

A SELECTION OF USEFUL RULES

Up to this point we have discussed the basic rules for the conduct of battle. In this section of the book we shall consider some of the occasional and alternative rules employed to give our warriors particular and differing qualities. These rules might reflect our troops' training or discipline, their armament or tactical skills, and their cultural or personal inclinations. We have also given rules to represent specific weapons, including the pilum, sarissa, lance, long spear and kontos, as these are all cases that beg for unique treatment for one reason or another. Some of our rules are more involved and cover unusual troop types or formations that otherwise have no place amongst the preceding sections: for example, elephants, scythed chariots, and the wedge formation.

All of the rules presented here are intended as examples, being modifications and additions that we have developed during and for our own games. They are not a definitive 'tool set' and can be changed, added to, and developed as players wish. We freely confess that the emphasis has been on our own armies as shown throughout this book and featured in the battle reports. Players who have collected a particular army will doubtless acquire a fair amount of expert knowledge of the forces, battles and tactics of their chosen subject, and must therefore feel free to create rules to reflect such qualities as they feel appropriate. Indeed, we rather assume that players will want to do so, as a great deal of the enjoyment of wargaming comes from developing one's own rules of play to reflect personal research and preferences.

All of these modifications are intended to allow us to better represent particular troops or circumstances, either in general or in particular battles. Our objective is to endow our model warriors with something of the character associated with their historical counterparts. We see no need to be consistent in the way these rules are applied. What is suitable for one battle may not be suitable for another, even where the same troops are involved.

BRAVE

- *Shaken units rally without an order*

If the unit is shaken (i.e. it has taken its full quota of casualties) it can attempt to rally at the end of the Command part of the turn if it is more than 12" from any enemy. It does not matter if the unit has moved or not that turn, either because it has been given an order or if it has used its initiative.

Roll a dice. On the score of 4, 5 or 6 the unit recovers 1 casualty – remove 1 casualty from the unit.

This rule is too fiddly for larger games as it allows units to 'come back' to the fight, potentially prolonging the battle unduly. It is very useful in smaller actions where a few brave warriors are ambushed or surrounded by hordes of enemy. The dice score required to rally successfully could be varied, but seems to work nicely enough as a 50/50 roll.

CROSSBOWS

- *Enemy Morale capped at 5+*
- *No closing/traversing shots*

In most circumstances there is no need to differentiate between ordinary bows and crossbows, as the crossbow used by such early peoples as the Romans and Picts was a relatively weak affair offering no significant advantages over other bows. More powerful crossbows are represented by the following minor modifications.

Enemy Morale saves are capped at 5+ when hit by crossbows. This means the roll 'to save' can never be better than 5+.

Crossbows are not allowed to make closing shots or traversing shots. This is because, although powerful, crossbows are slow to load compared to ordinary bows.

DOUBLE-HANDED INFANTRY ARMS

- *Enemy Morale capped at 5+*

Infantry with double handed weapons of all kinds, be they clubs, swords or axes such as the Danish axe carried by the English, huscarls at Hastings, are generally given their own stats as described in the section on Troop Types (page 95). Such weapons required considerable expertise to use effectively. Their weight gave them great hitting power, especially against armoured troops who were otherwise safe from the blows of ordinary weapons. Balanced against this they are heavy and cumbersome to fight with, limiting the role of troops so equipped.

Enemy Morale saves are capped at 5+ when fighting against troops equipped with double-handed weapons. This means the roll 'to save' can never be better than 5+.

This is a rule that makes double-handed weapons worth having in battles against heavily armoured opponents. Against more lightly equipped enemy their lack of ranged ability is a disadvantage – see Troop Types for stats for troops carrying double-handed weapons.

DRILLED

- *Free move on a failed order*
- *Move through or out of the way of friends without risk of disorder*

In this case we have combined two abilities into a single rule – although there is no reason why one can't be applied without the other should you so wish. We found it convenient to consider the two together as it seemed a better representation of professional, drilled troops, and also easier to remember.

Drilled units make one free move if they fail their order, unless a blunder is rolled in which case this takes precedence. If a division order encompasses units that are drilled and units that are not, then only the drilled units are entitled to this free move.

Drilled units do not risk becoming disordered when moving through other drilled units where both are in a battle line formation. Drilled units do not risk disorder when moving out of the way of other drilled units that are giving ground in hand-to-hand combat and where both are in battle line formation.

The 'drilled' rule is used to represent the most disciplined and professional troops such as Roman legionaries, Greek mercenaries and Macedonian phalangites (although note that phalangites in a 4-deep pike phalanx won't benefit from the rule for moving through or out of the way of friends as they are not in a battle line). Whether you choose to categorise troops as drilled is up to you. It is not obligatory to do so. It's a useful rule for emphasising the cool-headedness of professional units, especially compared to barbarians, hurriedly mobilised militia or weary garrison troops.

EAGER

- *Free move on charge order*

Units given an order to charge an enemy within charge range always make one move even if they fail their order, assuming they don't blunder. If a blunder is rolled the result is always taken as 6 on the blunder result table – Uncontrolled Advance! If a division order encompasses units that are eager and units that are not, then only the *eager* units are entitled to the free move.

This rule is used to represent troops who are headstrong, rash or impetuous – eager for battle and difficult to hold back once the enemy are close by. Barbarian warbands are usually given this rule – though it could equally apply to religiously or idealistically motivated troops, vengeful mobs, or any troops whose eagerness to get to grips makes them difficult to restrain.

