The Great Battles of History Series — Volume II

SPQR

GREAT BATTLES OF THE ROMAN REPUBLIC
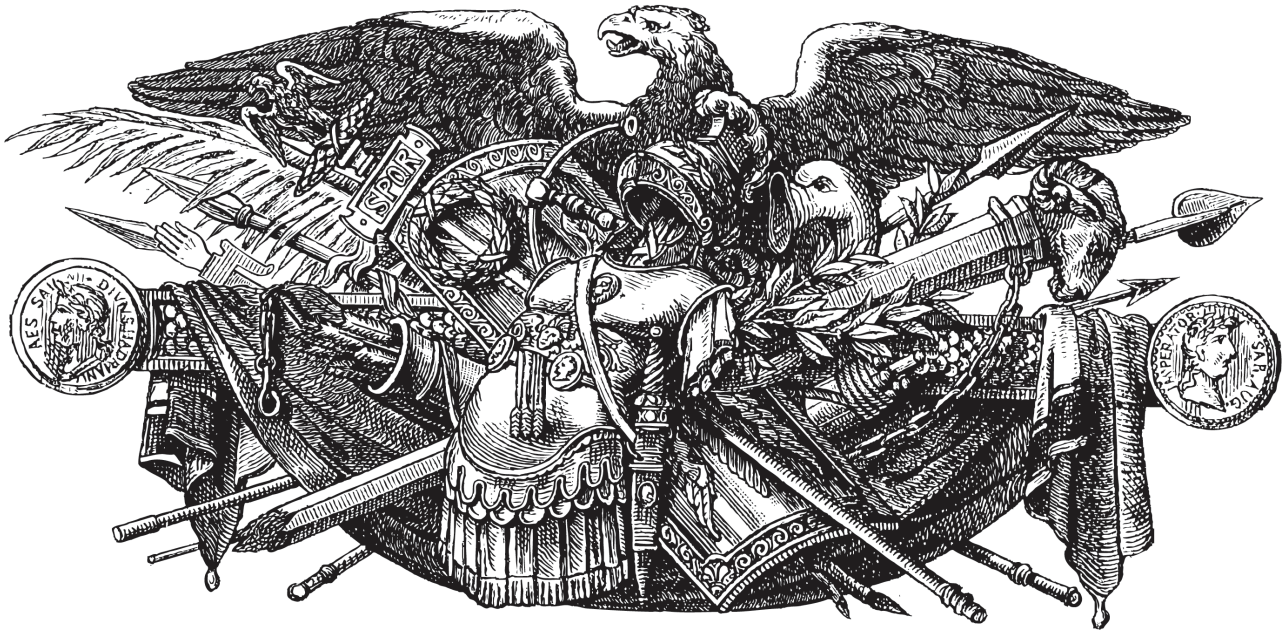### 3RD EDITION

a RICHARD BERG / MARK HERMAN game

RULE BOOK

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1.0 INTRODUCTION

SPQR—the acronym for *Senatus Populusque Romanus*, the Senate and the Roman People, the (supposed) power behind the state— portrays the development of the art of war from the end of the Macedonian era through the heyday of the Republic of Rome, prior to the changes in the army (supposedly) wrought by Marius and the collapse of the republic.

SPQR is the second volume in the "Great Battles of History" Series. It chronicles and simulates the emergence of the Roman military system and its clashes with—and eventual victories over—the Macedonian system. Whereas, the Macedonian system relied on an effective use of combined arms anchored by the strength of the phalanx and spearheaded by the shock ability of heavy cavalry, the Roman "manipular" legion placed a premium on training and discipline to produce a remarkable tactical flexibility, backed by the defensive ability of the Roman scutum to neutralize the spear and the added killing ability of the infamous Roman sword. However, in terms of "military history" and the art of war, Rome remained a minor, albeit dangerous, military power until the emergence of her first great military mind: Scipio Africanus. Scipio was the first commander to make maximum use of the articulated capabilities of the legion, to understand the importance of cavalry superiority and, most importantly, to break out of the stagnant, break-the-enemy-center tactical thinking of the prior two centuries.

SPQR includes a large number of historical notes so that you can see what questions of military history arose from the individual battles. There is also the usual section on Terminology, all so that you can understand more fully where we are going—and where it all came from. Finally, there are indications of how long and how well-balanced (in terms of having a chance to win) the battles are —all based on playtester experience and input. Your experiences, to be sure, may vary.

3rd Edition Note: These rules supersede and replace the 1st Edition rules (1992) and the 2nd Edition Rules (1994), and include the basic system "errata" from all *SPQR* modules. Significant changes from the 2nd Edition rules are noted with an indicator: "▶". We have taken the opportunity to perform a thorough "dusting and cleaning," so we do suggest that, if you've been playing the game for some time with the original rules, you read through the book to make sure you're *au courant*.

Note to Players: *SPQR*, while not an overly difficult game to learn, understand or play, uses a tactical system which rewards most those who know what their men can do and how to exploit the capabilities of even the worst of them. As warfare evolved from the previous— Alexandrian—era and became infinitely more complex, the rules reflect, albeit only slightly, that increased complexity. To calmly blunder into battle with a "let's see what happens here" theory is to be exiled quickly to some forlorn rock in the Mediterranean.

For Those Who Have Not Played the System Before: Even if you are quite familiar with simulation gaming, we suggest that you either use the "Learning Scenario" or, if you are anxious to start slashing and thrusting in a historical manner, set up a battle (we recommend The Bagradas Plains for this purpose) and push the counters around for a turn or two before actually starting a game. This will reveal the various tactical strategies available, how the different types of weapons systems may best be used and how best to (try to) protect against them. The one thing to remember is that the more you know about your units and how they act/interact, the better commander you will be.

2.0 COMPONENTS AND TERMINOLOGY

The *SPQR* components include:

- 2 22" x 34" map sheets, back-printed
- 3 counter sheets (840 counters)
- 1 Rules Book
- 1 Scenario Book
- 3 player aid cards
- 1 ten-sided die
- plastic counter storage bags

2.1 THE MAPS

Each battle has its own 22" x 33" map, with each map being back-printed so that there are two battlefields per map sheet. A hexgrid covers each map to regulate movement and combat, and the effects of the different types of terrain on the map are covered in the rules and charts.

2.2 THE PLAYING PIECES

There are three types of playing pieces (counters): combat units, representing the various types of fighting troops; leaders, the individuals who command the troops; and information markers (used to note certain types of information necessary for play).

▶**2.21** Combat units come in two sizes: square (single) and rectangular (double-size), the latter representing the rigid, Macedonian-style phalanx formation still used by some heavy infantry. Each combat unit is a specific type (as illustrated below), depending on its weaponry and body armor/protection. All combat units are rated numerically for their Size, Troop Quality (TQ), and Movement capability. Units that are capable of firing missiles also have a Missile Indicator, indicating the type of missile used (A = arrow, J = javelin and S = stone). The Missile Table gives the Ranges available for these missiles. Each combat unit has two sides. When a unit is flipped to its reverse side, that side indicates that it is Depleted (§10.3).

Play Note: Unlike the prior editions, the reverse side of a combat unit no longer indicates that the unit has Moved.

2.22 Each unit is of a specific Type (e.g., HI, LC, etc.), the type being used to determine certain combat results and effectiveness vis a vis other types. Many types are subdivided into Class: e.g., HO Class, HI Type (Hoplite-style Heavy infantry); or HA Class, LG Type (Hastati legionaries).

2.23 The Legions. We have provided eight full Roman legions with the game together with their corresponding alae sociorum, each with a numerical designation. These designations are not historical vis a vis each battle. Unlike the legions of the Roman Empire, the legions of the Punic-era republic were usually raised anew each year, and thus there was little continuity (for further enlightenment, check out the chart in the Cambridge Ancient History, from Gianni DeSanctis by way of Livy). However, we have differentiated the "skill" levels of these eight legions, both as required by the scenarios and, also, to enable the players to experiment a little. We have, correspondingly, done the same with the alae, although there is no "crack" ala and the differences between the skill levels are not so pronounced. The skill levels are as follows:

- Crack/Elite: I Legion
- Veteran: X Legion/Ala, I Ala
- Standard: III, V Legions/Alae
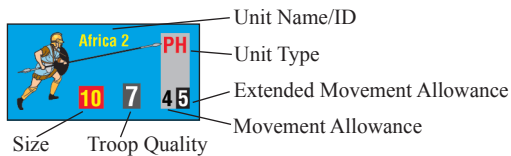- Recruits: VII, XIV, XV and XIX Legions/Alae

Legion units have their Legion number printed on the counter: e.g., III. Alae Sociorum units have an "AS" in addition to their number: e.g., AS/XIX.

Each legion, and its corresponding ala, has the same, individualized, colored border; this will make identification easier when implementing the Roman stacking rules.
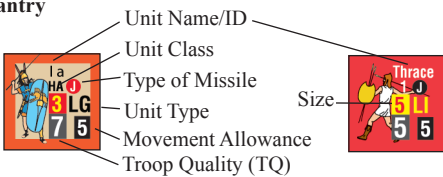
2.24 Legion Units. This period of history finds the legion—and the units that make up its maniples—in transition, both in terms of what the men fought with and how the units were used. For example, it appears that the change from spears to throwing javelins (pila) for the bulk of legionary infantry was not abrupt. Nor was it total. Thus you find references to some principes units with pila and some with spears. Certainly, by the time of Scipio—and then Marius and Caesar—the principes had become virtually indistinguishable from the hastati. And then there's the question of Roman cavalry. Polybius says they were armed in the "Greek" style, which would make them heavy cavalry; however, Polybius also points out that they were armed only with small shields and spears—not exactly heavy cavalry. To say that hundreds of historians have taken a crack at this question is to understate the situation. Our counter-mix provides you, the player, with what we feel to be the most applicable unit types. If your most recent archaeological trip to Etruria has revealed something different, by all means feel free to adjust.
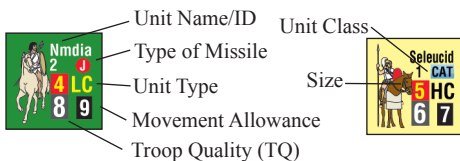
2.25 Examples of Combat Units
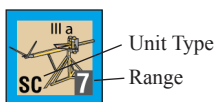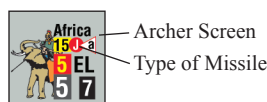

Double-sized Infantry (Phalanx)

Unit Name/ID · Unit Type · Extended Movement Allowance · Movement Allowance · Size · Troop Quality

Infantry

Unit Name/ID · Unit Class · Type of Missile · Unit Type · Movement Allowance · Troop Quality (TQ) · Size

Cavalry

Unit Name/ID · Unit Class · Type of Missile · Unit Type · Movement Allowance · Troop Quality (TQ) · Size

Scorpion — Unit Type · Range

Elephant — Archer Screen · Type of Missile
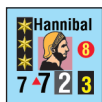
Camel · Archer · Chariot · Leader · Elephant Leader

Leaders have a variety of ratings, used to rate their Initiative and Command capabilities. These are discussed in §4.1.

Informational Markers, such as "Shock-Check TQ", "#'s" (representing Cohesion Points lost), "Routed", "Missile Low/NO", etc., are used to record certain game functions, as discussed below.

2.26 Examples of Information Markers

Engaged Marker · Cohesion Hit Marker · In Column Marker · Rallied Marker · Routed Marker

Active Fire Once · Active Fire Finished · Reaction Fire Once · Reaction Fire Finished · Moved Marker

Missile Low · Screen Missile Low · Shock Must Check · Trumped No Momentum · Wounded Leader
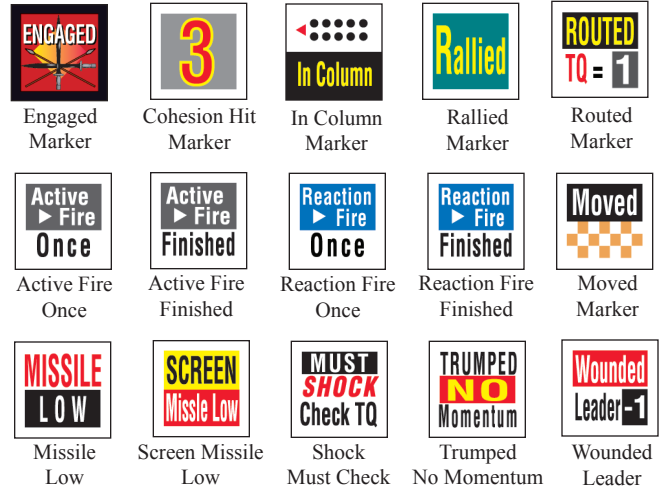
2.3 CHARTS, TABLES AND THE DIE

The use of each chart and table is explained in the rules. We have provided cards with the Charts and Tables for ease and speed of reference.

The game uses a ten-sided die. The '0' is treated as a '0' (not a '10'), i.e., is less than '1'.

2.4 TERMINOLOGY

Knowledge of the following game terms will be useful for play.

Activated Leader = The leader who is giving orders or Line Commands to his troops at any given instant. Only one leader may be active at any one time.

Class = Subcategory within type, used to differentiate between various weapons systems within a type. Examples: HA (Hastati, within LG-type infantry)

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

Depletion = The loss of manpower that slightly reduces a unit's overall effectiveness.

DR = Acronym for die roll

DRM = Acronym for die roll modifier

Finished Leader = A leader who has previously been activated that turn and is "Finished", and (normally) may not be activated again. Leaders may be Finished for other reasons, such as failure to Trump, etc.

Inactive Leader = A leader who has yet to be activated and is still eligible to be activated.

Leader = Interchangeable with the word Commander. Leaders were the generals, consuls, tribunes and kings who commanded and influenced the troops.

Line = All units that are listed on a specific battle's Line Command Eligibility chart as eligible to move under a single "Line Command".

MA = Acronym for a unit's basic Movement Allowance. It also represents a unit's maneuverability vis a vis the other units in the game.

Missile Volley = Friendly units throwing javelins, shooting arrows or slinging stones at enemy units.

Momentum = The mechanic by which a leader can undertake more than one Orders Phase in a turn.

MP = Acronym for Movement Point

Order/Line Command = The two methods leaders have of getting their troops to move, etc. Individual Orders (IC) apply to individual units; Line Commands (LC) to entire lines of units. In terms of whether a leader can/may issue an Individual Order or a Line Command they are treated separately. For the sake of brevity, the word "orders" will mean either a Line Command or Individual Orders.

Orders Phase = The period during a turn when a leader gives orders to his troops to move and fight.

TQ = Acronym for the all-important Troop Quality rating. The TQ Rating is, by far, the most important number a combat unit has. It will be consulted constantly, at almost any time a unit does something that will endanger its cohesion. The "Cohesion Hit and TQ Check Chart" summarizes when a player uses the TQ Rating.

Trump = The mechanic by which an enemy leader can stop a friendly leader from undergoing an Orders Phase and transfer that phase to that enemy leader. It can also be used by a friendly leader to go before another, but lower-rated, friendly leader.

Shock Combat = Hand-to-hand, (and, often literally, eyeball-to-eyeball), hack and thrust, slash and crash, melee (much of the push and shove of Greek warfare has disappeared).

Size = Representing the number of men in that unit.

Superiority = The relative capabilities and "killing" effectiveness of the opposing weapons/armor systems. Superiority, when achieved, will substantially increase an opponent's losses in cohesion.

Type = General, categorical description of combat unit, usually used to determine combat effectiveness and results. **Examples**: HI (Heavy Infantry), SK (Skirmishers), etc.

Zone of Control (ZOC) = The hexes—usually directly to the front of a unit—into which that unit exerts, by its presence, enough "influence" so as to inhibit freedom of movement.

Knowledge of the following types of combat units/terms will be useful for play.

Consular Army = The basic field force in the Republican era. There were two consuls for each year, and each was assigned an army that consisted (usually) of two legions and two corresponding alae. This legion-ala organization is usually called a "double legion". The modern equivalent would be a four-division corps, with a working strength of around 19,000 troops, led by a consul. Unfortunately, consul was a political office that required (at the time) little military skill, a fact often revealed on the battlefield. Although citizen derived, the legion was a well-trained, professional force, as were the equivalent alae. The difference between success and failure often lay not in the troops and the manipular system, but in how they/it were used by their commanding consuls. The Roman armies did not

"come into their own" until the military skills and insight of Scipio Africanus (Publius Cornelius Scipio) were brought to bear.

Legion = The word derives from the Latin for "levy". Each legion was drawn from Roman citizens, and, for battlefield purposes, was composed of four separate lines, men being assigned to each of the lines according to his class status in Roman society (a distinction that was gradually eroded over the period of the game).

Velites = Light infantry with helmet and a shield. Although they had swords, their basic weapon was the javelin, and they were used as skirmishers to harass the enemy and disguise movements.

Hastati = The second line of troops had light body armor and the highly identifiable Roman shield (scutum) of the period. In combat they would, on command, clash their shields and javelins together while raising a clamorous hue, begin to move forward until they were about 75 yards from the enemy line, at which point they would break into a fast trot, throw their pila (javelin) and then smash into the enemy, using their swords for the deadly, in-fighting. The Roman sword (gladius)—sometimes known as the "Spanish Sword"—was a particularly effective weapon capable of causing grievous wounds. The Greeks thought it was unfair. Ironically, the unit name comes from the word for spear, hasta, which they no longer used.

Principes = The third line in the manipular legion—and the best troops (from the highest class)—they were essentially armed in similar fashion to the hastati (however, see the note, above on weaponry in the legion). Essentially, attack and destroy troops.

Triarii = The rear defensive line of the legion, the triarii, was essentially the vestigial remains of the old defensive-style phalanx. They were spear-armed, heavy infantry, the last of the Roman hoplites. By the end of this period they were starting to disappear as a unit "class".

Alae Sociorum = The "wings of the allies" (which is what the words mean in Latin) of the consular army. Each ala (and there were two for each army) was raised from non-citizen allies of Rome (e.g., Samnites, Campanians, Umbrians) and organized in somewhat similar fashion to the legion. However, each ala had fewer velites and triarii, the differences between the hastati and principes tended to disappear, and, because they were usually better at that sort of thing, they had three times the cavalry contingent as did the legion. Each ala also had elite cohorts of infantry, the extraordinaires, and there was a similar cavalry unit for every two alae. In all, the organization of each ala more strongly resembled the legion of the empire than that of the republic. By the time of Marius, the alae will disappear to become regular legions, and the word ala will then refer to cavalry. By the way, the word alae, although pronounced like "ally" does NOT mean ally; it means "wing".

Maniple = Each line of hastati and principes fought in maniples, ten per legion line. They often arrayed in checkerboard, quincunx fashion which, together with their training, allowed them to move back and forth through each other, giving the manipular legion a remarkable flexibility on the battlefield.

Heavy Infantry = Descendants of the Greek hoplites, these are troops protected by armor (usually helmet, breastplate and leg armor), carrying a shield and brandishing a sword and perhaps a spear. These were powerful units that often fought in densely-packed formations that restricted their mobility.

