

The Great Battles of History Series — Volume II

SPQR

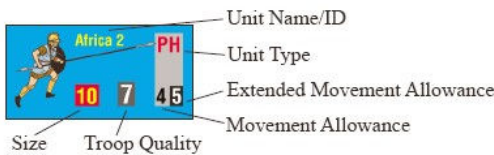
GREAT BATTLES OF THE ROMAN REPUBLIC 3RD EDITION

SPQR Condensed Rules 4/16/2009

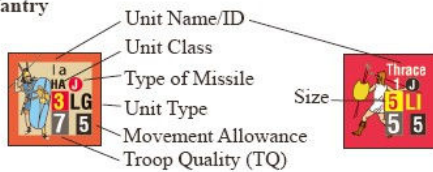
Table of Contents

3.0 The Sequence of Play	8.3 Shock Combat	10.4 Cavalry Pursuit
4.0 Leaders	9.0 Special Combat Units	11.0 Army Withdrawal and Victory
4.4 Roman Command	9.1 War Elephants	12.0 Glossary
4.5 Carthaginian Command	9.2 Skirmishers, Velites, Light Infantry	
6.0 Movement	9.3 Light Cavalry	Legion skill levels
6.4 Phalangial Movement	9.4 Phalanx Defense	• Crack/Elite: I Legion
6.5 Orderly Withdrawal	9.5 Double-Depth Phalanxes	• Veteran: X Legion/Ala, I Ala
7.1 Facing	9.6 The Roman Manipular Legion	• Standard: III, V Legions/Alae
7.2 ZOC	9.7 Roman Triarii Tactical Doctrine	• Recruits: VII, XIV, XV and XIX
8.0 Combat	10.1 Cohesion	Legions/Alae
8.1 Missile Fire	10.2 Unit Rout and Rally	– Summarized by Todd Larsen
8.2 Reaction Fire	10.3 Depletion	– with additional editing by John Setear

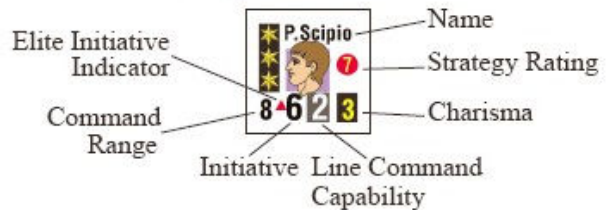
Double-sized Infantry (Phalanx)



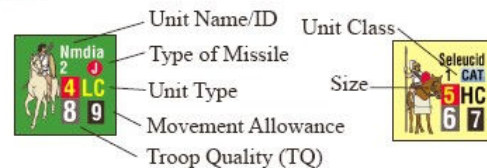
Infantry



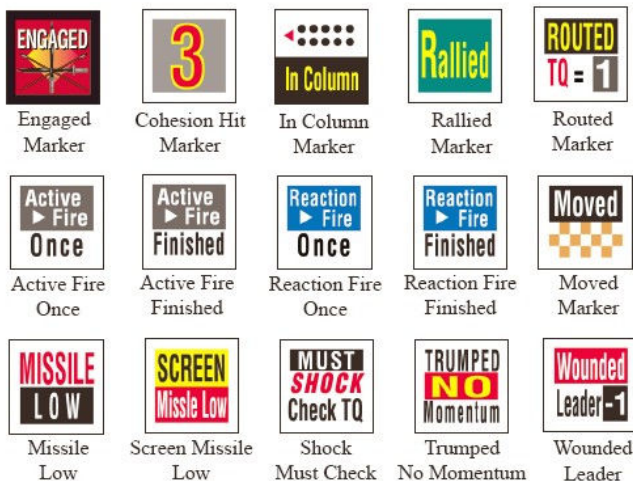
Sample Leader Counter



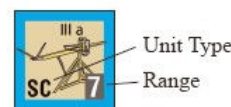
Cavalry



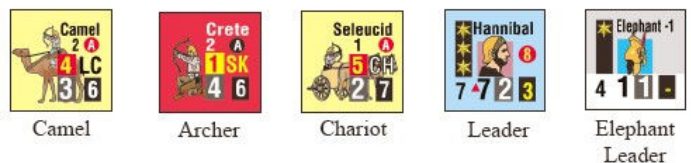
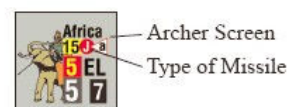
2.26 Examples of Information Markers



Scorpion



Elephant



3.0 THE SEQUENCE OF PLAY

A. Leader Activation Phase The player with the lowest-Initiative-rated non Finished leader, who has not yet been activated, activates that leader (roll for ties if needed).

- Line Command rolls as needed
- Trump attempts may be made at this time

B. Orders Phase

1. Movement and Missile Fire Segment. Units capable of OW (6.5), Manipular Line Extension (MLE) (9.66) and/or Reaction Fire (8.2) may do so throughout this segment.

Individual Orders (IO) The active leader may give IOs to any unit he can command and is in his Command Range at that time. The **command path** must be free of enemy units, unoccupied ZOCs or impassable terrain. He may move, stop and issue IOs and move again with another IO (max 9 MA per phase). IOs may be used to:

- Move any one unit. Missile units may also fire a missile volley at any time during their movement (8.1).
- Perform Individual Missile Fire with any one missile unit
- Remove two CH from one eligible unit, as per 10.17.
- Attempt to Rally one Routed unit, as per 10.28.
- Replace an eliminated leader [OC order only], as per 4.64.
- Change Stacking for any one stack of Roman units only
- Regroup & Return off-map CAV [OC only, uses all IOs that Phase]

Shock Markers – used to ID those units that **MUST** undertake Shock. If units are stacked, both units must participate in the Shock. Each Shock combat is conducted as a series of steps performed in order for all units participating in Shock combat before the next step of Shock combat is resolved. Resolve each step for each combat left to right, across the map

Place a “**SHOCK–Must Check TQ**” marker on

- Heavy units - a (+) on the Shock Superiority Chart - that moved **MUST** Shock Attack vs all enemy units in their ZOC. If stacked but only 1 unit moved the whole stack is marked
- All other Light units, without a +, that moved **MAY** Shock.

Place “**SHOCK–No Check**” marker on

- Any unit issued Fire (only) orders, or those within the activated Leader’s CR that are in his “Command” ie Roman command limits or Leaders with a Command word Restriction, may Shock vs all units in their ZOC. Command eligible Engaged units **MUST** shock.

Line Commands (LC) as per the scenario LC Eligibility Chart.

- Move any/all units in that one line, including Roman MLE (9.66). Moving units capable of firing missiles may do so; OR
- Perform Missile fire without movement for all units in that one line.

4.24 Line Composition: The units in most lines must be adjacent or as per the scenario LC chart. Units must be Flank-to-Flank or (but not and) Front-to-Rear. The Line must be straight, no kinks or bends allowed. If the units meet the adjacency requirements, but not the Flank-to-Flank or Front-to-Rear requirement, only those units within the leader’s CR are considered part of the Line.

LC restrictions

A. SC in his Initial Orders Phase if:

1. He starts his Orders Phase within his OC’s CR AND within 2 hexes of at least one of the units in that “line” with NO intervening combat units and clear LOS **OR**

• He is outside his OC’s CR (but meets the other requirements listed above), the owning player rolls a d10 (+1 if any units in line are in enemy ZOC) On a roll \leq than the OC’s SR, he may issue a LC. Other wise he may issue only IOs.

2. In the first game turn ONLY, the leader may automatically issue LCs regardless of his proximity to the OC. The leader, however, must still meet the proximity requirements for the proposed Line given in #1 above. Exc: Carthaginian Command supersedes all of the above.

