A Great Victory!

(Exodus 20:15 - "Thou shall not steal.")

A Great Victory! are a set of rules specifically designed for the table-top wargaming of battles of the **ancient** and **pre-gunpowder periods**. After one or two games you should have the basic rules down pat.

The Basics

First, you need two wargame *armies* but don't panic! These rules are designed to be used with wargame armies that are already based to other rule systems. To make your army up, I recommend that you use army lists from other rule sets (there are plenty of army lists out there) and adapt them as required.

The game system uses standard six sided dice reading 1 to 6; 1D6 means one standard six sided dice; 2D6 means two standard six sided dice; etc. Players can take measurements at anytime during the game.

Stands and Units

In these rules, as in most, a number of figures (miniatures, castings) are glued onto a square or rectangular base. This base then forms a *stand* under these rules and a number of stands make up a *unit*. The basing system that I have used for my for 15 mm armies is this **but you can adapt your own**:

A Foot Stand = 40 mm frontage by 20 mm deep

2 foot figures per stand for Light Foot
3 foot figures per stand for Medium Foot
4 foot figures per stand for Heavy Foot

A Mounted Stand = 40 mm frontage by 30 mm deep

2 suitable mounted figures per stand for Light Mounted
3 suitable mounted figures per stand for Medium Mounted
3 suitable mounted figures per stand for Heavy Mounted

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A Chariot Stand = 40 mm frontage by 40 mm deep

1 two horse chariot and crew per stand for Light Chariots
1 four horse chariot and crew per stand for Heavy Chariots

An Elephant Stand = 40 mm frontage by 40 mm deep

1 elephant and crew per stand for Elephants

An Artillery Stand = 40 mm frontage by 40 mm deep

1 appropriate artillery model and crew figures per stand for Artillery

With artillery, an appropriate artillery model and its crew are all glued onto the base. This stand then represents several such artillery pieces along with their crews, animal teams, supporting defensive troops, etc.

A Command Stand = 40 mm frontage by minimum required

With a commander stand or sub-commander stands, a suitably impressive horse, camel, chariot or elephant mounted command figure (or figures) are glued onto the base. This stand then represents that commander along with that commander's advisers, messengers, bodyguards, etc.

All the figures of a stand must face the same direction, that is, face towards the front of the stand's base. The figures of a stand should be representative of their type, that is, foot figures must be used for foot stands, mounted figures used for mounted stands, etc.

Further, it helps if the armament of a stand resembles the type of weapon used, that is, figures armed with spears should be used if the stand is armed with spears or javelins, figures armed with bows should be used if the stand is armed with bows or longbows, etc. A player *must* advise his opponent of any unusual units or stands being used before play commences.

Foot Units

In these rules there are three basic types of *foot* units thus:

- Light Foot Units
- Medium Foot Units
- Heavy Foot Units

Light Foot units consist of non-armoured foot units. *Heavy Foot* consists of the heavily armoured foot units. *Medium Foot* units consist of any and all other lightly or partially armoured foot units falling in-between. Most foot units fall into the light or medium categories.

A foot unit must be:

- Primarily equipped for fighting *hand-to-hand* combat, or,
- Primarily equipped for *firing* (shooting) at the enemy

Afoot *unit* primarily equipped for hand-to-hand combat must be equipped with one and one only of three types of weapons thus:

- Light Hand-to-hand weapons
- Hand-to-hand weapons
- Pikes

Light Hand-to-hand weapons include weapons such as knives, clubs, etc, any type of improvised weapons such as artillery implements, etc, but also include javelins and spears. *Hand-to-hand* weapons include any hand-to-hand weapons such as swords, axes, pilums, etc, and any pole-arm weapons such as bills, halberds, poleaxes, etc. *Pikes* includes weapons such as pikes, kontos or the like.

A foot *unit* primarily equipped for firing at the enemy must be equipped with one and one only of the following types of *missile* weapons thus:

- Javelins
- Slings
- Bows
- Longbows
- Crossbows

A foot stand armed with missile weapons defends itself during hand-to-hand combat with Light Hand-to-hand weapons (unless agreed to otherwise).

Foot units only move and fight on foot. All foot units start the game with *two stands.* Both of the stands in a foot unit must be identical in both type and armament.

Mounted Units

In these rules there are three basic types of *mounted* units (with a lower case m) thus:

- Light Mounted Units
- Medium Mounted Units
- Heavy Mounted Units

Light Mounted units consist of non-armoured and lightly armed *horse mounted* units including all mounted bow units, all mounted crossbow units, etc. *Heavy Mounted* consists of the heavily armoured and heavily armed horse mounted units such as Knights, Cataphracts, etc. *Medium Mounted* units consist of any and all other partially armoured and reasonably equipped types of horse mounted units falling in-between. Most mounted units fall into light and medium categories.

Camel mounted units are always treated as horse mounted units (unless noted otherwise). However, camel mounted units can only ever be light or medium, never heavy.

Only Light Mounted units can be equipped to fire (that is, only units such as mounted bow units, mounted crossbow units, etc). Bows firing from mounted units fire as mounted bows, etc. Medium and heavy mounted units only fight hand-to-hand combat. Mounted units start the game with *two* stands.

Mounted units cannot dismount to fight on foot during the game. However, they can be dismounted *before* the game to fight on foot *for the entire game*. Light mounted units dismount as Light Foot units; Light mounted bow units dismount as Light Foot bow units; Light mounted crossbow units dismount as Light Foot crossbow units; Medium Mounted units as Medium Foot units; Heavy Mounted units as Heavy Foot units, etc.

Chariot Units

In these rules there are two basic types of *chariot* units thus:

- Light Chariot Units
- Heavy Chariot Units

Chariot units are also classified as *mounted* units (with a lower case m). *Light Chariot* units consist of chariots pulled by two horses. *Heavy Chariot* units consist of chariots pulled by four horses. Chariot units fight hand-to-hand combat but may also be equipped to fire javelins or bows (depending on which army lists you use). Bows firing from chariots fire as mounted bows. Chariot units cannot dismount to fight on foot. Chariot units start the game with *one* stand.

Elephant Units

In these rules there are two types of *elephant* units thus:

- Medium Elephant Units
- Heavy Elephant Units

Elephant units are not classified as mounted units; they are classified as *elephant* units. Elephant units with little or no armour are classified as *medium elephant* units, otherwise elephant units are classified as *heavy elephant* units. Elephant units fight hand-to-hand combat but may also be equipped to fire javelins or bows (again, depending on which army lists you use). Bows firing from elephants fire as

mounted bows. Elephant units cannot dismount to fight on foot. Elephant units start the game with *one* stand.

Artillery Units

In these rules there are two types of *artillery* units thus:

- Light Artillery Units
- Heavy Artillery Units

Artillery units are not classified as foot units; they are classified as *artillery* units. *Light Artillery* units consist of any small, semi-portable missile or bolt firing weapons such as the Roman scorpion, etc. *Heavy Artillery* units consist of any larger, fairly static, longer range weapons or catapult style weapons such as the Roman onager, etc. Artillery units start the game with one stand.

Commanders

Your army must have one and one only overall *Commander* (stand). A number of *Sub-Commander* units (stands) can be added to both armies as agreed to by all players. No sub-commander units are recommended for small games, one sub-commander unit is recommended for most games and a maximum of two sub-commander units is recommended for large games. Command units must be clearly identifiable as either the overall commander or as one of the sub-commanders.

Command units are classified as *mounted* units (unless noted otherwise). However, it doesn't matter how a command stand (unit) is mounted. All command stands move and fight the same regardless of how they are mounted, whether on horse, camel, chariot or elephant.

Command units cannot fire but command units can fight hand-to-hand combat. Command units are units and as such can be killed by being fired at and be killed in hand-to-hand combat, so be careful. Command units cannot dismount to fight on foot. Command units start the game with *one* stand.

Note: Throughout the rules, *mounted units* always refers to horse mounted units, camel mounted units, chariot units and command units (unless noted otherwise); *non-mounted units* always refers to foot units, elephant units and artillery units (unless noted otherwise).

Unusual Units

There were experiments with some curious types of units during this era (for example, scythe chariots, war wagons, etc). Such units were rarely used, and only then in very limited numbers. Any such units have been totally ignored in these rules.

Unit Strength

Units start the game with a pre-determined number of **Strength Points** thus:

Unit Type	Light Units	Medium Units	Heavy Units
Light Hand-to-Hand Weapons	6	8	
Hand-to-Hand Weapons	8	10	12
Pikes	10	12	14
Javelins	4		
Slings	5		
Bows	5	6	7
Longbows	6	7	
Crossbows	6	7	8
Mounted	8	10	12
Chariots	8		10
Elephants		8	10
Artillery	6		6
Commander or Sub-Commander	8		

For example, a light foot unit equipped with pikes starts the game with 10 strength points; a heavy foot unit equipped with hand-to-hand weapons starts the game with 12 strength points; etc.

Strength points are an abstract concept that reflects the relative *effectiveness* of a unit. During the course of the game, units will take *hits* and as a result lose strength points (and thus overall effectiveness). Players keep track of a unit's strength point loses by placing small hit markers adjacent to the unit to indicate that unit's current strength point loses (see the Removal of Loses section for more details).

Valid Unit Formations

The stands of a unit must *always* be deployed on the table in a *valid formation*, that is, they must be deployed in a *block* formation, a *defensive block* formation, a *line* formation or a *skirmish line* formation.
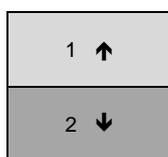
Block Formation:

A *block* formation is a formation that is one stand wide and two stands deep with no gaps, etc, between stands. Thus, a valid block formation (with the stands facing the direction indicated by the arrows) is:
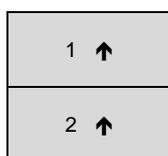
Only foot units and mounted units can form block formations.

Defensive Block Formation:

A *defensive block* formation is shown on the table as a block formation (see above) but with the *rear stand* of the unit turned to face the rear thus:

Only foot units can form defensive block formations. While in a defensive block formation, the two stands of a foot unit are deemed to be one single stand with four faces and four facings thus:
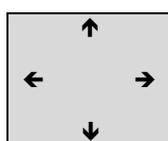
Line Formation:

A *line* formation is a formation that is one or two stands wide and only one stand deep with no gaps, etc, between the stands. Thus, a valid line formation (with stands facing the direction indicated by the arrows) is:

All units can form lines.

Skirmish Line Formation:

Some unit types can also be deployed into a *skirmish line* formation. **Artillery** units and **command** units are deemed to be in a skirmish line formation **at all times**. Otherwise, the only other units that can form up into a skirmish line formation are:

1) Any unit designated as *Light Foot except a pike armed* Light Foot unit can form up into a skirmish line formation

2) Any unit designated as *Light Mounted* unit (including Light Chariots) can form up into a skirmish line formation

Changing formation into a skirmish line formation from any other formation (or vice versa) is a change of formation. To form a skirmish line formation, the player simply changes the unit's current formation into a line formation and then places a *blue marker* adjacent to the unit to indicate that the unit is in a skirmish line formation (see the *Movement* section for more details).