Phalanx = A formation of shoulder-to-shoulder hoplites used in Greek warfare since around the 7th century B.C. and perfected by the Macedonians. By the era of Roman ascendancy, the phalanx

had reached the zenith of its development. The front ranks now used a shortened, 9-foot spear, while the fifth rank used an immense 21-footer, with the length of the sarissa of intervening ranks of corresponding lengths. This allowed the phalanx to present an almost impenetrable wall of spears. Tangentially, as a Roman legionary needed room to swing his sword while the phalangite simply had to remain in place, the ratio of spears to legionary was often (and usually) 10-1!! The trick (and the catch) was the phalanx remaining "in place"! The make-up of a phalanx often varied from country to country, depending on weapon type and training. The ultimate decider, in game terms, was how they were trained tactically.

Legion Infantry = A game term used to separate the hastati, principes, cohorts from the somewhat out-dated heavy infantry, to whom they were superior in mobility and killing power, although often similarly armed and protected. The major difference is the reliance on the sword, rather than the spear, as a killing weapon, and the incorporation of the larger, more effective Roman shield as pretty fair protection against the spear-armed "heavy" infantry.

Medium Infantry = An ersatz term that applies to units (e.g., Celtic infantry) that, while not as well-equipped as their heavier counterparts, had weaponry and some body protection that was superior in effectiveness to that worn (or not worn) by light infantry.

Light Infantry = A generic term applied to foot units with little or no body armor, a light shield, and usually a spear and/or sword. Most light infantry had missile capability, although their tactics and training made them different from skirmishers.

Skirmishers = A generic term applied to troops that wore no armor, rarely carried shields, and used missiles: javelins, archers and slingers. They were intended to harass and annoy the approaching enemy and present a screen behind which, hopefully, movement could be concealed. Their mobility allowed them to outrun their more weighty opponents, which, all things considered, is their best bet for survival. They rarely if ever shock attacked, as they had no weapons with which to do so, and they deployed in dispersed, amorphous formations which gave them great flexibility in terms of maneuver.

Javelinists = Skirmishers that used a thrown spear as their weapon of harassment. Essentially, the era sees few pure javelinist skirmishers, as the weapon was proving to be inefficient when used alone, which is why there are no javelinist skirmishers in the game. By this time, a majority of foot soldiers carried a javelin or two which they threw prior to closing for combat.

Archers = Light troops (virtually no armor/protection), usually from Crete, that fired about 30+ arrows an effective distance of 150+ yards with a maximum range of 250 yards (less when mounted and moving). The arrows of the day could rarely pierce metal armor but were fairly effective elsewhere. Cheap to arm; expensive to train. Used as skirmishers.

Slingers = Another unarmored, skirmisher type. They hurled pellets, usually made of lead, an effective distance of up to 120+ yards, although accuracy was nowhere near that of arrows. Cheap to arm but requiring a fair amount of skilled training, slingers took up a lot of space. The "wind-up" radius was 2-3x greater than that of other skirmisher units. The Balearic Islands produced most of these troops.

Light Cavalry = Essentially, mounted javelinists noted for their mobility. That speed and mobility could be a major plus was demonstrated by the effectiveness of Masanissa's and Maharbal's magnificent Numidian light cavalry. They rarely carried any armor, other than a shield, or any other weapon.

Lancers = Essentially light cavalry units trained to use a lance for attack. They have no missile capability (a simplification for game purposes.)

Heavy Cavalry = Cavalry with some body armor, light shields and, perhaps, a lance and/or swords. The Heavy cavalry of the day were descended from Alexander's Companions, although they were nowhere near as effective.

Roman Cavalry = The Roman cavalry, including that of the alae, was, in terms of weapons and armament, more heavy than light, in that they copied much from the Greek era. However, they were neither trained in, nor especially adept at, shock combat on the same level as "Heavy" cavalry, so they have received a different designation and a separate line on the Shock Superiority Chart, although they are treated as HC on the Clash of Spears and Swords Chart. The Romans never really quite understood how to use cavalry and, although they often had fairly large numbers, they were rarely as effective as one would think.

Elephants = By this time, the sight of elephants on a battlefield was fairly common—to everybody, that is, except the Romans. Alexander's descendants, the diadochi, had fallen in love with them, and a trained elephant corps was standard throughout the wars of Ptolemy, Seleucus, etc. The Romans, however, had not yet encountered them when Pyrrhus arrived with his 20+ behemoths at Heraclea. The result was typical: the Roman cavalry had a collective coronary and the Roman infantry didn't wait around long enough to see their EKG's. By the time of Hannibal, however, the Romans were pretty much used to them and had devised some ingenious methods of negating their abilities; the effectiveness of jousting chariots and the flaming pigs of the Pyrrhic era having proved rather elusive. The elephants of Hannibal were the smaller, North African forest variety—not the big Indian tuskers that Porus had at the Hydaspes (or, for that matter, the much larger, south African variety)—and were usually equipped with towers, purportedly an invention of Pyrrhus. Pyrrhus' elephants, inherited from the diadochi, were probably the bigger, Indian variety. War Elephants were pretty much impervious to anything—except sharp, pointy objects and loud, strange noises. They also tended to have a mind of their own when annoyed, which often happened when confronted with those same sharp, pointy objects and strange sounds.

▶**Scorpio** = A Scorpio was a small, catapult-like engine that was something like a cross-bow on a tripod. It was capable of shooting a large, spear-like bolt about 300-400 yards. The "artillery" was fairly standard-issue to legions and it was used almost entirely for camp defense (actually, the size, range and use of these early artillery pieces is open to much debate).

2.5 GAME SCALE

Each point of Size denotes from 100-150 infantry (depending on their formation, rank depth and usage) or 100 cavalry. Thus, an African phalanx unit represents 1500+ men, a Roman principes unit 300, and a Roman Heavy Cavalry unit about 300 men. Each Roman legion infantry unit is the equivalent of 2–3 maniples (granted, that's an unwieldy division of labor; however, it makes frontages realistic and, more importantly, the game playable). Skirmishers are an exception; their size reflects not their numerical strength but their dispersed type of formation. Size, players will soon realize, is the least important rating a unit has.

The counter shape of a unit represents its frontage. A phalanx in full array had a frontage of approximately 150 yards; thus it occupies two hexes. A cavalry unit had a frontage of about 50+ yards, or 1 hex.

Each hex is approximately 70+ paces (yards) from side to side. Each game turn covers about 20 minutes of real time.

2.6 GAME LENGTH

►Generally, battles are fought until one side Withdraws, so there is (usually) no need to keep track of how many turns have passed. A Game Turn Track has been provided to help track the timing of certain events (the entry of reinforcements, etc.) in some of the battles.

Historical/Play Note: Roman battles took somewhat longer to complete than those of just 150 or so years previously. Participants had developed a wide variety of tactical systems to counter those of their enemy. In addition, armor and protection was lighter and more efficient, enabling soldiers to fight longer. The result of all this was that casualties rose precipitously, and battles lasted a great deal longer.

2.7 LATIN

We have tried to use appropriate Latin military terms, as applicable. Six years of hacking one's way through Caesar's Commentaries finally came to some use. Memory, however, is a great villain. I think we got most of the "endings" right; then again, if it came from the fifth declension, we probably bluu it.

2.8 QUESTIONS?

Send a self addressed stamped envelope to:

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www.GMTgames.com

You can also reach us at www.Consimworld.com in the various gaming sections.

3.0 THE SEQUENCE OF PLAY

Players activate each of their leaders in the order determined by their Initiative Rating, as per 5.1. When a leader is activated he gives orders which allow units within his Range to move and conduct combat. After all leaders are Finished, play proceeds to the Rout and Reload phase, after which each player checks for Army Withdrawal.

A. Leader Activation Phase

The player with the lowest-Initiative-rated leader, who has not yet been activated, activates that leader. If that leader wishes to use a Line Command, he rolls for such ability at this point (see 4.25). Non-Momentum Trump attempts may be made at this time (see 5.41).

B. Orders Phase

1. Movement and Missile Fire Segment
   a. For each Individual Order issued by an activated leader, the player may perform any one function listed in 5.22 with one combat unit or leader OR,
   b. For each Line Command issued, an entire Line of units may Move and/or Fire Missiles, as per 5.22

   Units capable of Orderly Withdrawal (6.5), Manipular Line Extension (9.66) and/or Reaction Fire (8.2) may do so throughout this segment.

2. Shock Combat Segment. After a leader has finished issuing orders, eligible units (8.3) engage in Shock combat, using the following sequence:
   a. Shock Designation: all non-moving, eligible units that choose to Shock are given SHOCK-No Check markers.
   b. The Charge (Pre-Shock TQ Check)
   c. Resolution of Possible Leader Casualties
   d. The Clash of Spears and Swords (determine Superiority and Shock column)
   e. Resolve the Shock
   f. Check for possible Collapse (Rout) and Cavalry Pursuit

C. Momentum Phase OR Return to 'A'

The player whose leader was activated in the immediately preceding Orders Phase may attempt a Momentum die roll to give that leader another Orders Phase (Phase "B"), or play returns to Phase "A" for any leaders that have not been activated. If the player succeeds with a Momentum die roll, the opposing player may, if he wishes, attempt a Momentum Trump (5.42).

D. Rout and Reload Phase

1. Remove "Rallied" markers
2. **Rout Movement**: Routed units must undergo Rout Movement.
3. **Reload Segment**: Eligible missile units may get more missiles; 8.15
4. Flip all "Finished" leaders back to their front sides. Remove any "Moved", "Fired", "Pursuit/Finished, and/or "Trumped" markers.

E. Withdrawal Phase

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

4.0 LEADERS

Combat units may not move or missile fire without receiving orders from a leader. Those combat units that had received orders during that Orders Phase, or that are within Command Range of that same leader, may conduct Shock Combat. Each leader counter has two sides: "Activated" and "Finished". A leader who has not yet been activated or is now activated uses his Activated side. A leader that has concluded its activation is flipped to his Finished side.

►4.1 LEADER COUNTERS

Each leader possesses several ratings:

Command Range: Denotes his overall presence—as well as the presence of his subordinates and "aides"—on the battlefield, as well as the effectiveness of his abilities; the range in hexes over which that leader may exert his Initiative.

Elite Commander: This refers to leaders with a triangle symbol (▲) next to their Initiative; see 5.5 for use.

Initiative: Denotes his basic ability to control forces and make rapid decisions. Initiative is used to determine the order of leader activation and the chances of that leader gaining a Momentum Orders Phase. It also defines the number of individual unit 'orders'

that leader may issue per Orders Phase. The higher the rating, the better the leader.
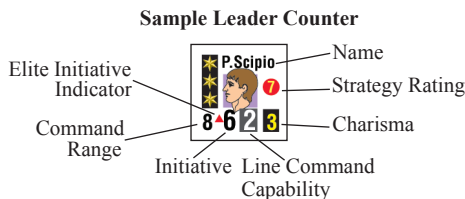
Line Command: The boxed number to the right of the Initiative Rating indicates that, if eligible (4.25), that commander, instead of issuing a series of individual orders to a given number of units, may issue a Move and/or Fire order to all units in that number of Lines.

Strategy: For Overall Commanders only, facilitates the use of Line Commands by Subordinate Commanders.

Charisma: Denotes his ability to spur his troops on to greater efforts in combat. The rating is used to adjust the die roll on the Shock Combat Results Table in his favor for combat units with which he is stacked.

Design Note: This rating is usually quite low in SPQR. Commanders of this era, except for the old-line Macedonians, had abandoned the up-front and personal style of hands-on leadership in favor of a more efficient, behind-the-lines command methodology. This enabled them to see (and thus control) more.

Movement Allowance: The number of Movement Points a Leader may use in an Orders Phase. The MA, which is 9 for all leaders, is not printed on the counter. Commanders who have Leader Elephants (here, only Hannibal) use the same MA (9), regardless of the MA of the actual elephant

Sample Leader Counter

Elite Initiative Indicator — Name
Strategy Rating
Command Range — Charisma
Initiative   Line Command Capability

4.2 LEADER CAPABILITIES

Leaders are used to enable combat units to move and fight by issuing Individual Orders (IO) or Line Commands (LC). When activated, a leader may issue either Individual Orders or Line Commands—he may not do both. The ability to issue LCs is contingent on the proximity of the Overall Commander (OC) to his subordinates as well as the OC's Strategy rating.

4.21 A leader may give **Individual Orders** to any friendly combat units within his Command Range, which is measured using an unobstructed path of hexes equal to or less than the range, traced between leader and unit. Count the unit's hex, but not the leader's. A path is obstructed by hexes occupied by enemy units, an unoccupied hex in an enemy Zone of Control (ZOC), or terrain a leader could not cross or enter. Friendly units negate enemy ZOCs for purposes of tracing order paths. All other paths are considered unobstructed. Command Ranges are calculated at the instant the order is given.

4.22 An **Individual Order** allows one friendly unit to conduct movement and/or missile volley, be rallied, etc., as per 5.22. Without an order a unit may not move voluntarily. In a given Orders Phase, a leader may issue a number of orders equal to his Initiative Rating. Once a leader can give no more orders and cannot be activated again, flip him to his Finished side.

4.23 A leader, instead of issuing Individual Orders, may issue **Line Commands**—most leaders may only issue one LC per Orders Phase—to all the units in a Line (as per 4.24), if he is eligible to do

so (4.25). The units that may comprise "a Line" are listed on the **Line Command Eligibility Chart** for each scenario. There is no limit to the number of units in a Line that may be so ordered, and all the eligible units in a Line do not have to take part (but see 4.24). Units in a Line do NOT have to stay together when they move, although to do otherwise is to court organizational disaster.

► **4.24 Line Composition**: In a reflection of training and discipline levels, as well as tactical usage, the units in most lines must be adjacent. Any space between units ends the line. In other lines, each unit must be within two (and occasionally three) hexes of at least one other unit in the line. If there is an intervening space, it may not be occupied by an enemy unit, a friendly unit from a different line (Skirmishers and Velites are an exception, see 9.2), or an enemy ZOC. The units which may use a two-space (or three-space) Line are noted on the Line Command Eligibility Chart.

A Line can be of any length provided that the units meet the adjacency requirements and the units are either Flank-to-Flank or (but not and) Front-to-Rear (see 7.1). If the units meet the adjacency requirements, but not the Flank-to-Flank or Front-to-Rear requirement, only those units within the leader's Command Range are considered part of the Line.

Example: In the initial deployment for Cannae, the Carthaginian Left Wing cavalry meet the Line eligibility requirements because they are all adjacent to each other and within Hanno's Command Range. The Roman Velites are adjacent and Flank-to-Flank so all can be included in the Line without being within a leader's Command Range.

Historical Note: Individual scenario adjustments to this rule reflect tactical theory in different periods. For example, at Beneventum, the Triarii cannot use a two-space Line because of the tactical theory that they were a phalanx-like last line of defense. By Bagradas Plains, the Romans had seen what elephants could do to such a line and adjusted wisely (if not well).

4.25 A leader may issue a Line Command instead of issuing Individual Orders during his Orders Phase, within the restrictions below:

A. A Subordinate Commander may issue a Line Command in his Initial (non-Momentum) Orders Phase if:

1. He starts his Orders Phase within his Overall Commander's (OC) Command Range AND within two (2) hexes of at least one of the units in that "line" with NO intervening combat units. He must have a clear LOS (8.16, and interpreted liberally in the case of disagreements) to that unit (Elephants do not block LOS); OR

2. He is outside his OC's Command Range (but meets the other requirements listed in #1 above), but the owning player rolls a die, and that die roll is the same as or lower than the OC's Strategy Rating, he may issue a Line Command. If it is higher, he may issue only Individual Orders. HOWEVER, if any of the units in that proposed line are in an enemy ZOC, the player adds one (+1) to the die roll.

3. In the first game turn ONLY, the leader may automatically issue LCs regardless of his proximity to the OC. The leader, however, must still meet the proximity requirements for the proposed Line given in #1 above. Exception: See Carthaginian Command, 4.5, which supersedes all of the above.

B. A Subordinate Commander may issue a Line Command in a Momentum-generated Orders Phase, within the following restrictions:

1. Subordinate Commanders that did NOT issue an LC in their Initial Phase may NOT issue an LC in a Momentum-generated Phase, even if they are within range of their OC.

2. Subordinate Commanders that issued an LC in their Initial Phase may issue an LC in a Momentum-generated Phase only by rolling against their OC's Strategy Rating, as per A [2], above.

C. An Overall Commander may issue a Line Command in any Orders Phase if he is within two (2) hexes of at least one of the units in that "line" with no intervening combat units. He must have a clear LOS (see 8.16) to that unit. Those OCs meeting this single requirement are automatically eligible to issue LCs; no Strategy die roll is necessary.

Those OCs with a two LC capability (e.g., Hannibal) must start the Orders Phase within the two-hex range of both lines to which they issue the LC. They may NOT issue one LC, move, and then issue another.

4.26 A leader, other than the Overall Commander, who is in an enemy Zone of Control may not issue orders—either to combat units or to himself, and thus may not move out of that enemy ZOC—unless and until he is moved out of that ZOC by an Individual Order/Line Command from the Overall Commander (4.3). See, also, 5.26.

4.27 A leader who is "Finished" (5.15) may not issue Individual Orders or Line Commands.

4.28 Certain leaders may issue orders only to the type of units specified on his counter. If, under the name of the commander, there is a Command Restriction word, those are the only units that leader may command (e. g. Maharbal, the famed Numidian cavalry commander at Cannae). See, also, 4.4.

Design Note: Players will soon realize that Line Commands are a very efficient way to move large numbers of units. However, LCs do restrict what a leader may do. For example, a leader issuing a Line Command to move may not rally units in that Orders Phase. Moreover, as a battle progresses and the combat units become intermixed in their melees, it will become increasingly difficult to issue LCs to more than a few units.

4.3 OVERALL COMMANDERS

Overall Commanders (OC) are those leaders that command the entire army, as designated in each battle. OCs function like other leaders except that, when activated, they can:

- leave enemy ZOCs by issuing an Individual Order to themselves
- issue Individual Orders to other, friendly leaders (one per leader per Orders Phase) to move them. If the leader to be moved starts in an enemy ZOC it costs the OC two (2) Individual Orders to move that leader. Note that an OC in an enemy ZOC may not issue an Individul Order to move another leader; he must first leave that ZOC
- automatically issue Line Commands
- use an Individual Order to replace an eliminated Leader
- use a single Individual Order to move all units stacked in the same hex; see 6.64
- use his entire Orders Phase to Regroup and Return pursuing off-map cavalry; see 10.44

Subordinate leaders can use the OC's Strategy rating to issue Line Commands under certain circumstances (see 4.25)

Historical Note: Up until the emergence of Scipio (c. 210 B.C.), the Roman view of an overall commander was one who was expert on drilling the legions. Insight into strategy, operations and tactics not being part of the qualification specs, Roman consuls rarely had any. The best one can say of the many consuls who took the field during the years preceding Scipio (Africanus) was that several were "workmanlike" in their approach to the problems at hand. Rome's great strength lay in her political cohesiveness, her sense of discipline, and her manpower supply—not in her commanders. The ratings of the Roman OCs reflect this.