B. An SC may issue a LC in a Momentum-generated Orders Phase, within the following restrictions:

1. SC’s that did NOT issue an LC in their Initial Phase may NOT issue an LC in a Momentum-generated Phase, even if OC range

2. SC’s that issued an LC in their Initial Phase may issue an LC in a Momentum Phase by rolling \leq their OC’s SR, ie **A** above.

C. An OC may automatically issue a LC in any Orders Phase if he is within two (2) hexes of at least one of the units in that “line” with no intervening combat units. He must have a clear LOS (see 8.16) to that unit. Those OCs with a two LC capability must start the

Orders Phase within the two-hex range of both lines to which they issue the LC. They may NOT issue 1 LC, move, then issue another.

2. Shock Combat Segment. After issuing orders, eligible units engage in Shock combat, using the following sequence:

- a. Shock Designation: all non-moving, eligible units that choose to Shock are given SHOCK-No Check markers.
- b. The Charge (Pre-Shock TQ Check)
- c. Resolution of Possible Leader Casualties
- d. Clash of Spears & Swords, determine Superiority & Shock Col
- e. Resolve the Shock
- f. Check for possible Collapse (Rout) and CAV Pursuit

C. Momentum Phase OR Return to ‘A’ The player whose leader was activated in the immediately preceding Orders Phase may attempt a Momentum d10 to give that leader another Orders Phase (Phase “B”), or play returns to Phase “A” for any leaders that have not been activated. If the player succeeds with a Momentum d10, the opposing player may, if he wishes, attempt a Momentum Trump

D. Rout and Reload Phase

1. Remove Rallied markers
2. Rout Movement: Routed units must undergo Rout Movement.
3. Reload Segment: Eligible missile units may get more missiles;
4. Flip all Finished leaders back to their front sides. Remove any Moved, Fired, Pursuit/Finished, Trumped markers.

E. Withdrawal Phase

Each player totals the Rout Points of all eliminated units, to which he adds points for Killed leaders, to see if his army has reached its Withdrawal Level. If neither player’s army withdraws, that game turn is concluded and another game turn begins. There is no set number of game-turns. The battle continues until 1 army withdraws.

4.0 LEADERS Combat units may not move or missile fire without receiving orders from a leader.

Overall Commanders (OC): leaders that command the entire army, as designated in each battle.

OCs function like other leaders except, when activated, they can:

- leave enemy ZOCs by issuing an IO to themselves
- issue IOs to SCs (one per leader per Orders Phase) to move them. If the leader to be moved starts in an enemy ZOC it costs the OC two (2) IOs to move that leader. Note that an OC in an enemy ZOC may not issue an IO to move another leader; he must first leave that ZOC

• automatically issue LCs

• use an IO to replace an eliminated Leader

• use a single IO to move all units stacked in the same hex;

• use entire Orders Phase to Regroup & Return off-map CAV

Subordinate Commanders (SC): a leader other than an OC

• If in enemy Zone of Control may not issue orders—either to combat units or to himself, and thus may not move out of that enemy ZOC—unless and until he is moved out of that ZOC by an IO/LC from the Overall Commander

• If a Leader has a Command Restriction he may only command units of that type (ex Maharbal, Numidian CAV commander)

Command Range (CR): The range in hexes a leader may use IR.

Elite Commander: have a triangle symbol (▲) next to their IR.

• They have the option to start each turn with a single Elite Initiative Orders (EIO) Phase. This EIO Phase may be undertaken either by the OC, or any one subordinate commander, regardless of Initiative Rating, as designated by the player. This sub leader must be within the OC’s CR at the start of the turn, exc. There is no location restriction on the 1st turn.

• The designated Elite leader may not use Momentum to continue this EIO Phase, once completed, the chosen leader reverts to inactive (but not Finished) status.

• If both players have an elite OC at the start of each game turn each player rolls a die, to which he adds his EC’s Initiative Rating. High roll gets to use the EIO Phase. If the adj d10 is a tie, then no EIO Phase that turn.

Initiative Rating (IR): is used to determine the order of leader activation and the chances of that leader gaining a Momentum Orders Phase. Also defines the # of **Individual Orders (IO)** that the leader may issue per Orders Phase.

Line Command (LC): The boxed number to the right of the IR indicates the # of Lines commands he can issue.

Strategy Rating (SR): For Overall Commanders only, facilitates the use of LCs by Subordinate Commanders.

Charisma: The rating is used to adjust the d10 on the Shock Combat Results Table for units with which he is stacked.

Movement Allowance: The MA is 9 for all leaders, cost as CAV. Leader Elephants use 9 MA, overrides the MA of the elephant.

Activation

- Any non OC Leader who starts an Orders Phase in an enemy ZOC may NOT issue orders. If he becomes eligible to issue orders, the player must activate him before any higher-rated leaders. A leader so activated may NOT use Momentum.
- A leader may be activated a max 3 times in succession in a single game-turn (using Momentum for the last two times). Exc Reactivation and Elite Initiative
- IOs or LCs are not used to directly precipitate Shock Combat
- IOs or LCs can be used for Missile Fire
- A Leader in Enemy ZOC, may activate units in his command to engage in Shock Combat. He may still use his Charisma rating. A Leader is **Finished** when one of the following occurs:
 - a Leader has completed an Orders Phase and does not (or cannot) make a Momentum attempt
 - a Leader, in enemy ZOC, used his CR to allow units to Shock
 - a Leader is Trumped by an enemy leader
 - a Leader fails a Trump or Momentum attempt
 - a player passes for that Leader when it is his turn
 - Pre-Arranged Withdrawal occurs; see 6.59

Movement Leaders may move any number of times per turn but only 1 per phase, inc Leader Elephants

- A Leader may issue an IO to himself and move alone, Movement does not cause Finished
- A Leader may issue an IO to a unit with which he is stacked and move along with it. The leader must remain with the moving combat unit and end up in the same hex.
- A Leader may issue a LC and move along with that line as long as he starts within two hexes of a moving unit from that line. However, he does not have to remain with that unit/line, as long as he ends movement in CR of one unit in that line
- Only The OC may issue an IO to move another leader. He may use a LC to move another leader only if that leader is stacked with a combat unit in that line, the leader must stay with that unit.
- A leader may move with a unit undergoing Orderly Withdrawal (OW) if he is stacked with that unit or he may do so alone, unlimited per phase or turn.

Combat

- Leaders may only enter enemy ZOCs with a friendly combat unit.
- A Leader may leave an enemy ZOC only if ordered by the OC.
- A Leader may immediately withdraw (but not any unit he may be stacked with) from 1 to 3 hexes the instant any enemy combat unit is adjacent to him or if an enemy unit is adjacent after combat. This withdrawal has no effect on his MA or any other capabilities.
- A Leader is eliminated if he alone in an enemy ZOC and does not withdraw due to terrain and enemy units or ZOCs

Leader Casualties

Shock Combat before resolving Shock. For any leader in Shock Combat roll d10, 1-9: NE, 0: roll again and check the Leader Casualty Table (LCT).

Missile Fire On a Missile Fire d10 roll of 0 (before mods) vs any hex containing a leader, roll a d10 1-9: NE, 0: roll again on the LCT.

Killed / Eliminated Leaders: Immediately removed from play, all non OC leaders may be replaced by having the OC issue an IO to replace the fallen SC with a Replacement Leader or Tribune / Praefect. OCs cannot be replaced except with Proconsuls..