Since *artillery* units and *command* units are deemed to be in open order formation *at all times*, they don't require a blue marker.

Bending Lines or Skirmish Lines

The two stands of a *line* formation or *skirmish line* formation do not need be straight and directly to the side of each other as shown in the example above. These formations can be *bent* (see the *Movement* section for more details).

Setting Up

When not playing a particular scenario, players may decide between themselves as to what units their armies will have for the game, and players may also decide between themselves as to:

- What the terrain layout will be and how the terrain affects the game (for guidance, see the separate *A Great Victory! Terrain Guidelines*)
- How and where to set up their armies
- What the victory conditions for the game will be, etc

When not playing a particular scenario, units can start the game in any valid formation. My advice is to keep it simple. Now, onto the rules...

The Game Turn Sequence

Each full *Game Turn* consists of a series of seven *Phases* each done in the sequence noted below:

1) **The Determine the Initiative Phase** (Simultaneous)
   Players determine which side has the initiative for the full Game Turn

2) **The Firing Phase** (Simultaneous)
   Both sides resolve all fire (shooting)

3) **The Hand-to-Hand Combat Phase** (Simultaneous)
   Both sides resolve all hand-to-hand combats

4) **The Remove Losses Phase** (Simultaneous)
   Both sides remove their losses

5) **The Initiative Manoeuvre Phase**
   The side with the initiative conducts any and all of its movement
   The non-initiative side can react

6) **The Non-Initiative Manoeuvre Phase**
   The side without the initiative conducts any and all of its movement
   The side with the initiative can react

7) **The Determine Victory Phase** (Simultaneous)
   Both sides determine if the game is over and if either has achieved a victory

Once all of these phases are complete then the full Game Turn is over. The next Game Turn then begins by re-determining the initiative.

Determine the Initiative Phase

To determine which side has the initiative for the full Game Turn, a player from each side **throws 2D6** to decide. Total the dice throw. Re-throw the dice on a tie. The side throwing the **lowest total** dice throw **has the initiative** for the full Game Turn. The side with the initiative has a slight advantage in some circumstances.

The Firing Phase

First, players may decide between themselves as to what affects the terrain features will have upon firing (shooting) before the game (for guidance, see the separate *terrain guidelines*).

A player cannot fire with (shoot with) a friendly **unit** if that unit is **in contact** with an enemy unit at the start of this phase. A friendly unit that is in contact with an enemy unit at the start of this phase **must fight hand-to-hand combat instead**.

Only *artillery* units and units capable of firing *missiles* can fire during this phase; packed up artillery units cannot fire (see the Movement section for more details on packing up and unpacking artillery).

Firing is not compulsory. A player does not have to fire or partially fire a friendly unit if that player does not wish to do so. However, if a player **fires or partially fires** a unit at any time during the full Game Turn, then the *whole unit* is considered to have fired at that time. Players place a small **red marker** adjacent to a unit to **indicate that the unit has fired** during the Game Turn.

A player cannot fire at a friendly unit. A player can only fire at an *enemy* unit.

A player cannot fire at an enemy unit if that enemy unit is in hand-to-hand combat with a friendly unit (that is, you cannot fire into a hand-to-hand combat).

A unit would often hold its fire in anticipation of an imminent enemy attack and you can do so here as well. A unit that doesn't fire during this phase (that is, the unit has no red marker placed adjacent to it) is deemed to be *holding its fire* (see the *Reactions section – Defensive Fire*).

Can a unit fire overhead?

Only *artillery* units can be fired overhead. All other units fire direct fire only.

Can a unit split its fire to fire at different targets?

A unit in a **line** formation, a **bent line** formation, a **skirmish line** formation or a **bent skirmish line** formation **can split** its fire to fire at separate targets. However, an individual stand can only ever fire at a single target.

Can an artillery unit split its fire to fire at different targets?

No: As noted above, an individual stand can only ever fire at a single target. Thus, an artillery unit (stand) can only ever fire at a single target.

Determining Target Eligibility

First, a player can **pivot a friendly unit** once and once only immediately before any target eligibility is determined for firing (for pivoting, see the Movement section).

An individual **stand** then has a rectangular **zone of fire** directly ahead of the stand in the direction that it is facing parallel to that stand's sides extending out to that stand's weapon's maximum range thus:

Stand Facing ➔	Zone of Fire (extending out to the weapon's range) ➔
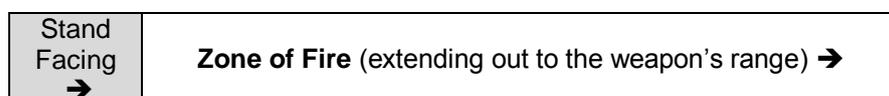
A foot unit in a **defensive block** formation has a zone of fire from **each of its four faces** thus:

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                    ┌─────────────┐
                    │    Zone     │
                    │     of      │
                    │    Fire     │
      ┌─────────────┼─────────────┼─────────────┐
      │    Zone     │  Defensive  │    Zone     │
      │     of      │    Block    │     of      │
      │    Fire     │   Stands    │    Fire     │
      └─────────────┼─────────────┼─────────────┘
                    │    Zone     │
                    │     of      │
                    │    Fire     │
                    └─────────────┘
```
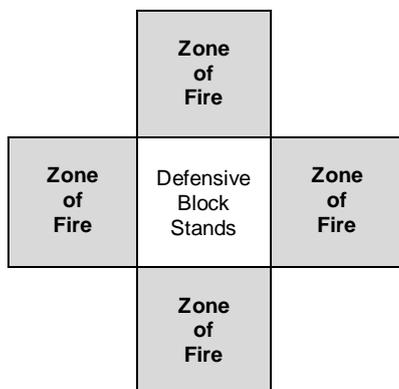
However, effective fire from a defensive block is limited. The player controlling a unit in a defensive block formation can only opt to fire into one and one only of these four zones of fire.

The effective weapon ranges for each weapon type are:

Weapon	Range
Spears or Pilums (see note below)	Upto 2 cm
Javelins	Upto 4 cm
Slings	Upto 8 cm
Mounted Bows	Upto 10 cm
Mounted Crossbows	Upto 10 cm
Bows	Upto 16 cm
Crossbows	Upto 16 cm
Longbows	Upto 22 cm
Light Artillery	Upto 40 cm
Heavy Artillery	Upto 50 cm

Note: Spears and pilums can only be fired as the result of a reaction (for details, see the *Reactions Section – Defensive Fire*).

To measure the *range* (or distance) between any two *stands* during the game measure the *shortest* base-to-base distance between the two stands regardless of anything in-between.

For a friendly *stand to be eligible* to fire at a particular enemy target, the following three conditions must *all* be met:

1) There must be a stand in the target unit *in range* of the stand wishing to fire

2) There must be *no stands or units* anywhere in or partially in the friendly stand's zone of fire *between* the friendly stand wishing to fire and the target stand

3) There must be *no terrain prohibiting firing* anywhere in or partially in the friendly stand's zone of fire *between* the friendly stand wishing to fire and the target stand

In other words, the rectangular zone of fire *between* the friendly stand wishing to fire and the target stand must be completely clear of any units (friendly or not) and clear of any terrain prohibiting fire from the unit firing. An enemy stand (and thus the whole enemy unit) that satisfies the above requirements is an *eligible target for the friendly stand firing*.

The *other stand* in a *line* formation *or skirmish line* formation (but not in a bent line formation or in a bent skirmish line formation) may also be eligible to fire at the *same* target unit providing that the following two conditions are met:

1) There must be *no stands or units* anywhere in or partially in the friendly stand's *entire zone* of fire, and,

2) There must be *no terrain prohibiting firing* anywhere in or partially in the friendly stand's *entire zone* of fire

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In other words, the other stand in that friendly foot unit wishing to fire at the same enemy target unit must have its own zone of fire completely clear of any units (friendly or not) and completely clear of any terrain prohibiting that stand firing. If so, then this other stand *also becomes eligible* to fire at that same enemy target as the first friendly stand *regardless of the range or angles* involved.

For example, say a foot unit in line formation armed with bows wishes to fire at a particular target. A quick check finds that one stand is eligible to fire at that particular target but the target is not an eligible target for the other stand because the target is outside of its zone of fire or is out of range. Now, a quick check is made and it finds that this other stand has a completely clear zone of fire. Thus, this other stand of that foot unit now becomes eligible to also fire at the same target as the first stand.

How do you resolve firing?

A stand can fire once and once only during this phase. All fire is simultaneous and is resolved unit by unit in two steps thus:

1) First, determine if the unit firing is *suppressed* (see below), then,

2) Resolve the *fire* from that unit

Suppression

Fire from a friendly unit is more likely to be effective if that unit is not under the *threat* of close range enemy fire itself. The friendly unit doesn't have to be fired at, just be in a position to be able to be fired at by an enemy unit.

Therefore, if a friendly unit wishing to fire *is an eligible target for an enemy unit's fire*, and the range between the friendly unit wishing to fire and the enemy unit threatening to fire at it is *12 cm or less*, then the friendly wishing to fire is deemed to be *suppressed* by that enemy unit (see the *Target Eligibility* section above).

Note: It is possible for a friendly unit to suppress more than one enemy unit at a time, and for units to mutually suppress each other.

Resolving Fire

All fire is simultaneous and is resolved unit by unit as detailed below.

A unit will have a number of *remaining strength points*. A unit with zero strength points or less remaining at this stage cannot fire.

To fire, the player simply allocates a number of the friendly unit's remaining strength points to fire at an eligible enemy unit. A strength point can only be allocated once (used once, fired once) per firing phase.

A unit *splitting its fire* to fire at different targets can allocate upto a maximum of half of the unit's remaining strength points to fire from one stand (round down) with upto a maximum of half of the unit's remaining strength points allocated to fire from the other stand (round down again). A unit that is not splitting its fire can allocate all of the unit's remaining strength points to fire at the one target unit.

***To fire spears, pilums, slings, javelins, bows, crossbows or longbows*:**

First, remember that spears and pilums can only be fired as the result of a reaction.

The player starts with a *1D6 for each eligible strength point* allocated to fire at the enemy target from the friendly unit firing. This number of dice may then be increased or decreased depending on the target unit thus:

If the target unit is in open order formation	Subtract 1 dice
If the target unit is in a block formation	Add 1 dice
If the target unit is in a defensive block formation	Add 2 dice
If the target unit is a mounted unit or elephants	Add 1 dice
If the target unit is a Medium unit	Subtract 1 dice
If the target unit is a Heavy unit	Subtract 2 dice
If the firer is suppressed	Subtract 1 dice

The player then *halves* this number of dice (round fractions down) if *the unit firing* is in a *block formation or* in a *defensive block formation*.

The resulting number of dice is thrown. Each result on a dice of a *1 or 2* scores *one hit* on the target unit. For each hit on the target unit a *green hit marker* is placed adjacent to that enemy unit.

For example: A foot unit armed with bows with four strength points remaining fires at a Medium mounted unit. The unit starts with 4D6 then adds 1D6 for the target being mounted but then subtracts 1D6 for the target unit being Medium mounted, 4D6 in total requiring a 1 or 2 on a dice for a hit. The player throws a 1, a 2, another 2 and a 6. The 6 is a miss. The player has done very well and inflicted three hits on the medium mounted unit and so three green hit markers are placed adjacent to the mounted unit.

Overhead Fire – Light Artillery

A light artillery unit can be fired overhead, but only if the light artillery unit firing and the target unit are:

1) Both on a higher level than all of the units that are in-between (friendly or not), and,

2) Both on a higher level than all of the terrain features that are in-between

If so, then the light artillery unit can fire at that enemy unit using all of the normal rules of firing. For this overhead fire, those units and the terrain features that are in-between are ignored and treated as if they are not there. Only a terrain feature the target unit is in or behind counts (see the terrain guidelines).

Overhead Fire – Heavy Artillery

Heavy artillery units (that is, catapult style of weapons) only fire overhead. However, heavy artillery units cannot fire at any targets that are at close range (that is, at a range of 12 cm or less).

To fire a friendly heavy artillery unit, the player first nominates an enemy unit that is in the heavy artillery unit's *zone of fire*. To be an eligible target for heavy artillery fire, the nominated enemy *target* unit must be *at least 9 cm away from any friendly units in all directions*.

If there are no friendly units within 9 cm of the nominated enemy target unit in all directions, then that heavy artillery unit can fire at that enemy unit using all of the normal rules of firing. For this overhead fire, those units and the terrain features that are in-between are ignored and treated as if they are not there. Only a terrain feature the target unit is in counts (see the terrain guidelines).

To fire artillery:

Only unpacked artillery units can fire; packed up artillery units cannot fire at any time (see the Movement section for packing up and unpacking artillery).

To fire artillery, a player starts with *1D6 for each strength point remaining* on the artillery *unit*. This number of dice is then increased or decreased depending on the range to the target unit thus:

Range	Upto 12 cm Close Range	12 to 25 cm Medium Range	25 to 50 cm Long Range
Light Artillery	Add 2 Dice	Add 0 Dice	Subtract 2 Dice
Heavy Artillery	**Can't**	Add 0 Dice	Add 0 Dice

As before, this number of dice may be increased or decreased depending on the target thus:

If the target unit is in open order formation	Subtract 1 dice
If the target unit is in a block formation	Add 1 dice
If the target unit is in a defensive block formation	Add 2 dice
If the target unit is a mounted unit or elephants	Add 1 dice
If the firer is suppressed	Subtract 1 dice

Again, each result on a dice of a *1 or 2* scores *one hit* on the target unit. For each hit on the target unit a *green hit marker* is placed adjacent to that enemy unit.

For example: A Light Artillery unit with 3 strength points remaining fires at a Medium Foot unit in a block formation 17 cm away. It starts with 3D6, adds no dice for the range, but then adds 1D6 because the target is in a block formation, that is, 4D6 in total requiring a 1 or 2 on a dice for a hit. The player throws a 2, a 3, a 4 and a 6. The 2 hits; the others miss. Thus, the player only gets one hit on the Foot unit and so one green hit marker is placed adjacent to the foot unit.

The Hand-to-Hand Combat Phase

Players may decide between themselves as to the affects that the terrain features will have upon hand-to-hand combat before the game (again, see the separate terrain guidelines).

Command

Once a battle was underway, commanders had very little direct influence on the proceedings unless they were in close proximity to where the action was. In these rules, this local influence of commanders is resolved in the following manner.

During the course of the hand-to-hand combat resolution phase, as players throw dice, it may be that a player throws a particularly bad **set of dice** (see the hand-to-hand combat resolution procedure). If so, then the close proximity of a command stand (or sub-commander stand) to that particular hand-to-hand combat may allow the player to **re-throw** that particular bad throw of the dice.

First, for a friendly unit to be said to be **in command**, that unit must be **within command distance** of a friendly command stand (any friendly command stand). The command distances are:

Commander	Command Distance
The Commander	Units within **6 cm**
A Sub-Commander	Units within **3 cm**

Again, to measure the distance between any two units at any time during the game measure the *shortest* base-to-base distance between the two units (regardless of anything in-between).

Re-throws

Only those friendly units that are within command range of a friendly command stand as noted above are **in command** and thus eligible for re-throws (and yes, command stands can re-throw for themselves). Units that are not in command are not eligible for re-throws.

Now, this is important: A player can only opt to re-throw the dice for **one attack per unit per hand-to-hand combat phase**, and that player **must re-throw all of the dice just thrown**, not just some of them. Thus, a unit splitting its attack can only re-throw for one of that unit's attacks, so be careful (see the combat resolution procedure).

To conduct a re-throw, the player **must first announce** that he is conducting a re-throw. The player then picks up *all* of the dice just thrown for that particular attack and re-throws them (again, see the combat resolution procedure). The result of a re-throw stands; a re-throw *cannot* be re-thrown again.
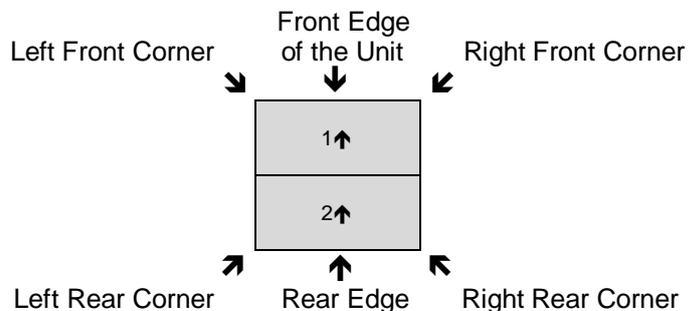
Can a unit be outflanked?

Of course: A friendly unit is said to have *outflanked* an enemy unit when hand-to-hand combat resolution commences if that friendly unit:

1) Has its **front edge** in contact with either of the enemy unit's **rear corners**, **or**,

2) Has either of its two **front corners** in contact with an enemy unit's **rear edge**

(See the figure below, and use some common sense here please).

Any and all other situations arising *do not* constitute being outflanked.

Foot units in *defensive block* formations cannot be outflanked under any circumstances.

Front Edge
of the Unit
Left Front Corner ↘   ↓   ↙ Right Front Corner

1↑

2↑

↗   ↑   ↖
Left Rear Corner   Rear Edge   Right Rear Corner

Can a unit that is near to a hand-to-hand combat join in to that hand-to-hand combat?