4.4 ROMAN COMMAND: PROCONSULS, TRIBUNES AND PRAEFECTS

In most of the scenarios, the Roman secondary command hierarchy is represented by tribunes and praefects. Each legion actually had six tribunes for the infantry, each ala had six (later three) Allied praefects for the infantry, and the cavalry was usually commanded by a praefectus equitum. Obviously, this is far too many leaders for the game to work smoothly; so, we have applied Occam's Razor (albeit in a less metaphysical manner).

4.41 Each Roman army receives (and uses) one or more of the following: Tribunes, Praefects Sociorum (both for infantry) and Praefects Equitum (for cavalry). We have given the Tribunes and Praefects names that are ahistorical and solely for identification purposes. Feel free to use whichever tribunes and praefects you wish. The numbers for each army vary according to the scenario.

4.42 Tribunes and **Praefects Sociorum** may issue Individual Orders to any one Class of unit from any one legion or ala during an individual Orders Phase. Unless stated otherwise in the scenario, Tribunes may issue Individual Orders only to legionary troops, Praefects Sociorum only to alae troops. Thus an activated tribune may issue orders to the hastati of the III Legion or the principes of the V Legion, but NOT both in the same Orders Phase. *Exception*: A Tribune or Praefect may issue Orders to any and all velites, regardless of their printed legion or ala designation, as long as Velites are the only "class" being given such orders.

4.43 Tribunes and **Praefects Sociorum** may issue a Line Command to any single line of infantry listed on the Line Command Eligibility Chart for that battle. For example, at Zama, a Tribune can issue an LC for all hastati plus any additional alae cohorts; a Praefect Sociorum could issue a LC to a line of alae cohorts and triarii; etc. See, also, 9.22.

Play Note: It is important to distinguish between to which troops a tribune or praefect can issue Orders, and to which troops it can give a Line Command. The latter is less restrictive.

4.44 Praefects Equitum may issue Individual Orders to either Legion OR Ala cavalry, but only to one of these groups in a single activation. However, they may issue a Line Command to a line of (mixed) legionary and alae cavalry if it is specifically allowed by the Line Command Eligibility Chart (e.g., it is NOT allowed at Cannae). Tribunes and Praefects Sociorum may not issue orders to cavalry, and Praefects Equitum may not issue orders to infantry.

4.45 One of the tribunes and one of the Praefects Equitum is not as "good" as his brethren. The Roman player is free to pick the higher-rated tribunes/praefect if a choice presents itself.

4.46 Proconsuls—present at Cannae—were usually ex-consuls who were around to help out with the command chores; sometimes they were men appointed to lead a "third" army when the other two consuls were elsewhere. Proconsuls may command ANY troops. In addition:

- when attempting a Line Command outside the OC's Range, the player subtracts one (-1) from the die roll.
- if the OC has been killed, the player may replace him as OC with a proconsul. The latter's ratings do not change, and his Strategy Rating is "1".

4.5 CARTHAGINIAN COMMAND

One of Hannibal's clearest areas of superiority was his command system. Through extensive briefings and campaigns, Hannibal's second-in-commands were fully capable of acting on their own to carry out Hannibal's plans. Therefore, ALL Carthaginian Subordinate Commanders in battles where Hannibal is the Overall Commander—except where indicated in the scenario—are capable of issuing Line Commands during their Initial Orders Phases without being within Hannibal's range and/or resorting to a Strategy Rating die. During Momentum-generated Phases, 4.25 applies. **Exception**: This capability does NOT apply to Replacement leaders (4.64).

Historical Digression: It seems that in order to work for Carthage you either had to be Hannibal's brother or be named Hasdrubal or Hanno. The number of "different" commanders with these last two names is frightening. From a design point of view, trying to figure out which one was where is even worse. Then there are the "'Car Boys": Hamilcar, Bomilcar, and Rentalcar. For sanity's sake, we have grouped all of the Hanno's and Hasdrubal's into one of each. Their ratings were pretty much the same anyway.

4.6 LEADERS AND COMBAT

4.61 Leaders may enter enemy ZOCs only if stacked with a friendly combat unit (and Leader Elephants are combat units) or that ZOC already contains a friendly combat unit. Like combat units, leaders, too, must cease movement upon entering an enemy ZOC. A leader—including his Leader Elephant (where applicable), which is exempt from ZOC rules for this instance—may leave an enemy ZOC only if he receives order(s) from the Overall Commander; see 4.3.

►**4.62** The instant an enemy combat unit moves adjacent to a friendly leader, or if a enemy combat unit is adjacent to an friendly leader after Shock combat, that friendly leader can immediately withdraw from one to three hexes (player's choice), regardless of the enemy unit type. The leader may withdraw whether he is alone in a hex or stacked with a friendly combat unit. If the leader is not stacked with a combat unit and does not withdraw, or cannot withdraw because he is surrounded by impassable terrain, enemy units or ZOCs through which he would have to move, he is, instead, eliminated. Withdrawing has no effect on his MA or any other capabilities. A leader stacked with a combat unit that uses Orderly Withdrawal may withdraw with the unit (see 6.51).

4.63 Casualties to Leaders are determined prior to resolving Shock Combat. If either or both players have a leader stacked with one of the units involved in the Shock Combat, the player rolls the die for each such leader. If the die roll is 1-9, nothing has happened; if it is a '0', the leader has suffered a "casualty". The affected player must now determine the effect by rolling the die again and consulting The Leader Casualty Table. See 8.19 for Missile Fire casualties.

4.64 Killed /eliminated leaders are immediately removed from play. All leaders, other than the Overall Commander, may be replaced when killed. This is done by having the OC issue an Individual Order to replace a fallen subordinate with a "Replacement" leader. Eliminated Tribunes and Praefects are simply placed back on the map. The OC does not have to be within range of any particular unit; simply place the Replacement leader (or returning Tribune/Praefect) in any hex containing a unit he is capable of commanding. The Replacement leader is considered "Finished" for that turn; he may not give orders—or initiate Shock Combat for units within range—until the next turn. The number of Replacement leaders provided is a design-intent play limitation. If there are no Replacement leaders available, a dead leader may not be replaced. This, again, does not apply to Tribunes and Praefects.

Design Note: A single, "named" Tribune/Praefect counter, except for Overall Commanders, actually represents more than one "man". The same may also be said of other named leaders in terms of their presence on the field.

4.65 If an Overall Commander is eliminated he is not replaced; no other leader takes over (Proconsuls are an exception; see 4.46).

4.7 LEADER ELEPHANTS

Although the only leader with a Leader Elephant is Hannibal (Zama and Cannae), the rules are written from a generic viewpoint.

4.71 Each Leader Elephant counter has a Size Rating of '1' and the leader's name printed on it. Leader Elephants move like leaders, with a MA of '9' per phase.

4.72 Leaders must remain with their elephants throughout the game, even during a rampage. If that elephant unit is eliminated, check to see if the leader is killed (4.63). If not, he then becomes a normal leader.

4.73 A Leader Elephant is a combat unit, albeit a hybrid one. It may never attack; it does defend normally. In addition, cavalry do not have to retreat when a Leader Elephant moves into their ZOC, as per 9.16. Leader Elephants have no "screens" and do not exert any ZOC. If a Leader Elephant is Routed, it is considered eliminated instead. However, a Leader Elephant always moves using the Leader Movement rules; it does not accumulate cohesion hits from moving. See, also, 6.14. The Leader Elephant may leave enemy ZOCs as if it were a leader (4.61).

4.74 If the leader is killed in combat, roll the die. If the die is a 0-6, simply remove the Leader Elephant. If the die roll is a 7, 8 or 9 the elephant's grief is so great it Rampages; see 9.14 (this is not a "humor" rule; elephants, who grew quite attached to their "riders", were quite capable of this sort of thing).

4.75 Leader Elephants may stack with any other friendly, non-cavalry units at no extra cost. They automatically assume the facing of the combat unit with which they are stacked at no extra cost. They may also change facing at no cost.

►4.8 ELEPHANT COMMAND (OPTIONAL)

4.81 The first time in a battle that Elephants are given orders they do so normally. However, after that there are only two ways of giving Individual Orders/LCs to Elephants:

- They may be moved by leaders, either through Individual Orders or Line Commands, if that Leader is stacked with one of the Elephants so moved and remains so stacked throughout the entire Order Phase; OR
- At the end of the Rout and Reload Phase, the owning player may place ONE of the special Elephant leaders on any Elephant

unit. The Elephant leader has an Initiative of '1' as indicated on the counter, so he will tend to go first the following turn.

4.82 When that Elephant leader's turn does come, the Elephant Leader can issue a Line Command, regardless of proximity to the OC, to a line of Elephants which must include the Elephant unit on which the leader was placed. The Elephant units in the Line:

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

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

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

The Elephant units may missile fire if eligible.

4.83 Elephant Leaders may not use Momentum, do not give Orders (only a LC), and they have no other purpose other than issuing a Line Command to that Elephant line.

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

5.0 LEADER ACTIVATION AND ORDERS

Combat units may move and fight only when ordered to do so by their leaders. Leaders issue Orders or Line Commands in the Orders Phase. Leaders may not issue any orders until they are activated. Players may use the Momentum rule to give an activated leader up to two additional Orders Phases. They may also use the Trump Option to activate a Leader sooner than usual.

5.1 HOW TO ACTIVATE LEADERS

5.11 All leaders start the turn Inactive, and each has the opportunity to be Activated and issue orders. After they complete issuing orders, they are then Finished. In a rare occurrence (5.33) Finished leaders may be Re-Activated.

5.12 Each game turn starts with one player activating one of his leaders. Leaders are activated in the order of their Initiative rating, starting with the lowest to highest. In case of ties, roll a die; high roll goes first, with players then alternating amongst the remaining, similarly-rated leaders. If two leaders on the same side have the same Initiative Rating the owning player decides which one goes first. See, however, 5.4.

5.13 Only Inactive leaders that have not previously been activated in that turn are eligible for activation, with the exception of the Momentum rule (5.3) and Elite Commanders (5.5).

Example of Order Of Activation: At the start of the first turn of Bagradas Plains, all leaders are available for activation. After the two Praefects Equitum have been activated and finished giving orders, the Tribunes/Praefects Sociorum would be activated next, followed by Bostar and Hamilcar. When it comes to who is next, both Regulus and Hasdrubal have '5' ratings, so there would be a die roll to see who goes.

5.14 A leader may be activated a maximum of three times in succession in a single game-turn (using Momentum for the last two times). **Exceptions**: Reactivation (5.33) and, in reference to the "succession" requirement, Elite Initiative (5.5).

5.15 A Leader is Finished when one of the following occurs:

- the Leader has completed an Orders Phase and does not (or cannot) make a Momentum attempt; or
- the Leader is Trumped by an enemy leader; or
- the Leader fails a Trump or Momentum attempt; or
- a player declines to use that Leader when it is his turn; i.e., he "passes" (**Exception**: see 5.26); or
- Pre-Arranged Withdrawal occurs; see 6.59

When a Leader is Finished, flip his counter over to so indicate. A Finished leader cannot undertake any further Orders Phases that turn; Exception; see 5.33

5.2 THE ORDERS PHASE

5.21 Once activated, a leader can give a number of Individual Orders equal to his Initiative rating to units within his Command Range; OR, he can issue Line Commands, as per 4.25. Thus, when Hannibal is activated he can either issue up to seven (7) Individual Orders, OR two (2) Line Commands for that activation. He may choose to issue less (or none); he may not issue more in that Orders Phase.

5.22 Each Individual Order allows the player to do one of the following:

1. **Move** any one unit. Missile units may also fire a missile volley at any time during their movement (8.1).

2. **Perform Individual Missile Fire** with any one missile unitl

3. **Remove** two Cohesion Hits from one eligible unit, as per 10.17.

4. **Attempt to Rally** one Routed unit, as per 10.28.

5. **Replace** an eliminated leader [OC order only], as per 4.64.

6. **Change Stacking** for any one stack of Roman units only, as per 9.64.

7. **Regroup and Return** off-map Cavalry, as per 10.44 [OC only and uses all Orders for the Phase].

5.23 Each Line Command allows the player to:

1. Move any/all units in that one line (see 4.23), including Roman Manipular Line Extension (9.66). Moving units capable of firing missiles may do so; OR

2. Perform Missile fire without movement for all units in that one line.

Leaders may NOT use a LC for #'s 3-7, above.

5.24 Leaders may move under the following situations:

1. An activated leader may issue an Individual Order to himself and move alone.

2. An activated leader may issue an Individual Order to a unit with which he is stacked and move along with it. The leader must remain with the moving combat unit and end up in the same hex.

3. An activated leader may issue a Line Command and move along with that line as long as he starts within two hexes of a moving unit from that line. However, he does not have to remain with that unit/line, as long as he ends movement in Command Range of one unit in that line.

4. The Overall Commander (OC) may issue an Individual Order to move another leader (which is helpful if that leader is in an enemy ZOC, which requires two such orders). He may use a LC to move another leader only if that leader is stacked with

a combat unit in that line and that leader remains stacked with that unit.

5. A leader may move with a unit undergoing Orderly Withdrawal (6.5) if he is stacked with that unit. See, also, 4.62.

Leaders may not use orders to move other leaders, with the exception of the Overall Commander in #4 above.

5.25 Although a given combat unit may be ordered to move more than once per game turn, it may not move (and/or Missile Fire) more than once per Order Phase (see 6.11 and 6.12).

Example: At Cannae, if Numidian Light Cavalry unit #1 is ordered to move by Maharbal, it may not be ordered by Maharbal to move again in that Orders Phase. It may, however, be so ordered in a subsequent phase (in that turn) by, say, Hannibal, or even by Maharbal if he gets a second (Momentum) activation.

5.26 Individual Orders/Line Commands are not used to directly precipitate shock combat, which occurs in a subsequent segment (see §8.3). Individual Orders/Line Commands can be used for Missile Fire, however (see 8.1). Reaction Fire does not require orders; it occurs in response to enemy actions.

5.27 Any leader, other than the Overall Commander, who starts an Orders Phase in an enemy ZOC may NOT issue orders (as per 4.26). However, his Command Range may still be used to designate units in his "command" to engage in Shock Combat in that segment of the Orders Phase (see 7.25), so he is not entirely useless. In addition, he may still use his Charisma rating. He is not "Finished" simply because he is in an enemy ZOC; however, he IS "Finished", and unable to be activated, if:

- He comes under 5.15, or
- He has used his Command Range to allow units to engage in Shock, as above.

If neither of the above apply, and he becomes eligible to issue orders, the player must activate him before any higher-rated leaders. However, a leader so activated may NOT use Momentum.

Play Note: The ZOC prohibition also applies to leaders who enter enemy ZOCs during their Orders Phase. To clarify, if, say, Hanno is in an enemy ZOC when it is his turn to be activated, and the Carthaginian player uses Hanno to continue Shock with several units within Hanno's range, Hanno is NOT eligible to be activated if he is later moved out of that ZOC by Hannibal.

5.27 After a leader has issued all of the orders he wishes (or can), friendly units engage in Shock in the ensuing Shock Combat Segment, as delineated by the introduction to 8.3. See, also, 5.26.

5.28 After Shock combat has been completed, that Orders Phase is finished. Two things may now happen:

1. The player may attempt to gain a Momentum Orders Phase (5.3) for the leader who just finished the Orders Phase; OR

2. The next eligible leader with the lowest Initiative Rating is activated (subject to Trumping), returning to Phase "A".

When all leaders are Finished, the players proceed to the Rout and Reload Phase.

5.3 MOMENTUM

Play Note: Momentum (and Trumping, below) are highly useful and powerful gambits, especially for the Player with superior leader-

ship. However, there is usually a 20-40% chance of backfiring; when that occurs, Momentum can often provide the opponent with major possibilities.

5.31 At the conclusion of the Orders Phase, if the leader who had issued orders for that Phase

- is not in an enemy ZOC, or was previously in a ZOC as per 5.26; and
- was not previously Trumped or Bypassed (5.44); and
- is not Finished (5.15),

The player may attempt to undertake an additional Orders Phase with that same leader. In order to do so, that leader must pass a Momentum die roll.

5.32 The player rolls the die and compares the result to the leader's Initiative Rating. If it is the same or less than the rating that leader starts another Orders Phase (Phase B); if higher than the rating, that leader is Finished for the turn. Thus, Hannibal would need a die roll of 0–7 to gain Momentum; an 8 or 9 would Finish him.

5.33 The Dieroll of Doom: If the Momentum die roll is a '9' (see 5.34), the die is immediately rolled again. If that second die roll is a:

- '0' or '1', Re-Activation is possible. Play immediately transfers to the opposing player who may activate any one of his leaders, regardless of whether the leader is Finished or not! Such a Re-Activated leader may not use Momentum himself.
- '2-8' the leader attempting Momentum is Finished. Go Back to Phase "A"
- '9' then no further leader activation may occur this turn, and play goes directly to the Rout and Reload Phase

5.34 Momentum die rolls apply only to a leader who has just finished an Orders Phase. You may not apply Momentum to a leader who Finished several phases ago or who was Reactivated, as per 5.33. **Exception**: a leader first activated by the Elite rule (5.5), then activated again—later in the turn—may still roll for one additional Momentum.

5.4 THE TRUMP OPTION

Design Note: This is a game mechanic that is intended to simulate the effect of superiority in the area of command. As such, it is likely to be used almost exclusively by the player with palpably better leaders (such as Hannibal and Scipio). The "inferior" player will often find that, for him, its best application is when it backfires on his supposedly better opponent. To that extent, players should be aware that, simply because this option is available doesn't mean it should be used indiscriminately.

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

Example: At Cannae, the Roman player, instead of activating Servilius, could attempt to activate Paullus by Trumping. If he rolled a 0–5 he would be successful; a 6–9 and the Trump attempt fails, Servilius is activated and Paullus is Finished.

5.42 Inactive Player Trump Options: The opposing player has two Trump options, each usable under different circumstances.

1. **Trumping the Trump**: If (and only if) the Active player is successful with his trump (5.41), the opposing player then has the option of attempting to trump that first trump activation with his own leader—if that leader has an equal or higher Initiative rating. If successful, this leader is immediately activated; if unsuccessful, the initial trump-activated leader goes and the leader attempting the trump is Finished.

   Example: Using the example from 5.41, the Roman player is successful in activating Paullus instead of Servilius. The Carthaginian Player now attempts to trump-the-trump by rolling for Maharbal (6). However, he rolls a '7', so Paullus remains the activated leader and Maharbal is Finished for the turn.

2. **Momentum Trump**: If the active player is successful attempting a Momentum die roll, the opposing player may attempt to trump in the same fashion as #1, above.