Replacement Leaders and Tribunes / Praefects: placed back on the map with any unit he is capable of commanding

Momentum The player may attempt to undertake an additional Orders Phase with the active leader if the following applies:

- is not currently and was not previously this turn in an enemy ZOC
- was not previously Trumped or Bypassed
- is not Finished
- d10 roll \leq Leaders IR, that Leader has another Orders Phase.
- The Die-roll of Doom: If the Momentum d10 is a '9' roll d10 again: '0' or '1', Re-Activation is possible. Play immediately transfers to the opposing player who may activate any one of his leaders,

regardless of whether the leader is Finished. Such a Re-Activated leader may not use Momentum himself.

• '2-8' the leader attempting Momentum is Finished. Go Back to Phase "A"

• '9' then no further leader activation may occur this turn, and play goes directly to the Rout and Reload Phase

Trump Option Each side is allowed 1 attempt per activation.

Active Player: The player whose turn it normally would be to activate his lowest-rated leaders may, instead, attempt to activate any other, inactive leader with a higher IR. To do this, the player must roll the latter's IR or less on the die. If successful that leader is now activated; if unsuccessful, the originally designated leader is activated and the one who is attempting the Trump is Finished.

Inactive Player: Two Trump options

1. Trumping the Trump: If the Active player is successful with his trump, the opposing player then has the option of attempting to trump that first trump activation with his own leader if that leader has an equal or higher IR. If successful, this leader is immediately activated; if not, the initial trump-activated leader goes and the leader attempting the trump is **Finished**.

2. Momentum Trump: If the active player is successful attempting a Momentum d10, the opposing player may attempt to trump in the same fashion as #1, above. After the successfully Trumping leader has finished his set of orders, play reverts back to the lowest-available-leader-goes.

• An inactive non Finished Leader who has been passed over (has an Initiative that is the same as or lower than the Trumping leader) by a successful trump or who was trumped by a friendly leader, is still eligible for activation but may not use Momentum that turn.

• A leader that successfully trumps cannot pass. He must issue an order to move or fire, or he must use his CR to cause Shock.

4.4 ROMAN COMMAND

Tribunes: May issue IOs to any 1 Class of INF of any 1 Roman Legion

Praefects Sociorum: issue IOs to any 1 Class of INF only to Alae.

• A Tribune or Praefect Sociorum may issue Orders to Legion and Alae VE, as long as the VE are the only Class being ordered.

• Tribunes and Praefects Sociorum may issue a LC to a mixed line of INF (Legion & Alae) listed on the scenario LC Eligibility Chart.

Praefects Equitum: May issue IOs to either Legion OR Alae CAV (not INF) in a single activation. They may issue a LC to a mixed line of CAV (Legion and Alae) if it is specifically allowed by the LC Eligibility Chart.

• These "command" limits apply to activating units in enemy ZOC for No Check Shock and Engaged Units.

Proconsuls: usually ex-consuls who were around to help out with the command chores, may command any troops. In addition:

- when attempting a LC outside the OC's Range, the player subtracts one (-1) from the d10 roll.
- if the OC has been killed, the player may replace him as OC with a Proconsul with an SR of 1.

4.5 CARTHAGINIAN COMMAND

All Carthaginian SCs in battles where Hannibal is the OC are capable of issuing LCs during their Initial Orders Phases without being within Hannibal's CR and/or resorting to a SR d10.. This does not apply to Replacement leaders. During Momentum-generated Phases, the above LC Restrictions (4.25) apply

4.7 LEADER ELEPHANTS (LE) have a Size Rating of '1' and the leader's name.

- LE move like leaders, with a MA of '9' but no CH for moving.
- Leaders must stay stacked with their elephants always, during a rampage, check to see if the leader is killed. If not, he becomes a normal leader.
- LEs are combat units, may never attack but defends normally. CAV does not have to retreat if a LE moves into their ZOC
- LEs have no "screens" and do not exert any ZOC. If Routed, it is eliminated
- LEs may leave enemy ZOCs as if it were a leader
- If the leader is killed in combat, roll d10, 0-6: remove the LE, 7-9 elephant rampages

- LEs may stack with any other friendly, non-CAV units, automatically assume the facing of the unit at no extra. They may also change facing at no cost.

Elephant Orders The 1st time Elephants are given orders they do so normally. After that, only two ways of giving them IOs or LCs

- Leaders stacked with them, by IOs or LCs; **OR**
- At the end of the Rout and Reload Phase, the owning player may place 1 Elephant Leader on any Elephant unit.

- When activated, the Elephant Leader can issue a LC, regardless of proximity to the OC, to a line of Elephants which must include the Elephant unit on which the leader was placed. The Elephant units in the Line:

- must move their maximum MA (if possible; moving into an enemy ZOC will stop them, of course), and

- may not change facing, except in the hex in which they start before any movement, and

- will move through any friendly unit in their path, as per the Stacking rules

- The Elephant units may missile fire if eligible.

- Elephant Leaders may not use Momentum, do not give Orders (only a LC), their only purpose is to issue a LC to that Elephant line.

- A player may not have more than 2 Elephant leaders in play at any time. The player may remove any/all Elephant leaders in the Rout and Reload prior to placing a new Elephant Leader

6.0 MOVEMENT

Movement Allowances (MA)

- A combat unit's printed MA is the allowance for a single order.
- no limit to the # of times a may move in a single turn; it may move only once per Orders Phase.

- moving more than once per turn, +1 CH (CH) per move, do not apply to advance after combat

Terrain as per the Terrain Effects Chart (TEC)

- CH for terrain applied as they occur.

- Use Majority terrain if two types in 1 hex

- Facing changes cost movement points

- terrain affects Shock Combat Results Table

Movement Restrictions

- a unit may only enter a hex which is to its front, to change direction it must change facing

Column Movement When moving any un-routed PH, HI, LG, MI or LI unit not in an enemy ZOC may change status to (or from) "Column" at the conclusion of its Movement at a cost of 1 MP.

- A unit must start the orders phase in Column to move in Column

- In Column, MA +1, and use "COL" on TEC.

- Units in Column face the hexside (not the vertex) and only the hex in front of them is frontal, this facing occurs the instant a change to/from Column status is announced.

- Column units move into either their front hex or the flank hexes adjacent to the front hex. Movement into the front-flank hex is not considered a change of facing. Ex. Column units wishing to move into a rear-flank hex must change facing.

- Units in Column TQ reduced by 2.

- Units in Column may NOT Shock attack or Missile fire. If attacked by an enemy unit, the attacking unit is Attack Superior.

- If a Unit in Column is Shock attacked, the unit goes back to its "combat" formation, cost of 1 CH at the end of the orders phase.

- Units in Column may NOT stack or use OW or MLE.

7.0 FACING

- All units, except those In Column, must be faced into the vertex of its forward hex. Stacked units must face the same way

- All non-Roman INF, except for Skirmishers, and all CAV (including Roman) pay 1 MP per each vertex shifted.

- Roman Legion & Alae INF pay 1 MP to shift any # of vertex

- SK do not pay to change facing.

- Elephants and Chariots pay 2 MPs per vertex shifted

- All units except Elephants changing facing within a Rough terrain hex (Woods, Broken, and Marsh) is +1CH per vertex

- A unit cannot change facing in enemy ZOC.

Reaction Facing Change: Any single-hex unit (only) may change facing one vertex per Orders Phase when an enemy unit moves adjacent to it (and this includes Advances after Combat).

- It may not if it is already in the ZOC of another enemy unit.

- After changing the owning player rolls d10. If the MA of the moving unit is > than the MA of the reacting unit, add the difference to the d10, if moving unit MA is less, subtract the difference. If the adjusted d10 is > than the reacting unit's TQ Rating, apply that # of CH to the reacting unit

- No d10 for CAV changing facing in reaction to INF movement.

- The reacting unit may conduct Entry Reaction fire (if eligible) at the conclusion of the facing change.