ELEPHANTS

- *Defeated enemy re-roll 1 dice for Break Tests*
- *Open order opponents +1 to hit*
- *Elephants giving ground stampede on D6 roll of 1.*
- *Free move along road or as part of marching column*
- *Elephants cannot support cavalry.*
- *Cavalry charging elephants lose charge bonus and risk disorder.*

If a unit is fighting against an enemy elephant in hand-to-hand combat and is obliged to take a break test, the opposing side can ask the unit to re-roll whichever of its two break test dice scores highest. For example, if the player rolls 3 and 4 for a total of 7 his opponent can ask him to re-roll the 4. The re-rolled score stands regardless of the result, even if a better score is rolled the second time around. Note that this rule only applies where the elephant is fighting and not where it is merely supporting.

If infantry in open order are fighting an elephant in hand-to-hand combat they do not suffer the usual -1 'to hit' for being in open order, and instead they receive a +1 to hit the elephant. Elephants were especially vulnerable to troops

fighting in open order, who were able to avoid the creature's attacks and work their way around and beneath them. Note that this rule only applies to units that are fighting elephants and not to units that are merely supporting.

Elephants are not permitted to support cavalry in combat, or to move into support of cavalry who are fighting. The presence of pachydermic perils being far too disconcerting for the horses.

A cavalry unit charging against elephants loses its charge bonus as follows. Roll a dice once the cavalry has charged. On the roll of a 1, 2 or 3 the cavalry are disordered.

If an elephant gives ground in hand-to-hand fighting, roll a dice once it has moved. This applies whether it is fighting or supporting. On the score of 1 the elephant has panicked and immediately turns to face its rear and stampedes out of the fight a distance equal to the total of 3 dice (i.e. 3D6 inches). It will stampede straight through any units in the way, diverting only to avoid terrain or buildings it cannot move through. If an elephant would otherwise end its move on top of a unit it moves whatever additional distance is required to move all the way through. Any units stampeded through must take a break test as if struck by shooting. Once an elephant has stampeded it is removed from the table as a casualty.

Because elephants are fielded as units of one model it feels odd to talk in terms of 'formations'. None the less, for the sake of our game elephants are treated as being in a battle line and cannot adopt other formations, not even to move through terrain that is otherwise impassable. However, if positioned along a track or taking their place as part of a marching column, they are allowed to count as if in column and receive a free move. This is just so that they can keep up with other marching troops. Note that this is purely a concession to practicality and the elephant retains its battle line formation and is not otherwise treated as being in column.

ELITE

- *Recover from disorder on roll of 4+*

At the start of the Command part of the turn, before any units are moved or orders given, the player rolls a dice for each elite unit that is currently disordered and which is not already engaged in hand-to-hand combat. If the dice scores 4, 5 or 6 the unit re-orders its ranks and the disorder marker is removed immediately. If successful, the unit can then be given an order or it can use its initiative to move in the normal way.

This is a very useful rule and one we trot out quite often to represent the most cool-headed and disciplined troops, especially when outnumbered or facing barbarian hordes. On occasions we extend the rule to lesser units by allowing them to recover from disorder on the roll of 5 or 6, or sometimes 6. Such differences can be noted as Elite 4+, Elite 5+ and Elite 6+ as required.

FANATIC

- *Morale save +1 until shaken*

Fanatic troops have a Morale value bonus of +1 regardless of type – they are so intoxicated by drugs or fervour that they ignore all but the most fatal wounds and fight with utter disregard for their own safety. This effect lasts until the unit is *shaken*. Once the unit is shaken it loses its special Morale save bonus and reverts to whatever Morale value it would normally have for its type. The bonus is set at +1 as we found +2 simply too effective, but it remains an option should the occasion demand the appearance of virtual demi-gods.

Fanatic troops are often given other wild and dangerous qualities such as tough or wild fighters, frenzied charge and eager. Norse Berserkers and Celtic Fanatics spring to mind when considering troops of this kind.

FEIGNED FLIGHT

- *Can move out of combat*

A unit with the feigned flight ability can be given orders to move, or can use its initiative to move, when it is engaged in combat. This enables the unit to move out of combat during the command part of its turn.

This ability allows a unit to break contact with an enemy. It is usually given to light infantry or light cavalry units and used as part of a deliberate ploy to draw enemy out of position.

FRENZIED CHARGE

- *Must charge with 3 Moves Allowed*

If there are visible enemy within charge reach and which the unit can potentially charge, then the unit **must** be given a charge order. The player has no choice in the matter. If issued a successful charge order the unit always moves up to three moves regardless of the result. If the order to charge is failed the unit still makes one free move. In addition, the unit must use its initiative to charge where it can do so, and can make up to three moves to reach the enemy when it does. Note that shaken or disordered units are not allowed to charge and so are not affected. Units have to be able to charge to be affected by the Frenzied Charge rule.



This rule is usually reserved for fanatical, out of control, or frenzied troops who just can't hold back! There can be circumstances where the obligation to charge doesn't quite work – for example assaulting fortifications – so exceptions must be made as the situation demands.

FRESHLY RAISED

- *Check Unit in First Round of Combat*

The unit's capabilities are uncertain and its behaviour in battle cannot be entirely predicted. This is taken into account in the first round of hand-to-hand fighting. Roll a dice at the start of the combat.