   Example: Still following the above examples, the Roman player is successful in having Paullus undergo a second Orders Phase (Momentum). The Carthaginian Player attempts to trump Paullus's Momentum Phase with Hannibal. He rolls a '6' and, instead of Paullus going, it is now Hannibal's Orders Phase, and Paullus is Finished.

After the successfully Trumping leader has finished his set of orders, play reverts back to the standard, lowest-available-leader-goes procedure.

5.43 Each side is allowed only one Trump attempt per activation.

5.44 A leader who fails a Trump attempt, or has been trumped when trying for Momentum, is Finished. An inactive leader who has not yet been activated and who has been passed over—has an Initiative that is the same as or lower than the Trumping leader—by a successful trump or who was trumped by a friendly leader, is still eligible for activation (he'll probably still be next in line as the lowest-rated leader). However, this "Bypassed Leader" may not use Momentum that turn. Use the "Trumped / No Momentum" markers to indicate this.

Play Note: *The No-Momentum restriction means that if, at Zama, Laelius attempted to gain Momentum, did so, but was then Trumped by Hannibal, not only would Laelius be Finished, but all remaining Roman (and Carthaginian) leaders who had yet to go would get only one Phase (after Hannibal completed his turns). They could NOT attempt Momentum! This is an important consideration when one is formulating "game" tactics.*

5.45 A leader may be activated only once per game turn (but see 5.52), although that activation may be extended by Momentum. Finished leaders may not be activated again that game turn except by Reactivation (5.33).

5.46 A leader that successfully trumps cannot pass. He must issue an order to a unit to move or fire, or he must use his Command Range to precipitate a Shock attack. A unit is considered to have moved for the purpose of this rule if it ends the phase in a hex different from the one in which it started.

5.47 A leader that is in an enemy ZOC may attempt to Trump. However, if successful, he must obey 5.46—otherwise the trumping action is considered to have never occurred.

5.5 ELITE COMMANDER INITIATIVE

Design Note: *This rule simulates the marked superiority of certain commanders, such as Hannibal, Pyrrhus, and Scipio, to "get going" before their opposition.*

5.51 A player with an Elite Overall Commander (indicated by the triangle [Δ] next to his Initiative Rating) has the option to start each turn with a single **Elite Initiative Orders (EIO) Phase**. This EIO Phase may be undertaken either by the Overall Commander, or any one subordinate leader, regardless of Initiative Rating, as designated by the player. For a subordinate leader to use the EIO Phase, he must be within the OC's Command Range at the start of the turn. On the first game turn, the player with the Elite Commander may give his EIO Phase to any leader, regardless of location.

5.52 The designated Elite leader may not use Momentum to continue this EIO Phase. After the EIO Phase is completed, the chosen leader reverts to inactive (but not Finished) status. He has undergone only one Orders Phase for purposes of 5.14 and may be activated again, using normal activation rules.

5.53 If both players have an elite OC (as occurs at Zama), at the start of each game turn each players rolls a die, to which he adds his Elite Commander's Initiative Rating. High roll gets to use the EIO Phase. If the adjusted die roll is a tie, neither player can use the EIO Phase.

Example: *[Zama] Scipio gets the Elite Initiative and passes it to Laelius, who is three hexes from Scipio, in order to move the Roman Cavalry. Laelius undertakes the one Orders Phase and is then "temporarily finished"—until his '4' rating makes him eligible to undertake another Phase in the normal turn of events. Laelius, the second time around, has one definite and one "possible Momentum" phase available. By passing the initiative to Laelius, Scipio retains his three-phase possibility; he does not use a phase by passing the initiative.*

6.0 MOVEMENT

6.1 MOVEMENT ALLOWANCES

Design Note: *Movement Allowances simulate not only the time it takes a unit to move from point 'a' to point 'b', but also its maneuverability relative to other, different-type units, as well as the tactical doctrines applied to deploying those units.*

6.11 A combat unit's printed Movement Allowance (MA) is the basic allowance for a single order. A combat unit receiving an order may move up to its printed MA. Units may always move less than the printed MA.

6.12 There is no limit to the number of times a combat unit may move in a single turn; however, it may move only once per Orders Phase. Thus, a line of hastati ordered by a Tribune to move in that Tribune's first Orders phase may move again; but, to do so, it must wait for an order from either another leader or from that Tribune in a subsequent Momentum Phase.

►**6.13** If a combat unit that has moved in a previous Orders Phase, moves again in the same game turn, it incurs a Cohesion Hit (10.1) at the conclusion of its movement. This hit penalty does not apply to advances after combat or units using Orderly Withdrawal (6.52) (compare this, though, to the "terrain-mandated" hits in 8.4.). Firing without movement does not cause a Hit.

Play Note: We have provided some "Moved" markers to help remember who has/hasn't moved.

6.14 Leaders (and leader elephants) may move any number of times in a turn, but they may not exceed their allotted per-phase MA. Leaders, and this includes leaders on Leader Elephants, have a Movement Allowance of '9' per Orders Phase. All other restrictions and allowances apply, including the ability of leaders to use Orderly Withdrawal before any opposing unit. A leader who has used his 9 MPs in a phase is not "finished"; he simply may not move again that phase (although he can still withdraw). Leader Elephants use their printed MA only when moving without a leader.

6.15 Leaders move using "cavalry" costs, unless they have a Leader Elephant in which case they use elephant costs. Leaders have no facing and do not pay any cost to change facing. Leader elephants DO have a facing, but pay no cost to change.

6.2 TERRAIN

Historical Note: As with previous eras, because of the problems in moving tightly-packed formations, virtually all battles were fought on as flat and clear a piece of ground as could be found. (Cynoscephalae makes an interesting exception to this piece of dogma.) Some care was also taken in using natural barriers, such as rivers, to secure flanks.

6.21 A unit expends Movement Points for each hex it enters, as per 6.27. Most units also pay extra Movement Points to move into a hex of higher elevation. Thus a heavy infantry unit at Cynoscephalae in hex 2322 would expend 4 MPs to move into 2523 (1 for each Clear hex, one for each higher elevation level).

6.22 It didn't take much to disorder a formation that had to enter terrain that wasn't level and smooth. A unit (determined by Type; see 6.27) usually receives a cohesion point penalty whenever it changes elevation or enters "Rough" terrain—woods, marsh or broken are considered Rough terrain. However, certain units incur a Cohesion Hit(s) when moving uphill only if they change more than one elevation in a single move; see the Terrain Effects Chart. Leaders never suffer cohesion hits. All cohesion hits for movement (including all advances after combat) and facing changes are applied the instant they occur. Using the example in 6.21, that HI unit would incur two Cohesion hits for moving up two levels of elevation, but a MI unit would earn only one.

Play Note: Players should never underestimate the damage that rough and hilly terrain can do to a formation. Both Beneventum and Cynoscephalae are excellent examples of the problems of maneuvering in anything but flat, featureless terrain.

6.23 A hex containing two types of terrain uses the "majority" terrain. Thus hex 2800 at Cannae, while it does contain some river, is a Clear hex in game terms.

6.24 Certain hexes are impassable: no unit may enter such a hex. The Aufidus River and the town of Cannae, both on the Cannae map, are examples of such hexes. The Roman Camp on the Beneventum map has its own Terrain Effects Chart. The dirt road on the Zama map has no effect; the Roman Road at Beneventum does have some slight effect on movement.

Historical Note: The town of Cannae was pretty much a ruin at this time, having been recently "put to the torch". As such it was not an area accessible to military movement.

6.25 A moving unit must have enough MPs to pay the terrain cost of entering a hex; if it doesn't, it cannot enter that hex. Units also pay movement point costs to change facing; see 7.1.

6.26 Elevation, woods and marsh may also affect shock combat results by adjusting the column under which the players roll to determine losses, as per the Shock Combat Results Table.

6.27 The Movement Cost Chart: This chart gives the Movement Point and Cohesion Hit costs for each type of unit moving (or changing facing in) into/across a specific type of terrain

6.3 MOVEMENT RESTRICTIONS

6.31 As a unit moves it traces a path of contiguous hexes through the hex grid, paying the MP (and if applicable Cohesion Hit) cost of each hex entered. One unit's movement must be completed before another can begin; however, units allowed to stack together as per 6.69, 9.51, and 9.61 may move together as a stack. See, also, 6.64.

6.32 A unit may be moved in any direction or combination of directions (see, though, 6.4). However, a unit may only enter a hex which is to its front (7.11). In order for a "single-hex" unit to change direction it must first change facing (7.1) by pivoting in the hex it occupies. Phalanx units do not change facing within a hex; they do so by moving (see 7.14).

6.33 Phalanx units incur an extra cost when pivoting; see 6.43

6.4 PHALANGIAL MOVEMENT

Historical Note: What the game has divided into individual units, called phalanxes, was usually (but not always) deployed on the field of battle as one, extended line, called "the phalanx".

Play Note: This section, though written for the Phalanx units in SPQR, applies to all two-hex units. Moreover, these rules do not apply to single hex PH type units.

Because of its length and its density, the phalanx had some unusual movement liabilities/capabilities. They were difficult to move in a cohesive fashion in anything other than a relatively straight line. The "front-to-flank" maneuver was very tricky to pull off. These may be further delineated within the individual scenarios. See also 9.4.

6.41 Phalanxes, when needed, could move as rapidly as their seemingly lighter counterparts, although this added rapidity often created cohesion problems. Therefore, they have two MAs: 4/5. The basic MA is '4'; however, a player may increase his phalanx MA to '5' in any Movement order. If he does so—and actually uses that 5th MP—the first time the unit moves in a turn, the unit must undergo a TQ check (as per 10.11) at the end of the increased movement. If a phalanx has moved in a prior Orders Phase and it uses its 5 MA, it suffers an automatic two Cohesion Hits; if it uses its MA of 4, it suffers one Cohesion Hit.

6.42 When a phalanx unit enters two hexes of different terrain/elevation it expends the higher of the two possible costs both for movement and cohesion. Whenever one half of the unit would receive cohesion hits, the entire unit suffers the effect. However, if one-half of the phalanx has already entered a hex that would cause cohesion hits, the moving of the other half into such hex does not cause additional hits.

6.43 The Front-to-Flank Maneuver: A phalanx can either go forward, with both halves of the unit entering new hexes, or one half of the unit can enter a hex while the other half pivots in the space it occupies, in essence changing the facing of the unit. The latter is called "Front-to-Flank" and is a difficult maneuver to bring off,

even on the parade ground. For each hex entered while undertaking Front-to-Flank the phalanx incurs one Cohesion hit, in addition to any other costs. See, also, 6.45.

6.44 The Reverse Face Maneuver: Phalanxes are allowed a special maneuver whereby, at a cost of 3 movement points, the unit is re-faced in the opposite direction (180°) in the same two hexes. There is no cohesion cost for this maneuver, but it may not be performed if any part of the unit is in an enemy ZOC or in Rough Terrain.

6.45 The Wheeling Maneuver: If one side of a Phalanx is in an enemy ZOC the other side may still move forward (in essence, using the front-to-flank maneuver, 6.43). However, because of the difficulty in performing such a wheeling maneuver while in the face of enemy resistance, the unit pays the one Cohesion hit front-to-flank cost and then, after completing the pivot (even in an advance after shock), the player conducts a TQ check. If the die roll is higher than the unit's TQ, that unit incurs Cohesion hits equal to the difference, with a minimum of one hit, regardless of die roll. If the enemy unit exerting the ZOC is a Skirmisher, there is NO TQ check for hits additional to the basic front-to-flank cost.

Example: [Cannae] A Velites is in 2719. A phalanx is in 2620/2621, with the part that is in 2620 in the Roman ZOC. That phalanx may pivot 2621 to 2720 (while the 2620 portion remains in place), paying the 1 point movement cost. It takes 1 Cohesion Hit for the front-to-flank and then (with a TQ of '6') undergoes a TQ check. If the die roll were, say, a '5', the phalanx would take one additional Cohesion hit, for a total of 2. If the die roll were an '8', it would take a total of 3.

6.5 ORDERLY WITHDRAWAL

Design and Play Note: Orderly Withdrawal is an extremely valuable maneuver. Therefore, we have gone to great lengths to explain this rule; the extended example at the end should help clarify any (unintended) opaqueness.

Orderly Withdrawal (OW) is a form of retreat carried out during the Movement and Missile Fire Segment in the face of an approaching enemy in which "lighter", but faster and more maneuverable, units can avoid getting crushed. The increased professionalism and training of armies of this era gave them somewhat of an advantage in undertaking this maneuver, vis a vis the armies of the Hoplite Era.

6.51 During an enemy Movement and Missile Fire Segment, any friendly (un-routed) combat unit may avoid contact with an enemy unit (even a Rampaging elephant—and that applies to friendly cavalry about to be trampled by a friendly elephant; see 9.16) the instant it moves within two hexes of the friendly, "defending" unit—or if it starts movement two hexes distant—as long as the "defending" unit has a higher movement allowance than the attacking combat unit (Exception: see Skirmishers, 9.21). To do this, the friendly, defending unit Withdraws up to a number of Movement Points (not hexes) equal to the difference between the movement allowances away from the advancing unit. Withdrawal must occur the instant the enemy unit moves into two hex range (stop moving the friendly unit temporarily), or the option is lost. Phalanxes use their "4" Movement Rate when they wish to attempt Withdrawal, but their "5" Movement Rate when a unit is attempting to withdraw in the face of a Phalanx approach.

Example #1: A Velites unit (MA of '6') approached by a Phalanx (MA of '5') moves may Withdraw one clear hex (6–5 = 1 MP).

Example #2: A cavalry unit with an MA of '8' may not Withdraw uphill in the face of an elephant (MA of '7') charge, because it would cost the cavalry 2 MPs to so move—and it is only allowed a 1 MP withdrawal.

Example #3: A Hastati could not use OW when being approached by a Phalanx because they both have MAs of "5" in this instance.

Play Note: Yes, it says within two hexes, so any (eligible) friendly unit can withdraw if an enemy moves within two hexes, even if that unit doesn't actually move in his direction. Thus the friendly player MUST make his decision to withdraw BEFORE the moving enemy makes his full intentions clear!

6.52 The withdrawing unit maintains its original facing throughout withdrawal at no "facing change" cost in cohesion hits or MP. It does, however, pay any of the usual cohesion and movement costs for movement. At the completion of withdrawal, if it wishes to change facing it incurs any cohesion and MP costs inherent in such change. There are three (possible) additional penalty situations:

1. After Withdrawal, Roman Hastati, Principes, and Cohorts undergo an immediate TQ check. If the die roll is higher than the TQ, the unit incurs one Cohesion Hit.

2. All other withdrawing foot units except for Skirmishers and Roman Velites incur an automatic one cohesion hit after the withdrawal; AND

3. If the Withdrawing unit was being approached from a rear or flank hex (i.e., the hex into which the enemy, moving unit intended to move), the unit incurs one Cohesion Hit before withdrawing (this is cumulative with #1 and #2). Skirmishers do not incur a Cohesion Hit if approached from a flank hex, only a rear hex.

Note that Velites, Skirmishers and mounted units (Cavalry, Elephants, and Chariots) are affected by #3 only.

Historical/Play Note: Orderly Withdrawal is a "retreat' in the face of an approaching enemy, long before that enemy can close. This is why the withdrawing unit can return to the original facing (with minimum cohesion cost) it had before the enemy approached. In play/game terms, you simply move the counter backwards. In addition, the manipular tactics and training of the legions enabled them to undertake this maneuver with somewhat greater ease.

6.53 If a Withdrawing unit incurs Cohesion Hits equal to or in excess of its TQ, it immediately Routs; see 10.2.

6.54 A unit may withdraw an unlimited number of times during a game turn, but the 6.52 penalties apply to each, individual withdrawal. No movement points are expended—that includes leaders—from the unit's MA and no orders are needed for combat units.

6.55 A unit may not withdraw into an enemy ZOC, woods, marsh, river or any hex into which movement would be prohibited. A withdrawing missile unit, other than Mounted Archers, may NOT fire as it withdraws. A withdrawing Mounted Archer is limited to one missile fire per triggering enemy unit per Orders Phase. The range of a withdrawing Mounted Archer is always treated as two (2). Stacking restrictions (6.6) apply during withdrawal.

A Bit of Clarification: As noted in 6.51, the approaching unit does not actually enter the Withdrawing unit's ZOC; the latter has moved before that can occur. This means that, if the approaching unit is capable of Missile Fire while moving, such fire must take place at a range of '2' or greater.

6.56 Orderly Withdrawal takes place during the opposing player's Movement and Missile Fire Segment; a unit may not Withdraw in the Shock Combat segment. The attacking/moving unit may continue to complete its movement in the face of such withdrawal. However, cavalry Orderly Withdrawal in the face of rampaging elephants, 9.16, may take place any time.

6.57 Cavalry Line Withdrawal: Under certain circumstances, an entire Line of cavalry (as given in the Line Command Eligibility Chart) may have all its units withdraw at the same time. Standard OW rules apply, but here, if an enemy approaches, and if the units in that individual Line have at least one unit within two hexes of an eligible commander (meaning one who is capable of leading those troops), the entire Line may withdraw. All units in the Line must withdraw; the player may NOT pick and choose. In addition, once a single unit in the line uses an individual OW, the line is NOT eligible for Line Withdrawal.

Example of Withdrawal: *[Cannae map] A Roman Cavalry unit (MA of '8') is in 3214, facing NW. A Roman Velites (MA of '6') is in 3216, facing SW. An African Phalanx is in 2912/3012. The Carthaginian player moves the phalanx towards the cavalry. As the phalanx enters 3112/3013 (having expended 1 of its 5 MA), the Roman player withdraws the cavalry two hexes (he could have withdrawn up to three hexes) to 3415. The cavalry does not take a TQ check, and suffers no automatic cohesion hits, as it was not being approached from a flank or rear hex. The phalanx now moves one hex to 3113/3213, and again into 3114/3214, placing it within two hexes of both the cavalry and the velite. The cavalry withdraws again, this time one hex into 3515. The velite can withdraw one MP (6–5=1), and so moves to 3316 (maintaining the same facing they had when in 3216, retaining its SW facing). It suffers one Cohesion hit, as per 6.52[3], as the phalanx was approaching 3215/3314, one of the velite's flank hexes. The phalanx, with two MPs left, continues to move into 3215/3314, where it is again within two hexes of both units, which retreat to 3616 and 3417, respectively. The velite takes another cohesion hit, as the phalanx was again approaching through a flank hex. The phalanx spends it final MP to move into 3315/3415. Although it is again within two hexes of both Roman units, they choose not to withdraw, as the phalanx has expended its movement allowance.*

Play Note: *The withdrawal of the cavalry, though costing the unit no Cohesion hits, did give up position, effectively denuding the flank of the Roman infantry unit. The velites, with its slightly higher MA, managed to successfully avoid the flanking phalanx, but at some cost (two hits) to its inner organization.*

6.58 Pre-arranged Withdrawal Order: A Player may attempt to anticipate the battle plan of his opponent by using Pre-arranged Withdrawal (PW). PW allows units to Withdraw in the face of enemy infantry movement even if they do not have a higher MA.