7.2 ZONES OF CONTROL (ZOC)

- SK exert a ZOC into their Front and Flank hexes. If "Missile No" they do NOT exert any ZOC.

- VE exert a ZOC into their Front and Flank hexes. If VE are "Missile No" they exert a ZOC into Front hexes only

- All other combat units exert a ZOC into their Front hexes.

- Routed units and leaders (including LEs) do not exert ZOCs.

- ZOCs do not extend into a movement prohibited hex.

- A unit must cease movement the instant it enters an enemy ZOC.

- A unit in an enemy ZOC may NEVER change facing.

A unit that begins movement in enemy ZOC may only move out of that ZOC if:

1. It is the OC issuing an IO to himself;

2. It is a leader issued two IOs by his OC;

3. It is a combat unit that has at least one unoccupied Front hex, and its MA is > than the MA of any enemy unit exerting a ZOC on it.

- A unit leaving an enemy ZOC may immediately enter another enemy ZOC, but would then cease movement for the remainder of that Orders Phase.

- Units leaving a Missile unit ZOC may suffer Retire Reaction Fire

- If opposing units extend a ZOC into the same hex they are both considered to "control" that hex.

6.5 ORDERLY WITHDRAWAL (OW) during movement only

- any un-routed defending not in enemy ZOC unit with a MA higher than the moving enemy that comes within 2 hexes or one that starts 2 hexes away may withdraw a number of MPs equal to the difference between the 2 units MAs away from the advancing unit.

- Withdrawal must occur the instant the opportunity takes place or the option is lost.

- PH use their "4" MA to attempt Withdrawal, but their "5" MA when a unit is attempting to withdraw from a Phalanx

- withdrawing units maintain their original facing, no "facing change" cost in CH or MP.

- Usual CH for terrain apply

- Pay normal CH for changing facing at the end of the withdrawal

There are 3 possible additional penalty situations after withdrawal:

1. Roman Hastati, Principes, and Cohorts d10 roll > TQ = 1CH.

2. All other withdrawing foot units (except for SK and Roman VE) suffer 1 CH automatically; AND

3. If the Withdrawal unit was being approached from a rear or flank hex, 1 CH before withdrawing (cumulative with #1 & #2).

- SK only incur CH if approached from a rear hex.

- Velites, Skirmishers and mounted units (CAV, Elephants, and Chariots) are affected by #3 only.

- CH ≥ TQ = Routs

- A unit may OW an unlimited # of times during a game turn, but the above penalties apply to each withdrawal.

- No movement points are expended from the unit's MA and no orders are needed for combat units.

- No OW into enemy ZOC, woods, marsh, river or prohibited hex

- OW missile units, other than Mounted Archers, may NOT fire as it withdraws. An OW Mounted Archer is limited to one missile fire per triggering enemy unit per Orders Phase. The range of a withdrawing Mounted Archer is always treated as 2.

- Stacking restrictions (6.6) apply during withdrawal.

- CAV may OW in the face of rampaging elephants

CAV Line Withdrawal:

- Standard OW rules apply, but if the units in that individual Line have at least one unit within two hexes of an eligible commander the entire Line may withdraw.

- All units in the Line must withdraw
- If a single unit in the line uses an individual OW, the line is NOT eligible for Line Withdrawal.

Pre-arranged Withdrawal (PW): PW allows Lines of units, not singles, to Withdraw even if they do not have a higher MA.

- only Lines of PH, HI, MI, or any class of LG may PW
- only armies with an Elite Commander or OC an Initiative of 6 or higher may place a PW marker, once per turn
- If any PW are issued, the OC has 2 activations that turn; not 3.
- Before any other units have moved the player places a PW marker under an SC (not the OC) within range of that line. He may place a bluff marker
- upon that SCs activation or if OW is possible, the marker is revealed (and removed). Depending on which happens first:
- A line with a PW "order" may withdraw one hex when an enemy INF triggers OW.
- PW may be undertaken any number of times in a turn, as long as the line commander has a PW Order.
- When PW is triggered, all units in the line must withdraw together the same distance. All effects of OW apply.
- If it is the SCs turn to be activated, and his line has a PW "Command", the line may NOT move. It can do anything else. The PW marker remains in effect, for the remainder of the turn.
- Once a line has used PW, the SC is Finished
- PW may NOT be used against CAV or elephants; INF vs INF only

6.6 STACKING Basic rule is: one combat unit per hex.

Leaders (including leader elephants) and informational markers do not count for stacking purposes.

- Basic, non-Roman Stacking Rule: A hex may contain, without penalty, one combat unit
 - Units may never move into a hex containing an enemy unit.
 - The restrictions, allowances and CH cost for stacking are given on the two Stacking Charts (Voluntary or Mandatory movement):
- Basic:** All units other than SK, VE and other Roman foot
- Different Color:** Applies to Roman Foot units from different Legion or ala, denoted by color bands around the counters.
- Different Class:** HA, PR, TR, etc.
- Roman:** This refers to the possibility of two Roman foot units stacking. If two are already in a hex, treat any third, moving unit as a "Basic" unit on the chart. Roman CAV are treated as "Basic".
- It takes two IOs to move two leaders/units stacked in the same hex. For leaders, this will have to be done in separate Orders Phases, as one leader cannot order another to move, unless he is the OC.
 - 1 order from the OC may move every unit stacked in a hex with the OC
 - no CH for Combat units to enter a hex containing only a leader.
 - If unit stacked with a Leader use OW together, they must remain together.
 - Top unit only changed by IO not as part of movement or LC
 - Only the top unit may move alone
 - A unit moving into a hex to stack is always placed on the bottom.
 - both units in stack must have the same facing. If one unit has to change facing to do this, it must CH to do so. does not apply to passing through

- Top unit only changed by IO not as part of movement or LC
- Only the top unit may move alone
- A unit moving into a hex to stack is always placed on the bottom.
- both units in stack must have the same facing. If one unit has to change facing to do this, it must CH to do so. does not apply to passing through

Stacking Effects on Combat:

- Stacked units combine Size when using Shock Combat.
- Only the top unit in a Stack may Fire.
- Enemy Fire affects only the top unit in the stack, unless the fire is through the Rear hexes, then it affects only the bottom unit.
- The top unit is used for all TQ Checks. CH must be divided equally with any extra CH given to the top unit
- Per the Stacking chart, some units +1 to their TQ checks.
- Shock CH are distributed equally, with the "odd" hit going to the top unit. If attack is from the rear, it goes to the bottom unit.
- If the top unit Routs, so does the bottom unit. If the bottom unit routs, the top unit undergoes a TQ check and Routs if it fails.

The Stacking Chart: The Chart lists what type of unit is moving. The effects apply to BOTH moving and stationary units, unless otherwise specified.

6.4 PHALANGIAL MOVEMENT

- PH units In Column may not change facing; they may only move. All flank/ rear combat penalties apply.
- PH have two MAs: 4/5.
- Basic MA is 4; If a player uses MA 5 the first time the unit moves in a turn, the unit must take a TQ check at the end of movement. If a PH moves again, 2 CH if 5 MA, 1 CH if 4 MA.
- If entering 2 hexes of different terrain/elevation it pays the higher of the two costs for movement and CH.
- If ½ of the unit has already entered a hex that would cause CH, the 2nd half of such a hex in the same movement does not cause additional CH

Front-to-Flank Maneuver: ½ of the unit enters a hex while the other half pivots, ie changing facing. Normal CH +1CH

Reverse Face Maneuver: at a cost of 3 MPs, the unit refaces 180° at no CH but not in enemy ZOC or rough terrain

Wheeling Maneuver: If ½ of a Phalanx is in enemy ZOC the other ½ may move forward at normal CH +1CH plus a TQ check with MIN 1 CH. Exception: No check if enemy ZOC is a SK

8.0 COMBAT

- Missile combat occurs as part of the Movement and Missile Fire segment of an Orders Phase.
- Shock combat comes in its own segment which occurs after all orders have been issued and movement is completed. A missile unit can be in both types of combat during the same Order Phase.
- In Shock combat, the Type, Size, and TQ of a unit are used with the effects being CH.