FRESHLY RAISED TABLE

1	Terror	The unit is momentarily overcome with terror – for this round only all attacks need 6s to hit and the unit becomes disordered if it is not already so.
2-3	Panic	The unit is momentarily overcome by panic – for this round only all attacks need 6s to hit.
4-5	Determined	The troops do their duty – no effect.
6	Inspired!	The unit fights with unexpected fervour – the unit gets an extra bonus attack this round.

The result applies only for the first round fought during the game – thereafter the unit fights normally. This is an entertaining rule that introduces a little uncertainty into the performance of troops as yet untested by combat.

KONTOS

- *Counteracts enemy charge bonus.*
- *Counteracts long spear armed infantry disorder test*

The kontos is a very long spear held in both hands by mounted troops, typically by cataphract cavalry. The long reach afforded by the kontos enables a rider to jab away at an enemy whilst keeping a safe distance, and also enables him to get the first strike during any initial clash. These very long spears were carried by such foes of the Romans as the Parthians and Sarmatians, and later on by the Romans themselves.

If a unit of charging or countercharging cavalry is armed with the kontos, then any enemy charging or countercharging them to their front lose their +1 'to hit' bonus for charging unless they are also cavalry armed with kontos or infantry pikemen. This represents the longer reached weapons striking ahead of their opponent.

If a unit of kontos armed cavalry charges the front of an infantry unit armed with long spears, then the cavalry are exempt from the usual test for disorder when cavalry charge long spears. The cavalry will still lose their own charge bonus for 'charging long spears' as explained in the *long spear* rule.

Kontos armed cavalry usually lose their short range attack unless they also carry missile weapons.

The kontos rule is enough to make a difference compared to spear armed cavalry who will typically lose their charge bonus when they go head-to-head with kontos-armed opponents. Although pikemen are also judged exempt from this penalty, their own weapons being longer than the kontos, the opportunities for pike-armed infantry to charge stationary cavalry to the front will be rare. If countercharged they lose their charge bonus in any case. However it can happen!

LANCE

- -1 Morale on charge/countercharge

The couched lance is associated with mounted medieval knights equipped with stirrups and is a characteristic weapon of the Middle Ages.

When a lance armed cavalry unit charges or countercharges, the enemy suffer a -1 penalty to their morale save in the first round of combat. Where two lance-armed cavalry units charge and countercharge this penalty will apply to both.

We apply this rule to lance armed medieval cavalry giving them a natural advantage on the charge. It might arguably be used for any cavalry armed with long spears, but we generally reserve it for medieval knights.

LEVY

- Must roll 4+ to recover disorder at end of turn

Units that are designated as levy do not automatically recover from disorder at the end of their turn. They must roll a dice and only recover successfully on the roll of a 4, 5 or 6.

The levy rule is a way of representing ill-disciplined or poorly trained troops. It is a severe penalty, as such troops may be unable to move from one turn to the next. The score required can be changed to make levy recover more or less easily should we wish; for example levy 2+ recover on a score of 2 or more, levy 5+ on the score of 5 or 6. We sometimes combine a levy 2+ with the freshly raised or militia rules to represent poorly trained or disaffected troops.

LONG SPEARS

- Charging cavalry/chariots disordered on roll of 1, 2 or 3 (except kontos)
- Chargers lose charge bonus (except other long spears and pikes)

The long spear was the characteristic weapon of Greek hoplites and a fairly common armament for many warriors of the ancient world. In the hands of closely ordered troops it could be used to form a wall of spear points with the weapons of warriors in the second and third ranks projecting forward of the front of the formation. Such a barrier presents a formidable obstacle to less densely packed troops and especially to cavalry whose horses would be unwilling to move against a mass of spear points.

Cavalry and chariots charging or counter-charging onto the front of an infantry battle line armed with long spears must test for disorder once they have done so. Roll a D6. On a score of 1,

2 or 3 the chargers are disordered. Kontos armed cavalry are exempt from this rule due to the length of their own weapons as explained above under *kontos*.

All enemy who are not themselves infantry armed with long spear or pikes lose their 'to hit' bonus for charging or counter-charging against the front of an infantry battle line armed with long spears.

Note that the long spear rule only comes into play when the troops are deployed into a battle line. Units deployed in open order or column formation get no benefit, for example, as these formations don't allow the warriors to wield their weapons as a dense 'hedge' of spears.

We apply this rule to heavy infantry units armed with long spears – but not necessarily to medium or light infantry on the basis that they lack either the training, closeness of formation or determination to maintain an unbroken wall of spear points. It makes infantry so armed quite solid, though not invulnerable, in the face of cavalry. It would be possible to change the chance of disordering cavalry either up or down, but we have always stuck to a 50/50 roll and rather enjoy the resulting sense of trepidation.

MARAUDERS

- Ignore distance penalty for command

Marauders ignore the distance penalty that is normally applied when giving orders to units more than 12" from their commander. Note that units in open order formation are already exempt from this penalty anyway. The rule is properly applied only where units wouldn't otherwise benefit.

This rule just extends the exemption for distance modifiers that normally apply to units in open order. We often give it to light cavalry to give them a roving role regardless of their formation.

MARKSMEN

- Re-roll one missed shot

The unit can re-roll a single failed ranged attack each time it 'shoots' in the ranged combat part of the turn, or from closing or traversing shots.

This rule is used to single out the abilities of expert missile men be they archers, slingers, artillerymen or whatever.