Yes: In fact, a friendly unit that is not in contact with any enemy units that is also in *close proximity* to a hand-to-hand combat *must join in* to that hand-to-hand combat *if able*.

First, some units cannot join in under any circumstances and they are:

- *Artillery* units and *command* units *cannot* join in
- Units in *defensive block* formations *cannot* join in
- Units in *bent line* formations *cannot* join in
- Units in *bent skirmish line* formations *cannot* join in
- Any unit that has been reduced to *one strength point remaining or less cannot* join in
- Any unit that *has already reacted* this phase *cannot* join in

Next, a friendly unit is said to be in *close proximity* to a hand-to-hand combat if it is *within 3 cm* of an *enemy unit* that is *already in contact with another friendly unit* for the purposes of hand-to-hand combat.

Again, to measure the *distance* between the two units concerned measure the *shortest* base-to-base distance between the two units regardless of anything in-between.

If within the required 3 cm distance, then the three conditions *forcing* a player to *join in* a friendly unit are:

1) That by moving the friendly unit *directly forward* by *upto 3 cm* (no turns or pivots), that unit will contact an *enemy* unit that is *already in contact* with another friendly unit, and,

2) That while moving directly forward, the friendly unit *will not contact* or interpenetrate any other *units* (friendly or not), and,

3) That while moving directly forward, the friendly unit *will not contact* or interpenetrate any *terrain* prohibited to the unit moving forward to join in

If a friendly unit satisfies the above three conditions, then that *unit must join in* and lend support. However, a player not wanting a friendly unit to join in *can test to hold back* that unit.

First, if a friendly unit is *in command*, then that unit *can be held back without testing* (see the *Command* section above). *Otherwise*, a player *must test* to hold back a friendly unit.

To test to hold back a friendly unit, the player simply throws *1D6* requiring a *3 or less* on the dice to successfully hold back that unit *or a 5 or less* on the dice to successfully hold back a unit if that is in a *skirmish line formation*.

A unit successfully passing the test to hold back simply remains in place and does nothing else this phase (the unit's commander vacillated and opted not to join in).

Otherwise, a friendly unit *failing* the test to hold back *must* be immediately moved directly forward (no turns or pivots) and into contact with the enemy unit.

Units join in at the start of the hand-to-hand combat phase before any hand-to-hand combat resolution takes place. The *player with the initiative* tests and moves any and all of his units joining in *first*. The non-initiative player then tests and moves any and all of his units joining in.

Resolving Hand-to-hand Combat

Once all of the units that are required to join in have joined in, players then *place one green hit marker on every friendly unit that is currently in contact with an enemy unit*.

Hand-to-hand combat resolution is then simultaneous and is resolved unit by unit.

Unlike firing, a player *must* allocate all of a friendly units remaining strength points to fight when that unit is engaged in hand-to-hand combat. A strength point can only be allocated once (fight once) and once only during this phase.

A player can engage any of the enemy units that are in contact with a friendly unit by splitting that friendly unit's attack in any manner desired.

For example: Say a player has a single friendly unit contacted by three separate enemy units. That player can allocate all of that unit's remaining strength points to attack just one of the enemy units in contact with it, or the player can split that unit's remaining strength points up in any manner desired to attack just two or even all three of the enemy units.

However, a *friendly unit can only engage* a particular *enemy unit* that it is in contact with once and *once only* during the hand-to-hand combat phase (so be careful).

For this single attack against that enemy unit, the player must first nominate exactly how many of the friendly unit's remaining strength points are being allocated to attack that particular enemy unit.

To resolve the hand-to-hand combat, a *unit type* starts with a basic hand-to-hand *Combat Value (CV)* thus:

Unit	CV	Unit	CV
Foot Unit	3	Elephant Unit	4
Mounted Unit	4	Artillery Unit	2
Chariot Unit	3	Command Unit	3

This basic hand-to-hand CV is then *modified for each of the following factors* that apply to that unit:

1) A unit in a *skirmish line* formation that is not fighting elephants decreases its CV by one

2) A unit in a *defensive block* formation increases its CV by one

3) A unit decreases its CV by one if attacking a pike unit

4) A *mounted* unit (including camels), a *chariot* unit or a *command* unit decreases its CV by one if attacking an elephant unit

5) An *elephant* unit decreases its CV by two if attacking a unit in a *skirmish line* formation

To resolve the hand-to-hand combat, a player normally throws *1D6 for each strength point allocated* from the friendly unit to fight the enemy unit. However, if the friendly unit *has outflanked* the enemy unit that it is attacking, then that player *throws 2D6 for each strength point allocated* to fight the enemy unit that has been outflanked.

Each result on a dice of the *modified Combat Value (CV) or less* scores *a hit* on the enemy unit. For each hit on the target enemy unit a *green hit marker* is placed adjacent to that enemy unit.

For example: Two friendly medium foot units with three remaining strength points both manage to charge and contact an enemy medium foot unit with five remaining strength points. However, in doing so, one friendly unit has managed to outflank the enemy unit.

First, the three units involved take one hit each.

Then, the first friendly unit throws a *set of dice* consisting of 3D6 (one for each strength point allocated) requiring a 3 or less on a dice for a hit. The other friendly unit that outflanked doubles its dice throw and so throws a *set of dice* consisting of 6D6, also requiring a 3 or less on a dice for a hit. The enemy unit

having been outlanked opts to attack the unit that outflanked it with everything (not surprisingly). It attacks that unit with a *set of dice* consisting of 5D6 (also requiring a 3 or less on a dice for a hit).

The first friendly unit throws and gets one hit on the enemy unit. The second friendly unit that outflanked throws poorly and gets no hits. With no commander in range of this unit, the player cannot opt to re-throw and so sadly the throw stands. The enemy foot unit throws reasonably well and gets three hits on the unit that it is attacking. Thus, the first friendly unit ends up with one hit (the initial hit), the second friendly unit that outflanked four hits (one initial hit plus three more) and the enemy unit two hits (one initial hit plus one more).

The Remove Losses Phase

As noted, units may take *hits* during the course of the game and as a result lose strength points. Players keep track of a unit's strength point loses by placing small *green hit markers* adjacent to the unit each time that the unit takes a hit.

Note: When a unit loses a strength point it does not necessarily mean that those troops were killed. It is better thought of as a *loss of effectiveness* of that unit through casualties, fatigue, shortages of arrows, general disorder, command control problems, etc.

The first thing players do during this phase is to *remove one green hit marker from every friendly unit that is currently not in contact with any enemy units* (those units recover slightly). However, a player never removes the last green hit marker from a unit. Once a unit takes any hits, then that unit must always retain at least one green hit marker (including command units).

Once this has been done, players then *remove* from play *any units* that have *zero strength points remaining or less*. Removal is simultaneous and these units are considered to have broken and routed.

Once this has been done, players *remove* from play *any units* that have been reduced to *one strength point remaining* that are *still in contact with any enemy units*. Removal is simultaneous and these units are also considered to have broken and routed.

However, some units are exempted from this rule. Any such units must be reduced to *zero* strength points remaining or less before being removed from play. The *exemptions* are:

1) Any foot unit that is currently in a *defensive block* formation must be reduced to *zero strength points remaining or less* before being removed from play

2) All *command* units must be reduced to *zero strength points remaining or less* before being removed from play

3) Any unit rated as a *veteran* unit must be reduced to *zero strength points remaining or less* before being removed from play (for the use of veteran units, see the *Suggested Variations* section)

The Movement Phase

First, players may decide between themselves as to what effects the terrain will have upon movement before the game begins (again, see the separate terrain guidelines for guidance). My advice is to keep it simple.

A player cannot move another player's units at any time.

Movement is not compulsory. A player does not have to move a friendly unit during that player's movement phase if that player does not wish to do so.

A friendly *mounted unit*, a friendly *light chariot unit* or a friendly *command unit* that is in base-to-base contact with enemy units at the start of that player's movement phase can opt to *disengage* that unit from those enemy units.

Otherwise, any other type of friendly unit that is *in base-to-base contact* with an enemy unit at the start of that player's movement phase *cannot do anything at all* during that player's movement phase. Any such units must continue to fight hand-to-hand combat instead.

If a **unit** leaves or **partially leaves the table** for any reason whatsoever during the course of the game, then just that particular unit is immediately **removed** from play (the unit went off and loot and pillage). Any such units removed do not return to the game and are considered to have routed.

Once a player has completed a unit's manoeuvring on the table, then that unit **cannot be moved again** during the same movement phase (unless noted otherwise or unless all players agreed to otherwise, so be careful).

Interpenetration

Whatever the phase or circumstances during the game, a unit *cannot* interpenetrate any other units (friendly or not) nor interpenetrate any type of terrain prohibited to that unit type (see the separate terrain guidelines). However, certain types of units may be able to **flow around** other units in certain circumstances (see the *Flow Around* section for more details).

During its movement phase, what can a unit do?

During its movement phase, a unit can do **one and one only** of the following *actions*:

> **Light Foot units in skirmish line formation** can either:
>
> > 1) Manoeuvre and then Change Formation, or,
> > 2) Change Formation then Manoeuvre, or,
> > 3) Step-Back, or,
> > 4) Side-Step, or,
> > 5) Charge
>
> **Otherwise, Foot units** can either:
>
> > 1) Change Formation, or,
> > 2) Manoeuvre, or,
> > 3) Step-Back, or,
> > 4) Side-Step, or,
> > 5) Charge
>
> **Mounted units** (including camels), **chariot** units and **command** units **in skirmish line formation** can either:
>
> > 1) Manoeuvre and then Change Formation, or,
> > 2) Change Formation then Manoeuvre, or,
> > 3) Disengage, or,
> > 4) Charge
>
> **Mounted Units** (including camels) and **chariot** units **not in skirmish line formation** can either:
>
> > 1) Change Formation, or,
> > 2) Manoeuvre, or,
> > 3) Disengage, or,
> > 4) Charge
>
> **Elephant Units** can either:
>
> > 1) Manoeuvre, or,
> > 2) Charge
>
> **Unpacked Artillery units** can either:
>
> > 1) Relocate (light artillery units only), or,
> > 2) Pack Up
>
> **Packed Up Artillery units** can either:
>
> > 1) Manoeuvre, or,
> > 2) Unpack

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How does a unit change formation?

To change the formation of a foot unit or mounted unit, the player simply chooses one of the stands of the unit. That stand *must* remain stationary and must maintain its current position and facing (unless noted otherwise) while the other stand of the unit forms a new *valid* formation about this stationary stand.

Bent Formations

As noted, a player can *bend* a unit that is **in a line** a formation **or in a skirmish line** formation. A player cannot bend a unit that is in any other formation.

Forming a *line* formation (read "*or skirmish line formation"* throughout this section as well) into a bent line formation (for example: *or into a bent skirmish line formation*) is a change of formation.

Note: A player can change a unit's formation from some other formation into a line formation, and then change that straight line formation into a bent line formation as part of that same change of formation.

To bend a unit, one stand of the unit remains completely stationary and facing the same direction while the other stand of the unit bends about this stationary stand. A bent line formation has a **bend point**, that is, at the point between the two stands of the unit. The two stands of a unit in a bent line formation must remain in **rear corner to rear corner** contact or in **front corner to front corner** contact at the bend point.

