are armed with spears, sword and shields and many would have worn mail coats and helmets.

Archers. Some Bondi probably fought as archers – Norse armies made more use of the bow than their English and Irish adversaries. Archers carry bows and light side arms but are otherwise unarmoured.

Berserkers. This includes actual Berserkers – who in reality would have fought as individuals – as well as famous if potentially fictional warrior bands such as Ulfhednar and Jomsvikings. It might equally well encompass some of the more bloodthirsty Viking raiders.

Skirmishers. These might be Bondi undertaking a skirmishing role but could also be subjects from any part of their lord's empire: Norse, English, Scots or Irish. They are armed with javelins and carry small round bucklers or targets.

SPECIAL RULES

*1 Shieldwall

*2 Fanatics

*3 Skirmish

*4 Portents – The player can take the portents before the battle. This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.

NORMAN

Here is an army fit to conquer England. It is based upon that of Duke William and as such represents the Norman army of the second half of the 11th century. Aside from giving the Saxons a rough time, the Normans fought in Ireland, France and the western Mediterranean. The army stands at the beginning of the Middle Ages and the rise of the heavily armoured knight whose success against the English was to establish the dominance of the mounted arm for hundreds of years.

The undoubted core of the army is its heavily armoured knights. These are backed up by useful lighter cavalry in the form of mounted retainers and skirmishers. The infantry are serviceable with a useful provision for archers, plus peasants whose only value is to make up the numbers.

TACTICS

Bring the enemy to battle with your Knights and the day is yours! Whilst infantry can be useful for holding onto terrain, it is the cavalry that are going to win the battle – so be careful to commit them at the right time. The Retainers can be used forward of the main body to tempt the enemy into a rash charge that will expose the foe to your Knights in the following turn. Archers can also make targets that are hard to ignore. The peasants have little fighting value and are correspondingly cheap – but are best left at home unless you have a need to occupy dense terrain or form rear supporting lines. Leadership is relatively poor – so make use of your fighting Bishops as secondary leaders for less mobile units.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Spearmen	Infantry	3	–	3	6+	–	3	2/–	45	–
Archers	Infantry	2	30	3	–	–	3	–/2	40	–
Peasants	Infantry	2	–	2	–	–	3	–/4	20	–
Knights	Cavalry	3	–	3	5+	–	3	2/–	110	*1
Retainers	Cavalry	2	15	3	6+	–	3	–/4	60	*2
Mt Skirmishers	Cavalry	1	15	3	–	–	3	–/2	40	*2
General	General	+2	–	–	–	8	1	1	100	–
Leader	Leader	+1	–	–	–	8	1	–/1	80	–
Bishop	Subordinate	+1	–	–	–	8	1	–/1	40	–
Upgrades										
William	General	+2	–	–	–	8	1	–/1	+20	*3

Spearmen. The common man-at-arms of the period whether French, Norman or Italian mercenaries, armoured with mail or scale hauberk, helmet and shield, and armed with sword and spears.

Archers. Men-at-arms armed with bows or crossbows – not usually armoured and accustomed to fighting from a distance.

Peasants. Peasants armed with an assortment of improvised or ancient weapons, sticks, stones, and whatever they can scavenge from the battlefield.

Knights. Norman, Breton, French or Italian Knights – wearing mail armour, helmets and carrying long kite shaped shields – armed with lances or, in the case of Bretons, shorter spears or javelins. The most heavily armed retainers would also be equipped as Knights and are included in this category.

Retainers. Retainers are less heavily armoured than Knights and most carry javelins or light spears.

Mounted Skirmishers. Breton or Gascon light cavalry fighting with javelins and small shields.

SPECIAL RULES

*1 Shock

*2 Skirmish

*3 Upgrade General to Duke William. If the army is led by Duke William, his determination and reputation entitle the General to re-roll one of his failed Command rolls during the battle, adding a further 1 to his Command value for that re-roll only. Eg, where a 7 is required and the result fails then 8 or less is required for the re-roll. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.

THE DARK AGES



Berserkers



Saxon Fyrd



Bondi



Norman Cavalry



Hirdmen

SPECIAL RULES

Many units have special rules that affect the way they fight – for example ‘Skirmish’, ‘Phalanx’, ‘Shock’, ‘Unreliable’, etc. Where a special rule applies, this is flagged in the army list in the far right hand column of the unit’s stat line. Rather than repeat these special rules throughout the lists, they are described in alphabetical order in this section.

The special rules allow us to allocate units distinct qualities and characters. For example, ‘Shieldwall’ units are solid in defence, whilst ‘Unreliable’ units are hard to command effectively. To a degree these differences are based on historical precedent. They are implemented in such a way as to emphasise the character of each army. If that character owes a little to cultural, literary or cinematic tradition then we won’t let it trouble us too much!

CAMELS

Some cavalry units were mounted on camels rather than horses. This was usually a matter of convenience or necessity rather than preference. Camels have a useful characteristic that the ancients recognised and often exploited: namely, horses don’t like ‘em! It’s the smell.

1. If an army does not include camel units then its horses find the scent of camels unsettling. Consequently, if a unit of horsed cavalry or chariots is within 20cm of enemy camels when an order is given, any failure, regardless of the dice roll, is considered to be a Blunder (see p68). Even if the order is given by the General, a failure counts as a blunder in this situation. This penalty applies to armies even if their list allows camels but where they have not been included in the army.
2. In a doubles game where armies are fighting as allies, if one army has camels and the other does not, camels will also unsettle allied cavalry or chariot units within 20cm as described above.

CHARIOT RUNNERS

Chariot runners are infantry units that accompany chariots either on-foot or by hitching a ride and dismounting once combat begins.

1. If a chariot runner unit is touching a friendly chariot unit and both are included in a brigade order, the chariot runners unit’s movement is increased to that of the chariot unit. Each chariot unit can ‘carry’ one chariot runner unit in this way. The chariot runners and chariots **must** end the move touching – even if one or the other charges during the move.

ELEPHANTS

Elephants are awesome but somewhat unpredictable weapons of ancient warfare – often proving as deadly to their own side as to the enemy. Once out of control they are inclined to panic and stampeede, carrying their hapless crews through their own lines.

1. Elephants are terrifying and their enemies therefore suffer the usual -1 Combat modifier.
2. Elephants receive the additional +1 charge bonus Combat modifier when charging enemies in the open.
3. Elephants that are driven back by shooting, or retreating from combat, or moving as a result of a blunder, will automatically rampage through each unit they contact during the drive back/retreat/blundered move. They will rampage through units regardless of whether they are friends or foes. This includes units they are already touching as well as units they touch as they move. Elephants will rampage through friends even if these make way and will rampage through enemy or friends even where the Elephant is destroyed as a result of retreating into enemy or into another combat.

Each unit that is rampaged through must test for confusion and becomes confused on the D6 roll of a 6. If a unit is already confused and is rampaged through then it is still necessary to test, if the dice result is a 6, the unit is destroyed entirely. All stands are removed. When this happens during combats, this does not count as additional hits and combat results remain unaffected. See Confusion p65.

A unit that makes way for Elephants that are retreating from combat will have to test twice for confusion – once for Elephants and once for making way. In this instance, and all instances where multiple tests are required, always test for Elephants last of all.

FANATICS

Some troops are deemed to fight with unreasoning ferocity hurling themselves upon the enemy with almost complete disregard for their own lives. This includes religious zealots and frenzied warrior berserkers.

1. Fanatics ignore the usual Combat penalty for fighting terrifying enemies – nothing terrifies a Fanatic!
2. If a Fanatic unit is able to charge in the Initiative sub-phase of the Command phase then it must do so – the player has no choice in the matter. Fanatic units charge before other units move in the sub-phase. If several Fanatic units are charging in this way, the player can decide the order in which they charge.
3. If a Fanatic unit wins a combat round then it must pursue if it is permitted to do so. Fanatic units that can see retreating enemy will always pursue before non-Fanatic units in the same engagement. If a Fanatic unit wins a combat and has the opportunity to advance then it must do so. Fanatic units will advance before other units advance, pursue, or fall back from the combat.