MILITIA

- No move on equal command roll

Units that are designated militia will fail a command on a dice roll equal to the score required to give the order. For example, if the roll normally required is 8 then a roll of 5 is three moves as normal, a roll of 6 is two moves as normal, a roll of 7 is one move as normal, and a roll of 8 is fail where normally it would be one move. Where a division consists of militia and other units, then only the militia will fail their order on an equal dice roll – other units move once as normal.



Greek chaps about to get up close and personal – hoplites carry long spears and can have the phalanx rule

The militia rule is a useful way of representing ill-disciplined or poorly trained troops, citizen militias, and perhaps levies of not overly enthusiastic subject peoples. It is a fairly simple rule and easy to apply without imposing too harsh a handicap on a player.

PARTHIAN SHOT

- Can evade and make closing shots.

The unit can both evade from an enemy charge and make closing shots as it does so. Parthian shots are worked out slightly differently from normal closing shots as units normally evade **before** the enemy make their charge move whilst normal closing shots are worked out **after** the enemy has charged.

Work out the Parthian shot as follows. If the chargers are already within a single move of their target then work out closing shots immediately. If the chargers are further away, then they make the necessary one or two moves to put them within a single charge move of their target before working out closing shots. In either case, the closing shots are worked out with the enemy within a single charge move of their target.

Work out the closing shots in the usual way, mark any casualties, and apply any break tests that result. The usual -1 'to hit' penalty for closing shots applies.

Once the unit has shot it evades in the standard way, and does so even if the chargers are unable to complete their charge because they are forced to hold their ground or retreat following a break test. Where a break test is required chargers will always fail to complete their charge. The best result they can get is to hold their ground.

This ability is usually given to nomadic or eastern horse archers such as the Scythians and Parthians after whom it is

named. The Parthians were famed for their ability to shoot behind as they rode away from their enemy. Note that only troops in open order can evade and this rule is not intended to override that.

PHALANX

- Hand-to-hand combat defeats by up to 2 are treated as a draw.

The term phalanx properly describes a formation of Greek hoplites or pike-armed phalangites. In antiquity it was sometimes used to indicate any body of close fighting infantry. We created the following rule specifically to better represent the push, shove and sudden collapse of hoplite warfare, but it could be applied to any body of troops that you wanted to make especially resilient in the first rounds of hand-to-hand fighting.

Troops designated as phalanx treat any hand-to-hand combat defeat by up to a predetermined number of casualties as a draw. We generally set this level as 2, though there is no reason not to allocate different levels to represent troops who are more or less resistant. Units can even be assigned different values in the same battle if you wish – so long as you can remember which is which of course! We recommend sticking to 2, at least to begin with. So, a unit losing a combat by 5 casualties to 3, for example, would treat the result as a draw and would not have to take a break test. The same unit losing by 5 casualties to 2 would be defeated by 3 and would therefore have to take a break test with a minus 3 penalty to the result. Note that once a unit is shaken (i.e. once it has suffered casualties equal to its Stamina value – usually 6) it will be obliged to take a break test following a draw in any case. Where a phalanx unit is obliged to test on a draw because it is shaken the full difference in casualties counts: for example, a phalanx unit losing a combat by 6 to 4 must take a test deducting 2.

PIG'S HEAD FORMATION

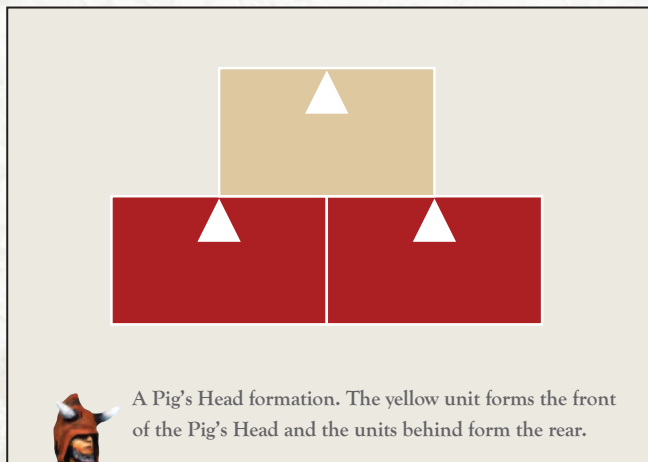
- Fighting unit supported by two from rear

It is no easy matter to reconstruct what the late Roman writer Vegetius meant by the enigmatically named Pig's Head formation or what exactly its role was when it came down to fighting. It might also be referred to as a 'wedge', but seems to have been a different kind of thing to the wedges referred to by Caesar in his Gallic Wars. We take the view that the Pig's Head describes a body of troops supported from behind by a great mass who contribute to the fighting by throwing missiles over the heads of those in front. Thus it is a way of concentrating fighting power across the width of a unit. Perhaps it is a style of fighting that entered the Roman army along with the Germans who increasingly filled its ranks in the later Empire. Whatever the case, this is how we choose to interpret the Pig's Head in our game.

The Pig's Head was probably a common formation of later Roman and Germanic units, and of warriors such as Saxons and Danes during the centuries following the fall of Rome. However, it may have been more widespread and is perhaps a natural formation for relatively small armies of infantry with no obvious need to extend their lines.

The Pig's Head consists of three separate units of infantry arranged with one unit in front and two behind as shown here.

When arranged in this fashion in hand-to-hand combat the unit at the front cannot be supported from either flank, but both the units behind count as supporting.