All of the rules for changing formation and interpenetration still apply when bending a unit (use a little common sense here please).

Once a unit has formed up into a bent line formation, then that unit is considered to be in that position and in that *irregular formation* for a defensive reason rather than being ready to manoeuvre. Thus, once a unit forms up into a bent line formation it cannot move, it cannot turn, it cannot pivot, etc. The unit **remains completely stationary** where it is and in the formation that it is in. To adjust the bend again, the unit must change formation.

To manoeuvre again, the unit only has one option, that is, the unit must change formation into some other valid formation that can manoeuvre. This change of formation is done about one of the stands of the unit as usual, and all of the rules for changing formation and interpenetration still apply.

How does a unit manoeuvre?

First, you will find that manoeuvring a unit is quite flexible, especially for mounted units.

A player *manoeuvres* his units on the table **one at a time** by **moving** and **turning** the units (unless noted otherwise).

To move a unit:

The player must move the unit **directly forward** in a straight line without any deviation (use a little common sense here please). **However**, this straight line movement can be broken up by a **series of turns** (see below).

A player can also opt to *rush* a unit if there are **no enemy units within 18 cm** of the friendly unit **at the start** of that unit's movement phase (including enemy artillery units and enemy command units). However, some units cannot rush at any time and they are:

- **Elephant** units **and Artillery** units **cannot** rush
- Foot units in **defensive block** formations **cannot** rush
- Units in **bent line** formations **or bent skirmish line** formations cannot move and so **cannot** rush

To rush a unit, that unit simply receives a movement allowance of *double its normal movement allowance*, and all of the normal rules of movement and interpenetration still apply to that unit. However, while manoeuvring on the table, a unit rushing **must remain at least 18 cm away** from *any* and **all enemy units at all times** (including enemy artillery and enemy command units).

The move, rush and charge movement allowances for each type of unit are:

Unit Type	Move	Rush	Charge
A block formation	Upto 4 cm	Upto 8 cm	Upto 5 cm
Light Foot otherwise	Upto 6 cm	Upto 12 cm	Upto 7 cm
Medium Foot otherwise	Upto 5 cm	Upto 10 cm	Upto 6 cm
Heavy Foot otherwise	Upto 4 cm	Upto 8 cm	Upto 5 cm
Defensive Blocks	**Can't**	**Can't**	**Can't**
Bent Formations	**Can't**	**Can't**	**Can't**
A foot unit Side-Stepping	Upto 2 cm	Upto 4 cm	**Can't**
A foot unit Stepping-Back	Upto 2 cm	Upto 4 cm	**Can't**
Light Mounted	Upto 18 cm	Upto 36 cm	Upto 15 cm
Medium Mounted	Upto 15 cm	Upto 30 cm	Upto 18 cm
Heavy Mounted	Upto 12 cm	Upto 24 cm	Upto 18 cm
Light Chariots	Upto 15 cm	Upto 30 cm	Upto 15 cm
Heavy Chariots	Upto 12 cm	Upto 24 cm	Upto 18 cm
Medium Elephants	Upto 4 cm	**Can't**	Upto 5 cm
Heavy Elephants	Upto 4 cm	**Can't**	Upto 4 cm
Command	Upto 18 cm	Upto 36 cm	Upto 15 cm
Reposition Light Artillery	Upto 2 cm	**Can't**	**Can't**
Reposition Heavy Artillery	**Can't**	**Can't**	**Can't**
Move Packed Up Artillery	Upto 4 cm	**Can't**	**Can't**

Flow Around

As noted above, some units may be able to *flow around* other units.

- ***Only units in skirmish line formation*** can flow-around
- A unit ***can*** only flow around other units ***while the unit is manoeuvring***
- A unit ***cannot*** flow around other units ***if the unit is charging***

A unit can flow around ***any friendly unit*** that is in its path regardless of that friendly unit's size or formation.

A friendly ***mounted*** unit or a friendly ***command*** unit that is manoeuvring can also flow around an ***enemy foot unit*** providing that that enemy foot unit is ***in a defensive mass*** formation.

A unit flowing around ***cannot change formation*** as part of a flow around. A unit flowing around must remain in the same formation both before and after a flow around.

To flow around a unit, the unit manoeuvring simply treats the unit that is in its way as if it wasn't there at all. All of the normal rules of movement and interpenetration of any other units still apply, and all of the terrain interpenetration restrictions also still apply.

However, a unit flowing around *must* end its movement ***completely pass*** the unit that it is flowing around. If a unit cannot complete its flow around movement completely pass the unit that is in its path, for any reason whatsoever, then that unit cannot flow around that unit at all.

How do you turn a unit?

To ***turn*** a unit, the player simply *turns* (pivots) the unit ***about the front centre point*** of the front row of the unit thus:
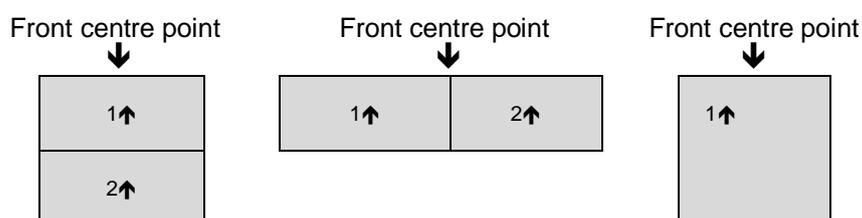
There is *no limit as to how far* a unit may turn unless noted otherwise. A unit may turn by any amount from virtually zero to a full 360 degrees (and use a little common sense and gamesmanship here please). It is advisable to always give your units enough room to turn.

For example, a light mounted unit with a movement allowance of 18 cm starts it's manoeuvring by doing a 20° turn, then moves 4.5 cm directly forward, does a 45° turn, moves another 5.5 cm directly forward, does a 5° turn, moves another 6 cm directly forward before doing one more turn of 125°. Thus, the unit has moved 16 cm out of a possible 18 cm (that is 4.5 cm + 5.5 cm + 6 cm) and has done 4 turns (a 20° turn, a 45° turn, a 5° turn and a 125° turn).

How do you pivot a unit?

A unit can only ever conduct *one pivot per unit per phase*. To pivot a unit, the player simply pivots the unit *about its front centre point* (see above) in such a way that the unit's *front edge corners* move *no more than 1 cm*.

Note: A unit in a defensive block formation has a front centre point on each of its four facings. Thus, a defensive block can pivot about any one of these four centre points.

Can a foot unit move sideways?

Yes: Instead of turning to the flank, moving and then turning to the front again, a *foot unit* can instead opt to *side-step* whilst still maintaining its current facing. Only foot units can opt to side-step. Units in defensive mass formations cannot move and so cannot side-step.

A foot unit side-stepping only has a movement allowance of 2 cm. The foot unit simply manoeuvres directly sideways (instead of directly forwards) by *upto 2 cm* whilst maintaining its current facing. A unit *cannot turn* as part of a side-step *but can pivot* as part of a side-step.

Can a foot unit step back?

Yes: Instead of about facing, moving back and then about facing again, a *foot unit* can instead opt to *step back* whilst still maintaining its current facing. Only foot units can opt to step back. Units in defensive mass formations cannot move and so cannot step back.

A foot unit stepping back only has a movement allowance of 2 cm. The foot unit simply manoeuvres directly backwards (instead of directly forwards) by *upto 2 cm* whilst maintaining its current facing. A unit *cannot turn* as part of a step-back *but can pivot* as part of a step back.

Can a unit about-face?

Yes: An *about-face* is a special type of *turn* that can be used to change the direction that a unit is facing by exactly 180 degrees. Units in defensive block formations cannot about-face.

Instead of turning the unit about its front centre point by 180 degrees, a player simply about-faces a unit by rotating *each individual stand* of the unit by exactly *180 degrees*. For example, a mounted unit or foot unit about-faces thus:
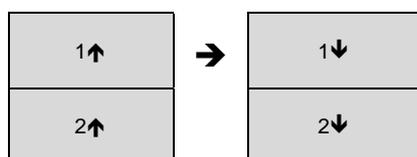
How does artillery move?

A *light artillery* unit can be moved a small amount by using manpower alone, that is, they pick it up and *reposition* it. A light artillery unit repositions (manoeuvres) like any other unit unless noted otherwise. Heavy artillery units cannot be repositioned but they can be turned and pivoted.

Artillery units can also be moved using pack animal teams, that is, they quickly *pack up* the weapon, load it up onto pack animals and move off. The actual pack animal team figures are not required. A player simply indicates that an artillery unit has packed up by placing a small *white indicator* onto the artillery unit's base. A packed up artillery unit then manoeuvres like any other unit.

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A packed up artillery unit must *unpack* in order to set up for firing and must be unpacked in order to fire. To unpack an artillery unit, the player simply turns the artillery stand to face any direction desired and then removes the white indicator from the unit's base. The artillery unit is then unpacked, set up and ready to fire.

How does a unit charge?

A player *must* use a *charge* to bring a friendly unit into contact with an enemy unit for the purpose of hand-to-hand combat. Otherwise, a player cannot voluntarily move a friendly unit into contact with any enemy units at any time (unless noted otherwise).

Certain units cannot charge at any time and they are:

- *Artillery* units *cannot* charge
- A foot unit in *defensive block* formation *cannot* charge
- Any units in a *bent line* formation *or bent skirmish line* formation *cannot* charge
- Any unit reduced to a *single strength point remaining or less cannot* charge

Next, if a unit is *in command*, then that unit *may charge without testing* (see the *Hand-to-hand Combat* section for command and command ranges). *Otherwise*, a unit *must test* to charge.

To test to charge, the player must first nominate which friendly unit is charging which enemy unit. The player then throws *1D6* requiring the following on the dice to successfully charge that unit:

- A unit in *block* formation requires a *4 or less* to successfully charge
- A unit in *line* formation requires a *3 or less* to successfully charge
- A unit in *skirmish line* formation require a *2 or less* to successfully charge

A unit successfully passing the test to charge *cannot turn but it can pivot before* charging directly forward (for more details, see the *Pivoting a Unit* section).

The charging unit is then moved *directly forward* without any deviation and into contact with the enemy unit (use a little common sense here please). The charging unit is then deemed to be *engaged* with (*in contact* with) the enemy unit as soon as it comes into physical, base-to-base contact with the enemy unit that it charged. The charging unit immediately ceases movement upon contact.

Note: Enemy units may be able to *react* to a friendly unit's charge (see the *Reactions* section).

A unit *failing the test* to charge cannot charge, but the player *can still manoeuvre* that unit (the unit's commander only failed to take the initiative to charge, and yes, a friendly unit that failed the test to charge may still be able to *join in* later on – see the *Hand-to-hand Combat* section – *Joining In*).

Can foot units charge mounted units?

Yes, but there is a restriction: A friendly foot unit can only charge an enemy mounted unit if that friendly foot unit *will outflank* the enemy mounted unit, chariot unit or command unit *upon contact* (see the *Hand-to-hand Combat* section – *Outflanking*). Otherwise, a friendly foot unit cannot charge an enemy mounted unit at any time.

Can foot units charge elephant units?

Yes, and from any direction.

What if a potential target for a charge is just outside of the normal charge move distance?

A friendly *mounted* unit *or* friendly *command* unit can attempt to charge an enemy unit that is *upto 6 cm* beyond its normal charge move allowance by opting to *extend its charge*.

A friendly *foot* unit *or* friendly *elephant* unit can also attempt to charge an enemy unit that is *upto 2 cm* beyond its normal charge move allowance by opting to *extend its charge*.

Units *reacting cannot* opt to extend their charges, but units conducting a *breaking-through can* opt to extend their charges (see the *Reactions* section).

To extend a unit's charge, the player **must first announce** that the friendly unit is **extending** its charge **before** the player does anything at all with the unit. The player then **tests to charge** using all of the normal rules for charging (see above).

A unit successfully passing the test to charge **cannot turn but it can pivot before** charging directly forward (for more details, see the *Pivoting a Unit* section). A unit that successfully charges and that is also **extending its charge** suffers some disorder and so **takes** one hit, and as usual, **one green hit marker** is placed adjacent to the unit.

The charging unit is then moved **directly forward** without any deviation its **full charge movement** distance. The player **then** throws **1D6**. The player **must charge** the mounted unit this **additional 1D6 cm** directly forward. A **foot** unit that is extending its charge must **charge the additional 2 cm** directly forward.

If the unit extending its charge *fails to contact* the enemy unit that it is charging, then that charging unit simply stops where it is and does no more this phase.

For example: A player opts to charge a mounted unit at an enemy unit that is 3 cm beyond the mounted unit's normal charge movement distance. The player first announces his intention to extend the mounted unit's charge. The player then tests to charge and is successful in this example. The player then pivots the mounted unit to face the enemy unit, then moves the mounted unit its full charge move distance directly forward. The player then throws 1D6 to extend the charge, requiring a 3 or more on the dice to contact the enemy unit in this example. The player throws 1D6, the result being a 2. The mounted unit *must* continue its charge movement directly forward this additional 2 cm. Thus, in this example, the mounted unit ends its charge movement just a whisper short of the enemy unit with one additional green hit marker placed on the charging unit.