HEAVY ARTILLERY

Although large, these are still field pieces that can be transported fairly easily, perhaps with the assistance of pack animals or carts. Siege artillery is larger again and is not considered in Warmaster Ancients. Heavy artillery therefore includes such things as large ballistae and onagers – machines that throw a stone or a load of smaller stones.

1. A unit taking a hit from a heavy artillery piece is disallowed any Armour roll it normally has. Armour is of no value against heavy artillery.
2. A single heavy artillery stand has not one but three shots and therefore rolls three dice against its target – this is shown on the Range stat as 3x60. This means it has a range of 60cm and three shots.
3. A heavy artillery unit cannot shoot at enemies charging it. The weapon is slow to operate and has a high trajectory making it unsuitable for engaging enemies who are charging it.
4. A heavy artillery stand can shoot in the zone directly forward of its front edge – see p37.
5. Heavy artillery is relatively cumbersome and difficult to move and is therefore affected by the 'Slow' rule. See Slow p128.

HEAVY CHARIOTS

Heavy Chariots are defined as those pulled by four horses – ie, they are four-horse chariots or 'quadrigas'. Heavy Chariots are a characteristic feature of Assyrian armies.

1. Chariots pulled by four horses are too wide to fit on a standard base and are therefore mounted onto a 40mm x 40mm square base instead (effectively a double sized base).
2. Heavy Chariots receive the additional +1 charge bonus Combat modifier when charging enemies in the open.

LEGION

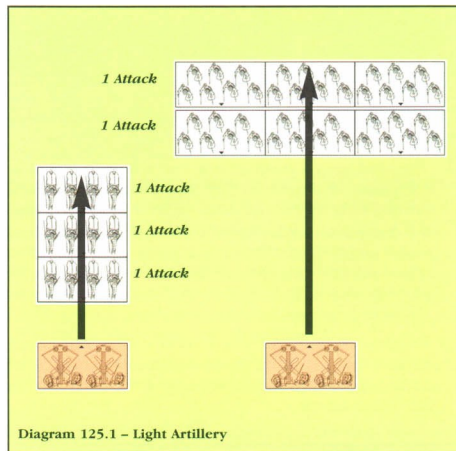
Roman legions of the early Imperial period are judged to be exceptionally well drilled to a degree beyond that of other troops. This internal cohesion and acute discipline is reflected by the Legion rule.

1. In the first round of a combat engagement, Legion stands that are fighting an enemy to their front edge or front corner count as supported in combat. This bonus is lost if a stand has enemy touching its side edge, rear edge or rear corner. This means a fighting stand will normally have a +1 support bonus in the first round of a combat, even where it is not supported by other stands: in effect the stand supports itself. This is cumulative with other support bonuses from other stands as usual.

LIGHT ARTILLERY

Light artillery describes fully portable artillery pieces such as a Roman scorpion. These are mostly bolt throwing machines in type but might also include small ballistae throwing a stone or cast shot. These weapons are effective both at piercing armour and penetrating deep formations and have a longer range than ordinary shooting.

1. A unit taking a hit from a light artillery piece is disallowed any Armour roll it normally has. Armour is of no value against light artillery.
2. A light artillery stand can shoot in the zone directly forward of its front edge – see p37.
3. A light artillery shot can strike up to three touching stands within the missile's line of flight as shown on the diagram below. These can be stands from the same or different unit – the only consideration is that the stands are touching so the shot passes over an unbroken area of bases.



Roll one dice against each unit for each stand that lies beneath the missile's flight. The missile automatically follows the shortest route between the artillery stand and the closest target. For example, if a unit is in a column and three stands lie beneath the missile's flight, roll three dice. If two units are in line one behind the other, roll one dice against each unit.

Because it is possible to shoot at one enemy unit and inflict hits on a unit next to it, it can sometimes happen that units engaged in combat suffer one or more hits from artillery. An engaged friendly unit can also suffer hits if a player is careless enough to place his units in the line of fire. Any engaged units taking hits from light artillery first remove casualties and then carry remaining hits forward into the following combat round. All such hits count as struck in the following round for purposes of working out the combat result. Note that no drive backs apply to units engaged in combat.

MANIPLE

Where two maniple units are engaged in close combat one behind the other, the total number of hits suffered by the unit in front is potentially reduced. This works as follows. Work out the total number of hits inflicted on the unit and take any Armour rolls as usual. Then roll one dice for each stand that is supporting the unit from the rear. For each dice roll of a 6, reduce the number of hits suffered by 1. Thus the maniple 'save' works just like an extra Armour roll taken after the normal Armour roll. Remember that this only applies to stands supporting from behind (not from the side) and it only applies when one maniple unit is supporting another.

PHALANX

A phalanx is a deep formation made up of warriors armed with long pikes or spears. We use the term exclusively for those armed with pikes – the main fighting infantry type of Macedonian and later Hellenistic armies. Pikes could be extremely long so that a closely packed phalanx presents an almost unstoppable hedge of spear points to its front. Conversely, a phalanx is easily disordered if attacked to its flanks or moving over dense terrain.

1. To preserve the aesthetic appearance of the phalanx and reflect the characteristics of the troop type, phalangites are mounted facing the short (20mm) edge of the base. See Appendix 2 for alternative basing suggestions for larger scale models.
2. The phalanx is a cumbersome and relatively inflexible formation. To represent this, a phalanx unit moves at normal infantry pace of 20cm in the Command phase if it is both in a line formation and if the unit moves either directly forward or charges. In all other situations or formations, including during evades, the phalanx moves at half pace in the Command phase (10cm).
3. None-measured and fixed moves that take place outside the Command phase – such as advances, drive backs, pursuits, and fall backs are worked out exactly like other troops.

4. Phalanx stands cannot be supported from behind – their basing already represents the depth of the phalanx formation. Phalanx stands can be supported by other phalanx stands to their side, or by other infantry stands positioned to their side and congruent to their front. See Support p49.
5. A Phalanx stand striking to its side or rear has an Attacks value of '0'. Units are still entitled to a 'Last Ditch' dice where they would not otherwise strike at all.
6. Phalanx units treat all dense terrain as impenetrable – woods, villages/build up areas, (broken/marshy ground, steep hills/slopes, woods/tall scrub, villages/build-up areas).
7. Phalanx units cannot be placed on ramparts or given ladders with which to attack troops on ramparts.

SCYTHED CHARIOTS

These are heavy four-horse chariots equipped with spikes, spears, and scythes, intended to be driven straight at and into enemy formations in order to cause as much mayhem and destruction as possible. Drivers are not expected to fight. The best that can be hoped for is that they hang on until the last possible moment before bailing out. Such unlikely weapons feature in late Persian and some Successor armies.

1. Chariots pulled by four horses are too wide to fit on a standard base and are therefore mounted onto a 40mm x 40mm square base instead (effectively a double sized base).
2. Scythed Chariots receive the additional +1 charge bonus Combat modifier when charging enemies in the open.
3. Scythed Chariots fight a single round of combat. At the completion of the round, once results have been worked out, any remaining Scythed Chariots are removed and count as destroyed.



4. If a unit retreats from a combat engagement that includes enemy Scythed Chariots, and if that unit has suffered at least 1 hit during the combat, it is automatically confused. See Confusion p63. Note that this includes **all** units retreating from the same engagement, regardless of whether they fought or touched enemy Scythed Chariots. In these instances, we make an assumption that what is represented is a broad attack by Scythed Chariots immediately prior to contact by other troops, and that such attacks can easily spread panic and disorder across the whole enemy battleline.

SHIELDWALL

Some close fighting infantry are accustomed to form a line of closely locked shields – this is typical of troops that fight best at a stand still – tending to lose cohesion and discipline once they start to manoeuvre.