The Pig's Head is a useful formation for later Roman and Dark Age armies and that is where we would employ it. It does have the advantage that the two supporting units are able to move out to the flanks without risk of disorder in most cases, and as such it is a flexible formation whose reduced width makes it possible to manoeuvre more easily across a crowded field. It is also a good formation for forces that have a mix of well-armoured first-class troops (at the front) and poorer fighters you would prefer to keep out of the front line (at the back).

PIKES

- Cavalry/Chariots cannot charge pikes unless disordered or scythed chariot
- Cavalry/Chariots charging disordered pike must test for disorder
- Chargers lose charge bonus (except Pikes)
- Phalanx

Pikes – properly the Macedonian sarissa – are hefty spears in the region of fourteen to twenty feet in length. They are the characteristic weapons of the armies of Alexander the Great and his Successors. Troops so armed made up the dominant military arm until the rise of the Roman legions. Pikemen fight in a very close, deep formation – the pike phalanx – and for this reason are generally known as phalangites. The array of multiple spear points projecting beyond the unit's front is almost impossible for cavalry to approach.

Cavalry and chariots are not allowed to charge or countercharge the front of a unit of pike-armed infantry in phalanx or square formation unless the pike-armed unit is already *shaken* or *disordered*. The exception to this is the scythed chariot, which is allowed to charge/countercharge, and may be obliged to do so, as explained in the rules for *scythed chariots*.

Cavalry and chariots that do charge home onto the front of a pike-armed infantry unit must test for disorder as they do so, in the same way as described for long spears. Note that cavalry armed with the kontos are not an exception in this case; they must test just like other troops, as the pike is longer even than the kontos.

All enemy that charge or countercharge to the front of a pike-armed infantry phalanx or square, apart from another pike phalanx, lose their +1 'to hit' charge bonus. This applies regardless of whether the phalanx is disordered, or shaken, or otherwise.

Pike-armed troops always have the Phalanx rule in addition. If fielded together with long-spear phalanxes, pike phalanxes always have a level at least one greater, because they represent deeper formations with longer weapons.

PILUM

- Enemy –1 Morale save in first round

The pilum is associated with Roman infantry. It is a heavy javelin with a long, thin iron shank, a small tip, and usually an additional lead weight to boost its penetrating power. Although the pilum was probably the most sophisticated weapon of this kind it was not necessarily the first or only one. A heavy javelin made of iron called a soliferrum was used by the Spanish and Celtiberians in their wars against the Romans (and one imagines with each other). From the third century the Romans themselves continued to employ cruder weighted javelins and darts. These went by various names including the spiculum and plumbata. Once again, similar weapons were used by contemporary barbarians, all characterised by a relatively long, thin shank, small head, and being carried in sufficient number to facilitate throwing. Examples include the German angon and the bebra cited by Vegetius.

If a unit is armed with pila or the equivalent, then any enemy the unit is fighting to its front suffers a -1 Morale save penalty against hits inflicted by the unit in the first round of each and every hand-to-hand engagement. This penalty applies regardless of whether the unit charges or is charged, and note that it applies in the first round of every combat engagement and not just the first combat engagement of the battle. We assume the legionaries are carrying sufficient pila to remain effective throughout the battle. Also, remember the penalty to the enemy's Morale only applies where the pilum armed unit is fighting to its front and not where it is merely supporting the combat or fighting to its sides or rear.

For example, a Roman cohort charges a Gallic warband and attacks with 7 dice scoring 4 hits – the Gauls have a Morale Save of 5+ but this is reduced to 6+ because they are fighting pila in the first round. Four dice are rolled scoring 1, 4, 5 and 6 equals 1 save.

SCYTHED CHARIOTS

- *Frenzied charge – must charge with 3 moves allowed*
- *Drilled heavy infantry can open ranks on roll of 4, 5 or 6*
- *Defeated enemy become disordered*
- *Scythed chariots are removed after one round*
- *Cannot support/be supported*

By scythed chariots we do not intend ordinary chariots romantically kitted-out with sharpened wheel-spinners in the fashion of Ben Hur, but heavy armoured chariots armed with projecting spears and scythes used to deliberately break apart enemy formations. Chariots of this kind had a single crewman whose only hope lay in bailing out at the last moment, his rather unenviable mission being to drive the chariot at full pelt directly towards the enemy lines. To achieve this it would probably have been necessary to work the team up into a state of blind terror, as no horse would willingly throw itself upon a body of formed men. As such these are one-shot weapons. Disciplined troops would typically respond by opening gaps in their lines which the terrified horses would naturally bolt through.

Scythed chariots are heavy chariots and also have the *frenzied* charge rule that obliges them to charge where they can.

If scythed chariots charge unengaged drilled heavy infantry to the front, then the enemy will automatically try and open up his ranks to channel the chariots harmlessly to their rear. Once the chariots have charged roll a dice, on the score of 4, 5 or 6 the infantry have succeeded in diverting most of the chariots through their lines – the chariots are removed immediately and inflicts no damage. On the roll of a 1, 2 or 3 most of the chariots crash into the infantry and combat is worked out in the usual way.

Scythed chariots only ever fight one round of hand-to-hand combat after which they are removed as destroyed. Work out the combat in the usual way. If the enemy are defeated they automatically become *disordered* prior to taking their break test. Whether defeated or victorious the scythed chariots are removed once the result of the combat is established without making any further moves.

Scythed chariots are the only chariots that are allowed to charge a pike phalanx. They still lose the usual 'to hit' bonus for charging though.

Scythed chariots cannot support other friendly units in combat and cannot be supported either.