Disengaging

As noted, **mounted units**, **light chariot units and command units** may be able to *disengage* from the unit or units with which they are engaged (with which they are in contact with).

- Foot units, heavy chariot units, elephant units and artillery units cannot opt to disengage

First, for a unit to be able to disengage at all, **all** of the **units** that the unit is currently **in contact** with must be **non-mounted** units. If a friendly unit is in contact with any enemy mounted units (including enemy command units), then that friendly unit cannot opt to disengage. It must remain in contact and fight the hand-to-hand combat.

Otherwise, to disengage a unit, the player simply manoeuvres the unit out of contact with those units with which it is engaged using all of the normal rules of movement (for example, the unit would probably need to about-face and then try to manoeuvre away).

A friendly unit which is engaged with only **one enemy unit** when it opts to disengage suffers some disorder, and as a result **one green hit marker** is placed adjacent to the friendly unit. A friendly unit which is engaged with **two or more enemy units** when it opts to disengage suffers considerable disorder, and as a result has **two green hit markers** are placed adjacent to the friendly unit.

If a unit cannot be legitimately moved out of contact with the unit or units that it is in contact with by using the normal rules of movement, then that unit cannot disengage at all. It must remain where it is (in contact) and fight the hand-to-hand combat. However, the unit still retains any hits taken for simply opting to disengage (so evaluate your response carefully).

Can a unit be voluntarily retreated?

Of course: At the very **end of a player's Movement Phase** when that player has completed *all* manoeuvring on the table, that player can then opt to *voluntarily retreat* friendly units.

First, any friendly unit that has been reduced to **one strength point remaining or less can be voluntarily retreated** (the unit's commander has had enough of the situation and makes his own decision to retreat). **Otherwise**, a friendly unit must be **in command** to be voluntarily retreated (for command, see the *Hand-to-hand Combat* section).

To voluntarily retreat a friendly unit, the player controlling that friendly unit simply **announces** that the unit is retreating, picks up that unit and **removes** it from the game. Voluntarily retreated units do not return to the game, and voluntarily retreated units are deemed to have routed.

Once a player opts to voluntarily retreat a friendly unit, then no more friendly units can be manoeuvred (moved, pivoted, turned, charged, etc) by that player during that same movement phase (unless the players all agree to otherwise).

Reactions

As noted, *reactions* are very important within the game system. Your opponent may be able to react to some of your *actions* thus spoiling your plans.

A friendly unit can only react *during the enemy's movement phase*. Further, a friendly unit can **only attempt to react once** and once only during the enemy's movement phase (so be careful). The reactions are:

1) A mounted unit, command unit or elephant unit can attempt to intercept or counter-charge

A friendly **mounted** unit (including chariots), a friendly **command** unit or a friendly **elephant** unit that is not in contact with any enemy units can attempt to **intercept** an enemy unit that is moving or charging nearby.

Note: If the enemy unit is actually charging the friendly unit, and the friendly unit is attempting to intercept that enemy unit, then the intercept becomes a **counter-charge**. All of the rules applying to an intercept also apply to a counter-charge (unless noted otherwise).

Some units cannot intercept or counter-charge at any time and they are:

- A unit that is in a **bent line** formation or a **bent skirmish line** formation **cannot intercept or counter-charge**
- Any unit that has been reduced to a **single strength point or less remaining cannot intercept or counter-charge**

A player can only attempt to intercept or counter-charge an enemy unit that **actually moves or charges** whilst that enemy unit is in or partially in a friendly unit's *Intercept Zone*.

A friendly unit's Intercept Zone is a rectangular zone directly ahead of the unit in the direction that it is facing and parallel to the unit's sides extending *out to 9 cm* (or *out to 3 cm* in the case of elephants) thus:

Unit Facing ➔	**Friendly Unit's Intercept Zone** extending out to **9 cm ➔**

Unit Facing ➔	**Elephant Unit's Intercept Zone** extending out to **3 cm ➔**
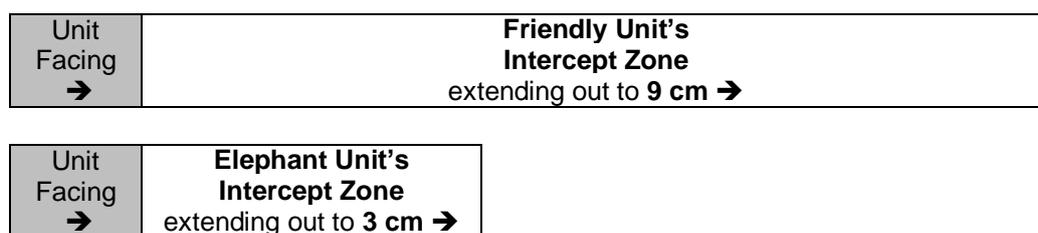
A player cannot attempt to intercept a unit that is changing formation, turning, pivoting, about facing, packing up, unpacking, etc. The target unit must actually be changing position by moving (including side-stepping and stepping-back) or be changing position by charging.

For an enemy unit to be an *eligible target* for an intercept the following three conditions must all be met:

1) The enemy unit that is the target of the intercept must be *in or partially in* the friendly unit's intercept zone at the time (see above)

2) There must be *no other units* (friendly or not) anywhere in or partially in the intercept zone *between* the friendly unit attempting the intercept and the target unit of the intercept

3) There must be ***no terrain prohibiting*** charge movement for the friendly unit in or partially in the intercept zone ***between*** the unit attempting the intercept and the target unit of the intercept

If so, then that enemy unit is *eligible* to be intercepted by the friendly unit.

To attempt an intercept, the friendly player simply ***announces*** that a particular friendly unit is attempting to intercept an eligible enemy unit ***at any time*** during that enemy unit's actual movement on the table, but only while that enemy unit is still in the friendly unit's intercept zone (use a little common sense here please).

Once the attempt to intercept is declared, then the enemy player immediately ***suspends that enemy unit's movement*** noting how far that the unit has already moved on the table. Then:

- A unit that is counter-charging does not need to test to counter-charge. A unit counter-charging ***counter-charges without testing***

- If the friendly unit attempting to intercept is ***in command***, then that unit does not need to test to intercept. A unit in command ***intercepts without testing*** (for command, see the *Hand-to-hand Combat* section)

- ***Otherwise***, a unit attempting to intercept ***must test*** to intercept

To test to intercept, the player attempting the intercept simply throws ***1D6*** requiring the following result on the dice to successfully intercept that unit:

- A unit in ***block*** formation requires a ***4 or less*** to successfully intercept
- A unit in ***line*** formation requires a ***3 or less*** to successfully intercept
- A unit in ***skirmish line*** formation require a ***2 or less*** to successfully intercept

A unit that ***fails*** the test to intercept simply ***remains in place*** and does nothing else this phase (the unit's commander failed to take the initiative to intercept).

Otherwise, a friendly unit successfully intercepting is ***moved directly forward*** (no turns or pivots) and into base-to-base contact with the enemy unit. Then, upon contact, ***both*** the unit intercepting and the unit intercepted each have ***one green hit marker*** placed adjacent to them, and both units then do no more this phase and await hand-to-hand combat.

If the enemy unit is ***not successfully intercepted***, then that enemy unit is free to ***resume its manoeuvring*** on the table again. This enemy unit can be intercepted again during any subsequent manoeuvring on the table (that is, a unit can be the target of more than one intercept charge during its manoeuvring on the table).

2) A mounted unit being charged can recoil

Any friendly mounted unit that is not in contact with any enemy units can *recoil* if that unit is charged and contacted by an enemy unit. ***No test is required***. However, some units cannot recoil and they are:

- ***Elephant*** units and ***Heavy Chariot*** units ***cannot*** recoil
- A unit in a ***bent line*** formation ***or bent open order*** formation ***cannot*** recoil

First, the enemy unit that is charging the friendly mounted unit is moved into contact with that friendly mounted unit. The player controlling the friendly mounted unit contacted can then opt to either *stand and fight* or opt to *recoil* that unit.

If the player opts to stand and fight, then both the friendly mounted unit and the enemy unit in contact with it do no more this phase and both units await hand-to-hand combat.

If the player opts to recoil, then the friendly mounted ***unit recoiling*** suffers some disorder and so immediately has ***one green hit marker*** placed adjacent to the unit. The player controlling the friendly mounted unit recoiling then *manoeuvres* the unit away from the enemy unit that contacted it thus:

1) The player *about faces* the mounted unit if necessary (see the Movement section)

2) The player then *turns* the mounted unit (if able – see the Movement section)

3) The player then *moves* the mounted unit *directly forward upto 12 cm* (that is, in a general direction *away* from the enemy unit that contacted it).

The unit recoiling manoeuvres *directly forward* in the direction that it is facing, and further, it cannot turn, pivot, about-face, etc, whilst doing so (use a little common sense here please). All of the normal rules applying to the interpenetration of other units still apply (including flow around) and all of the normal terrain restrictions also still apply to the unit recoiling.

Note: The unit recoiling should end its manoeuvring facing away from the enemy unit that contacted it, and a unit recoiling must remain in the same formation both before and after the recoil.

The enemy unit that charged the friendly unit that recoiled then obtains a *break-through* as soon as the recoiling unit has finished its manoeuvring on the table (see *Break-through*).

3) A foot unit in a skirmish line formation being charged by enemy foot can evade

A friendly foot unit in a *skirmish line* formation that is not in contact with any enemy units can opt to *evade* if it is charged and contacted by an enemy *foot* unit. *No test is required*.

- A foot unit in a *line* formation, in a *bent line* formation or in a *bent skirmish line* formation *cannot* opt to evade

First, the enemy foot unit that is charging the friendly foot unit is moved into contact with the friendly foot unit in skirmish line formation. The player controlling the friendly foot unit contacted can then opt to either *stand and fight* or opt to *evade* with that unit.

If the player opts to stand and fight, then both the friendly foot unit and the enemy unit in contact with it do no more this phase and both units await hand-to-hand combat.

If the player opts to evade, then the player controlling the friendly foot unit evading *manoeuvres* the unit away from the enemy unit that contacted it thus:

1) The player *about faces* the foot unit if necessary (see the *Movement* section)

2) The player then *turns* the foot unit (if able – see the *Movement* section)

3) The player then *moves* the foot unit *directly forward upto 6 cm* (that is, in a general direction away from the enemy unit that contacted it)

The unit evading manoeuvres directly forward in the direction that it is facing, and further, it cannot turn, pivot, about-face, etc, while doing so (use a little common sense here please). All of the normal rules applying to the interpenetration of other units still apply (including flow around) and all of the normal terrain restrictions also still apply to the unit evading.

Note: The unit evading should end its manoeuvring facing away from the enemy unit that contacted it, and the unit evading must remain in the same formation both before and after the evade.

The enemy unit that charged the friendly unit that evaded then obtains a *break-through* as soon as the evading unit has finished its manoeuvring on the table (see *Break-through*).

4) A foot unit being charged can form a defensive block formation

A friendly foot unit that is not in contact with any enemy units can opt to hastily close up ranks and form a *defensive block* formation when it is charged and contacted by an enemy unit. *No test is required*.

First, the friendly foot unit is being charged *notes how far* the enemy unit is from the friendly foot unit before the charge.

The enemy unit that is charging the friendly foot unit is then moved into contact with the friendly foot unit. The player controlling the friendly foot unit contacted can then opt to either *stand and fight* or opt to *form a defensive block.*

If the player opts to stand and fight, then both the friendly unit contacted and the enemy unit in contact with it do no more this phase and both units await hand-to-hand combat.

If the player opts to form a defensive block with the foot unit, and the foot unit is currently **not in a block formation**, then that friendly foot unit suffers some disorder and so **one green hit marker** is placed adjacent to the friendly unit.