The only units that may use PW are lines of PH, HI, MI, or any class of LG. Moreover, PW is a form of Line Command; it may not be used by individual units.

The only armies that may use PW are those with an Elite Commander or an OC with an Initiative of '6' or higher. If any PW "Orders" ARE issued, the Overall Commander has only two possible activations that turn; not three (5.14). A leader may use PW only once per game turn.

6.59 The "P" in PW means just that: the move must be pre-arranged at the start of the turn, before any other units have moved. For each

eligible line a player wishes to (possibly) use PW, he places a "Pre-Arranged Withdrawal" marker under a leader (not the OC) within range of that line. Now, let's face it, doing this will alert the opponent that something is up, so a player is always free to insert any sort of marker under a leader that has no meaning whatsoever for that leader (like a Missile Low marker). When the Leader is activated, or when the line wishes to use its PW capability (at the approach of enemy units), the marker is revealed (and removed). Depending on which happens first:

- A line with a PW "order" may withdraw one hex the instant any enemy infantry would normally trigger OW, had the units the line (with PW) the capability to do so (6.51). PW may be undertaken any number of times in a turn, as long as the line commander has a PW Order. When PW is triggered, all units in the line must withdraw together (as in 6.57), and they all must withdraw the same distance. All effects of OW apply.

- If it is the Leader's turn to be activated, and his line has a PW "Command", the line may NOT move. It can do anything else. The PW marker remains in effect, though, for the remainder of the turn.

Once a line has used PW, its Leader is Finished … even if he has not yet been activated!

Play Note #1: *It is important to remember that PW may NOT be used against cavalry or elephants; it is purely an infantry vs. infantry maneuver. Anyone see the Cannae connection here?*

Play Note #2: *We do not wish to complicate the game any more than we have by forcing the player to identify which actual Line is being given the PW order. As the rule now reads, the leader with the PW Order may use it for any Line in his range, etc. However, for players who wish to further delineate this capability, we suggest you write down exactly which line the PW is for.*

6.6 STACKING

Stacking refers to having more than one unit in a hex at any one time. The Basic rule is: one combat unit per hex. The main exception concerns most foot units in Roman legions/alae. In addition, Skirmisher units, trained in avoidance and dispersal tactics, have certain advantages over other units in this area, specifically in terms of moving into/through other units. For the Romans, the stacking rules make express use of the distinct color borders all Roman foot units have.

There are two principles involved when considering Stacking rules: Voluntary Movement, which usually means combat units moving under orders or Orderly Withdrawal; and Mandatory Movement, virtually all of which is Rout Movement.

Design/Play Note: *The stacking rules are very simple—No Voluntary Stacking—except where it applies to the Romans and the Macedonian Phalanxes. The Roman stacking rules are used to reflect their tactical flexibility while maintaining accurate line frontage for game purposes (a very important tactical factor in this era). See, also, 9.5 and 9.61.*

6.61 The Basic, non-Roman Stacking Rule: A hex may contain, without penalty, one combat unit (or one half of a two-hex combat unit). Leaders (including leader elephants) and informational markers do not count for stacking purposes. A hex may contain any number of leaders/markers. There are two exceptions to this basic rule: Roman Manipular Flexibility reflected in the stacking charts 6.69 and 9.61, and Double-depth Phalanxes (9.51).

6.62 A unit may never move into or through a hex containing an enemy combat unit. **Exception**: see Elephant Pass-Thru; 9.11.

▶**6.63** The restrictions, allowances and Cohesion Hit cost for stacking are all given on the two Stacking Charts. The actual chart used depends on the type of movement—Voluntary or Mandatory—being undertaken by the moving unit. The following premises and terms are used:

- **Basic**: All units other than Skirmisher, Velites and other Roman foot

- **Different Color**: Applies to Roman Foot units from different Legion or ala, denoted by color bands around the counters. Note that units from the I Legion and the I Ala are "same color".

- **Different Class**: HA, PR, TR, etc.

- **Roman**: This refers to the possibility of two Roman foot units stacking. If two are already in a hex, treat any third, moving unit as a "Basic" unit on the chart. Roman cavalry are treated as "Basic".

Play Note: If you are reading the rules for the first time, we strongly suggest you take a look at this important chart. You will notice that Roman foot units have much greater flexibility and with fewer penalties than the other unit types and classes. This section and chart should be read in conjunction with 9.3.

Example #1 (Voluntary)

A Roman Velites from XIV (Yellow) Legion can move through any foot unit from the XIV Legion or AS/XIV without penalty. Moving through any other unit, including the cavalry from the XIV Legion/Ala and any Roman foot from a different colored Legion/Ala, would incur one hit for the Velites and one for the stationary unit. Velites may not stop in a hex occupied by any unit. A Roman Hastati of Legion XIV can move through any Hastati, Principes, Cohort, and Triarii of the XIV Legion/Ala without penalty. However, the Hastati would incur (along with the stationary unit) one hit when moving through any other unit including a Velites of XIV legion/Ala. In addition, the Hastati would incur one hit when moving through a stack of HA/PR/CO/TR units of the XIV Legion/Ala. The XIV Hastati could stop in a hex with any other HA/PR/CO/TR unit, but all units in the stack would add one (+1) to all their TQ checks.

Example #2 (Rout/Retreat)

Continuing the example above, should the XIV Velites be routed instead all stationary units other than Skirmishers or Velites would incur one hit. If forced to stop in a friendly occupied hex, the Velites would move one more hex. For stationary units other than Skirmishers/Velites, the owning player would roll a die and apply hits equal to the die roll minus stationary unit's TQ, after applying at one hit. For our routing Legion XIV Hastati, moving through any HA/PR/CO/TR (not stacked) from the XIV Legion/Ala would be without incident. Any other unit or stack would cost the stationary unit one hit. However, stopping in any occupied other than one with a Skirmisher or Velites (any color), forces a TQ check for the stationary unit.

Play Note: It is possible for routing/retreating to "Stop In" more than one friendly occupied hex, making the appropriate TQ check for the stationary unit.

Design and Historical Note: The vaunted Roman flexibility—their "manipular tactics"—wherein one line was allowed to pass back and through the rear line, was not so much a result of the units' ability to pass through each other as to their unusual "checkerboard", quincunx deployment. There is not much benefit to stacking "front

line" units that will be involved immediately in combat. However, if the rear lines are stacked and spaced it allows retreating and withdrawing units to move "through" them without any problems, while that stacked line then moves "up", spreads out, and goes into battle (see the Manipular Line Extension Rule in 9.66). The "game" ability of these units to stack allows this deployment and maneuver. Those of you have seen the movie "Spartacus" will be able to visualize this.

6.64 It takes two Individual Orders to move two leaders/units stacked in the same hex. For leaders, this will have to be done in separate Orders Phases, as one leader cannot order another to move, unless he is the Overall Commander. **Exception**: A single order from the Overall Commander may move every unit stacked in a hex with the OC. See, also, 5.22.

▶**6.65** Combat units may enter a hex containing only a leader at no movement or cohesion cost, and vice versa. If combat unit stacked with a Leader use Orderly Withdrawal (6.5) together, they must remain together.

6.66 If two units are stacked in the same hex, the stacking order: (i.e., who's on top) may be changed/switched only by an Individual Order; it may NOT be part of movement or a Line Command. If the player desires to move only one unit from a stack, only the TOP unit may move. A unit moving into a hex to stack is always placed on the bottom.

6.67 Both combat units stacked in a hex must have the same facing. If one unit has to change facing to do this, it must (and pay Cohesion costs to do so). This does not apply to a unit passing through an occupied hex.

▶**6.68** Stacking has the following effects on combat:

- Stacked units combine Size when using Shock.

- Only the top unit in a Stack may Fire.

- Enemy Fire affects only the top unit in the stack, unless the fire is through the Rear hexes, in which case it affects only the bottom unit.

- The top unit is used for all TQ Checks. Cohesion hits must be divided as equally as possible with any extra hit being given to the top unit (see also 9.62).

- Per the Stacking chart, some units add one (+1) to their TQ checks.

- If 10.14 does not take precedence, Shock hits are distributed equally, with the "odd" hit going to the top unit. If attack is from the rear, it goes to the bottom unit.

- If the top unit Routs, so does the bottom unit. If the bottom unit routs, the top unit undergoes a TQ check and Routs if it fails.

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

6.7 COLUMN MOVEMENT

Design Note: On the battlefield, formed Infantry—which here includes anything from PHs down to LIs—moved in a battle formation that would, in later centuries, be called "Line". They were capable, however, of using much looser, more mobile formation (in modern terms, "Column") for more rapid movement. In addition, because the units were not in an extended line that constantly needed dressing to be effective, the effects of movement upon a unit's "cohesion" were not as drastic.

6.71 On being given a move order, any un-routed PH, HI, LG, MI or LI unit that is not in an enemy ZOC may change to (or from) "Column" at the conclusion of its Movement. It costs one (1) Movement Point to change formation. In order for a unit to use Column Movement, it must start the Orders Phase in Column. Use the "In Column" markers to indicate this status.

6.72 Units In Column increase their MA by one (usually from '5' to '6'). In addition, the only Cohesion costs a unit In Column pays are the ones marked with a "COL" on the Terrain Chart. Thus, for example, units In Column pay a Cohesion cost for moving through woods, but they do not pay such for crossing a Stream. Phalanx units use their '5' MA.

6.73 Units in Column must face the hexside (not the vertex) and only the hex directly in front of them is frontal. The change in facing is effected when the change to (or from) Column status is announced.
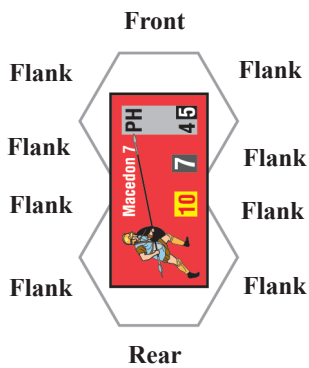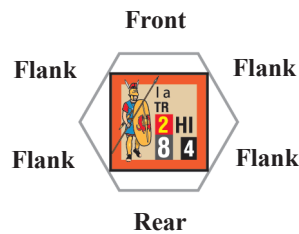
When changing formation from column to normal, the unit is always faced as per 7.11; no flipping for convenience. Thus, a phalanx that is In Column that changes to normal is now facing in the direction indicated by the "top" (name) of the counter.

6.74 Column units move into either their front hex or the flank hexes adjacent to the front hex. Movement into the front-flank hex is not considered a change of facing. In Column units wishing to move into a rear-flank hex, for example, must change facing. Phalanx units In Column may not change facing; they may only move. All flank/rear combat penalties apply.

6.75 Units In Column have their TQ ratings temporarily reduced by two (-2). Units in column may NOT Shock attack or Missile fire. The only thing they do is move. If attacked by an enemy unit, the attacking unit is automatically Attack Superior, regardless of Position or Weapon system.

6.76 If an In Column unit is Shock attacked, at the conclusion of that Orders Phase the unit automatically goes back to its "combat" formation at the cost of one additional Cohesion Hit—even if that hit were to cause it to Rout!

►**6.77** In Column units may NOT use Orderly Withdrawal or Manipular Line Extension. Units In Column may not stack under any circumstances.

7.0 FACING AND ZOCs

7.1 FACING

7.11 All units, except those In Column (see 6.73), must be faced in a hex so that the top of the unit (the side with its name) faces into the vertex of the hex (between two hexsides, as below). All units in a hex must be faced the same way. The two hexes to the front (3 for phalanxes) are called the Front hexes; those to the side, the Flank hexes, and those behind, the Rear hexes. A unit may only move into a hex to its Front.
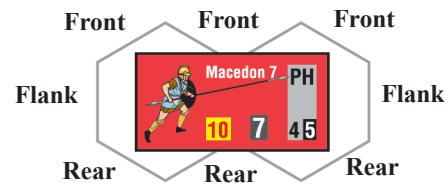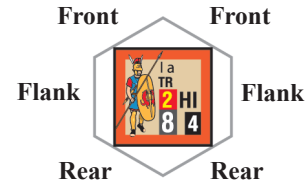
7.12 In order for a single-hex unit to change its facing it must pivot within its hex. All non-Roman infantry, except for Skirmishers, and all cavalry (including Roman) pay a cost of one (1) MP for each vertex shifted. Roman legionary and alae infantry pay a cost of one (1) MP to change facing in any direction, regardless of the number of vertices shifted. Skirmishers do not pay any additional Movement Points to change facing. Elephants and Chariots pay two (2) MPs per vertex to change facing … reflecting the difficulty these units had in effecting a turn.

7.13 Units that change facing within a Rough terrain hex (Woods, Broken, and Marsh) incur a one (1) Cohesion Hit for each vertex for which they do so. It is possible that a unit such as a skirmisher will not pay a Movement Cost to change facing, but will pay a Cohesion cost. Elephants, because of their extremely loose "formations", do not suffer this penalty.

7.14 Phalanxes do not "change facing"; they can only change the direction in which they are facing by moving (and paying any costs for so moving) one side of the counter forward, thus pivoting the counter (see 6.4).

7.15 A unit cannot change facing while in an enemy ZOC.

►**7.16** Reaction Facing Change: Any single-hex unit (only) may change facing one vertex per Orders Phase when an enemy unit moves adjacent to it (and this includes Advances after Combat). It may not do so if it is already in the ZOC of another enemy unit. After changing facing, the owning player rolls a die. If the Movement Allowance of the moving/advancing units is higher than that of the reacting unit, adjust the die roll by adding the difference between the MA of the moving unit and the MA of the reacting unit. If the adjusted die roll is higher than the reacting unit's TQ Rating, apply the difference as Cohesion Hits to the reacting unit. There is no die

roll for cavalry changing facing in reaction to infantry movement. The reacting unit may conduct Entry Reaction fire (if eligible) at the conclusion of the facing change.

7.2 ZONES OF CONTROL (ZOC)

7.21 Skirmishers and Roman Velites exert a ZOC into their Front and Flank hexes. Skirmishers that are "Missile No" do NOT exert any ZOC; if Velites are out of missiles they exert a ZOC only into their Front hexes. All other combat units exert a Zone of Control into their Front hexes. Routed units and leaders (including leader elephants) do not exert ZOCs.

7.22 ZOCs do not extend into a hex into which movement is prohibited.

7.23 A unit must cease movement the instant it enters an enemy ZOC. A unit in an enemy ZOC may NEVER change facing. A unit that begins movement in an enemy ZOC can move out of the enemy ZOC only if:

- It is the Overall Commander issuing an Individual Order to himself;
- It is a leader issued two Individual Orders by his OC;
- It is a combat unit that can receive an order to move, has at least one unoccupied Front hex, and its printed MA is greater than the MA of any enemy unit exerting a ZOC on it (use the phalanx extended MA of '5' (6.41) for this purpose).

A unit leaving an enemy ZOC may immediately enter another enemy ZOC, but would then cease movement for the remainder of that Orders Phase. Units leaving a Missile unit's ZOC are subject to Retire Reaction Fire (8.21).

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

7.25 Some units MUST Shock Attack, while others MAY CHOOSE TO:

A. In the Shock Combat Segment, "heavy" combat units—those units noted with a plus sign [+] on the Shock Superiority Chart—that moved during the current Orders Phase Must undertake a Shock Attack against all enemy units in their ZOC.

B. All other "lighter" units—those without a (+)—that so moved may choose to undertake Shock.

C. Any unit issued Fire (only) orders, or those simply within the activated Leader's command range that are in his "command" may choose to undertake shock all enemy combat units in their (friendly) ZOCs. See 7.26 and 8.31.

Play Note: When using the Engaged rule (10.5), Shock-No Check markers are required for Engaged units within range of the activated leader if that leader is able to command the unit.

7.26 The moving player places a "**SHOCK–Must Check TQ**" marker on top of each moving "heavy" unit (7.25[A]) the instant that moving unit moves adjacent and MUST Shock attack in the ensuing Shock Combat segment. Units that are eligible to—but do not have to—attack, because they moved as per 7.25[B], also receive a "**SHOCK–Must Check TQ**" marker the instant they finish movement IF—at that instant—the player chooses to shock attack with that unit. Non-moving Units under 7.25 [C] are given "**SHOCK–No Check**" markers at the beginning of the Shock Combat Segment. These Shock markers delineate which units will have to undergo a pre-Shock TQ check, as per 8.33. Only units with Shock markers may shock attack. If the units are stacked, both units must participate in the Shock. If

either unit in a stack moved, place a Shock-Must Check TQ marker on the stack (see 6.68).

Example: A Macedonian Phalanx moving adjacent to a Roman hastati unit has a "SHOCK-Must Check TQ" marker placed on top of it because it has to attack. A Numidian Light cavalry unit moving adjacent to a principes unit does not have to shock attack; however, the moving player must state his decision on whether or not to do so as it finishes movement. If he wishes it to attack, he must place a "SHOCK-Must Check TQ" marker on top.

8.0 COMBAT

There are two kinds of Combat: Missile and Shock. Missile combat occurs as part of—or instead of—movement at any point during the Movement and Missile Fire segment of an Orders Phase. Shock combat comes in its own segment which occurs after all orders have been issued and movement is completed. A missile unit can participate in both types of combat during the same Order Phase. In Shock combat, the Type, Size, and Troop Quality of a unit are taken into account, and the effects of combat are Cohesion Hits, which may result in a unit being Routed.

8.1 MISSILE FIRE

Historical Note: Missile units, with their generally lower TQs and susceptibility to shock by heavier units, appear to be "weak" units. However, they have two abilities which make them quite useful: they can (usually) fire during movement, and a large number of them may fire at the same time. Their combat effectiveness was limited, though, because of a lack of penetrative capability—a problem that would remain until the inventions of the crossbow and the Welsh longbow.

►**8.11** Units with Missile Capability (see sample units) may use Missile Fire. There are four types of missile units: Archers (A), Slingers (S), Javelinists (J), and Scorpions (B) (the Roman javelin was a pilum; however, we have stuck with javelin for a variety of reasons). When given an Individual Order, a missile unit can move, fire, or fire during movement. A Line of Missile units given a Line Command may fire during—or instead of—their movement; however, they may only fire once during that order. A unit may fire from its starting hex or during movement, but only if it moved "forward" (towards the target) immediately preceding actually firing (see the example, below). Firing during movement does not cost any movement points; however, see 8.17.

Examples: A mounted archer may move 4 hexes forward, fire at an enemy two hexes away, and then use its remaining points to ride away. A slinger could move 3 hexes forward, let loose a stone at a range of two hexes, and then continue its turn by moving away. See, also, 9.24 and 9.31.

8.12 Missile Fire may occur as part of an Individual Order or Line Command, as Reaction Fire, or if the firing unit is a Mounted Archer as part of its Orderly Withdrawal, per 6.55.

►**8.13** A Missile unit may fire at any single target unit which is within its Missile Range—which extends from its front and/or flank hexes—and to which it can trace a Line of Sight (8.16). Missile units must each fire individually; they may not combine fire. If there is more than one combat unit in the target hex, the Cohesion Hit from Missile Fire is applied to the top unit if fired at through a Front or Flank hex, and to the bottom unit if fired through a Rear hex.