SLINGS

- *Enemy Morale -1 at short range*

Slingshots were impossible to see in flight and dealt horrendous wounds, often battering through arms or shields. To represent this we reduce the enemy's Morale save at ranges of 6" or less (short ranged attacks).

Enemy Morale saves are reduced by 1 from hits at short range (6" or less). Where a significant proportion of shooters are at a different range, it may be necessary to roll two batches of dice – with only those attacks made at short range incurring the Morale save penalty.

STEADY

- *Ignore first '6' for break tests each turn*

Steady units ignore the first '6' rolled against them for purposes of taking break tests from ranged attacks each turn. The '6' is still resolved as a hit and will cause a casualty if not saved. The rule applies during the ranged attacks part of each enemy turn, and also when shot at from closing and/or traversing shots.

This represent units that are 'steady under fire' in part because of training or experience, and in part due to armour and large shields. It is a useful bonus for games where close fighting troops are advancing upon hordes of bowmen; for example, the Greek hoplites at Marathon. Our feeling is that such chaps are not likely to be put off by the first flurry of arrows. It is usually applied to heavy infantry units, although it could be extended to any troops where appropriate.

STUBBORN

- *Re-roll failed Morale save*

A unit that is stubborn is allowed to re-roll a single failed Morale save each time the unit suffers casualties – but only once during any part of the turn. This means they can re-roll one failed save when they are shot at by the enemy in his turn, and they can re-roll one failed save during any hand-to-hand combat round – including against casualties suffered by closing or traversing shots as they charge. If the re-roll is successful the casualty is not inflicted, the unit's stubbornness has won out.

We sometimes place a further limit on stubborn troops, permitting a re-roll only so long as the unit has suffered 0, 1, 2 or 3 casualties maximum, depending upon how 'stubborn' we want our units to be. Stubborn troops can be very frustrating because – with luck – they can hang on practically forever! As such the full rule is best reserved for games featuring the few against the many, perhaps where a small force must hold out whilst reinforcements arrive. In larger games it is more

“Remember upon the conduct of each depends the fate of all.”

Alexander the Great

practical to field stubborn troops with a casualty limit, for example ‘Stubborn 3’ where the rule ceases to apply once the unit has 4 or more casualties. ‘Stubborn 0’, where the rule applies so long as the unit has no casualties already, should not be dismissed lightly. For well armoured troops it is almost comparable to an extra half point of stamina.

SUB-UNIT

- Unit and sub-unit must remain within 1 move’s distance.

The unit has an attached body of troops of a different type, or differently armed, forming a sub-unit. For example a Republican Roman century consists of heavy or medium infantry with a sub-unit of light infantry.

The sub-unit must remain within 1 move’s distance of its unit where possible, and where this is no longer the case the sub-unit must endeavour to come within a move where possible. This will override any orders it is given.

The sub-unit rule is imposed upon troops that fought in these mixed formations of which the Republican Roman Legions are the most well known, but some Spanish and German armies reputedly fought with cavalry supported by infantry, and light infantry were reportedly trained to operate alongside cavalry in the Peloponnesian War. Such matters might best be left to the players to arrange for themselves where historical precedent suggests it – but we have included the rule, as it is a straightforward way of representing such formations without too much fuss.

TESTUDO FORMATION

- Free move
- +2 Morale saves from ranged attacks
- Counts ‘front’ all round to ranged attacks
- Make no ranged attacks
- Adopt battle line if engaged.

The Roman testudo – tortoise – is a close order formation of interlocked shields designed to protect legionaries as they advance under missile fire. Because we play a lot of games with Romans we have developed our testudo rules to serve, and present them here as part of our selection of special, unusual and useful rules. We have also incorporated the various penalties and bonuses into the main body of the rules, as that seemed the easiest and most convenient thing to do.

To form a testudo the unit is arranged in so far as possible into a square shape with all the models facing forward. If you have a specific model to represent the testudo then remove the unit and replace it with the testudo model. The model should have a total frontage of about half that of a standard battle line, something as shown below.

A unit in testudo formation has a free move and therefore always moves at least once when given an order, unless a blunder is rolled. If the unit suffers a blunder its formation limits its movement to forwards only (i.e. a result of a 5 or 6) see page 30.

A unit in testudo formation has a Morale save bonus of +2 from ranged attacks (see page 46). In addition all faces of the formation count as the unit’s front to enemies making ranged attacks against it, and will therefore suffer the -1 ‘to hit’ penalty for shooting at the front of a heavy infantry formation.

A unit in testudo formation makes no attacks in the ranged attacks part of the turn. The testudo is essentially a formation for movement, an armoured column, and not prepared for missile combat.

A testudo that becomes engaged in combat automatically changes to a battle line as it does so, troops spreading out into a fighting formation. So, if a testudo charges into combat it automatically changes to a battle line formation at the same time. If a testudo moves into an engagement as a support it also changes into battle line. Similarly, if the testudo is

Roman players will find it useful to have a Testudo model to substitute for their units when the Testudo formation is used in battle.



charged it automatically responds by changing into a battle line formation facing the enemy as soon as it becomes engaged. This formation change happens automatically in both cases and no account is made of it as a move.

Note that because troops in testudo formation spread out on contact with the enemy it is necessary to leave sufficient space to enable them to do so. Where there is insufficient room for the unit to deploy in this way it still counts as a battle line and fights as such. In this case the unit must be rearranged into a battle line at the first opportunity, even where giving ground or making a move following combat. This rather flexible ruling is intended to allow a testudo to make assaults along narrow roads or ramps and into breaches, as are common in many siege situations. In cases where a testudo is unable to form a satisfactory battle line because of restricted width, we would tend to reduce the combat value of the unit in proportion to the frontage achieved, deferring to the merciful umpire's good sense as in all such matters.