Missile Fire

- 4 types - Archer (A), Slinger (S), Javelin (J), Scorpions (B)
- LOS must be clear for Missile fire, adjacent hexes are always clear
- LOS is via the unit's front or flank hexsides
- same level LOS is blocked by higher elevations, woods, towns and Elephants (but not leader elephants alone)
- LOS is blocked by combat units, unless the blocking combat units are closer to the firer (must be Archer) than the target
- with an IO, a single missile unit can move and/or fire
- with an LC a Line of Missile units may move and/or fire once per phase before, during or after movement, but only if it moved towards the target immediately preceding actually firing
- Mounted Archer may fire as part of its OW
- the target must be within range & LOS from front or flank hexes
- units may not combine fire
- CH from Missile Fire vs stacked hex affects the top unit if fired at through a Front or Flank hex, and to the bottom unit if fired through a Rear hex.

Missile Supply: unlimited volleys until MISSILE LOW

- Archers, Slingers, and Elephant Screens become MISSILE LOW (1 fire left) if their unadjusted d10 fire roll is a 9
 - Mounted Javelinists, Roman Velites, and non-Roman Foot Javelinists become MISSILE LOW (1 fire left) if their unadjusted d10 fire roll is a 6-9
 - Legion INF Javelinists are MISSILE NO after 1 fire.
 - Javelin INF involved in Shock vs INF are MISSILE NO after Shock
 - When any MISSILE LOW unit fires, it becomes MISSILE NO
 - MISSILE LOW/NO units not in enemy ZOC or Missile range & LOS may remove MISSILE LOW/NO in the Rout and Reload Phase
- Missile Range and Results Chart** For each missile fire roll a d10.
 $d10 \leq \text{missile strength} \# = 1\text{CH}$ (2CH if the target is EL or CH, unless the firing unit is EL (either screen or the men on them)).

d10 roll mods

- target in a Woods hex, +1
- target is Heavy INF/Phalanx, +1 OR the target is Heavy INF/Phalanx, and an archer, slinger or Elephant Screen is firing through a front hexside. +3
- target is Skirmisher, +2
- If a slinger, foot archer or any mounted missile unit, moved/will move, +1
- If the firing unit is Depleted +1
- Roman Camp Terrain effects
- Missile units have **Extended Range**, ie range is increase by 1, when the target unit is at a lower elevation, a d10 roll of 0 is

needed for a hit at Extended Range.

8.2 Reaction Fire:

- The non-phasing player cannot use both Entry Reaction and Return Fire at the same unit.
- Reaction Fire does not require orders.
- A unit may use Reaction Fire any number of times during an Orders phase as long as it has Missiles available.
- The only time EL Screens may fire is as Reaction Fire (any type).

Retire Reaction Fire:

- if un-routed unit leaves the ZOC of an enemy missile unit with a range of at least two hexes, the unit may fire with results applied before movement
- Mounted Archers may fire as part of OW (see 6.55).
- All Retire Fire at units moving away from the firer is at a Range 2

Entry Reaction Fire:

- Whenever a unit enters a Missile Units ZOC, including Advance, they may be fired on.
- When moving as a Line, ALL movement is completed before any Entry Fire takes place.
- Units that attempt a Reaction Facing change may fire if the triggering unit is in its ZOC. *Exception: Rampaging elephants do NOT draw Reaction Fire.*

Return Reaction Fire: A unit that is the target of a missile fire attack, may fire back at the enemy unit that fired at it, after the active unit's fire is resolved. Return fire is not simultaneous.

Shock Combat occurs at the end of the Movement and Missile Fire segment. Shock is part of a leader's Orders Phase, and all Shock initiated by orders from that leader is resolved before the next leader may be activated (or momentum attempted).

2. Shock Combat Segment. After a leader has finished issuing orders, eligible units engage in Shock combat. All enemy units in the ZOC of attacking Shock units must be attacked. The ATT player may divide his attacks amongst his units as he sees fit, within the restrictions that follow.

- a friendly unit may attack more than one unit, as long as the targeted defenders are all in the attacking unit's ZOC
- an attacking unit (even a 2 hex unit) may not split its attack capabilities, although ≥ 2 units may combine to attack 1 defender
- if more than one unit is defending and/or attacking, total the Sizes
- each unit may attack only once per Shock Combat segment
- a defending unit may be Shocked attacked only once per Shock Combat segment. Exc Cav Pursuit
- stacked units must attack the same unit(s); they cannot split attacks into different hexes.

If > 1 unit ATT or DEF, that player chooses the unit for the determination, DEF choose first. If DEF is being attacked through the vertex between different facings by a two-hex unit, that DEF gets the most advantageous facing.

Shock Resolution Sequence:

a. Shock Designation: all non-moving, eligible units that choose to Shock are given "**SHOCK-No Check**" markers.

b. Pre-Shock TQ unit Check

- All units marked "**SHOCK-Must Check TQ**" marker AND the defenders roll d10 TQ check with immediate simultaneous effects, example Rout and advance.
- EL +1 to their TQ roll if attacking PH, HI frontally.

The following units do not make a Pre-Shock TQ check:

- Any unit attacking a Skirmisher (SK) unit
- Any unit attacking a Routed unit
- PH, HI and LG attacked frontally by LI

c. Resolution of Possible Leader Casualties

d. Clash of Spears & Swords (determine Superiority & Shock Col

- Determine whether terrain, leaders and/or Size Ratio (NA EL vs non EL and CH vs non CH) and capabilities will have any effect

e. Resolve the Shock on the Shock Results Table – CH for attacker and Defender, AS defender results x 2, DS Attacker results x 3.

f. Check for possible Collapse (Rout) and CAV Pursuit

Collapse:

1. All units that have CH \geq their TQ immediately Rout
2. Roll one die for all units that are within one CH of rout and in an enemy ZOC. If $d10 > TQ =$ Rout; if $d10 \leq TQ$ then CH := CH-1
3. Victorious CAV check for CAV Pursuit (10.4).
4. All other attacking units (not leaders) required to now advance.

Advance After Combat

- Attacking units (does not include leaders) advance into any hex vacated by enemy units, the advancing unit incurs all CH from Advancing. If the advance causes Rout it advances but does not Rout, CH := to TQ-1
- Units that cause an enemy to vacate a hex because of Pre-Shock TQ and in enemy ZOC may not advance.
- Advancing single-hex units may change their facing one vertex after advance, even if in enemy ZOC.
- Advancing phalanxes may change their facing only if they can move. An advancing phalanx may combine straight-ahead advance with a Wheeling Maneuver, if possible but must pay CH as applicable.
- The unit that had Superiority (if any) must advance. If none, highest TQ, if tied Player choice
- If more than 1 defender hex, the attacking player chooses the hex.
- No advance after only Missile Fire regardless of the effect.