1. A shieldwall unit counts its armour save as 1 better in the first round of combat when charged. For example, troops with no armour count as 6+, 6+ as 5+ and so on. This only counts when the shieldwall is charged, not when it charges, and it does not count in subsequent rounds of pursuit combat. The bonus does not apply if the unit is fortified or occupying dense terrain (broken/marshy ground, steep hills/slopes, woods/tall scrub, villages/built-up areas – see Terrain and Movement p31).

SHOCK

The 'shock' rule applies to hard hitting and often heavily armoured cavalry units. They are likely to be armed with long spears or lances, and charge at a good pace to deliver a decisive blow or punch through the enemy lines. These units are indicated in the army lists.

1. Shock cavalry units can be based facing the short (20mm) edge of the stand. Their narrow frontage and increased depth can be thought of as representing successive co-ordinated waves of attack against a narrow point.
2. Alternatively to the above, shock cavalry can be based facing the long (40mm) edge of the stand in which case, each stand adds +1 Combat Attack when charging or pursuing.
3. If shock cavalry units are armed with bows, their shooting zone is always straight ahead of their frontage. See Shooting Zone p37.

Note: Two base sizes are given because it is recognised that players using larger scale models will find it impractical to base stands to the short edge. In addition, some players may have pre-existing armies based to a 40mm frontage. The long edge basing is not an exact equivalent, but it is comparable overall and is presented as a reasonable compromise. See the Appendices for more on alternative basing for different units.

SKIRMISH

In the Warmaster Ancients game, most skirmishers represent troops whose role is exclusively skirmishing. Whilst other troops may skirmish to a degree, they do so on the tactical level subsumed within close combat. The exceptions are some light cavalry and chariot units which are adjudged to have a duel role and which usually carry a mixture of weapons, eg, Huns.

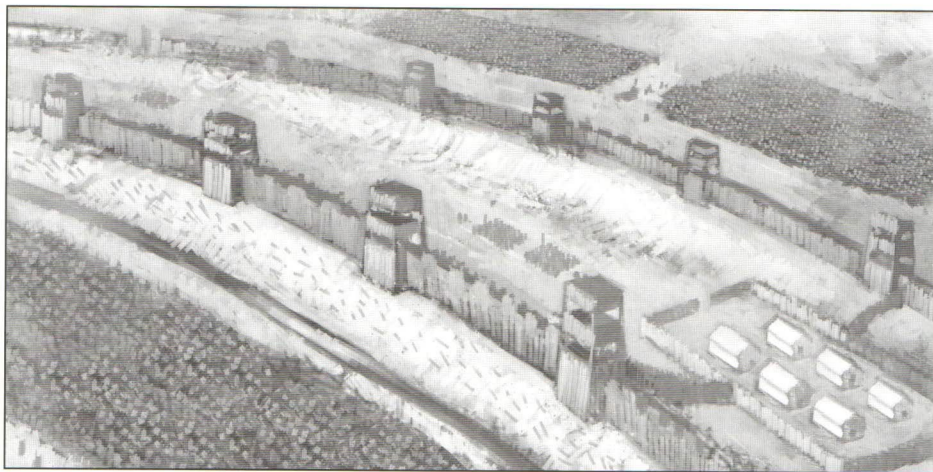
Because skirmishers are such a fundamental part of the armies, the skirmish rules are described throughout the book in the appropriate sections. These are summarised below together with references to the full descriptions.

Skirmishers carry suitable weapons – sometimes bows but more likely slings or javelins – and fight in loose, informal formations taking advantage of local terrain to avoid contact with more powerful but less mobile enemies. In general, skirmishing units represent fewer men than close fighting units. It is assumed they will usually disperse or flee if attacked.



1. Skirmishers always move at up to full pace for their type regardless of formation or circumstances (see p22).
2. Skirmishing units can see all round – they can draw a line of sight from any stand's edge. Their shooting zone extends all round to their front, side and rear. Because they can see enemies to their side or rear they can charge, evade or otherwise react to such units (see (p10 Visibility) and (p37 Shooting)).
3. Unless confused, skirmishers are allowed to evade from an enemy charge in the opposing Command phase (see p24).
4. Unless confused, skirmishers are allowed to evade instead of being driven back by shooting in the opposing Shooting phase (see p25).
5. Skirmishers can evade through other units. If these other units are not skirmishers, or if they are a second or subsequent unit evaded through regardless of whether they are skirmishers or not, then both units must test for confusion once the move is complete. Units become confused on the roll of a 6 (see p24).
6. Skirmishing infantry can support from the side only: they cannot support from behind (see p50).
7. Skirmishing infantry can move through some types of terrain that is otherwise impassable – notably rivers/deep water, forests, and cliffs. This is described in the section on Terrain & Movement (see p31).

Note: For the avoidance of doubt, skirmishing infantry are able to evade from charging cavalry, or other non-skirmishing units, even if these units have a greater move distance than they do. In this case, skirmishers are assumed to have already seen, reacted to, and taken steps to avoid their attackers well before they reach their position.



SLOW

The 'Slow' special rule applies to units that are exceptionally heavily armoured or encumbered for their basic type. In our game, they do not move at a slower rate than other units of the same type, but they are less likely to move repeatedly. This makes them less flexible tactically and represents the exhausting effort of wearing a great deal of armour or carrying a heavy burden. The rule is most commonly applied to Cataphract cavalry – heavily armoured riders mounted upon armoured horses.

1. Slow units suffer an extra -1 Command penalty for second and subsequent orders. I.e. first order no penalty exactly as other units, second order -2 rather than -1, and third order -3 rather than -2.

TRIARI

The Triari are the oldest and most experienced of the Roman citizen warriors and their role, as their name suggests, is to form a third line or reserve. As such they were always retained until really needed and not generally used in the early, indecisive stages of a battle.

1. To reflect their role, a unit of Triari counts as two units when it is destroyed. Note that a unit of Triari still counts as one unit when calculating the initial withdrawal level at the start of the game. This means that a Roman Republican army that would normally withdraw when five ordinary units are destroyed, will also withdraw if three ordinary units and one unit of Triari are destroyed.



UNRELIABLE

Unreliable units represent troops that, for whatever reason, have little enthusiasm for the job in hand or uncertain or wavering loyalty. This does not necessarily mean they are poor fighters – indeed they might be professional soldiers who have little confidence in their commanders, such as Greek Mercenaries in a Persian army. Conversely, they might be ill-disciplined allies, subject conscripts or tributary warriors – such as Germans fighting as part of a Hun army. Such troops are less likely to obey orders than normal troops.

1. A -1 Command penalty is applied when giving an order to an Unreliable unit or a brigade of which it is a part.

WARBAND

Warbands represent close fighting but often poorly organised infantry or cavalry, generally tribal troops, barbarians, levy, or militia, that lack training or experience. These troops become confident in large numbers or when flushed with victory, but timid if few in number or once they have been beaten.

1. If three or four units of warband are given a brigade order, the player can add 1 to the commander's Command value up to a maximum of 10. The entire brigade has to comprise warband units, and there must be at least three units in the brigade.
2. If a warband unit is driven back by shooting but has not yet lost a stand then it rolls one less dice for the drive back than usual. If a warband is driven back by shooting and has lost one or more stands for whatever reason then it rolls one more dice than usual.
3. If a warband unit pursues in combat then it receives a further +1 Attack bonus per stand in the following pursuit round. If a warband retreats from combat then it receives a -1 Attack penalty per stand in the following pursuit round.

PAINING & TERRAIN

You will no doubt have noticed that this book is illustrated with many examples of carefully painted armies. It is not strictly necessary to paint the armies – they will fight no more or less enthusiastically whether you paint them or not – but it is hard to deny the special appeal of a colourfully painted horde.

This section of the rule book guides you through the basic process that the authors use to paint their own armies. It is not a definitive guide by any means and experienced painters will no doubt have their favourite methods and techniques that are perfectly effective.

PAINING

We recommend that models are painted with acrylic hobby paints suitable for plastic models or kits. You will need a variety of different colours but not necessarily a large number as different shades can be produced by mixing the colours together.