TOUGH FIGHTERS

- Re-roll one missed combat attack

The unit can re-roll a single failed hand-to-hand combat attack each round of hand-to-hand fighting.

This rule is a good way of representing especially competent fighters, veterans and professional mercenary troops. It is a considerable bonus and not one to be spread too widely – save it for the best troops where some predictability might be expected.

VALIANT

- Break test re-roll once per battle

The unit can re-roll its first break test result of 'break' during the game. This only applies once during the whole game.

This is a very useful bonus that can keep a unit in the game for at least another turn. We usually apply it to professional and highly disciplined troops – the best of the Hellenistic phalangites, Greek mercenaries and Roman legions.

WAVERING

- Take a break test when you take a casualty

The unit must take a break test whenever it takes a casualty. If the unit takes one or more casualties from shooting it must take a break test even where no 6s are scored. If the unit suffers one or more casualties in hand-to-hand combat it must take a break test, regardless of whether it wins or loses the combat.

This is a harsh penalty to apply to any unit. We have only used it for angry mobs and rioting drunkards! It could also be applied to scratch units of any kind, but remember such units will not last long, unless they are very lucky indeed.

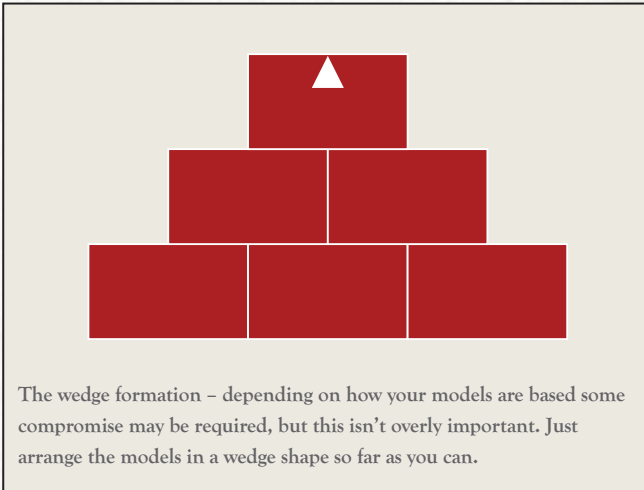
WEDGE FORMATION

- Free move
- Counts 'front' all round to attacks
- Counts 'front' all round for own ranged attacks
- +1 Morale saves against all attacks
- Cannot support/be supported except by enclosed friend
- Can make own attacks all round
- Enemy giving ground to front are burst through
- Wedge can make three moves when enemy break or are burst through

When different ancient authors refer to the 'wedge' formation they may not always mean the same thing and probably don't! A shallow 'V' shape is a natural formation for advancing cavalry, for example, as it allows the riders to see and follow their standards and leaders, but it is likely that a 'wedge' so formed would level up as battle lines clashed. However, when Caesar describes surrounded legionaries forming a wedge and cutting their way through a Gallic army he is undoubtedly describing a formation of densely packed troops in what we might typically think of as a wedge or arrowhead shape. Modern re-enactors have re-created this formation for public display, and the result is quite convincing even if comprising only a few dozen legionaries rather than hundreds. In any case, we have taken this interpretation as the model for our 'wedge'. It is a formation designed for breaking through and moving beyond enemy lines – a 'breakout and escape' formation.



A unit can make a wedge formation by arranging itself into a wedge shape along the following lines. In practice we limit this formation to Romans and to games that suggest its use, and would imagine that players will want to take a similar approach. It is not envisaged that armies form up in wedge formations as a matter of habit, but of dire necessity only!



A unit in wedge formation has a free move in the same way as a unit in testudo: if the unit's order is failed it can still make one move. If the unit suffers a blunder its formation limits its movement to forwards only (a result of 5 or 6) see page 30.

A unit in wedge formation still has a front, rear and two sides, but treats all as 'fronts' for fighting purposes. A unit in wedge does not suffer the 'to hit' penalty for fighting to its sides or rear, and all of its facings are considered fronts for other fighting purposes. For example, enemy shooting at a heavy infantry wedge will suffer the -1 to hit penalty for shooting at the front of heavy infantry even when shooting at the sides or rear. The wedge can direct its own ranged attacks from any facing.

A unit in wedge formation has a Morale save bonus of +1 for both ranged and hand-to-hand combat.

In combat a unit in wedge formation is allowed to make any or all of its attacks to its front, sides or rear, it is not limited in the number of attacks it can make to its side as units normally are.

A wedge **cannot** be supported unless it includes another unit within its formation as explained below. If it includes other units one of these can support. A wedge **cannot** support other units in hand-to-hand combat.

Once hand-to-hand combat is over take any break tests as normal. If the wedge is forced to give ground and is unable to do so because it is surrounded then it is destroyed, as any unit would be in that situation. If the enemy are forced to give ground then those at the sides and rear do so as normal, moving directly back. If the unit at the front of the wedge is forced to give ground then it is 'burst through' together with any supporting unit behind. Units that are burst through and any other engaged units must be moved out of the path of

the wedge in as practical a manner as possible and are then disordered if they were not disordered already. If necessary the units that are burst through can be arranged into a rough mass to make room, in which case they count as having been forced into open order, losing their formation as they are swept aside by the wedge.