ENGAGED - At the conclusion of any Shock Resolution in which opposing units are still adjacent and have not moved (i. e. did not advance or rout), place an "Engaged" marker atop those units. Those units:

- may not move or change facing
- may not use Missile Fire, or be the target of Missile Fire
- must receive a "Shock-No Check" marker if within CR of the active leader in the next orders phase and that leader is eligible to command the Engaged unit, ie Roman Command Limits or Command word Restrictions.
- CAV and light foot units (LI, VE, SK) engaged with units whose MA is less, may retreat one hex, maintaining its current facing, instead of receiving the "Shock-No Check" marker. The hex:
- must be a vacant and possible to enter by normal movement
- cannot be in an enemy ZOC
- cannot be adjacent to the unit it is Engaged with.
- A unit that cannot retreat is marked "Shock-No Check"
- Remove Engaged markers if any of the units leave move

9.0 Special Combat Units

War Elephants EL vs EL, neither side may gain Superiority.

Pass-Thru: INF, may attempt to allow the elephants to Pass Through when being Shock attacked through a Front hex.

- This decision must be made before the Pre-Shock TQ Check d10 and may be elected only if at least one of the defender's Rear hexes is unoccupied.

• Pass-Thru is not allowed when the INF is attacked through its Flank or Rear, or when an Elephant is attacking along with other units. If the player decides against Pass-Thru, Shock proceeds normally. If he decides to allow Pass-Thru, the following occurs:

1. Add one (+1) to the INF's Pre-Shock TQ Check d10
2. Proceed with Shock, but $\frac{1}{2}$ FRD all hits to INF and reduce by one any hits to elephant(s).
3. At the completion of Shock combat against INF, if the INF unit is still in place and the elephant unit has not rampaged, place the elephant unit on the far side of the INF unit it attacked, in either one of the defender's Rear hexes, maintaining its attack facing.
4. The INF now takes a Pass-Thru TQ Check. d10 roll does not apply to SK

Elephant Screens: fire as Reaction Fire only using the missile chart for Elephant screen.

Tower Riders atop elephants had javelins.

- Treat them as Mounted Javelins.

• As Reaction Fire, they may throw Javelins and use its Screen to fire arrows, separate rolls.

Rampage is immediately resolved before any other game mechanic, exc OW vs Rampage. When an Elephant Routs follow the routine below:

- 0: rampage 3 hexes in the direction of the nearest friendly unit. If it was a Leader Elephant, it is eliminated, instead
 - 1-6: rampage 3 hexes in the direction of the map Compass
 - 7-9: on the 1st d10, the elephant rampages 3 hexes directly away from the unit that caused the rampage.
 - 7-9: on subsequent d10 means the elephant is eliminated.
 - 7-9: If it is a LE, it is immediately rallied with CH equal to TQ-2.
- If a rampaging Elephant unit would enter a hex containing **Any** unit, the elephant stops in the adjacent hex and the "target" unit(s) takes:

- 1 CH if the elephant would have entered frontally, or
 - 2 CH if it would have entered from the flank or rear
 - Regardless of angle of rampage, CAV always takes 2 CH
 - If the target is a stack, both units receive the CH.
 - If a Leader is alone in a hex and cannot withdraw he is eliminated
- The player now rolls again, as above, repeating the process until
- the elephant Rampages off the map
 - the elephant is eliminated (d10 7-9)
 - the elephant is eliminated if at least 8 MPs from the nearest unit
 - if none of the above, it is eliminated after the 4th Rampage d10

9.15 CAV units may never voluntarily move into an **EL ZOC**. If entering an EL's flank or rear hexes, the Cav takes 2 CH per hex.

- CAV may only attack EL through the EL flank or rear hexes, but they do not gain superiority
- If an EL moves adjacent enemy CAV, the CAV must OW, if possible or take a TQ check with a MIN 1 CH. If the Cav is already Routed, it is eliminated. NA to LEs.

Indians vs. Africans: notes on the combat charts. As well, when Indians fight Africans: +1 to all Pre-Shock d10 for Africans.

9.2 SKIRMISHERS (SK), VELITES (VE), AND LIGHT INF (LI) The following apply to Skirmishers only:

- SK may OW up to 2 hexes before any units whose MA is the same or less (i.e., all foot units), regardless of the MA differential.
- If a SK is a target of Missile Fire, +2 to the d10
- SK may never Shock Attack
- All units Shock attacking SK units do not make a Pre-Shock TQ Check, even if they must Shock.
- Halve, all CH hits to any unit that result from Shock vs an SK, to a MAX of 1, FRD
- SK do not make an Elephant Pass-Thru Check
- SK that Rout are eliminated instead

The following apply to both Skirmishers and Velites:

- The only time SK and VE suffer a CH when using OW is if approach is via their flank or rear
- When determining lines for a LC, the presence of a VE or SK does not disrupt the line, as long as it is only one such unit.

Light INF

PH, HI and LG attacked frontally LI do NOT have to take a Pre-Shock TQ although the LI still does. The reverse is not true; PH, HI and LG do undergo a pre-Shock TQ check when attacking LI.

Harassment & Dispersal (H&D) Tactics:

- Slingers, Javelin armed SK, VE, and javelin armed LI (not Archers) may use H&D tactics vs any unit that has \leq MA.
- H&D uses all of a unit's Movement & Missile Fire segment
 - Units using H&D must start within 2 hexes, but not adjacent to the target or in enemy ZOC and must be able to trace a path of hexes clear of enemy units and ZOC to their target unless the ZOC is adjacent to the target.
 - The path may not be traced through friendly units or through/into any Rough hex. It may cross a stream, but not a minor (or major) river. If the unit satisfies the above, it may fire its missiles against the enemy target without moving. The H&D procedure is:
 - Note which unit is using H&D
 - Note the target, as per above
 - Fire the missiles as if they were being fired at one hex range
 - The target may use either Entry Reaction or Return Fire
- All of this occurs without moving the firing unit.

9.3 LIGHT CAV (LCAV) Missile armed LCAV may use H&D tactics vs any unit whose MA is \leq the LCAV MA exc. SK

- Units using H&D must start within 4 hexes, but not adjacent to the target or in enemy ZOC and must be able to trace a path of hexes clear of enemy units and ZOC to their target unless the ZOC is adjacent to the target.
- The path may not be traced through friendly units or through/into any Rough hex. It may cross a stream, but not a minor (or major) river. If the unit satisfies the above, it may fire its missiles against the enemy target without moving. The procedure is the same as the H&D above:
- Light CAV may use H&D against Elephants, the restrictions in

9.15 apply. Therefore, a CAV H&D is not allowed through an Elephant's front hex. A CAV's H&D attack through a Flank/Rear hex earns two CH which are applied prior to any Missile Fire.

- Light CAV H&D Tactics cannot be used against SK.

9.4 PHALANX DEFENSE

- In any Shock combat vs a PH front, the Shock column is adjusted 2L for each flank of the PH that is covered either by another PH or PH ZOC. If only HI attacking it is 1L.

- The shift applies only to moving attacks, not to attacks when the attacking unit started in the PH ZOC and stayed there to Shock.
- The shift does not apply to flank/rear attacks, or if all the attackers are PH.

9.5 DOUBLE DEPTH PHALANXES DDPH Eligible units are listed in the scenario specific rules.

- PH may stack, 2 to a hex, in Double-Depth Formation.
- Forming DDPH requires an order (IO or LC) directly from the OC.
- Stacking - "back" PH must start its movement directly behind the "front" PH
- The back PH moves into the hex to stack (no CH), with the "back" PH being placed underneath the "front". This completes the movement for both units for that Order Phase.

Movement/Stacking Restrictions on DDPH:

DDPH may receive orders:

- only from the OC
- DDPH MA always = 4; they do not use their '5' capability for anything
- For any movement that would incur a CH, each unit incurs that hit
- The DDPH may not Reverse, Wheel, or use Column. They may move as one unit but it takes 2 IOs or one LC to move both units at the same time
- Un-stacking also requires an order from the OC, as above, at which time the top unit moves off at normal costs
- No units of any type may ever move into or through a DDPH, under ANY circumstances.