The player controlling the friendly foot unit then **forms a defensive block** with the unit. To form this defensive block, the player first notes the stand contacted by the enemy unit. This stand must remain in its *current position and in contact with the enemy unit*. The player then forms the foot unit into a valid defensive block formation.

However, if the friendly foot unit cannot legitimately form a valid defensive block formation for any reason whatsoever, then that unit simply remains in the same position and same formation that it was in before being contacted. Further, the unit will retain the hit taken for simply opting to form a defensive block (so evaluate your response carefully).

Then, if the **charging** unit is a **foot unit or an elephant unit**, then both the friendly unit that formed the defensive block and the enemy foot unit in contact with it **do no more** this phase and both units await hand-to-hand combat.

Otherwise, what happens next depends on the *initial charge distance* thus:

- If the enemy unit started its charge from **more than 9 cm away** from the friendly foot unit, then the enemy unit **attempts to pull up short** and avoid contact with the defensive block

- **Otherwise**, the enemy unit charges home and impacts the defensive block as its forming. In this case, the friendly foot unit must test to see how well it is prepared for the **impact**

Testing to pull up short:

To test, the player controlling the **enemy unit** simply throws **1D6 requiring a 5 or less** on the dice to successfully **pull up short**. **Otherwise**, the defensive block is adequately prepared and so only suffers a **light impact**.

If the enemy unit pulls up short, then the charging unit is moved back out of contact with the defensive block and is moved **directly backwards** (no turns, pivots, changes of formation, etc) along the exact same path that it came to **any position upto 9 cm away** from the defensive block (or **3 cm for elephants**). The enemy unit remains facing the defensive block and both units do no more during this phase.

If the defensive block suffers a **light impact**, then **one additional green hit marker** is placed adjacent to the defensive block **unless** the charging unit is **a heavy mounted** unit or **heavy chariot** unit in which case **two additional green hit markers** are placed adjacent to the defensive block. Both the unit that formed the defensive block and the enemy unit in contact with it then do no more this phase and both units await hand-to-hand combat.

Testing the effect of the impact:

To test, the player controlling the **foot unit** that formed the defensive block simply throws **1D6**. On **a 3 or less** the defensive block is adequately prepared and so only suffers a **light impact**. **Otherwise** the defensive block is ill prepared and so suffers a **heavy impact.**

If the defensive block suffers a **light impact**, then **one additional green hit marker** is placed adjacent to the defensive block **unless** the charging unit is **a heavy mounted** unit or **heavy chariot** unit in which case **two additional green hit markers** are placed adjacent to the defensive block. Both the unit that

formed the defensive block and the enemy unit in contact with it then do no more this phase and both units await hand-to-hand combat.

If the defensive block suffers a *heavy impact*, then *two additional green hit markers* are placed adjacent to the defensive block *unless* the charging unit is *a heavy mounted* unit or *heavy chariot* unit in which case *three additional green hit markers* are placed adjacent to the defensive block. Both the unit that formed the defensive block and the enemy unit in contact with it then do no more this phase and both units await hand-to-hand combat.

5) A foot unit can opt to conduct an emergency about-face

A friendly *foot* unit that is not in contact with any enemy units can opt to conduct an emergency *about-face* when first contacted by an enemy unit. *No test is required*.

- A foot unit in a *bent formation can* conduct an emergency about-face
- A foot unit in a *defensive block* formation *cannot* opt to conduct an emergency about-face

First, the enemy unit that is charging the friendly foot unit is moved into contact with the friendly foot unit. The player controlling the friendly foot unit contacted can then opt to either *stand and fight* or opt to conduct an *about-face*.

If the player opts to stand and fight, then both the friendly unit and the enemy unit in contact with it do no more this phase and both units await hand-to-hand combat.

If the player opts to conduct an about-face, then the player immediately *about-faces* the friendly foot unit (see the Movement section – About-Facing).

Then, if the *charging* unit is a *foot* unit *or elephant* unit, then both the friendly unit that about-faced and the enemy foot unit in contact with it *do no more* this phase and both units await hand-to-hand combat.

Otherwise, what happens next depends on the *initial charge distance* thus:

- If the enemy unit started its charge from *more than 9 cm away* from the friendly foot unit, then the friendly foot unit *suffers a light impact*
- *Otherwise*, the friendly foot unit *suffers a heavy impact*

If the defensive block suffers a *light impact*, then *one additional green hit marker* is placed adjacent to the defensive block *unless* the charging unit is *a heavy mounted* unit or *heavy chariot* unit in which case *two additional green hit markers* are placed adjacent to the defensive block. Both the unit that formed the defensive block and the enemy unit in contact with it then do no more this phase and both units await hand-to-hand combat.

If the defensive block suffers a *heavy impact*, then *two additional green hit markers* are placed adjacent to the defensive block *unless* the charging unit is *a heavy mounted* unit or *heavy chariot* unit in which case *three additional green hit markers* are placed adjacent to the defensive block. Both the unit that formed the defensive block and the enemy unit in contact with it then do no more this phase and both units await hand-to-hand combat.

6) A foot unit being charged can issue defensive fire

A friendly foot unit that is not in contact with any enemy units that is charged and contacted by an enemy unit can opt to issue *defensive fire* at that enemy unit charging it, but it can only do so if it *has no red marker* on it.

First, the enemy unit that is charging the friendly foot unit is *moved into contact* with the friendly unit. The friendly foot unit contacted can then opt to either *stand and fight* or opt to *issue defensive fire.*

If the friendly foot unit opts to stand and fight, then both it and the enemy unit in contact with it do no more this phase and both units await hand-to-hand combat.

If the friendly foot unit opts to issue defensive fire, then that unit *immediately fires* at the enemy unit *charging into contact with it* (no others) using all of the normal rules for firing. This defensive fire is

deemed to take place just a moment before contact occurs. Further, for defensive fire purposes only, a unit in a defensive block formation is deemed to have *a zone of fire all around it* regardless of facing or angles involved.

If the charging *enemy unit takes two or more hits* from this defensive fire, then that charging enemy unit immediately *flinches*. A unit flinching is immediately moved *directly backwards* (no turns, pivots, etc) along the same path that it came to a position *upto 3 cm away* from the friendly foot unit that fired at it. The flinching unit remains facing the friendly foot unit and both units do no more this phase. A red marker is placed on the unit that fired.

If the charging *enemy unit only takes one hit* from this defensive fire, then both the friendly unit and the enemy unit that charged into contact with it *do no more* this phase and both units await hand-to-hand combat.

If the friendly foot unit that fired *failed to do any hits on* an *enemy foot unit* charging it, then the *friendly foot unit suffers* a *light impact*, and so *one green hit marker* is placed adjacent to the friendly foot unit. Both the friendly foot unit that fired and the enemy foot unit in contact with it do no more this phase and both units await hand-to-hand combat.

Otherwise, the friendly foot unit that fired suffers a *heavy impact* from the enemy unit and so *two additional green hit markers* are placed adjacent to the unit *unless* the charging unit is *a heavy mounted* unit or a *heavy chariot* unit, in which case *three additional green hit markers* are placed adjacent to the unit. Both the foot unit that fired and the enemy unit in contact with it do no more this phase and both units await hand-to-hand combat.

7) A light artillery unit being charged must issue defensive fire

First, if a friendly *heavy artillery* unit *or* friendly *packed up artillery* unit is *charged and contacted* by an enemy unit, then upon contact that artillery unit *breaks and routs* and so is immediately removed from the game (see rout, and yes, the artillery weapons are abandoned). The enemy unit that charged and contacted the artillery unit then obtains a *break-through* as soon as the routing unit has been removed from the game (see *Break-Through*).

Otherwise, if the artillery unit is a light artillery unit that is not packed up, and that artillery unit is charged and contacted by an enemy unit, then that artillery unit *must issue defensive fire* but it can only do so if that artillery unit *has no red marker* on it.

First, the enemy unit that is charging the friendly artillery unit is moved *into contact* with the friendly light artillery unit. The friendly light artillery unit contacted *then fires* its defensive fire *at the unit charging it* (no others) using all of the normal rules for firing. This defensive fire is deemed to take place just a moment before contact occurs. A red marker is then placed on the unit to indicate that it has fired.

If the charging *enemy unit takes two or more hits* from this defensive fire, then that charging enemy unit immediately *flinches*. A unit flinching is immediately moved *directly backwards* (no turns, pivots, etc) along the same path that it came to a position *upto 3 cm away* from the friendly artillery unit that fired at it. The flinching unit remains facing the artillery foot unit and both units do no more this phase. A red marker is placed on the unit that fired.

Otherwise, the friendly artillery unit contacted is *over-run* (it breaks and routs) and is immediately removed from the game (and yes, the artillery weapons are abandoned). The enemy unit that charged and contacted the artillery unit that routed then obtains a *break-through* as soon as the routing unit has been removed from the game (see *Break-through*).

8) A light artillery unit can issue opportunity fire at an enemy unit

A friendly *unpacked* light artillery unit that is not in contact with any enemy units can issue *opportunity fire* at an enemy unit that is moving or charging *another* unit nearby, but it can only do so if it *has no red marker* on it.

- *Heavy artillery* units *cannot* issue opportunity fire

A player can only issue artillery opportunity fire at an enemy unit that **actually moves or charges** while that enemy unit is in or partially in a friendly light artillery unit's *Opportunity Fire Zone*. A light artillery unit's Opportunity Fire Zone is a rectangular zone directly ahead of the unit in the direction that it is facing and parallel to the unit's sides extending **out to 12 cm** thus:

Unit Facing ➔	**Light Artillery Unit's Opportunity Fire Zone** extending out to 12 cm ➔
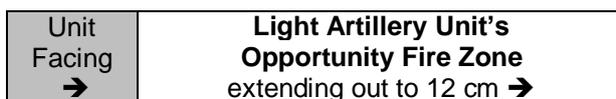
A player cannot issue opportunity fire at a unit that is just changing formation, turning, pivoting, about facing, packing up, unpacking, etc. The target unit must actually be changing position by moving (including side-stepping, stepping-back, relocating, disengaging, etc) or be changing position by charging.

First, for an enemy unit to be an *eligible target* for friendly artillery opportunity fire, the following three conditions must all be met:

1) The enemy unit that is the target of the opportunity fire must be **in or partially in** the friendly artillery unit's opportunity fire zone at the time (see above)

2) There must be **no other units** (friendly or not) anywhere in or partially in the opportunity fire zone **between** the friendly artillery unit opting to fire and the intended target unit

3) There must be **no terrain prohibiting artillery fire** from the unit firing anywhere in or partially in the opportunity fire zone **between** the friendly unit opting to fire and the intended target unit

If so, then that enemy unit is *eligible* to be fired at.

To issue artillery opportunity fire, the friendly player simply **announces** that a particular friendly light artillery unit is issuing opportunity fire an eligible enemy unit **at any time** during that enemy unit's actual movement on the table, but only while that enemy unit is in the friendly light artillery unit's opportunity fire zone (use a little common sense here please).

Once the opportunity fire is declared, then the enemy player immediately **suspends that enemy unit's movement** on the table noting how far that the enemy unit has already moved on the table. The friendly light artillery unit then **fires** its opportunity fire *at that unit* (no others) using all of the normal rules for firing (see *Firing*). A red marker is placed on the artillery unit indicating that it has fired.