PRIMER

We strongly suggest that models are primed with a black 'primer' or 'undercoat' before they are painted. This will provide a good key for the paint itself. Primers usually come in a spray can and are available from the same hobby stores that sell paint.

Some people do prefer to use a white primer on their models as this makes the colours brighter. We'll show examples that have been undercoated with white primer on the following pages.

BRUSHES

Choose a well-pointed hobby brush of an appropriate size – such as the Citadel Colour 'Detail' brush or size '0' art brush. It is useful to have a larger, old, or cheap brush for applying basing material as described later.



Example of painting station and lamp with daylight bulb.

PREPARING TO PAINT

Begin by cleaning up any obvious flashing or casting flaws using a craft knife or file. Such minor flaws are an inevitable part of the process so it is well worth 'cleaning up' the models in this way. Prior to painting, lightly fix the models onto thin strips of card with superglue or contact adhesive – 10 models to a strip about 12cm long is about right for most infantry. These temporary card strips allow you to handle and paint the models more easily.

STEP 1 – PRIME

Take the card strips and apply a light even coat of black hobby primer to all the models. As an alternative to spray primer, you can apply an overall coat of diluted black paint. This is almost as good but does not provide such a strong key as spray primer so the finished paint may rub away more easily. If you have missed any bits when spraying, it is a good idea to dab in some diluted black paint to cover up once the primer is dry.

STEP 2 – PAINT

Take all the card strips for one unit and paint all the flesh colour, then paint all the armour colour, all the cloth, and so on. This is much easier and faster than painting each model or each strip individually. Leave the deepest recesses black to represent shadows. Don't worry about trying to be perfect – the models are very small and will be viewed from a distance. Remember – closely packed infantry models will be arranged on the front or back of the bases. This means you may be able to skip some of the front detail on models destined for the rear ranks.

STEP 3 – STANDS

Once you have completed a unit, remove the models from their temporary card strips and glue them onto stands using superglue. Games Workshop makes plastic stands of the correct dimensions for the original Warmaster game, these are perfectly useable for Warmaster Ancients too. Stands can also be cut from thick card, plastic sheet or other suitable material as you wish. Coins or washers make excellent command stands and help to give the pieces extra weight.

To complete the stands, you can simply paint the base area a solid earthy colour or grassy green. Alternatively, you can apply a textured basing material such as flock (dyed sawdust) or static grass (synthetic fibres) as used by railway modellers. Our own preferred method is to apply a layer of ordinary sand and paint it in suitable ground colours.

To apply any kind of textured base material you will need some PVA type 'white' wood glue – the ordinary sort available from hardware and DIY stores. This can be thinned down with water if it is a little thick. Paint the glue onto the base area, being careful to avoid the models themselves. Dip the stand in the material and shake off any excess.



Sassanid Infantry. Rob Broom prepared this example to show how a white primer can be used rather than the more common black. In this case, the models are individual castings temporarily fixed to a piece of card for painting. 1. A white spray primer is used to give the basic coat – if you miss any bits, a quick overall coat of white paint ensures an even finish. 2. Block out the basic colours – at this stage paint anything that is to be metallic black. 3. The white undercoat shows the colours well and provides natural shading where the paint settles into folds. 4. This shows all the colours blocked in and the spear point added – metallic paint shows up much better over black. 5. Add a little white to the underlying colours and quickly paint over raised areas and the middle of blocked colours to create highlights. This is easier than it looks because the details are raised and a gentle flick over with the brush puts the paint where you want it.



Roman Bowman. This example by Rob Broom shows how to paint a model using the usual black undercoat. These models are also individual castings and have been fixed to a piece of card for painting. 1. Spray all the models with a black primer. You won't catch all the undercuts no matter how hard you try – so once the primer is dry, paint over the whole model with watered down black paint to create an even finish. 2. Carefully block in the main areas using a darker shade of the intended colour. You do need to be neat – but you can go back and tidy up using a fine brush, some thinned black paint and a steady hand! 3. Paint the model again using a lighter colour, missing all the areas that lie in shade. 4. The extremities and details like the helmet, bow and belt are best added last. 5. The extremities and details then get a lighter coat as before – when painting metal (eg. the helmet) use silver for the light coat and just touch the very tips of helmets and spears with colour. 6. In this case, Rob has gone to town and added a stripe to the tunic – the principle is the same as before: paint a broad dark stripe and a narrow light stripe over it.

SOME HINTS AND TIPS

To enhance the sense of depth and create an expert look, paint each area with a dark shade of your chosen colour first and then apply a light shade of your chosen colour to the high points. This need not be a long or intricate process – a quick flick over all the high spots will do the job. From a distance, the two colours will merge together but still give a good impression of depth to the models.

To paint heavily textured fur or similar detail, first paint the whole area with a dark shade of your chosen colour. When this is dry, take a very light shade of your chosen colour onto the tip of your brush and immediately wipe most of the paint from the brush until it is almost dry. Now use the 'dry' brush to gently paint over the fur texture. A fine dusting of paint is deposited onto all the raised areas of the fur accentuating the detail.

Some people prefer to use a white primer rather than black as this makes the colours appear brighter – this is largely a matter of taste. We prefer black as the base colour also serves as an underlying level of shading and makes the models look very three-dimensional.

If you want to protect your painted models from damage during play, it is a good idea to apply a coat of varnish or lacquer. This can be either gloss or matt – some people prefer one and some the other. Varnish can be bought from any hobby supplier and comes in spray cans in the same way as primer (yes that's right... it's important to never confuse the two as there is nothing so demoralising as priming a unit you have just painted!).



Greek Hoplites



Greek Hoplites. These models are moulded in strips and have been painted as stage-by-stage examples by the author – this demonstrates the basic method using a black primer/undercoat. From left to right: 1. Starting with the flesh tones, paint a dark shade of the desired skin colour, leaving sufficient black at the edges to define the details. 2. The body armour is painted grey, once more leaving plenty of black to define detail and shadows. The metal armour is painted bronze. 3. The straps and spear are painted a suitable brown – when painting over black it helps to keep the colours light as the black will tend to naturally darken the final effect. 4. In this case, the helmet crest is going to be alternating black and white stripes – so the white sections are painted in. 5. The colours are brightened – a little white picks out the raised parts of the body armour whilst silver has been used to pick out the raised portions of the metal including the spear tip.

1.