If a wedge either bursts through an enemy formation, or if its frontal opponents break, the wedge can make up to **three** moves forward, and can make a sweeping advance or charge where an enemy presents itself. See Sweeping Advance on page 78.

Note that we oblige our victorious wedge to move **forward**, and we would prefer this to be as straight ahead as possible. In any case, where it is necessary for a wedge to deviate from straight ahead to avoid terrain, make for a bridge, follow a path, avoid or charge enemy, etc, it must always move to its own front quarter as it lies during the combat engagement. This doesn't prevent the wedge pivoting at the end of its burst through move to align itself for a change in direction in its following turn, but it does mean the wedge must head in the direction it is pointing.

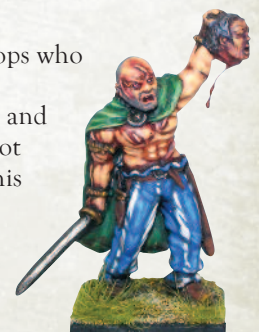
Caesar refers to baggage and light troops taking shelter within a wedge, and we shall allow this too. It is practical to limit such additional units to a single fighting unit and a single baggage unit, and to place a few token models amongst the wedge whilst temporarily removing the remainder of the units in question. This just stops the wedge becoming huge! The fighting unit can support the wedge in combat. Note that it doesn't matter if models from the enclosed units actually appear on the outside of the wedge, as this is sometimes unavoidable depending on how the models are based, they are still treated as being inside the wedge, whose boundaries are formed by the main unit.

WILD FIGHTERS

- *Re-roll missed combat attacks in the first round of the game*

The unit can re-roll failed hand-to-hand combat attacks in the first round of hand-to-hand combat during the game. The maximum number of attacks the unit can re-roll may be 1, 2 or 3, set before the game. For example 'Wild Fighters 1' are allowed just a single re-roll. Alternatively, the number can be randomised 1, 2 or 3 before the re-rolls are taken. No matter how many re-rolls are permitted, they only apply in the unit's first round of hand-to-hand combat in the entire game – so try to make the most of them.

Wild fighters are typically tribal troops who attack in an aggressive and barely controlled way, but who quickly tire and lose enthusiasm if their enemy do not break at once. We routinely apply this rule to Celtic and early German warbands. It can be applied to any enthusiastic but untrained warriors, armed mobs and tribal troops as required.



SUMMARY OF USEFUL RULES

Brave	Shaken units rally without an order.	Pikes	Cavalry/Chariots cannot charge Pikes unless disordered or Scythed Chariot. Cavalry/Chariots charging disordered Pikes must test for disorder. Chargers lose charge bonus (except Pikes). Phalanx.
Crossbows	Enemy Morale capped at 5+. No closing/traversing shots.	Pilum	Enemy -1 Morale save in first round.
Double-handed Infantry arms	Enemy Morale capped at 5+.	Scythed Chariots	Frenzied Charge – must charge with 3 moves allowed. Drilled Heavy Infantry can open ranks on roll of 4, 5 or 6. Defeated enemy become disordered. Scythed Chariots are removed after one round. Cannot support/be supported.
Drilled	Free move on failed order. Move through friends without risk of disorder.	Sling	Enemy -1 Morale at short range
Eager	Free move on charge order.	Steady	Ignore first '6' for break tests each turn.
Elephant	Defeated enemy re-roll 1 dice for break tests. Open order opponents +1 to hit. Elephants giving ground Stampede on D6 roll of a 1. Free move along road or as part of marching column. Elephants cannot support cavalry. Cavalry charging elephants lose charge bonus and risk becoming disordered.	Stubborn	Re-roll failed Morale save.
Elite 4+	Recover from disorder on roll of 4+	Sub-Unit	Unit and sub-unit must remain with 1 move's distance.
Fanatic	Morale save +1 until Shaken.	Testudo Formation	Free move. +2 Morale saves from Ranged Attacks. Counts 'front' all round to Ranged Attacks. Make no Ranged Attacks. Adopt battle line if engaged.
Feigned Flight	Can move out of combat.	Tough Fighters	Re-roll one missed combat attack.
Frenzied Charge	Must charge with 3 moves allowed.	Valiant	Break test re-roll once per battle.
Freshly Raised	Check unit in first round of combat.	Wavering	Take a break test when you take a casualty.
Kontos	Counteracts enemy charge bonus. Counteracts Long Spear armed infantry disorder test.	Wedge Formation	Free move. Counts 'front' all round to all attacks. Counts 'front' all round for own ranged attacks. +1 Morale saves against all attacks. Cannot support/be supported except by enclosed friend. Can make own attacks all round. Enemy giving ground to front are burst through. Wedge can make three moves after enemy break/burst through.
Lance	-1 morale on charge/countercharge.	Wild Fighters	Re-roll missed combat attacks in the first round of the game.
Levy	Must roll 4+ to recover disorder at end of turn.		
Long Spears	Charging Cavalry/Chariots disordered on roll of 1, 2 or 3. All chargers lose charge bonus (except other Long Spears and Pikes).		
Marauders	Ignore distance penalty for command.		
Marksmen	Re-roll one missed shot.		
Parthian Shot	Can evade and make closing shots.		
Phalanx	Hand-to-hand combat defeats by up to 2 are treated as a draw.		
Pig's Head Formation	Fighting unit supported by two from rear.		