Combat Resolution for DDPH:

- The sizes of both units are combined
- Units defending vs Shock by a DDPH add +1 to their Pre-Shock TQ check d10s (8.33).
- Phalanx Defense (9.41) applies to a DDPH.
- A defending, DDPH -1 from its Pre-Shock TQ check d10
- If a defending, DDPH is Shock attacked from its flank or rear, CH incurred are tripled, not doubled
- Only the top unit makes TQ checks. However, if it fails such check (gets a CH), the bottom unit then checks
- Fire hits apply only to the top PH, unless the fire is from the rear, if so then they apply to the bottom unit
- If either phalanx unit in the stack Routs, both Rout Each phalanx unit keeps track of any CH separately
- Routed DDPH units must retreat to separate hexes. If not possible, the unit is eliminated instead.

9.6 The Roman Manipular Legion only applies to legions and alae INF. Not allies.

- Roman "rule of thumb" is that 2 Roman foot units of the same border color can stack without penalty. There are exceptions, such as VE; see 6.68.
- A Roman stack may move together, it takes two IOs or 1 if stacked with OC but only 1 LC
- Roman INF units of the same line are allowed to have 1 empty hex between units, i.e. units need not be adjacent, when determining lines as specified in the LC Chart.
- Stacked Roman units combine their Size when attacking or defending, but all other ratings, are those of the top unit.
- Stacked Romans must Shock attack the same hex; see 8.32
- Only the top unit may fire.
- CH must be divided as equally as possible amongst these units with any extra hits being given to the top unit.
- For stacked Roman units with different border colors, or of the same border color and different classes, +1 on all TQ check d10s
- Roman Stacking order may be changed/switched only by an IO, NOT as part of movement or LC
- If moving only 1 unit from a stack, only the top unit may move.
- Roman INF & VE pay 1 MP to change facing any # of vertices

Manipular Line Extension MLE:

- When an enemy unit comes within 2 hexes of a stack of 2 Roman units, the top units in the stacks in the same "Line" MAY move sideways into its flank hexes with the same facing, must be vacant
- The Roman may use MLE any time the opportunity is available, not just the 1st opportunity, subject to ZOC below.
- If a Line uses MLE, no units of that line may OW.
- MLE is not movement, uses no MPs, and does not cost CH.
- The hex entered by MLE must be clear and NOT in enemy ZOC.

MLE may be undertaken:

- As a reaction to enemy movement; OR
- As a part of LC. If undertaken as a LC, each units MA is -2 even if it did not move, no CH
- If enemy movement triggers both OW as well as MLE, both may be undertaken together but not both by the same units.
- Units in Column may not use MLE

9.7 ROMAN TRIARI TACTICAL DOCTRINE must be used in battles prior to 200 B.C. in which Scipio Africanus is NOT present as OC. Triarii may NOT move (but may change facing) until and unless one of the following occurs:

- There is an enemy combat unit, other than an Elephant, that is within 3 hexes (and LOS) of any unit in the Triarii line; OR
- The Triarii are ≥ 6 hexes from all Roman or Alae but not Allied Inf
- Triarii may not move and Shock Attack unless the Roman Army has Rout Points equal to $\frac{1}{2}$ of its Army Withdrawal Level.
- Shock (without moving) vs enemy units in their ZOC is allowed

10.1 COHESION measure of a units organization, loss measured in CH applied against a units TQ

- TQ Check: compare d10 to a units TQ. $d10 - TQ = \#$ CH to apply
- CH have no effect on a unit's combat strength or capabilities
- If a 2 hex INF unit is attacking two single-hex units, the attacker chooses how to distribute the CH on the defenders.
- Otherwise, if there are multiple units in a single combat, hits must be divided equally, extra hits to the unit that was:
 - 1st - used to determine Superiority
 - 2nd - used to determine the Shock CRT column
 - 3rd - stacking issues
 - 4th - owning player's choice
- If a Leader Elephant is in the combat it does not have to take any CH unless all CH > than other units TQ

10.2 UNIT ROUT AND RALLY

Rout • $CH \geq TQ = \text{Rout}$

- CH 1 less than TQ check for Rout in Collapse
 - If all DEF and ATT units Rout from Shock
 1. Attacker adds any CH it would cost to advance after combat
 2. The side that has the unit with the greatest discrepancy between CH and TQ will Rout. The opponent is not routed; if it was the attacker, he advances (if eligible) otherwise the unit remains in place. Then the Units $CH := TQ - 1$
 3. If the CH-TQ is the same for both sides, the defender routs and the attacker advances after combat (if eligible). Units $CH := TQ - 1$If there are multiple units in the combat, only those units whose $CH \geq TQ$ rout, the other remain in place
 - check for collapse normally after steps 1-3 above
- 10.17 Recovery: During an Orders Phase, any un-routed unit with CH that is not adjacent to an enemy unit, nor within range of any enemy missile unit that is not Missile NO, and is in "clear" terrain, may remove 2 CH by being given an Individual Order to do so. A unit may not remove more than 2 CH per Orders Phase, and LCs may not be used to do this. A unit that has CH removed cannot move/fire in the same Orders Phase, and a unit that has moved or fired may not have hits removed.

Rout Effects

- Skirmisher and Artillery units that Rout are eliminated
- Elephants Rampage
- Phalanx and other 2 hex units: if the attackers is AS vs the PH then the PH routs. If not make a TQ check (+3 if PH is attacking) If $d10$ (or $d10+3$) $> TQ$ then it Routs. If $d10$ (or $d10+3$) $\leq TQ$ it stays in place and $CH := TQ - 1$. Do not check for Collapse.

- All other units rout per 10.22

10.22 Routed Units moved 2 hexes towards its Retreat Edge with Front facing adjusted to the units Retreat Edge at no CH cost.

- move directly to the edge on a Path of Least Resistance priority:
 1. Vacant hex not in enemy ZOC
 2. Friendly-occupied hex not in an enemy ZOC
 3. Friendly-occupied hex in an enemy ZOC.

- If the unit cannot retreat 2 hexes, it is eliminated.

Mark "Routed" at end of the retreat

Rout Movement Segment

- all Routed Phalanx and other 2 hex units are eliminated.
- All other routed units move their full MA towards the Retreat Edge
- They may not enter enemy ZOCs unoccupied by friendly units.
- They do not incur CH from Rout/Retreat movement.

Eliminate any units that move off the map or cannot complete its rout movement because of enemy units/ZOCs or impassable

- Routed units may not stack if forced to finish its rout movement with a friendly unit, it must continue 1 more hex with any penalties to the non-moving unit. If the second hex is also occupied, the routed unit is eliminated and apply any penalties to the non-moving units of the second hex.

Leaders stacked with a routing unit may rout move with that unit or not. He is otherwise unaffected by the rout.

Restrictions on Routed Units:

- Routed units retain their Size and MA
- TQ = 1
- Routed foot missile units are "Missile No".
- they do not incur movement/terrain CH
- they may not receive orders, other than Rally
- they may not fire missiles or Shock attack
- Routed unit is eliminated if it suffers CH, from any cause, or fails a TQ check.

Rally: a unit may attempt to rally if not:

- in Rough terrain
 - adjacent to an enemy unit
 - within range and LOS of enemy missile unit that is not Missile NO.
- A Leader may attempt to rally a unit via IO, that is in his "command" once per game turn. This limit applies to the leader, the unit may be rallied by another leader in that turn. To Rally a unit roll d10:
- $d10 \leq \text{Leader's IR} + 1$ (routed unit's TQ) = Rallied, mark as such
 - $d10 > \text{Leader's IR} + 1$ the unit Rout Moves
 - $d10 >$ the units TQ then it is eliminated instead
 - When Rallied, roll d10 and on the Rally Table and apply that CH
- Rallied units** are automatically Depleted
- may not receive or use orders until the next game turn.
 - may be refaced at no cost in MPs or CH, but foot missile units are still "Missile No."