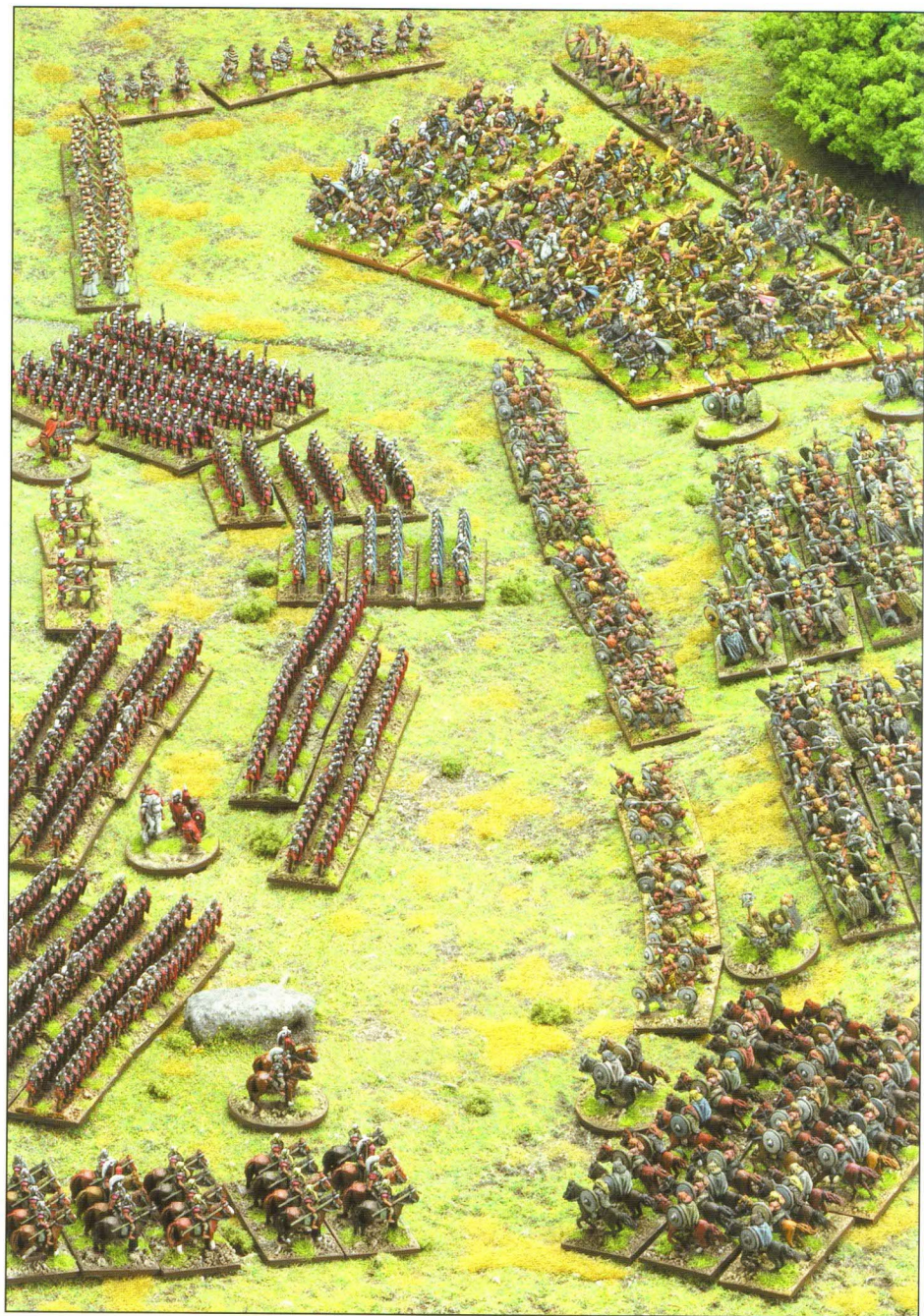
2.



3.



Egyptian archers. This stage-by-stage example by Gene Cochran demonstrates a method of painting a lot of models at the same time. This is a technique that works very well for early armies, like Egyptians and Hittites, that have a lot of exposed skin and generally white clothing. In this case the models, which are cast as a group, are given a white primer coat and fastened to their bases. The bases have been decorated with sand glued in place using ordinary white woodworking glue. 1. A wash of watered down brown paint is applied to all the models on the base – it is important to let this dry thoroughly before continuing. 2. The clothing is painted an off-white colour. Notice how the underlying brown wash has been left in the recesses and creases to create shading. 3. The bows and belts are picked out with a solid colour, and the white clothing is emphasised by means of a lighter colour applied to the raised areas. In the final example, the base has also been painted. To paint over sand, mix a dark brown colour and add water to thin it down – paint this mixture onto the sand. You will find the mix will be drawn into areas that are hard to reach. If you have trouble with this method, soak the sand-covered base with clear water before you start – then add the paint. Once dry, the sand is brightened with a lighter colour and a little static grass is glued onto the base to brighten it up. In practice, it is easiest to paint the dark base colour before the models themselves but we have left it until last to show the finished example.





Above: A Sassanid army prepares for war.

Left: A Roman army confronts a horde of barbarians.



* Macedonian army clashes with an Indian force.

APPENDIX 1: TROOP TYPES

The objective of this section of the rule book is to provide stats for standard troop types and provide points values for them. Those who wish to put together their own armies, or who want to convert an existing army into Warmaster Ancients, will find this a useful start. From these basic building blocks, it is possible to assemble the core of almost any army of the Ancient or Early Medieval world.

A few troop types in the army lists are unique types that are not included here – but on the whole these combine two types or fall between types allowing points values to be inferred by comparison.

INFANTRY

Infantry form the core of many ancient armies, making up the majority of the troops in most cases. Infantry units are adaptable, good at operating over mixed terrain or in built-up areas, and will often bear the brunt of the fighting as part of the battle line.

Extremely Heavy Infantry

Infantry fighting in close formation and extremely heavily armoured, for example, a medieval knight. Although Warmaster Ancients doesn't yet extend as far as Medieval times, we've included the category for those who might wish to use it.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Infantry	3	–	3	4+	3	75

Special Rule: Slow

Heavy Infantry

Well disciplined infantry fighting in close formation and heavily armoured, for example, a Roman legionary or Greek Hoplite.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Infantry	3	–	3	5+	3	60



Medium Infantry

Infantry fighting in close formation and moderately protected with some degree of armour probably including a shield – generally well disciplined. Eg. Roman Auxiliary.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Infantry	3	–	3	6+	3	45

Light Infantry

Infantry, accustomed to fighting both at close quarters and by throwing javelins, wearing little or no armour, and armed with spears as well as short range missile weapons. These are generally well trained and disciplined troops such as Hellenistic Peltasts.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Infantry	2	15	3	–	3	40

Special Rule: Skirmish

Tribal Infantry

Tribal, undisciplined, ill-trained or otherwise lightly or unprotected infantry fighting as a body. Can be armed with any close combat weapons and/or light missiles thrown immediately prior to contact and therefore considered part of the unit's combat value. This includes all basic barbarian infantry such as Gallic and German tribesmen.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Infantry	3	–	3	–	3	35

Skirmish Infantry

Infantry trained or accustomed to fighting only in open formation using missile weapons such as javelins, slings, or bows, preferring to avoid contact with close quarter fighting troops, usually wearing no armour or carrying only light shields. Eg. Roman Velite.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Infantry	1	15	3	–	3	30

Special Rule: Skirmish

Peasants

Conscripted peasants or unwilling levy, troops unused to fighting and generally unarmoured, equipped with improvised weapons or polearms.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Infantry	2	–	2	–	3	20

Heavy Phalanx

Heavy infantry equipped with long pikes – fighting in extremely close formation and by necessity very well equipped and drilled. Eg. Successor Phalangite.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Infantry	3	–	3	5+	3	70

Special Rule: Phalanx

Phalanx

Infantry equipped with long pikes – fighting in extremely close formation and by necessity very well equipped and drilled. Eg, Macedonian Phalangite.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Infantry	3	–	3	6+	3	60

Special Rule: Phalanx

Heavy Archer

Infantry wearing some armour or carrying a large shield or pavise, equipped with bows, crossbows, or comparable long-ranged missile weapons and shooting as a co-ordinated body – generally well disciplined. Often carrying spears as a secondary armament or incorporating bodies of spearmen in a mixed formation, eg, Persian Immortals.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Infantry	2	30	3	6+	3	50

Archer

Infantry with no armour or very little or light shields only, equipped with bows, crossbows, or comparable long-ranged missile weapons and shooting as a co-ordinated body. Eg, Persian Bowman.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Infantry	2	30	3	–	3	40

Chariot Runner

Infantry, trained or accustomed to ride on and fight alongside chariots. Very lightly armoured or carrying shields, armed with a mix of spears and short range missile weapons. Eg, Hittite Chariot Runners.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Infantry	2	15	3	–	3	40

Special Rules: Chariot Runners and Skirmish

CAVALRY

Cavalry units were less numerous than infantry in most ancient armies but their role was often decisive. Their greatest assets are speed and manoeuvrability, which combine to enable cavalry to exploit weakness in the enemy line and to mount decisive pursuits.

The troop types described opposite encompass all the types that appear in the various armies. Each has been allocated appropriate game values including a points value – and any special rules that apply to that type are noted. Explanations of the special rules appear later at the end of the section.

Note that a few armies include camels. We would normally refer to the units as Heavy Camelry, Light Camelry, Camel Archers, and so forth. Camels are basically the same stat line as the equivalent cavalry with one less Attack. Rather than repeating all these definitions all over again with the modified stat line, we'll just take it as read that camel types are as defined opposite with the appropriate stat line and special Camel rule. Camel points values are 10 points less than their cavalry equivalent.