If the **enemy unit** fired at suffers **two or more hits** from this artillery opportunity fire, then that unit immediately **wavers** and **stops where it is**. Both the enemy unit that was fired at and the friendly artillery unit that fired at it then do no more this phase.

If the **enemy unit** fired at suffers **less than two hits** from this artillery opportunity fire, then the enemy unit is free to **resume** its manoeuvring on the table again. This enemy unit can be opportunity fired at by other friendly artillery units during its subsequent movement on the table, that is, a unit can be the target of more than one lot of artillery opportunity fire during its movement on the table (so be careful).

Break-Through

Only the player whose movement phase it is can perform *break-throughs*. A break-through is special bonus movement that *only* occurs as the result of certain *reactions* (see above). Break-throughs have the potential to be very disruptive because a friendly unit may be able to perform a series of break-throughs (one after the other) during the same movement phase depending upon the reaction and outcome of the reaction for each enemy unit involved.

A break-through is performed thus:

1) The player controlling a friendly **foot unit or** friendly **elephant unit** that obtains a break-through **must** immediately opt to either **manoeuvre the unit upto 3 cm** and then do no more this phase **or** opt to **charge the unit upto 3 cm** and into contact with an enemy unit

2) The player controlling a friendly *mounted unit or* friendly *command unit* that obtains a break-through *must* immediately opt to either *manoeuvre the unit upto 9 cm* and then do no more this phase *or* opt to *charge the unit upto 9 cm* and into contact with an enemy unit

A friendly unit breaking-through automatically passes the test to charge, and all of the normal rules for manoeuvring, charging, interpenetration, etc, still apply to a unit breaking-through. A unit conducting a break-through charge *can opt to extend its charge*.

If the enemy unit charged and contacted by a break-through charge has *not yet reacted* during the current movement phase, then it *reacts*.

If the two units *remain in contact* with each other after the enemy unit has completed its reaction (or if it cannot react), then *hand-to-hand combat* between the two units *is resolved immediately* using all of the rules for hand-to-hand combat (including joining in).

Note: A unit that has already fought hand-to-hand combat this phase fights again.

Note: To state the obvious, a unit performing breaking-through can well and truly exceed its normal movement allowance or charge movement allowance as the result of conducting break-throughs. A unit cannot normally exceed its move or charge movement allowances, however a unit is allowed to exceed them as a result of conducting breaking-throughs.

The Determine Victory Phase

During this phase, players determine the outcome of the game.

If not playing a particular scenario, then before the game each *side* totals up the number of *units* that are in their army including artillery units and command units. Each side then calculates the 1/3 value and the 1/2 value of the total number of units in their army. The *1/2 value* is the *army breakpoint* value for that side's army.

For example, say a player starts a large game with an army consisting of a total of 71 units. Thus, 71/3 = 23.66 (round fractions up) = 24 and 71/2 = 35.5 (round fractions up) = 36. That player's army's breakpoint value is 36 units.

Now, each side keeps a *running tally* of the number of the units removed (routed or retreated) from that side's army during the course of the game. During this phase each side checks these running tallies.

First, if a player's army's running tally *exceeds its 1/3 value*, then that player must *remove all* of his army's *sub-commanders*.

Note: The removal of a command stand does not represent that command figure's demise but rather reflects the growing loss of confidence in the overall situation. The subsequent lack of the command stand will have affects via the game mechanisms. For example, as loses begin to mount (and when the sub-commander stands are removed) there will be affects on testing, dice re-throws, etc.

Next, if neither side has reached their army's breakpoint values, then the game continues. Thus, players *remove all red firing markers* from the table and the next full Game Turn then begins by re-determining the initiative.

Otherwise, if either side's running tally *exceeds that side's army breakpoint value*, then the *game is* declared to be *over* and play immediately ceases. The final outcome of the game is then determined thus:

1) If the both side's running tallies exceed their army's breakpoint values, then the game is declared a *Draw*

2) Otherwise, if one side's running tally exceeds its 1/3 value but not its 1/2 value, then that side has achieved *A Narrow Victory*

3) Otherwise, if one side's running tally does not exceed its 1/3 value, then that side has achieved *A Great Victory!*

Of course, either side can concede defeat to the other side at any time. When one side concedes defeat to the other side, then the other side immediately scores *A Great Victory!*

Finally

Well, that's the basic rules. Please remember that *it's just a game!* Try to have fun and sort out any problems thus:

- Each side throws 2D6 to decide
- Total the dice
- Re-throw on a tie
- The player with the *lowest* total dice throw gets to decide

However, be careful because the decision made for that particular situation by the winning player will then apply to *both* sides for the same situation for *remainder* of the game.

Trevor Raymond

Appendix: Variable Unit Quality

Player's may wish to use variable unit quality. Obviously, variable unit quality will add time to the game.

The three unit qualities are (including for command units and artillery units) *Green*, *Trained* or *Elite*.

As a guide, green units are inexperienced units that may have had some training but have had little or no battle or campaign experience; trained units are units that have had training and perhaps some battle and campaign experience; elite units are units that have had a reasonable amount of battle and campaign experience. It can also be thought of as measure of how well that unit is fighting on the day.

Players can use their own method to decide the quality rating (QR) of each of their units before the game or you can use the tables below.

Dice	Light Foot	Medium Foot	Heavy Foot	Light Mounted	Medium Mounted	Heavy Mounted	Command
1	Trained	Elite	Elite	Elite	Elite	Elite	Elite
2	Trained	Trained	Elite	Trained	Trained	Elite	Trained
3	Trained	Trained	Trained	Trained	Trained	Trained	Trained
4	Green	Trained	Trained	Trained	Trained	Trained	Trained
5	Green	Green	Trained	Green	Trained	Trained	Trained
6	Green	Green	Green	Green	Green	Green	Green

Dice	Light Chariot	Heavy Chariot	Elephant	Light Camel	Medium Camel	Artillery
1	Trained	Elite	Trained	Trained	Veteran	Elite
2	Trained	Trained	Trained	Trained	Trained	Trained
3	Trained	Trained	Trained	Trained	Trained	Trained
4	Trained	Trained	Trained	Green	Trained	Trained
5	Green	Trained	Trained	Green	Green	Trained
6	Green	Green	Green	Green	Green	Green

A Great Victory is available as a free download at www.runtus.org

The minor rule changes for units rated as *Green* are:

- When firing, a Green stand requires a 1 (instead of a 1 or 2)
- When testing to charge, a Green unit requires a 2 or less

The minor rule changes for units rated as *Elite* are:

- When firing, an Elite stand requires a 3 or less (instead of a 1 or 2)
- When testing to charge, an Elite unit requires a 4 or less
- When resolving hand-to-hand combat, an Elite stand increases its modified CV by a further 1

Anything else such as reaction tests, etc, remains unaffected by unit quality. For variable unit quality my suggestions are:

Appendix: Variable Command Quality

Player's may wish to experiment with variable command quality. Players may use their own method to determine the quality of each commander before the game or you can use dice throws as per the tables below.

The three command qualities for commanders are *Impersonal, Inspiring* and *Charismatic.* The commander's quality only affects the commander's command range thus:

Dice	The Commander	Command Range
1 or 2	Charismatic	Units within 9 cm
3 to 5	Inspiring	Units within 6 cm
6	Impersonal	Units within 3 cm

Dice	A Sub-Commander	Command Range
1 or 2	Charismatic	Units within 6 cm
3 or 4	Inspiring	Units within 3 cm
5 or 6	Impersonal	Units within 1 cm

Appendix: Generating an Army

I strongly recommend that you use army lists from other rule sets (there are plenty of army lists out there) and adapt them as required. Otherwise, below is a simple method that allows you to generate an army if not playing a scenario.

Before the game, players agree on the total number of *points* that their armies can have. The *points cost* of a unit is the same as its strength points thus:

Unit Type	Light Units	Medium Units	Heavy Units
Light Hand-to-Hand Weapons	4	6	
Hand-to-Hand Weapons	6	8	10
Pikes	8	10	12
Javelins	3		
Slings	2		
Bows	3	4	5
Longbows	4	5	6
Crossbows	4	5	6
Mounted	6	8	10
Chariots	6		8
Elephants		6	8
Artillery	4		4
Commander or Sub-Commander	6		

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If a unit is rated as Green, subtract 1 from the points cost
If a unit is rated as Elite, add 3 to the points cost

However, there are limits as to what your army can have, and those limits are (unless agreed to otherwise by all players):

- Commander   Must have one and one only
- Sub-commanders   Upto two or as agreed to by the players
- Foot units   Upto 100% of agreed points
- Mounted units   Upto 25% of agreed points (including camels and chariots)
- Elephant units   Upto 12% of agreed points
- Artillery units   Upto 9% of agreed points

A Great Victory! Quick Reference Sheet

1) **The Determine the Initiative Phase** (Simultaneous)
2) **The Firing Phase** (Simultaneous)
3) **The Hand-to-hand Combat Phase** (Simultaneous)
4) **The Remove Loses Phase** (Simultaneous)

5) **The Initiative Movement Phase**
6) **The Non-Initiative Movement Phase**
7) **The Determine Victory Phase** (Simultaneous)

Firing:

Weapon	Range
For Spears, Pilums	Upto 2 cm
For Javelins	Upto 4 cm
For Slings	Upto 8 cm
For Mounted Bows	Upto 10 cm

Weapon	Range
For Mounted Crossbows	Upto 10 cm
For Bows	Upto 16 cm
For Crossbows	Upto 16 cm
For Longbows	Upto 22 cm

If the target unit is in open order formation	Subtract 1 dice
If the target unit is in a block formation	Add 1 dice
If the target unit is in a defensive block formation	Add 2 dice
If the target unit is a mounted unit or elephants	Add 1 dice
If the target unit is a Medium unit	Subtract 1 dice
If the target unit is Heavy unit	Subtract 2 dice

For Artillery:

Range	Upto 12 cm	12 to 25 cm	25 to 50 cm
Light Artillery	Add 1 Dice	Add 0 Dice	Subtract 1 Dice
Heavy Artillery	**Can't**	Add 0 Dice	Add 0 Dice

If the target unit is in a block formation	Add 1 dice
If the target unit is in a defensive block formation	Add 2 dice
If the target unit is a mounted unit or elephants	Add 1 dice
If the target unit is in open order formation	Subtract 1 dice

Hand-to-Hand Combat:

Unit	CV
Foot	3
Mounted	4
Chariots	3

Unit	CV
Elephants	4
Artillery	2
Command	3

1) A unit that is in an open order formation or in a bent open order formation decreases its CV by one
2) A mounted unit (including camels), a chariot unit or a command unit decreases its CV by one if attacking a defensive block formation that contains no pikes
3) A mounted unit (including camels), a chariot unit, an elephant unit or a command unit decreases its CV by two if attacking a defensive block formation that contains pikes
4) An elephant unit or scythed chariot unit decreases its CV by one if attacking any unit in an open order formation

Movement:

Light Foot Units in open order formation can either Manoeuvre and then Change Formation or Step-Back or Side-Step or Charge
Otherwise, Foot Units can either Change Formation or Manoeuvre or Step-Back or Side-Step or Charge
Mounted Units (including camels), *light chariot* units and *command* units can either Manoeuvre or Charge or Disengage
Heavy Chariot Units and Elephant Units can either Manoeuvre or Charge
Unpacked Artillery units can either Relocate (light artillery only) or Pack Up
Packed Up Artillery units can either Manoeuvre or Unpack

Unit Type	Move	Rush	Charge
A Block formation	Upto 4 cm	Upto 8 cm	Upto 5 cm
Light Foot otherwise	Upto 6 cm	Upto 12 cm	Upto 7 cm
Medium Foot otherwise	Upto 5 cm	Upto 10 cm	Upto 6 cm
Heavy Foot otherwise	Upto 4 cm	Upto 8 cm	Upto 5 cm
Defensive Blocks	**Can't**	**Can't**	**Can't**
Bent Formations	**Can't**	**Can't**	**Can't**
A foot unit Side-Stepping	Upto 2 cm	Upto 4 cm	**Can't**
A foot unit Stepping-Back	Upto 2 cm	Upto 4 cm	**Can't**
Light Mounted	Upto 18 cm	Upto 36 cm	Upto 15 cm
Medium Mounted	Upto 15 cm	Upto 30 cm	Upto 18 cm
Heavy Mounted	Upto 12 cm	Upto 24 cm	Upto 18 cm
Light Chariots	Upto 15 cm	Upto 30 cm	Upto 15 cm
Heavy Chariots	Upto 12 cm	Upto 24 cm	Upto 18 cm
Medium Elephants	Upto 4 cm	**Can't**	Upto 5 cm
Heavy Elephants	Upto 4 cm	**Can't**	Upto 4 cm
Command	Upto 18 cm	Upto 36 cm	Upto 15 cm
Reposition Light Artillery	Upto 2 cm	**Can't**	**Can't**
Reposition Heavy Artillery	**Can't**	**Can't**	**Can't**
Move Packed Up Artillery	Upto 4 cm	**Can't**	**Can't**

A Great Victory is available as a free download at www.runtus.org