8.14 Missile Supply: A missile unit may Fire if it has at least one missile volley remaining.

- **Archers, Slingers, and Elephant Screens** have an unlimited number of missile volleys . . . until they roll an unadjusted '9' when resolving any missile combat. At the instant one of these units rolls a '9' place a MISSILE LOW marker on it, indicating it has one volley remaining.

- **Mounted Javelinists, Roman Velites, and non-Roman Foot Javelinists** have an unlimited number of missile volleys . . . until they roll an unadjusted '6-9' when resolving any missile combat, at which point place a MISSILE LOW marker on it, indicating it has one volley remaining.

- **Legion Infantry Javelinists (Hastati, Principes, and Cohorts Alae)** are automatically out of missiles (MISSILE NO) after the first time they fire.

- All javelin-armed infantry that are involved in Shock with other infantry are automatically MISSILE NO upon completion of Shock.

- If any "Missile Low" unit fires, flip the marker over to its MISSILE NO side to indicate there are no missiles left to fire. A unit with a MISSILE NO marker may not fire at any time.

Design Note*: We have departed from conventional "wisdom" here and adopted the premise put forth by Peter Connolly concerning how many pila the hastati and principes actually used. Almost all sources state that the hastati and principes "carried" two pila—usually two different pila, one light, one heavy. However, the key word is "carried"; they do not say "used" or "fired". With this in mind, and following Connolly's argument, we did a little Delbruckian experimentation, and it is our (and PCs) opinion that the hastati and principes could not have held their scutum in one hand and thrown a pilum with the other while also holding onto a second pilum. Try it—it just doesn't work! It is more likely that the hastati and principes were simply carrying the second pilum as "ammunition"—either for themselves, later, or for the velites, who could pick up this extra pila when they retired back through the hastati line at the beginning of the battle (their pila supply having been exhausted.) The artistic depiction of a hastatus in "Great Battles of the Great Commanders" shows the larger pila attached directly to the scutum. Possible, perhaps, but it does look like it would retard mobility. Moreover, that larger pilum may have been more a spear than a javelin. Interesting question . . . . no easy answers.*

8.15 Any friendly "Missile Low" or "Missile No" unit that is not in an enemy ZOC, and not within Missile Fire Range (and LOS) of an enemy unit that has missiles to fire), may remove Missile Low/No markers during the Reload Segment of the Rout and Reload Phase, bringing it up to full missile capability.

8.16 A missile unit can shoot a missile volley only at an enemy target unit to which it has an unobstructed Line Of Sight (LOS). A LOS is calculated by tracing a path of hexes between the center of the hex the missile unit is in and the same for the target unit, through the firing unit's front or flank hexsides. LOS is blocked by woods/towns and Elephants (but not leader elephants alone), unless they are in hexes at a lower elevation than both the firer and the target. LOS is also blocked if any part of a hex of higher elevation is between the two units. LOS is usually blocked by combat units, unless the blocking combat units are closer to the firer than the target, AND the firing unit is an archer. If the LOS is blocked, missiles may not be fired. Exception: Missile Units may always fire into adjacent hexes.

When tracing a LOS to determine Line Commands, elephants do NOT block LOS.

Play Note*: LOS, while not a major problem in most of these battles, because of the flat terrain, is often a cause of "player tension". We suggest that missile LOS rules be interpreted strictly, while LC LOS rules 4.25 be interpreted liberally. The former are trying to shoot at a target; the latter are simply trying to see if everyone is in place.*

►**8.17 The Missile Range and Results Chart** (8.51) is used to determine the effect of Missile Fire. Each missile unit has a Missile Strength which varies with the range, as given on the table. For each missile fire, a die is rolled. If the die roll is equal to or less than the strength of the missile unit at that range, then the target unit takes one cohesion hit. If the die roll is greater, there is no effect. The following die roll adjustments are made:

- If the target is in a Woods hex, add one (+1) to the die roll.
- If the target is Heavy Infantry/Phalanx, add one (+1) to the die roll (this represents the heavier armor protection of such units).
- If the target is Heavy Infantry/Phalanx, and an archer, slinger or Elephant Screen is firing at a range of one hex (adjacent) through a front hexside of the Heavy Infantry/Phalanx, add three (+3) to the die roll. This does not apply to javelins (this represents the fact that the lighter shafts of these skirmisher-type archers were most effective against the formidable shield-wall and body armor of the heavy infantry when firing "from above" into the body of troops; at point-blank range they could not do that). This modifier is not cumulative with the preceding modifier.
- If the target is Skirmisher, add two (+2) to the die roll.
- If a slinger, foot archer unit or any mounted missile unit (of any unit type), moved/will move, add one (+1) to the die roll.

Design Note*: There is no penalty for moving foot javelinists, who use movement to gain momentum for their missiles. If you want to be technical, play that they do not get the penalty only if all movement is/was forward. Remember, foot units and mounted javelinists may not fire during Orderly Withdrawal.*

- If the firing unit is Depleted, add one (+1) to the die roll
- Roman Camp Terrain effects (see the chart)

If the target is an Elephant or Chariot, those units take two Cohesion Hits for every successful missile fire. This doubling does NOT apply if firing unit is Elephants (either screen or the men on them).

All combat effects from missile combat are immediate and occur before any other unit is moved/fires.

Example*: [Cannae] Balearic Slingers are two hexes distant from a hex containing Roman cavalry. At a range of '2', the slingers' Missile Strength is "3". The Carthaginian player volleys against the Romans, rolling a '2'. The Roman cavalry takes one cohesion hit. If the slingers had moved to get within range and then the player had rolled a '3', the added movement penalty (+1) would have caused them to be ineffective. If he had rolled, say, a '6', the volley would have had no effect. If he had rolled a '9', it would have had no effect AND he would have had to place a MISSILE LOW marker on the slingers.*

8.18 When a missile unit fires at a target unit on a lower elevation, its range is increased by one hex. When firing at Extended Range, the unit needs a die roll of '0' to inflict a hit.

8.19 If there is a leader in the hex fired at, and the missile fire die roll is a "0" (before applying modifiers), there is a possibility that the leader has been hit. Roll the die again; if that die roll is a '0' a casualty has occurred. See 4.63. Players may, if they wish, fire at a hex (in range) in which there is only a leader counter.

▶ 8.2 REACTION FIRE

Missile units may volley in reaction to certain enemy movements into (Entry Reaction) and out of (Retire Reaction) their ZOCs, and enemy units that fire against them (Return Fire).

8.21 Retire Reaction: Whenever an un-routed unit leaves the ZOC of an enemy missile unit, that missile unit, if it has a fire capability of two or more hexes, may fire a volley at the moving unit. Any results are applied before the unit moves. Mounted Archers may fire as part of their Orderly Withdrawal (see 6.55). All Retire Reaction Fire at units moving away from the firing unit is at a Range of two (2) hexes.

8.22 Entry Reaction: Whenever a friendly unit enters the ZOC of an enemy missile unit—and this includes entry as a result of Advance after Combat—that enemy missile unit may fire a volley at the entering unit (range: one hex) before any further movement or friendly fire occurs. All effects from this missile combat occur immediately. When friendly units are moving as a Line, ALL movement is completed before any Entry Fire takes place. Units that attempt a Reaction Facing change (7.16) may fire if the triggering unit is in its ZOC.

Exception: *Rampaging elephants do NOT draw Reaction Fire.*

8.23 Return Fire: A unit that is the target of a missile fire attack, may fire back at the enemy unit that fired at it, after the active unit's fire is resolved. Return fire is not simultaneous. The non-phasing player cannot use both Entry Reaction and Return Fire at the same unit.

8.24 Reaction Fire does not require orders. A unit may use Reaction Fire any number of times during an Orders phase as long as it has Missiles available. See 6.55 for an exception.

8.25 The only time Elephant Screens may fire is as Reaction Fire (any type).

8.3 SHOCK COMBAT

Design Note: *This section is the heart of the game; thus, we have gone to great lengths to explain how things work. It is longer and more detailed than other sections and may, at first glance, appear somewhat daunting. Take heart: in practice/play, most of the mechanics become self-evident and, after a few trial runs, the resolution of shock will become second nature.*

Play Note: *The Shock system relies on the interaction of the units' weapons, armor protection, size, angle of attack and quality (TQ) to produce a single result. While no factor is unimportant, the rating to play closest attention to is the TQ, for that rating determines the ability of a unit to withstand the rigors of toe-to-toe ancient warfare.*

PROCEDURE

At the completion of the Movement and Missile Fire segment of an Orders Phase, shock combat occurs. Shock is part of a leader's Orders Phase, and all shock engendered by that leader is resolved before the next leader may be activated (or momentum attempted).

ALL UNITS WITH EITHER TYPE OF 'SHOCK' MARKER— placed as per 7.25 and 7.26—MUST SHOCK ATTACK

IMPORTANT: Each shock combat is conducted as a series of steps performed in order for all units participating in shock combat— before the next step of shock combat is conducted. Thus, Step '8.33' is completed, followed by Step '8.34' for all involved units. After which Step '"8.35' is undertaken for all units, etc.

We suggest undertaking each separate step from left to right, across the map. Players may use any system they wish to note what has happened up-and-down the lines of attack.

Design Note: *It would be easier to resolve each separate combat as one "piece". However, to do so creates a "blitzkrieg" type of effect, wherein the attacker gets to choose which attacks he wants to do first so that he can achieve "breakthroughs". Despite its simplicity, this would be so far from reality as to render the system—and the game—inaccurate. HOWEVER, isolated shocks can certainly be resolved as a piece, if doing so would not affect other attacks. The method you choose should keep this intent in mind.*

8.31 Shock Designation Segment: This segment is used to place "SHOCK-No Check" markers on non-moving units that Choose to Shock as per 7.25 [C].

8.32 The Basic Pre-Shock Procedure: Units that attack by Shock must attack all units in their ZOCs, unless that defending unit is being Shock attacked by another, friendly unit in that Shock Combat segment. The attacker determines which units will be involved in each, individual combat resolution, within the restrictions that follow.

- a friendly unit may attack more than one unit, as long as the targeted defenders are all in the attacking unit's ZOC
- an attacking unit (even a two-hex unit) may not split its attack capabilities, although two (or more) units may combine to attack one defender
- if more than one unit is defending and/or attacking, total the Sizes
- each unit may attack only once per Shock Combat segment
- a defending unit may be shocked attacked only once per Shock Combat segment (Exception: Cavalry Pursuit 10.41)
- stacked units must attack the same unit(s); they cannot split attacks into different hexes

Other than the above restrictions, the attacking player may divide his attacks amongst his units as he sees fit.

Example #1: *[Cannae] A Phalanx unit in 3722/3822 has three velites units in each of its three frontal hexes (3622/3721/3821). It must attack all defending units (which total their Size) as one unit. If a Celtic infantry unit was in 3920 and capable of attacking the Roman unit in 3821, the phalanx would have to engage only the other two velites. Or, unless the Celts had a "Shock" marker, they could sit this one out while the phalangites took care of everyone. While the former will produce better results, the latter may be necessary if the Celts are close to their TQ limit in hits.*

Example #2: *[Cannae] A Roman cavalry unit in 2419 moves adjacent to a Balearic slinger in 2518. Unfortunately for the poor slingers, there is also a hastati unit in 2618. The Roman player may either combine the cavalry and infantry units in the attack, or have the cavalry unit attack (as it must) and the hastati sit by and watch.*

SHOCK RESOLUTION

An Overview of the Shock Combat Resolution Procedure

Sections 8.33 through 8.37 are descriptions of the sequence and procedure used to resolve Shock Combat. While extensive in narrative terms, players will soon realize that these steps are:

1. Charging units and their defenders Check TQ to see if troops will charge/stand (8.33).
2. Check for any Leader casualties (4.63).
3. Use Clash of Spears and Swords Chart to determine which column on the Shock CRT will be used (8.35).
4. Determine whether terrain, leaders and/or relative strengths and capabilities will have any effect (8.36).
5. Determine results using the Shock Results Table (8.36).
6. Check for Rout (8.37) and Cavalry Pursuit (10.4).

8.33 The Charge: All units with a "SHOCK–Must Check TQ" marker (7.26) AND their intended targets undergo a Pre-Shock TQ check by rolling the die for each unit (but see 6.68 for stacked units), all such checks being simultaneous. Attacking units with "SHOCK-No Check" markers—and their defenders—do not undergo this TQ check. If a unit is to be attacked by both types of units (Shock-Check and Shock-No Check), the defender then checks TQ. The following units do not make a Pre-Shock TQ check:

- Any unit attacking a Skirmisher (SK) unit
- Any unit attacking a Routed unit
- Phalanxes (PH), Heavy Infantry (HI), and Legion Infantry (LG) that are attacked frontally by Light Infantry (LI)

Elephants attacking Phalanxes or Heavy Infantry through the defender's front hexes add one (+1) to their Pre-Shock TQ check die roll (Why? Elephants did not particularly like pikes.)

If the die roll is higher than a unit's TQ, it takes a number of cohesion hits equal to the difference between the die roll result and its TQ.

- if the defender has received Cohesion Hits equal to or greater than its TQ Rating, it immediately Routs (see 10.21) and the attacking unit advances into the vacated hex (where it may change its facing one vertex, if desired), IF it has no other enemy units in its ZOC and it can physically do so (phalanxes may not be able to do so). Important: see 10.16 for what happens to units earning hits when they advance.
- if the attacker has received Cohesion Hits equal to or greater than its TQ Rating, it immediately Routs (see 10.21), the defender stays put (if un-routed).
- if all attackers and defenders would Rout from their TQ checks, see 10.16.

After the TQ check, if at least one attacker and one defender did not rout, go to the next step.

8.34 Shock and Leaders: See 4.63 for this. Remember, though, that this is where you check to see if this happens.

8.35 The Clash of Spears and Swords: The Clash of Spears and Swords Chart is now consulted to determine under which Shock CRT column the battle will occur (prior to any adjustments). If there is more than one type of defending unit, defender chooses which Type will be used for determination. Similarly, if there is more than one type of attacker, the attacker chooses the Type for the attack. However, if the attacker is attacking with more than one

unit, and such attack is coming from more than one "angle", the attacker chooses the angle of attack most advantageous to him. If a unit is being attacked through the vertex between different facings by a two-hex unit, that defender gets the benefit of the most advantageous facing.

Example #1: Phalanxes attacking Light Infantry frontally would use Column 10 on the Shock CRT (before any adjustments).

Example #2: A Carthaginian Heavy Infantry unit is attacking two units at once: one hastati/legion infantry (through its flank) and one velites/light infantry (frontally). The defender gets to choose the unit type; here he chooses the velites, even though it is a "weaker" unit. Why? Firstly, using the Clash of Spears and Swords Chart, we will see that designating the Legion-infantry hastati on its flank produces the '9' CRT column, while the frontal attack against the light infantry velites would force attacker to use the '8' column. And, regardless of whom the defender chooses, the attacker has Attack Superiority, either because of type (heavy infantry vs. light infantry) or position (attacking the hastati through its flank).

Example #3: A phalanx is attacked by two Roman units—one Light Infantry velites from the front, and one Allied Heavy cavalry through the rear. The Roman player would use the "HC attacking Phalanxes from the rear" to gain the far-more advantageous column, '11', as well as gaining position Superiority for the rear attack.

8.36 The Hand-to-hand Struggle: Players now determine the effect of any advantages either side has and then resolve the shock combat:

1. DETERMINE SUPERIORITY

There are two "types" of Superiority: Position Superiority—what results when one side's angle/position of attack is from the flank or rear; and Weapon System Superiority—the weapons system and armor/protection of one side is so superior to the other that it will result in a marked increase in "losses" to the inferior side. (See 8.36 Step Four). Either one side or the other may (but not must) gain superiority, either as: Attack Superiority (AS; the most common) or Defense Superiority (DS). Players determine Superiority, using the Shock Superiority Chart. In many instances there is no Superiority. Superiority is determined as follows:

- If a friendly unit is attacking an enemy through its Flank or Rear, it is considered Attack Superior to the defender. However, whichever unit the attacker uses to determine position Superiority must also be used to determine Shock Column on the Clash of Spears and Swords Chart, as per 8.35. An attacking unit may not gain Position Superiority if it is in an enemy ZOC exerted by a unit (other than a Skirmisher) in its Flank or Rear hex, and that enemy unit is not being Shock Attacked by a different, friendly unit. Cavalry may never gain Position Superiority versus Elephants (see 9.15).
- If no position superiority is attained, the opposing units check their weapon class relationship (see the Shock Superiority Chart, 8.52) to determine if either weapon system is superior (either Attack Superior or Defense Superior) to the other. If more than one unit type is involved on any one side, the owning player chooses the Type he will use to determine Shock column on the Clash of Spears and Swords Chart (see Example #2 in 8.35).

Play Note: Many different types of permutations and combinations are possible, in terms of unit types and multiple attack angles. The two precepts, above, should cover virtually all of these possibilities.

If they don't, try to attain a result that best fits in with the general principles. If that doesn't work, try cutting open a chicken and checking its entrails . . . .

2. DETERMINE SIZE RATIO DIFFERENCE

Compare the total Size points of the attacking unit(s) to those of the defender(s). For each level of Size Ratio Difference (SRD) greater than 1 to 1, a unit receives Shock Results Table Column adjustment of one in its favor (the attacker adjusts to the right, the defender to the left). Reduce all size ratios to a #–1 (or 1–#), rounding off as follows:

- If any attacker moved to affect the shock, round off in favor of the attacker! Thus a 5 Size unit attacking a 4 Size unit is 2–1; a 4–5 is 1–1 and a 2–5 is a 1–2

- If no attacker moved, round off in favor of the defender. Thus a 5 Size unit attacking a 4 Size unit would be 1–1; but 4–5 is 1–2

Example: Attacking at 11–5 yields a 3–1 ratio if the attacker moved, and adjusts the Shock Table two columns to the right. If the attacker didn't move before attacking, 11–5 would be 2–1, and one column shift right.

Design Note: The "rounding off" rules reflect the advantage of momentum.

In any shock combat involving either Elephants vs. non-Elephants and/or Chariots vs. non-Chariots, Size is NOT taken into consideration; there is no SRD. However, in Elephant vs. Elephant, or Chariot vs. Chariot, size IS taken into consideration.

3. ADJUST COLUMNS AND RESOLVE

To resolve a shock combat, the Attacker consults the Shock Combat Results Table, determines the "base" column and adjusts that column for any Size Ratio Difference, Terrain effects, and any other special modifiers. He then rolls the die, modifying the die roll for the Charisma Rating of any Leader stacked with the units of either side. If a leader has been killed (8.34), that side suffers a reverse die roll adjustment equal to that leader's Charisma Rating plus two (+2).

Example: If Hannibal were leading the attackers, the die roll adjustment would be +3. If Maharbal is killed leading an attacking group of Numidian cavalry, the player will subtract '4' from the die roll (Maharbal's '2' Charisma plus the additional, automatic 2).