Extremely Heavy Cavalry

Cavalry trained or accustomed to fighting in close formation relying upon the effect of their charge, well-armoured and riding armoured horses, usually equipped with lances, sacrificing speed and mobility for shock of impact. Eg, Cataphract.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Cavalry	3	–	3	4+	3	125

Special Rules: Shock and Slow

Heavy Cavalry

Cavalry trained or accustomed to fighting in close formation relying upon the effect of their charge, armoured and usually riding armoured horses, usually equipped with lances or spears and relying primarily on shock of impact. Eg, Macedonian Companions.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Cavalry	3	–	3	5+	3	110

Special Rule: Shock

Medium Cavalry

Cavalry, usually moderately armoured, equipped with javelins, short spears, or hand weapons – the majority of early close quarter fighting cavalry. Note that some armies can be Armour 6+ at 70 pts representing less heavily armoured types, eg, Indians or Germans.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Cavalry	3	–	3	5+	3	80

Light Cavalry

Mobile cavalry equipped to fight at close quarters or to harass the enemy with missiles at close ranges prior to contact. Lightly armoured if at all – mostly carrying shield only – and most likely to carry javelins, but might also carry bows in addition. Light cavalry combine close quarter fighting and skirmishing and are exemplified by highly aggressive mobile troops such as Huns.

Huns

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Cavalry	2	15	3	6+	3	60

Special Rule: Skirmish

Mounted Skirmisher

Extremely mobile cavalry fighting as a loose body, generally unarmoured but possibly carrying light shields, usually armed with javelins – avoiding close quarter fighting with massed formations of troops wherever possible. Eg, Moors, Tarentine, Thessalians.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Cavalry	1	15	3	–	3	40

Special Rule: Skirmish

Horse Archers

Extremely mobile cavalry fighting as a loose body, unarmoured and armed with bows, fighting exclusively from a distance and avoiding close quarter fighting with massed formations wherever possible. Eg, Scythians, Parthian Horse Archers.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Cavalry	1	30	3	-	3	60

Special Rule: Skirmish

Heavy Mixed Arms Cavalry

Cavalry – well armoured – fighting in a reasonably close formation, trained or accustomed to both shooting bows from horseback and also capable of fighting at close quarters. Often armed by spears or lances in addition to bows. Eg, Byzantine and Sassanid heavy cavalry.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Cavalry	3	15	3	5+	3	115

Special Rule: Shock

CHARIOTS

Chariots were common in ancient armies before the development of the cavalry arm and rare thereafter. In later armies, they tended to be used more for their morale effect than for their speed or mobility.

The chariot types described below encompass all the types that appear in the various armies. Each has been allocated appropriate game values including a points value – and any special rules that apply to that type are noted. Explanations of the special rules appear later at the end of the section.

Heavy Chariot

A large heavily built chariot with substantial fighting platform and crew of four or more, pulled by four horses, sacrificing mobility for impact. Eg, Assyrian Heavy Chariot.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Chariot	4	15	4	5+	3	135

Special Rule: Heavy Chariot

Scythed Chariot

These are four-horse chariots equipped with spikes, spears, and scythes, intended to be driven straight at and into enemy formations in order to cause as much mayhem and destruction as possible.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Chariot	4	-	3	5+	1	50

Special Rule: Scythed Chariot

Light Chariot

A lightly built two-horse chariot with driver and fighter – often the fighter dismounting for combat – armed with a mixture of close combat and missile weapons, spears, javelins or bows. This encompasses most fighting chariots of the ancient world, eg, Briton, Egyptian and so on.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Chariot	2	15	3	6+	3	80

Special Rule: Skirmish

ELEPHANTS

Elephants were used by Indian, some Successor, and some Persian armies, and by the Carthaginians. Of these all but the Carthaginian Elephant are Indian Elephants with the stat line shown below. This includes a crew armed with a variety of weapons including javelins, spears, and bows. The Carthaginian Elephant is a smaller species.

Indian Elephant

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Elephant	4	15	4	5+	3	200

Carthaginian Elephant

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Elephant	4	15	3	5+	3	150

ARTILLERY

Here we are concerned not with huge siege engines or arcane naval weapons but purely with common field artillery exemplified by the Roman scorpion which formed an integral part of the legionary organisation.

The two types described below encompass all those that appear in the various armies. Each has been allocated appropriate game values including a points value – and any special rules that apply to that type are noted.

Light Artillery

A small field weapon – resembling a large crossbow – torsion powered, firing a substantial bolt. Eg, Roman Scorpion.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Artillery	1	40	3	0	2	50

Special Rule: Light Artillery

Heavy Artillery

A large field weapon primarily used during assaults on defended positions – essentially an extremely large version of the above firing either a large bolt or rock. Eg, Roman Onager.

Type	Attacks	Range	Hits	Armour	Unit Size	Points
Artillery	1	3x60	3	0	1	75

Special Rules: Heavy Artillery and Slow

MILITIA & CONSCRIPTS

Militia – up to 10 points

Militia are generally drilled but untried non-professional soldiers. They are not highly motivated, disciplined or skilled. To reflect their status they reduce their Attacks by -1. They reduce their points value by up to 10 points depending on their role (5 or 10 points) and this is a judgement rather than a rule as some account has to be made of their role within the army.

Conscripts – up to 10 points

Conscripts are unwilling fighters, often subject peoples, pressed into service and liable to run off given half a chance. To reflect this, they reduce their Hits by -1. They reduce their points value by up to 10 points depending on their role (5 to 10 points) in the same way as militia. Often troops will be both Militia and Conscript.

SPECIAL RULES

In some cases, points values may be further adjusted to take into account special rules that apply. These are the base value modifiers, but note that further adjustments are often applied depending upon the roles and points value of the units themselves. Other special rules are covered within the list of troop types.

Legion	+20
Maniple	+5
Shieldwall	+5
Skirmish	+5
Warband	Free
Unreliable	-10

ELITES & GUARDS

Stats can be adjusted up or down to reflect the individual qualities of particular units. This is commonly done with what we call 'elite' and 'bodyguard' units. These are not literal definitions – just useful terms that help to judge when to apply the modifiers described.

Elite +10 points

Elite troops add +1 to their Attacks, eg, Veteran Legions. Elite troops generally fight better than ordinary troops and are usually better motivated, disciplined, or led.

Bodyguard +10 points

Bodyguard troops add +1 to their Hits, eg, Immortals. Guard troops are loyal and steadfast – their willingness to 'fight to the last man' is what earns them their bonus Hit. Bodyguard units will often be Elite as well.



APPENDIX 2:

BASE SIZES & MODEL SCALES

Warmaster Ancients is designed for 10mm scale models and also works well with smaller 6mm models. However, it is recognised that many players will already own 15mm scale or larger scale armies that they wish to use instead. We wouldn't recommend that players mix scales on the same tabletop, but it is possible to facilitate play between armies of larger scale models should you wish to do so.

15mm models can be used without too much trouble but you will find the stand sizes rather small for some of the larger pieces – notably chariots, elephants, etc. In the case of 15mm models, it is suggested that all troop stands be based to standard 40mm frontage and appropriate combat modifiers applied as noted below.

20mm or larger models are really too large to use with the game as written – the pieces simply do not fit onto the standard sized bases. However, it has been known for players to simply scale up the bases to fit – the following frontages are suggested in combination with the rules suggested below.

SUGGESTED STAND SIZES

Model scale	Frontage	Depths
15mm	40mm	20mm+ as convenient
20/25mm	60mm	20mm+ as convenient
25/30mm	80mm	20mm+ as convenient
40/54mm	100mm	50mm+ as convenient

25mm model pose something of a problem. Old fashioned 25mm models can be mounted onto a 60mm frontage – but modern 25mms tend towards the larger size and it is often difficult to fit sufficient models shoulder-to-shoulder to make a solid appearance. For this reason, two sizes are suggested – the larger 80mm being a simple doubling of the standard sizes.