Rally Table: this table determines the # of CH to give a Rallied unit.

Depletion reflects the actual loss of men in combat. Units that are already Depleted do not suffer additional Depletions.

- Flip the unit to its reverse side to show Depletion
- Once Depleted, a unit remains so for the rest of the game.

Depletion affects combat as follows:

- Depleted unit involved in Shock, 1L on the Shock Results Table
- if a Depleted unit is defending vs Shock, 1R on the Shock Results Table
- if using Missile Fire, add one (+1) to the Missile Fire d10
- When attempting to Rally a Depleted unit, +1 to the Rally d10.
- When a Routed and Depleted unit has been rallied, +2 to d10 roll to determine the # of CH it returns with. This only applies to those that were Depleted prior to the Rally attempt.

10.4 CAV PURSUIT

Victorious CAV units Pursue units defeated in Shock.

There is no Pursuit if:

- the defending unit is eliminated because it cannot complete its rout because it is surrounded (including attacking ZOCs)
- a unit Shock attacks 2 hexes of units at once and only one routs
- the CAV unit was Engaged at the time of the rout

If there is no pursuit, the CAV unit may Advance after Combat

Pursuit Resolution

Roll d10 and compare to the CAV's TQ. If the $d10 > TQ$ then it must Pursue, otherwise it must Break-Off. The procedures are:

- **Break-Off:** Routed unit **Rout Moves** instead of retreating 2 hexes. The CAV does not follow, although it does Advance after Combat. If the defending unit was eliminated, the CAV Advances After Combat.
- **Pursue:** The routing unit is retreated 2 hexes.
- 1 attacking CAV unit follows using the exact same path. It stops if it enters an enemy ZOC or places an enemy unit in its ZOC. The CAV unit then must Shock Attack all units in its ZOC, including the retreating unit if applicable, starting with the units rolling for applicable Pre-Shock TQ check.
- When Shock completed, surviving Routed units undergo Rout Movement instead of retreating 2 hexes.
- If the CAV unit is eligible for Pursuit, it follows the routing unit as above with no check for Pursuit and no further combat.
- If a routed unit exits the map, the pursuing CAV exit as well.
- If all routing enemy units are eliminated, in either Shock combat, the CAV unit moves ½ MA FRU in the direction the enemy unit was routing, if in doubt move directly towards the enemy Retreat Edge. **CAV units that either Break-Off or Pursue** are Finished
- they may not move other than to OW or Shock attack adjacent units, in an Active Leaders CR and “Command”
- they defend normally and may change facing with an order.
- Mark these units “Pursuit/Finished” at the end of the Break Off/Pursuit.

12.0 Glossary

Activated Leader The leader who is giving orders or LCs to his troops at any given instant.

Class Subcategory within type, used to differentiate between various weapons systems within a type. Ex HA Hastati, within LG-type INF

Cohesion A unit’s ability to remain in an organized, fighting formation. In the game this is measured in the form of CH.

Depletion The loss of manpower that reduces a unit’s effectiveness.

DR Acronym for d10

DRM Acronym for d10 modifier

Finished Leader A leader who has previously been activated that turn and is “Finished”, and (normally) may not be activated again.

Inactive Leader A leader who has yet to be activated.

Leader generals, consuls,

Line All units that are listed on a specific battle’s LC Eligibility chart as eligible to move under a single “LC”.

MA Movement Allowance.

Missile Volley javelins, arrows or slinging stones.

Momentum A leader can take more than one Orders Phase in a turn.

MP Movement Point

Order/LC The 2 methods leaders have of getting their troops to move, etc. IOs apply to individual units; LCs to entire lines of units

Troop Quality TQ rating.

Trump The mechanic by which a leader can go before another leader.

Size Representing the number of men in that unit.

Superiority The relative capabilities and “killing” effectiveness of the opposing weapons/armor systems.

Type description of combat units, used to determine combat effectiveness and results. Examples: HI (Heavy INF), SK (Skirmishers), etc.

Zone of Control (ZOC) The hexes—usually directly to the front of a unit—into which that unit exerts,

Consular Army The basic field force in the Republican era. There were two consuls for each year, and each was assigned an army that consisted of two legions and two corresponding alae.

Legion from the Latin for “levy”. Each legion was drawn from Roman citizens, and, for battlefield purposes, was composed of four separate lines, men being assigned to each of the lines according to his class status in Roman society.

Velites Light INF with helmet and a shield.

Hastati The second line of troops had light body armor and the highly identifiable Roman shield (scutum) of the period.

Principes The third line in the manipular legion—and the best troops (from the highest class

Triarii The rear defensive line of the legion, the triarii, was essentially the vestigial remains of the old defensive-style phalanx.

Alae Sociorum The “wings of the allies” of the consular army.

Maniple Each line of hastati and principes fought in maniples, ten per legion line.

Heavy INF Descendants of the Greek hoplites, these are troops protected by armor (usually helmet, breastplate and leg armor),

Phalanx A formation of shoulder-to-shoulder hoplites used in Greek warfare since around the 7th century B.C.

Medium INF An ersatz term that applies to units (e.g., Celtic INF) that, while not as well-equipped as their heavier counterparts.

Light INF Generic term applied to foot units with little or no body armor, a light shield, and usually a spear and/or sword.

Skirmishers Generic term applied to troops that wore no armor, rarely carried shields, and used missiles: javelins, archers and slingers.

Javelinists Skirmishers that used a thrown spear as their weapon of harassment.

Archers Light troops (virtually no armor/protection), usually from Crete, that fired about 30+ arrows an effective distance of 150+ yards.

Slingers Another unarmored, skirmisher type. They hurled pellets, usually made of lead, an effective distance of up to 120+ yards.

Light CAV Essentially, mounted javelinists noted for their mobility.

Lancers Essentially light CAV units trained to use a lance

Heavy CAV CAV with some body armor, light shields and, perhaps, a lance and/or swords.

Roman CAV The Roman CAV, including that of the alae, was, in terms of weapons and armament, more heavy than light.

Elephants By the time of Hannibal the Romans were used to them and had devised some ingenious methods of negating their abilities

Scorpio A Scorpio was a small, catapult-like engine that was like a cross-bow on a tripod. Shot a spear-like bolt about 3-400 yards.

Off-Map Regroup. CAV that leave the map may not re-enter the game until the OC to declares his entire Orders Phase is to Regroup and Return ALL off map CAV. The off-map CAV re-enters the map within 2 hexes of the hex by which it left, using as much of their MA as they wish.

• CAV that is off-map because they pursued is not considered when determining Rout Points.

11.0 ARMY WITHDRAWAL AND VICTORY A player wins by causing his opponent’s army to withdraw.

• An army withdraws when its total Rout Points \geq to its Withdrawal Level as given in the scenario. In the Army Withdrawal Phase, players total the # of Rout Points (RP) for his eliminated units (including units that Rout off map)

Most Units RPs = 1 x TQ, with the following exceptions:

• All SK and EL = 2 RPs, except for LEs = 0.

• 2 hex units = 2 x TQ.

• Named leaders are 5 x IR

• Tribunes, Prefects, and Replacement leaders are 1 x IR

If an Army’s RP total \geq than the Army Withdrawal Level, that army Withdraws and that player loses the battle. If both sides reach their Withdrawal level at the end of the same turn, the player with lower RP total wins. If both sides RP totals are the same, it’s a draw.