4. APPLY RESULTS

Results on the Shock CRT are Cohesion "hits" for both attacker and defender. The # in parentheses is for the defender. If the attacker was superior (AS), then double the defender's result. If the defender was superior (DS), then triple the attacker's result. If more than one unit (of the same player) was involved in that combat, cohesion hits are distributed as per 10.14.

8.37 The Collapse: Players now determine which units have collapsed (routed) as a result of combat in the following order:

1. All units that have Cohesion Hits equal to or greater than their TQ immediately Rout (10.2)

2. Roll one die for all units that are within one cohesion hit of rout and in an enemy ZOC. If this die roll is higher than their TQ, they Rout. If the same or lower, they pass that TQ check and remove one Cohesion Hit

3. Attacking cavalry units that have routed/eliminated enemy units check for Cavalry Pursuit (10.4). All other attacking units required to advance (8.4) do so now.

8.4 ADVANCE AFTER COMBAT

Design Note: This rule (as well as 10.4) represents the inability of units to stop once they started a shock charge.

8.41 Attacking units must advance into any hex vacated by enemy units as a result of Shock Combat (but see exception below). This does not require an order, but the advancing unit incurs all Cohesion costs engendered by such a move (see, also, 8.23). If the advance would rout the moving unit, it still advances and does not Rout; it does have a number of cohesion hits equal to TQ minus 1 (see 10.16 for a similar situation. See 6.56 for continuing movement in the face of enemy Withdrawal. See, also, 6.13). Units that cause an enemy to vacate a hex because of Pre-Shock TQ check (not the actual shock) and are in an enemy ZOC at the time may not advance.

Design Note: This (and its sister rule, 10.16) was a point which both designers discussed for some time: the victorious unit that is just about at the end of its line. After much debate internal, we decided that the immediate intangibles of victory would be enough to keep the unit from disintegrating. However, it would not save it from a subsequent Collapse Check in an enemy ZOC, where the euphoria of the moment would have worn off. Very subtle stuff here, indeed.

8.42 Advancing single-hex units may change their facing one vertex upon finishing the advance, even if they are in an enemy ZOC.

Play Note: This section takes precedence over and is an exception to 7.23.

8.43 Advancing phalanxes may change the direction in which they are facing only if they can move, as per 7.14 and 6.45. An advancing phalanx may combine straight-ahead advance with a Wheeling Maneuver, if opportunity for such presents itself , as long as it incurs all cohesion costs inherent in such advance.

8.44 If there was more than one attacking unit, the unit that had Superiority (if any) must advance. If no such unit, the one with the highest TQ must advance. Tie? Player chooses. See, also, Cavalry Pursuit, 10.4. If there were more than one defender, the attacking player chooses the hex.

8.45 There is no advance after Missile Fire, alone, regardless of what the target unit does.

8.5 THE COMBAT TABLES

8.51 The Missile Range and Results Chart: This table is used to determine the strength of a missile unit firing at a given range.

8.52 The Shock Superiority Chart: This chart is used to compare the superiority (if any) of one type of unit compared to another, depending on which side is attacking or defending. Always read down the column—from the Attacker's point of view. (Reading across, by row, gives a "false" result.) Superiority is used to augment Cohesion hits.

8.53 Clash of Spears and Swords Chart: This chart is used to determine which Column will be used on the Shock Combat Results Table (subject to adjustments).

8.54 Shock Combat Results Table: This Table is used to resolve shock combat in terms of Cohesion "hits" to both attacker and defender. See 10.11 and 10.14.

8.55 The Cohesion Hit and TQ Check Chart: Use this as a summary of when Cohesion Hits are applied and when TQ checks take place.

9.0 SPECIAL COMBAT UNITS

9.1 WAR ELEPHANTS

Historical Note: Despite their drawbacks, War Elephants were very popular from the era of the Diadochi (Alexander's successors) through the days of the Roman republic (even the Romans used them—cf. Cynoscephalae—although not often). By the time of Pyrrhus, war elephants become equipped with "towers" and their compatriot cavalry had also become trained to work alongside them. Unfortunately, the flexibility of the Roman legion system eventually negated their advantages, leaving them with a host of disadvantages which doomed them as relics.

9.11 Pass-Thru: Infantry, when faced with an elephant charge through one of its front hexes, may attempt to allow the elephants to Pass Through. This decision must be made prior to the Pre-Shock TQ Check die roll (8.33) and may be elected only if at least one of the defender's Rear hexes is unoccupied. Pass-Thru is not allowed when the infantry is attacked through its Flank or Rear, or when an Elephant is attacking along with other units. If the player decides against Pass-Thru, Shock proceeds normally. If he decides to allow Pass-Thru, the following occurs:

1. Add one (+1) to the infantry's Pre-Shock TQ Check die roll

2. Proceed with Shock, but halve (rounding down) all hits to infantry and reduce by one any hits to elephant(s).

3. At the completion of shock combat against infantry, if the infantry unit is still in place and the elephant unit has not rampaged, place the elephant unit on the far side of the infantry unit it attacked, in either one of the defender's Rear hexes, maintaining its attack facing. Thus, an elephant in 3022 charging into 2921 would end up in either 2821 or 2822 (Elephant player's choice) at the end of the attack.

4. The infantry now undergoes a Pass-Thru TQ Check. Subtract TQ from the die roll, with any excess being the number of hits now applied. (DR–TQ=Hits). This die roll does not apply to Skirmishers.

Play Note: Pass-Thru does not apply to rampaging elephants.

Design Note: Most infantry were trained to (attempt to) avoid an elephant charge by allowing the elephants to pass through their ranks. The maneuver did neutralize some of the elephant's power, but at some cost in cohesion to the rank-splitting units.

9.12 Elephant Screens: Elephants were quite vulnerable to missile attacks, and, to protect against this, armies surrounded each elephant with its own light screen of skirmishers, usually archers (represented by the small "a" on the counter).

Elephant Screens have the ability to fire arrows—but as Reaction Fire only—using the special section on the Missile Chart for Elephant screen (they also have their own missile supply markers). They may not fire as part of an order. The firepower is much less than normal archer units, to account for the size of the screen and its tactical use. Leader elephants do not have screens (actually, they usually did, but they were too small to be a factor).

Elephants are not treated as skirmishers; the screen is part of the elephant counter. In addition, because of their screens, elephants can be Low/No on either or both javelins and/or arrows. Use the appropriate marker to so indicate.

9.13 Tower Riders atop elephants were armed with javelins. Treat them as Mounted Javelins for Missile Range purpose. As Reaction Fire, an elephant unit may both throw Javelins and use its Screen to fire arrows. However, the player rolls separately for each such missile fire.

Design Note: Several historians portray Hannibal's elephants without "towers." Makes no difference, the rule remains the same.

9.14 Elephants that rout Rampage, charging anyone in sight. Leader elephants may also rampage, but they have less of a chance of doing so. Each time an Elephant unit is Routed the player rolls one die and follows the instructions, below:

- a **0** and the elephants head in the direction of the nearest friendly unit. If it was a Leader Elephant, it is eliminated, instead

- a **1–6**, and the elephants have Rampaged in the direction indicated on the Compass on the map, an example of which is given below. Note that geographical direction is represented at the vertex; the direction in which the elephant is to rampage is by hexside.

- a **7–9** on the first Rampage die roll means the elephant rampages directly away from the unit that caused the rampage. A 7–9 on any subsequent die roll means the elephant's mahout has been successful in stopping the rampage by driving a wedge into the beast's brain; the unit is eliminated. If it is a Leader Elephant, the unit is, instead, immediately rallied with Cohesion Hits equal to TQ minus 2.

Elephant Rampage is always resolved before any other game mechanic is addressed, except for Orderly Withdrawal in face of the rampaging elephant [6.51].

BEFORE   **AFTER**

The above diagram shows the elephant unit refaced after a Rampage die roll of "1." This is just an example; use the compass on the map for each battle.

A Rampaging elephant always attempts to move three hexes per directional die roll in the indicated direction until it either moves off the map or is otherwise eliminated, as above. If a rampaging Elephant unit would enter a hex containing a unit—whether it be friend or foe—the elephant stops in the adjacent hex and the "target" unit(s) takes:

- one (1) Cohesion hit if the elephant would have entered frontally, or

- two (2) Cohesion hits if it would have entered from the flank or rear

- Regardless of angle of rampage, cavalry always takes two (2) Cohesion Hits when so attacked [but see 9.16]

If the target is a stack, both units receive the Cohesion Hits.

If there is a Leader in the hex (alone or stacked with a unit), and he cannot withdraw [4.62], he is tragically impaled on the elephant's tusks, tossed high in the air, and then crushed to death under its feet. All that without a die roll!

The player now rolls again, as above, repeating the process until

- the elephant Rampages off the map
- the elephant is eliminated (7–9 mahout die roll)
- the elephant is at least eight MPs from the nearest unit, in which case it is eliminated; or
- if none of the above, after the 4th consecutive Rampage die roll, the elephant is eliminated

Rampaging elephants have no ZOC, and they may not be rallied. Each "Rampage" is undertaken until its conclusion, so there may never be more than one Tuscaloosa at any given time (and remember Orderly Withdrawal, 4.62 and 6.51).

Play Note: *When an elephant rampages, play stops and the Rampage is resolved before anything else occurs.*

Design Note: *Historically, the mahouts were trained to use "the wedge" on any berserk elephants. With each counter representing 5 elephants, the rule represents the 1 or 2 elephants they could not dispatch immediately.*

9.15 Cavalry units may never voluntarily move into the ZOC of an enemy Elephant unit. They may move into or through an Elephant's flank or rear hexes, but incur two (2) Cohesion Hits for each such hex entered. Cavalry may never attack an enemy elephant through the latter's front hexes; they may attack through the Elephants' flank or rear hexes, but they do not gain the usual Attack Superiority for such position attack.

9.16 If an Elephant moves adjacent to enemy cavalry, the cavalry must attempt Orderly Withdrawal, if possible. If they cannot so Withdraw, they undergo an immediate Pre-Shock TQ check (see 8.33) in which the minimal result (even if the die roll is less than the TQ) is a one (1) Cohesion hit. If the cavalry is already Routed, it is automatically eliminated without any Cohesion hits for the elephant (other than those earned through movement). **This rule does not apply to Leader Elephants**.

9.17 In any instance where elephants attack elephants (see 9.19), neither side may gain Position Superiority. Thus one EL attacking another EL through the latter's "flank" does not gain AS.

Historical Note: *Elephants did not fight in formations.*

9.18 Unless the rules specifically state otherwise, elephants may be commanded by any leader.

9.19 Indians vs. Africans: The argument over which family of elephants was best—or even which type was available at any given battle—has been argued long and hard for many years. The two basic groups were the fairly large Indian elephants and the somewhat smaller (and purportedly less warlike) "Forest" elephants of northern Africa. The really large elephants of southern Africa were virtually unknown at this time.

For game purposes, the Indians are slightly better vis a vis other unit types (they're bigger, making it tougher to reach the riders, and they took to warfare somewhat better than their African cousins). In terms of who was better in a head-to-head confrontation (which is an accurate description as to how elephants fought), our sole "ancient" source of information is the battle of Raphia (217 B.C.), in which Antiochus' Indians completely blew away Ptolemy's Africans (although Antiochus lost the battle).

In addition to the notes on the Clash of Spears/Swords and Shock Superiority Charts, the following rule is in effect when Indians fight Africans: add one (+1) to all Pre-Shock die roll (8.33) for Africans.

►9.2 SKIRMISHERS, VELITES, AND LIGHT INFANTRY

Design Note: *Skirmisher units were truly ill-suited to shock combat; they were, in fact, trained to avoid it. Skirmishers rarely had any armor protection, and the only weapons they carried were their bows, slings or javelins. They fought dispersed in "open" formation, and their intent was to delay, harass and screen (although they were quite effective against elephants and chariots). Velites units were the first line of a legionary deployment. Although more heavily armed than skirmishers, their function and training were much the same. Their formation, however, was not quite so "open", and they are not treated as skirmishers; they are Light Infantry, which also have some added maneuver capabilities.*

9.21 The following apply to Skirmishers (SK) only:

- Skirmishers may Orderly Withdraw up to two hexes before any units whose MA is the same or less (i.e., all foot units), regardless of the MA differential.
- If a Skirmisher is a target of Missile Fire, add two (+2) to the die roll
- Skirmishers may never Shock Attack
- All units shock attacking Skirmishers units do not make a Pre-Shock TQ Check, even if they must Shock.
- Halve (rounding down) all Cohesion Hits, with a maximum of '1', to any unit Shock attacking only Skirmishers. The "1" hit maximum applies regardless of what Shock Table adjustments may apply.

Example: *Thus, if a Light Infantry attacking a Skirmisher would produce an unadjusted result on the Shock Results Table of 1(4), the actual result would be 0(4).*

- Skirmishers do not make an Elephant Pass-Thru Check (9.11)
- Skirmishers that Rout are eliminated instead

9.22 The following apply to both Skirmishers (SK) and Velites (VE):

- The only time Skirmishers and Velites suffer a Cohesion penalty when using Orderly Withdrawal is after being approached from the flank or rear (6.52).
- See 6.68 for special stacking rules for Skirmishers and Velites.
- When determining lines for a Line Command (4.24), the presence of a Velites or Skirmisher unit does not disrupt the line, as long as the interruption is caused by only one such unit.

Example: *There is a Hastati in 2808 a velites in 2809 and a hastati in 2810. This would still be eligible to be a line. However, if there were a velites in 2809 and 2810 and the hastati in 2808 and 2811, the two hastati would not form a line. If there were hastati in 2808, 2810, and 2812, with velites in 2809 and 2811, the hastati could form a line.*

9.23 Phalanxes (PH), Heavy Infantry (HI), and Legion Infantry (LG) that are attacked frontally by Light Infantry (LI) do NOT have to undergo a Pre-Shock TQ Check … although the LI still does. The reverse is not true; PH, HI and LG do undergo a pre-shock TQ check when attacking LI.

9.24 Harassment & Dispersal Tactics: Slingers, Javelin armed Skirmishers, Velites, and javelin armed Light Infantry (not Archers)

may use Harassment & Dispersal tactics (H&D) against any enemy unit that has the same or lower Movement Allowance. H&D comprises the unit's entire action for that Movement and Missile Fire segment. Units using H&D must start within two (2) hexes (but not adjacent to) the target. They may not start in an enemy ZOC, and they must be able to trace a path of hexes clear of enemy units and their ZOC to their intended target unless the ZOC is adjacent to the target. The H&D path may not be traced through friendly units or through/into any Rough hex. It may cross a stream, but not a minor (or major) river.

Play Note*: Incurring Cohesion Hits for movement is not an issue here.*

If the unit satisfies the above, it may fire its missiles against the enemy target without moving (on the game-map, that is). The procedure is:

- Note which unit is using H&D
- Note the target, as per above
- Fire the missiles as if they were being fired at one hex range
- The target may use either Entry Reaction or Return Fire

All of this occurs without moving the firing unit.

Design Note*: Well, it is moving (to the target and then back to whence it came). We just eliminated the micromanagement. This rule simulates the ability of a unit to close on a unit (around 30 yards), throw missiles, then swiftly withdraw without getting entangled in Shock Combat.*
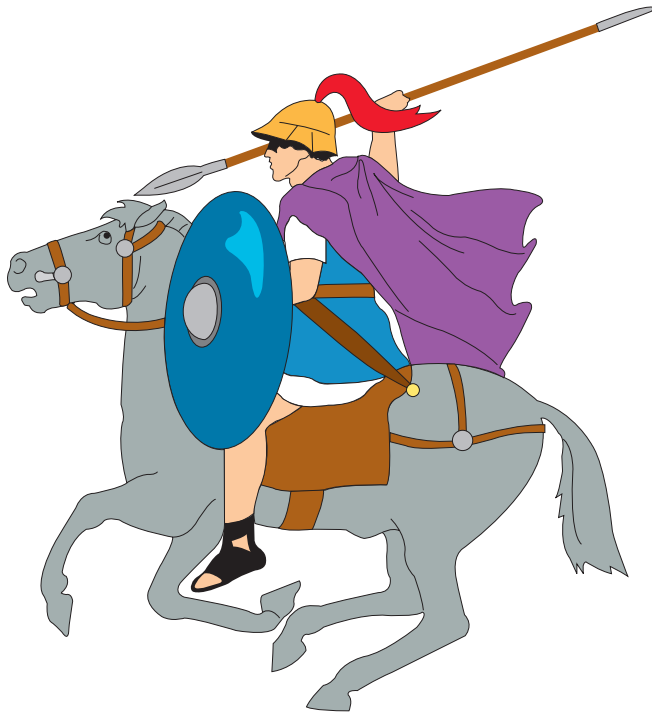
►9.3 LIGHT CAVALRY

9.31 Harassment & Dispersal Tactics: Missile armed Light Cavalry (LC) may use H&D tactics against any enemy unit that has the same or lower Movement Allowance (see 9.33 for an exception). H&D comprises the unit's entire action for that Orders Phase. Units using H&D must start within four (4) hexes (but not adjacent to) the target. They may not start in an enemy ZOC, and they must be able to trace a path of hexes clear of enemy units and their ZOC to their intended target unless the ZOC is adjacent to the target. The H&D path may not be traced through friendly units or through/into any Rough hex. It may cross a stream, but not a minor (or major) river.

If the unit satisfies the above, it may fire its missiles against the enemy target without moving. The procedure is:

- Note which unit is using H&D
- Note the target, as per above
- Fire the missiles as if they were being fired at one hex range
- The target may use either Entry Reaction or Return Fire

All of this occurs without moving the firing unit.

9.32 Light Cavalry may use H&D against Elephants, however, the restrictions in 9.15 apply. Therefore, a cavalry H&D is not allowed through an Elephant's front hex. A cavalry's H&D attack through a Flank/Rear hex earns two Cohesion hits which are applied prior to any Missile Fire.

9.33 H&D Tactics cannot be used against Skirmisher units.

►(9.4) PHALANX DEFENSE

(9.41) In any Shock Resolution in which a unit moves and Shock attacks a Phalanx (PH) frontally, the Shock column is adjusted two to the Left (2L) for each flank of the Phalanx that is covered either by another Phalanx unit or a Phalanx ZOC (enabling echelon to work). If all the attacking units are Heavy Infantry (HI), the adjustment is one to the Left (1L). This applies only to moving attacks, not to attacks in which the attacking unit started adjacent to the Phalanx unit and stayed in that hex to shock. It also does not apply to flank/rear attacks, or if all of the attacking units are also Phalanxes.