If players have existing armies that are already based, we would suggest that the game is perfectly playable so long as both sides are based the same way. If players have single figures, or multiple bases that are smaller than the suggested dimensions, a workable solution is to tack them temporarily to a suitably sized rectangle of card.

Whilst it is important that frontages are consistent, varying depths will not make too much difference. Where depths are less than half the frontage (eg, 60mm x 20mm) it is

suggested that an additional -1 Attack penalty is applied to stands fighting to a side edge (otherwise units can become disproportionately potent when fighting to their flank).

Using a Common Frontage

Stands that normally face the 20mm frontage in Warmaster Ancients pose the most problems for existing armies that have been based for other game systems, namely units of phalanx, chariots, elephants, and shock cavalry. Some players will doubtless have 5mm or 10mm armies that are incompatible with the narrow basing and we recognise that re-basing may not be practical or desirable.

Rebasing will definitely pose a problem for players using 15mm models, many of which are simply too large to fit onto the narrow edge in any case.

To accommodate players who do not wish to use the narrow frontage, all 'short' 20mm frontages can be optionally mounted onto 'long' 40mm frontages as per standard infantry and cavalry.

Stands switched from the 20mm to the 40mm front edge add +1 Attack modifier when charging and pursuing. Note that this is the same as the standard rule for Shock cavalry mounted to the long edge (see Shock p127). Use whatever depth is required to fit the models. The two frontage types are not exactly equivalent but the effect is comparable.

In some situations, the wider frontage and bonus confers an advantage compared to the narrow base, in other situation it is less effective, but overall it is an acceptable compromise that allows the two basing standards to be used on the same battlefield. You may find that in some instances, such as chariots, the wider base can accommodate two models slightly staggered. In other cases, such as Elephants, it may be desirable to fill out the base a little with supporting infantry or scenery. It is a good idea to deepen the base of the phalanx so that it looks more like a block of troops (eg, 40mmx40mm). This is simply a matter of taste – the number and arrangement of models makes no difference to the game itself.

Note that it is perfectly acceptable to mix 40mm and 20mm frontages together either in the same or opposing armies so long as the 'shock' bonus is applied to units on the broader frontage as described above.



APPENDIX 3: MANUFACTURERS

This game was inspired by visual spectacle of massed units of model warriors battling on the tabletop. In recent years, many manufacturers have added 10mm-12mm sized models to their ranges alongside the more common larger sizes usually associated with tabletop wargaming. Sculptors have risen to the challenge, and the general standard of design has blossomed to previously unimaginable levels. Whilst an individual 10mm high may never have quite the singular appeal of his larger brethren, as a mass these miniature gems acquire an awe-inspiring quality of their own.

This is a list of manufacturers of 10mm-12 mm scale Ancient and Early Medieval models together with a few notes on the ranges offered. All these manufacturers have their own web sites, which will, no doubt, have up to the minute information on ranges, prices, and purchasing.

The following three manufacturers are predominately featured throughout this book:

Magister Militum

www.Magistermilitum.com.

A significant range of Ancient 10mm including Romans, Sassanids, Indians and Parthians. They are supplied as singles and so can be based to suit. The vast majority of painted single examples found in this book were provided by Magister Militum, and our thanks to them and their painters.

Old Glory

www.Oldgloryminiatures.com/www.Oldgloryuk.com in the UK.

Old Glory Grand Scale models are 10mm-12mm. Infantry are moulded in strips 25mm wide – these can be cut and reassembled with a little effort to fill out a 40mm strip should you wish to do so. A large and growing range that includes Romans, Britons, Dacians, Huns, Parthians, Saxons, Normans, Egyptians, Hittites and Assyrians. Cleanly sculpted and nice to paint – often the hands require drilling for wire spears.

Steve Barber Models

www.sbarber-models.clara.net.

10mm scale Romans and Germans with nice variety of poses.

The following companies have additional products featured or manufacture suitable ranges:

JR Miniatures

www.jrminiatures.net

A range of 10mm buildings and walls.

Pendraken

www.Pendraken.co.uk.

One of the oldest established 10mm manufacturers with a range of ancients including the Punic Wars.

Irregular

www.Irregularminiatures.co.uk.

Long established 10mm manufacturer with some more unusual ranges not currently available elsewhere – such as Chinese and Arabs.

AIM (Armies In Miniature)

www.Minifigs.com.

Companies include Romans and Punic Wars ranges as well as an extensive range of Samurai. Nicely detailed and proportioned.

Kallistra

www.Kallistra.co.uk.

No Ancients at time of writing – but nice Hundred Years War range.

Bacchus.

www.Bacchus6mm.com.

No 10mm models – but a large range of 6mm scale models and a very informative web site with good painting tips.

APPENDIX 4: AUTHOR'S NOTES

The purpose of this appendix is to talk about some of the underlying principles behind the game, and to do so in a way that does not intrude upon either the explanation of the rules themselves or the reader's patience. Hence you've found it here: tucked away at the back where it can safely be ignored should that be your preference.

Warmaster Ancients is a variant of the original Warmaster game – in fact a fairly close development of it. Although Warmaster is a fantasy game set in a fantasy world, the inspiration for writing it came from reading about real battles, visiting battle sites and talking with fellow enthusiasts of military history. At the core of the game is a set of fairly simple rules that represent not the structure of command, but the consequences of command in what I believe is both a credible and entertaining fashion.

I have come to the view that this abstraction can confuse, or even repel, some players – and that is perhaps just one of those things that a game designer has to accept. Both Warmaster Ancients and the original Warmaster take what I sometimes call a 'top down' approach – by which I mean an approach that reflects the unfolding of broad events rather than the contributing factors to those events. This is opposed to a 'ground up' approach where a highly detailed simulation is created to mimic the actions of individuals, structures and circumstance, the interaction of which produces some kind of calculated result. A ground up approach has the advantage of appearing more credible – with complex details and statistics to prove it – and very good games can be created using this principle. If I were writing a one-on-one set of rules for Western gunfights, gladiators or WWI aircraft, a ground up route would undoubtedly be my choice – the fun and interest of these subjects all lies in the detail! Most games mix the two approaches to an extent, producing a workable compromise that allows for both a literal and an abstract interpretation in the minds of the players. Warmaster Ancients makes few concessions to direct or literal representation. In part this is because the author saw the opportunity to create a game that was structured from the 'top down' and stuck to his guns. He is stuck to them still.

In this rules set, the question of figure and ground scale has already been covered to some degree. I have always considered that a unit represents the equivalent to an infantry battalion in 18th or 19th century terms – and the equivalent in the Ancient world such as a Roman cohort. This means that some units represent more or fewer actual men than others – but this doesn't really matter very much. A unit of three stands represents a formation at its full fighting capacity – units that have lost stands represent units depleted in fighting capacity accordingly. Note I say 'fighting capacity' not necessarily the number of men – it is merely pragmatic to associate the reduction in a unit's effectiveness with casualties.

Ground scale is never addressed directly in the game – the distances used for movement and range are fixed relative to each other and divide into broad groups. Although the area occupied by a unit suggests some kind of 'key' measurement, this area is intended to represent a zone of control rather than a stretch of ground crammed with troops. Similarly, missile ranges assume some movement between bodies of men, especially for those armed with hand thrown weapons

where such movement is adjudged to form an essential part of their role. I always maintain that the game 'feels' right if you think of the actual warriors being about 1mm tall – about the thickness of the bases on which the models stand. However, even this would have the stands crammed shoulder to shoulder for most units and this is not the intention. A ground scale of something like 1mm = 5 metres would probably fit more comfortably and allows for the potential size of larger units. Coincidentally, this gives a credible area for a battle – with a standard table measuring the equivalent of 6km x 12km. I should point out that this is an entirely retrospective imposition on the game's design: no actual scale was envisaged before or during the game's development.

Time also has no strict scale in the game. A turn is not based upon a given period of time although it is sometimes convenient to think of a turn as lasting about an hour. Events are dealt with entirely in terms of actions. It seems that real battles often progressed very slowly for long periods, and then one action would lead to a whole consequential string of events very quickly. In some cases, troops appear suddenly, surprising the enemy by their proximity because they have advanced unseen or unnoticed. This is represented by troops moving further in some turns than in others. Accounts of ancient battles are nowhere near as informative as those of more recent conflicts in this respect, but none-the-less the game embraces the concept wholeheartedly. Thus the relative movement between bodies of troops can sometimes be considerable and represents both the speed of decisive action and the tendency of some movement to be unobserved or unexpected.

The army lists and points values are primarily intended to help give a shape and form to the individual armies. They are there to aid players to build their collections in a fashion that is pleasing as well as effective. Although I've tried to make it clear what types of troops the individual army entries represent, on the whole it has been assumed that readers are either familiar with the historical background or willing to put a bit of effort into finding out. Some may be surprised that the army lists have relatively few entries – this is not a result of neglect on the author's part I assure you – but a deliberate policy of sifting the detailed differences down into functional types. Thus my own Roman army includes barbarian javelin armed skirmishers as well as slingers – all skirmishing infantry though.

Points values have been calculated as basic equations and broader bonuses or penalties are applied as given in the separate Appendix on troop types. Values are meant to reflect the approximate worth of units in general situations and not necessarily the optimal situations for troops of that type. As explained in the preceding paragraph, the primary objective of points values is as a guide to collecting the armies, and in that context the most representative troops will tend to be 'rounded down' whilst the more adventurous choices sometimes attract an associated premium. In either case, it is down to the players to get the best out of their troops by playing to their strengths and avoiding weaknesses where possible. No attempt has been made to cut points values any finer than 5 points either way – I believe that this is close enough for all practical purposes. Players remain ever ingenious and will undoubtedly discover tactical uses for troops that will further enhance their worth.

WARMASTER ANCIENTS ROSTER SHEET

ARMY:

COMMAND

Commander	Attack	Command	Special

TROOPS

Unit	Attack	Range	Hits	Armour	Special

Notes:

It is a good idea to make a roster sheet of your army, listing each unit together with the important values that you'll need to refer to during the game. In most cases, you don't need to know all the details from the stat line when you play – you probably know whether your troops are infantry or cavalry for example. On the other hand, it's worthwhile summarising any special rules that apply – so leave space for these either against each unit or as separate notes. You can easily make up your own roster sheets to your own design – or, if you prefer, feel free to photocopy this page for your personal use.

WARMASTER ANCIENTS PLAYSHEET

SEQUENCE

1. **Command**
 1. Initiative
 2. Orders
 3. Commanders
2. **Shooting**
 1. Work out attacks
 2. Resolve Drive Backs
3. **Combat**
 1. Work out attacks
 2. Calculate results
 - a) Draw – both sides Fall back
 - b) Lose – Retreat
 - c) Win – Stand, Fall back, or Pursue/Advance
 3. Aftermath
 - a) First round – fight a second round
 - b) Second round – continue next turn

COMMAND PENALTIES

Per full 20cm distance	-1
Each successive order to the unit.	-1
Successive order to slow unit	-1
Enemy within 20cm of unit	-1
Flank/rear exposed to enemy within 20cm	-1
Unit within dense terrain.	-1
Per casualty	-1

ATTACK MODIFIERS

Charging against enemy in the open	+1
Elephant/Heavy or Scythed Chariot charging against enemy in the open.	+1
Pursuit attack.	+1
Pursuit attack per full 3cm.	+1
Warband in pursuit	+1
Fighting Elephants or other terrifying enemy.	-1
Enemy facing own side or rear	-1
Confused.	-1
Warband in retreat.	-1

MOVE RATES

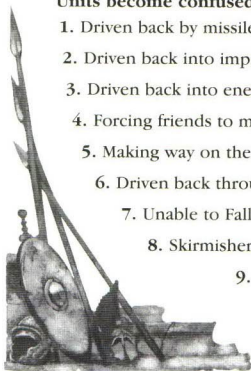
Types	Full Pace	Half Pace
Infantry	20cm	10cm
Cavalry	30cm	15cm
Chariots	30cm	15cm
Elephants	20cm	10cm
Artillery	10cm	5cm
Commanders	60cm	60cm

CONFUSED UNITS

1. Cannot move in the Command phase by either initiative or orders.
2. Cannot evade if skirmishers.
3. Suffer a -1 Attack modifier in combat.
4. Cease to be confused at the end of their Command phase.

Units become confused if:

1. Driven back by missile fire on any Drive Back roll of 6.
2. Driven back into impassable terrain.
3. Driven back into enemies or combat.
4. Forcing friends to make way on the roll of a 6.
5. Making way on the roll of a 6.
6. Driven back through friends who do not make way.
7. Unable to Fall Back to 1cm from enemy or combat.
8. Skirmishers evading through non-skirmish friends or subsequent unit of skirmishers on a 6.
9. Non-skirmish unit or subsequent unit of skirmishers evaded through by skirmish friends on a 6.
10. Retreating from a combat that includes enemy scythed chariots.
11. Contacted by rampaging elephants on a 6.



TERRAIN

Open ground	No restriction
Hills/slopes	No restriction
Shallow rivers/streams	No restriction
Broken/marshy ground	Dense terrain. Infantry only. -1 Command
Steep hills/slope	Dense terrain. Infantry only. -1 Command
Woods/tall scrub	Dense terrain. Infantry only. -1 Command. 2cm visibility
Village/built-up areas	Dense terrain. Infantry only. -1 Command. 2cm visibility
Rivers/deep water	Skirmishing infantry only – cannot end move in feature
Ravines/bottomless pits	Impenetrable
Sheer cliffs/mountains	Skirmishing infantry only – retreat if failed an order. Treat as steep hills
Thick forest/jungle	Skirmishing infantry only. Treat as woods
Roads/tracks	Permit movement to all. -1 Command over dense/impenetrable
Bridges and fords	Permit movement to all over rivers/ravines
Low linear obstacles	Infantry, cavalry, elephants only. Infantry count as defended
High linear obstacles	Infantry only. Infantry count as fortified. Block visibility
City/fortress walls	Infantry with scaling ladders only. Infantry count as fortified. Block visibility.

WITHDRAW

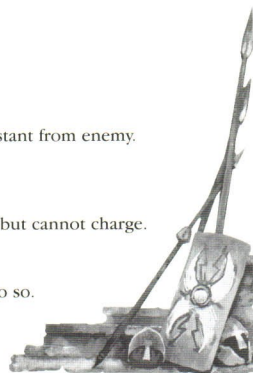
1. An army must withdraw at the end of the phase if:
 - a) The General is slain.
 - b) The army has lost 50% or more of its core units
2. Once an army withdraws the game is over.

BLUNDER CHART

Roll a D6. Subordinates +1

Score Blunder

- 1 **The gods forbid!**
No move. -1 command penalty.
- 2-3 **Our foe is upon us!**
If visible enemy within their full pace, move to at least own full pace move distant from enemy.
If no visible enemy within full pace do not move.
- 4-5 **Our foe is mighty!**
Move up to half pace but cannot charge. If skirmishers, move up to full pace, but cannot charge.
- 6-7 **The gods are with us!**
Move as fast as possible towards nearest visible enemy and charge if able to do so.
If no enemy visible, the unit can move as a successful order.



WARMASTER ANCIENTS

Warmaster Ancients is an exciting tabletop wargame in which players can recreate the largest and most spectacular battles of the ancient world.

Take command of huge armies as you send hordes of Vikings into the frenzy of battle or commit whole Roman Legions to heroic victory or ignoble defeat!

The game has been specially created for ranges of 10–12mm 'grand' scale models to represent large and impressive armies on the table top. The game easily accommodates smaller 6mm armies, and an appendix is provided for players who wish to use larger models.

This book contains all of the rules and information that players will need to field and fight their battles. The book also contains 25 army lists including the Egyptians of Rameses, Harold's Saxons, William the Conqueror's Normans, Caesar's Romans, Alexander's Macedonians and many more!

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