Example*: If 2 LGs attack a PH frontally that has other PH units in each flank hex. The Shock attack is resolved, assuming no other adjustments, on the '1' column (they start in '5' and get shuffled 4L to '1'). This means that, on average per Shock, the PH will take 1, maybe 2 hits; but each LG will take 2 or 3.*

Design Note*: This reflects the remarkable defensive capabilities that this wall of sarissa had, especially against the initial charge by the enemy. Once inside the sarissa, the attackers stood a better chance of cracking the phalanx. The reduced effect for Heavy Infantry reflects the fact that they were spear armed too.*

9.5 DOUBLE DEPTH PHALANXES

In an effort to increase the crushing pressure of the phalanxes, post-Alexandrian commanders using the Macedonian system often implemented a formation which doubled their depth. Eligible units are listed in the scenario specific rules.

9.51 Phalanxes may stack, two to a hex, in Double-Depth Formation. Forming double-depth requires an order (IO or LC) directly from the Overall Commander. The stacking, "back" phalanx must start its movement directly behind the "front" phalanx. The back phalanx moves into the hex to stack (no Cohesion Hits), with the "back" phalanx being placed underneath the "front". This completes the movement for both units for that Order Phase.

9.52 Movement/Stacking Restrictions on Double depth Phalanxes:

- Double depth Phalanxes may receive orders only from the OC
- Double depth Phalanxes always have an MA of '4'; they do not use their '5' capability for anything
- For any movement that would incur a Cohesion Hit, each unit incurs that hit
- The double depth Phalanx may not Reverse, Wheel, or use Column. They may move as one unit—an exception to 6.31—but it takes two (2) Individual Orders (or one Line command) to move both units at the same time
- Un-stacking also requires an order from the OC, as above, at which time the top unit moves off at normal costs
- No units of any type may ever move into or through a double depth Phalanx, under ANY circumstances. Treat it as impassable terrain!

9.53 Combat Resolution for Double depth Phalanxes:

- The sizes of both units are combined
- Units defending against a Shock Attack by a double depth phalanx add one (+1) to their Pre-Shock TQ check die rolls (8.33). Phalanx Defense (9.41) applies to a Double Depth Phalanx.
- A defending, double depth phalanx subtracts one (-1) from its Pre-Shock TQ check die roll (8.33).
- If a defending, double depth phalanx is shock attacked from its flank or rear, cohesion hits incurred are tripled, not doubled (10.14 covers application of hits)
- Only the top unit makes TQ checks. However, if it fails such check (gets a Cohesion hit), the bottom unit then checks
- Fire hits apply only to the top PH, unless the fire is from the rear ... then they apply to the bottom unit
- If either phalanx unit in the stack Routs, both Rout

Each phalanx unit keeps track of any Cohesion hits separately

- Routed double depth Phalanx units must retreat to separate hexes. If not possible, the unit is eliminated instead.

Example: *See the scenario rules for Cynoscephalae.*

9.6 THE ROMAN MANIPULAR LEGION

The major advance in the science of military tactics in this era was the "manipular" legion, as developed by Rome starting somewhere in the late 3rd century B.C. It allowed the Roman strengths—training and discipline—to be translated into a tactical flexibility that often proved superior, even when her generals were not. Therefore, Roman armies have certain advantages, some of which have been discussed above and are summarized herewith.

The Manipular Legion rule applies only to legions and alae infantry. It does not apply to Allied troops (such as the Numidians at Zama) or cavalry.

9.61 See 6.69 for a chart summarizing legionary stacking advantages. For Romans, the "rule of thumb" is that two Roman foot units of the same border color can stack without penalty. There are exceptions, such as velites; see 6.68. A Roman stack may move together when necessary or desired. It takes two Individual Orders to move two stacked units (only one, if stacked with the OC, and he is giving the orders)—but only one LC, if they are both eligible. Roman infantry units are also allowed spaces between them when determining lines; see 4.24.

Play Note: *A little experimentation will show that stacking is most helpful in lines not involved in combat. The stacking, plus the space intervals, allows front lines to easily move back through a "stacked" line which then, as it advances to battle, un-stacks and spreads out for maximum effect, as per 9.66/9.67.*

9.62 Stacked Roman units combine their Size when attacking or defending, but all other ratings, especially TQ, are those of the top unit. Stacked Romans must shock attack the same hex; see 8.32. Only the top unit may fire. Cohesion hits must be divided as equally as possible amongst these units with any extra hits being given to the top unit.

9.63 For stacked Roman units with different border colors, or of the same border color and different classes, on all TQ check die rolls, add one (+1) to that die roll (see 6.68.) If one unit in a stack routs, regardless of the hit status of the other unit, it, too, must roll for possible rout as per 8.37 (i.e., as if it were within 1 TQ of rout).

9.64 Roman Stacking order may be changed/switched only by an Individual Order to do so; it may NOT be part of movement or a Line Command, although facing may be changed by LC. If the player desires to move only one unit from a stack, only the top unit may move.

9.65 Roman infantry (including velites) pays a one point MP cost for changing facing, but, unlike most other units, they may change any number of vertices for this one point.

9.66 Manipular Line Extension: Stacked Roman units with intervals (i.e., unoccupied flank hexes) have an added capability: Line Extension. The instant an enemy combat unit comes within two hexes of a "stack" of two Roman units, all the top units in the stacks in the same "Line" (see 4.24) MAY move sideways into the vacant flank hexes, as per the diagram, below. The Roman Player may make his choice at any time any enemy unit so places itself (that is, he does not have to exercise his MLE rights the first time they become available; however; see ZOC restriction, below). Once a Line undertakes MLE, none of its units may use Orderly Withdrawal in that Orders Phase.

Original Deployment
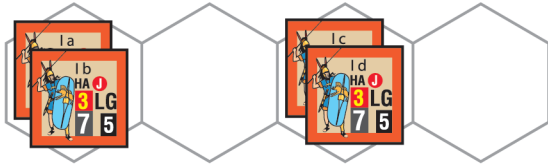
After Line Extension

If a flank hex is occupied, MLE may NOT be used to place a unit in that hex. MLE is not considered movement, uses no MPs, and does not earn any Cohesion Hits. The hex entered by MLE must be clear and NOT in an enemy ZOC. Facing remains the same. This rule only applies to "un"-stacking the units; it does not apply to stacking them together.

9.67 Manipular Line Extension may be undertaken:

- As a reaction to enemy movement; OR

- As a part of Line Command. If undertaken as a LC, subtract two (-2) from the Movement Allowance of each unit (even if it did not move). There are no Cohesion Hits applied for the MLE (of course, the Roman Player may accomplish the same effect during one of his Orders Phases simply by "moving" the units).

- In addition, if enemy movement triggers both Orderly Withdrawal as well as MLE, both may be undertaken together but not both by the same units.

Example: *A Velites unit sitting between two hastati stacks may Withdraw through the gaps in a Hastati line upon approach of, say, an enemy phalanx and, as soon as that unit is through the gap, the Hastati line may undergo MLE.*

9.68 Units in Column may not use MLE

9.7 ROMAN TRIARII TACTICAL DOCTRINE

This rule must be used with any battle involving Romans that took place prior to 200 B.C. in which Scipio Africanus is NOT present as Overall Commander (and, yes, even though, historically, Scipio was at Cannae, for game purposes he wasn't … so use it at Cannae). It represents the way Romans used their Triarii … and, for Rome, doctrine was the equivalent of unassailable dogma.

9.71 Triarii may NOT move (but may change facing) until and unless one of the following occurs:

- There is an enemy combat unit, other than an Elephant, that is within three hexes (and LOS) of any unit in the Triarii line; OR

- The Triarii are at least six hexes from all other Roman or Alae—but NOT allied–infantry lines, be they Hastati, Principes or whatever.

9.72 Triarii may not move and Shock Attack unless and until the Roman Army has Rout Points equal to at least one-half of its Army Withdrawal Level. They may always, however, shock attack (without moving) against enemy units in their ZOC.

10.0 THE EFFECTS OF COMBAT

Units incur cohesion "hits" from disruptive and/or excessive movement and/or combat. Too many cohesion hits produce a Rout. Routing units run away and head for their Retreat Edge of the map. A routed unit can be rallied (10.28).

10.1 COHESION

Cohesion is a measure of how organized and effective a unit is at any point during the battle. The loss of cohesion is measured in Cohesion Hits, which are applied against a unit's Troop Quality, sometimes automatically, sometimes after a die roll. The Cohesion Hit and TQ Check Chart summarizes when these hits occur.

10.11 The Cohesion Hit and TQ Check Chart lists the times during the game when a unit must undergo a TQ Check. These instances have also been noted throughout the rules, above. A TQ Check consists of rolling the die and comparing it to the unit's printed TQ rating. The Cohesion Hit and TQ Check Chart also gives the result, usually one or more Cohesion hits when/if the die exceeds the rating. Note that Routed units have a TQ of 1.

10.12 Each time that a unit incurs a Cohesion Hit place a numeric marker, representing the total number of hits taken, on (or under) the unit counter.

10.13 Cohesion hits do not affect a unit's combat strength or capabilities in any way, other than to show how close it is o falling apart. Thus, a unit with a TQ of 6 and 4 hits has the same combat effectiveness with no hits. It is just more likely to rout.

10.14 If a two-hex Phalanx/Heavy Infantry unit is attacking two single-hex units, the attacker chooses how any Cohesion hits will be distributed amongst the defenders. Such distribution may be uneven, if so desired. This does not apply when two-hex Phalanx/Heavy Infantry units are defending. Otherwise, if there are multiple units involved in a single combat resolution, hits must be divided as equally as possible amongst these units, with any extra hits being given to the unit that was:

1st—used to determine Superiority

2nd—used to determine the Shock CRT column

3rd—6.68, if applicable

4th—owning player's choice

If a leader on a Leader Elephant is stacked with a combat unit, that player does not have to apportion any hits to the Leader Elephant, unless the number of hits exceeds the other combat unit's TQ. In that case, all excess hits apply to the Leader Elephant.

10.15 When a unit has absorbed cohesion hits equal to or more than its Troop Quality Rating it Routs (§10.2). In addition, in the Collapse segment of Shock Combat, players roll for Rout for units that are in an enemy ZOC and are one Cohesion Hit short of reaching their TQ limit (see 8.37).

10.16 If, as a result of Cohesion hits from Shock, all attacking and defending units would rout, the following occurs:

1. Attacker adds to his total hits, the number of hits (if any) that he would accumulate were he to advance after combat

2. The side that has the unit with the greatest discrepancy between hits and TQ Rating Routs. The opponent is not routed; if it was the attacker, he advances (if eligible) … otherwise the unit remains in place. The unit is given Cohesion hits equal to his TQ minus one (-1)

3. If the difference between the hits and TQ is the same for both sides, the defender routs and the attacker advances after combat (if eligible) and is given Cohesion hits equal to its TQ minus one (-1)

If one (or both) sides have more than one unit involved and at least one unit did not reach or exceed its TQ, then all units that did so Rout. The above sections apply only when all units would have routed. Note that 8.37 #2 is performed after the automatic Routs and the resolution of steps 1–3 above.

Example #1: [Cannae] Hastati, TQ of 6 with four hits, attacks a Celtic Medium infantry, TQ of '5', with one hit. The Celts are in clear terrain, no elevation. The Shock Results is 2(2), but the Celt's hits are doubled because the Hastati are Attack Superior. This means that the Hastati now have 6 hits (TQ-6) and the Celts have 5 hits (TQ-5). There would be no added hits were the hastati to advance as the terrain is clear and level. They both have reached their "Rout" level, but, in this case, only the Celts Rout. The hastati adjust their hit level to '5' (TQ minus 1) and advance after combat.

Example #2: [Beneventum] A Mercenary Hoplite unit (TQ 6) with 3 hits attacks a Hastati unit (TQ 6) with 4 hits. There is no superiority (it is a frontal attack), but the Hastati are sitting in a Level-2 Woods hex, while the hoplites are attacking from a level-1 hex. The Shock Result is a 3(2), which gives the Hastati 6 hits and the hoplite 6 hits. Normally, the Hastati would Rout. However, you have to take into account any hits earned by a possible advance after combat, and here the hoplites would, when advancing, add one hit for the Woods and one for the uphill movement, giving them a total of 8 hits, or two more than its TQ. Therefore, the Mercenary Hoplites (not the Romans) would Rout and the Hastati would stay in place with a '5' Cohesion hits.

10.17 Recovery: During an Orders Phase, any un-routed unit with cohesion hits that is not adjacent to an enemy unit, nor within range of any enemy missile unit that is not Missile NO, and is in "clear" terrain, may remove two cohesion hits by being given an Individual Order to do so. A unit may not remove more than two cohesion hits per Orders Phase, and Line Commands may not be used to do this. A unit that has Cohesion Hits removed cannot move/fire in the same Orders Phase, and a unit that has moved or fired may not have hits removed.

10.2 UNIT ROUT AND RALLY

Historical Note: Routing units usually ran away. However, as armies became better trained and more professional, the all-encompassing, hell-for-leather, gemme-outta-here bug-out that was part and parcel of Greek hoplite warfare had been somewhat ameliorated.

10.21 What happens to unit when it Routs is depends on the unit Type as follows:

- Skirmisher and Artillery units that Rout are eliminated
- Elephants Rampage per 9.14
- Phalanx and other two-hex units: if the attacker had Position Superiority the unit Routs per 10.22. Otherwise the owning player makes a TQ check, adding the number hits incurred in excess of the unit's TQ, and add three (+3) if the Phalanx/two hex unit was attacking at the time. If the modified result is higher than the unit's TQ, the unit Routs per 10.22, otherwise it stands in place and is given cohesion hits equal to its TQ minus-1. The unit does NOT check again for Collapse per 8.37 #2.
- All other units rout per 10.22

10.22 A unit which has routed is immediately faced toward and then moved two hexes towards its side's Retreat Edge (as defined in the special rules for each battle). No Movement Points are expended, but the unit must take the most direct path towards the Retreat Edge, even it means moving into/through friendly units. However, when given a choice of hexes, the unit will take the path of least resistance as defined below. If the Routed unit cannot retreat two hexes, it is eliminated. At the conclusion of the retreat, place a "Routed" marker on a unit to indicate the unit's status.

The Path of Least Resistance is as follows:

1. Vacant hex not in enemy ZOC (even if the terrain is rough); then
2. Friendly-occupied hex not in an enemy ZOC; then
3. Friendly-occupied hex in an enemy ZOC.

The routing unit will always enter a '1' before a '2', etc., always with an eye towards its Retreat Edge.

Play Note and Design Note: Routing units have one thought in mind: getting out of the area as quickly as possible. If there are people standing in their way, that's their problem. Therefore, routs in ancient warfare often took other troops with them, especially if they were rear echelon troops of minimal value. While routing/retreating units usually move directly towards the rear of their lines, instances will occur where that is not feasible or even possible. In such instances, common sense (admittedly in short supply during many games), along with the knowledge that these units are trying to get away from the enemy, should guide your movements. So, if a routed unit has to first move away from the Retreat Edge due to enemy units, enemy ZOC, or impassible terrain, that's the way it's done. However, don't take this as an invitation to meander around the map trying to avoid the Retreat Edge.

10.23 In the Rout Movement segment, all routed Phalanx and other two-hex units are eliminated. All other routed units are moved their full, printed movement allowance in the same fashion as in 10.22, even if they moved previously during the turn. Routed units use normal movement rules, except that they may not enter enemy ZOCs unoccupied by friendly units. They do not incur Cohesion Hits from Rout/Retreat movement.

10.24 A unit that either moves off the map (for whatever reason) or cannot complete its rout movement because of the presence of enemy units/ZOCs or impassable terrain is permanently removed from play and considered eliminated for Army Withdrawal purposes.

10.25 The movement of Routing units through or into other units is covered on the Stacking Charts [6.69]. The main premise is that routed units may not stack, regardless of Class or Type. If a routed unit were to finish its rout movement in a friendly-occupied hex, instead, and as per the chart, it continues on one more hex (with additional penalties to the non-moving unit). If that additional hex is also occupied, the routed unit is automatically eliminated (with the non-moving penalties applying to the units in both those hexes).

10.26 If a Leader is stacked with a routing/retreating unit, that leader may rout move along with that unit. He is otherwise unaffected by the rout.

10.27 Restrictions on Routed Units:

- Routed units retain their Size and Movement Allowance
- They have a TQ of '1'
- Routed foot missile units are automatically "Missile No". This does not apply to Cavalry or Elephants

- Rout-moving units do not incur movement/terrain Cohesion hits
- Routed units may not receive or use orders, other than Rally, nor may they fire missiles for any reason, or Shock attack
- If a routed unit is attacked by missile or shock and incurs any additional cohesion hits, or fails a TQ check, the unit is immediately eliminated and removed from play.

10.28 Rally: During an Orders Phase a player may attempt to Rally any routed unit which is not in Rough terrain, and is not adjacent to an enemy unit or within range (and LOS) of an enemy missile unit that is not Missile NO. An individual leader may attempt to rally a given unit only once per game turn. That limitation applies to the leader, not the unit, which may be rallied by another leader in that turn. To Rally a routed unit the player rolls the die.

- if the die roll is the same as or lower than the Leader's Initiative Rating +1 (which represents the routed unit's TQ), the unit is Rallied. Place a "Rallied" marker on the unit.
- if the die roll is higher than the "Initiative +1," the unit Rout Moves [10.22] unless the die roll was also higher than the printed TQ in which case it is instead eliminated.

When a unit is rallied, the player rolls the die, consults the Rally Table, and gives the unit the Cohesion Hits listed, according to that die roll and the unit's printed TQ. Rallied units are automatically Depleted (see 10.3).

Example: Leader with an Initiative of '4' attempts to rally a routed Principes unit (with a printed TQ of '7').

- Player rolls a '2,' unit is rallied. He then rolls a '5' unit now has '2' Hits.
- Player rolls a, '6'; unit Rout Moves.
- Player rolls an '8'; unit is eliminated.

Rallied units may not receive or use orders until the next game turn. Rallied units may be refaced at no cost in MPs or Cohesion hits, but foot missile units are still "Missile No." Rallied units are Depleted (10.3). Rampaging elephants never Rally.

Play Note: The phrase "within missile range" means that the unit exerting such range would have to have a LOS to the unit attempting to rally, and not be Missile No.

10.29 The Rally Table: Use this table to determine the number of Cohesion Hits a Rallied unit receives.

10.3 DEPLETION

Depletion reflects the actual loss of men in combat

10.31 Any time a Routed unit is Rallied, it automatically becomes Depleted. In some scenarios, certain units may start the game Depleted. Units that are already Depleted do not suffer additional Depletions.

10.32 To indicate Depletion, flip the unit to its reverse side. Once Depleted, a unit remains so for the remainder of the game.

10.33 Depletion affects combat as follows:

- if any Depleted unit is involved in a shock attack, there is a 1L column adjustment on the Shock Results Table
- if any Depleted unit is defending against a shock attack, there is a 1R column adjustment on the Shock Results Table
- when a Depleted unit uses Missile Fire, add one (+1) to the Missile Fire die roll

10.34 When attempting to Rally (10.28) a Depleted unit, add one (+1) to the Rally die roll.

10.35 When a Routed and Depleted unit has been rallied, in determining how many TQ Hits it will return with (10.29), add two (+2) to that die roll. This does not apply to newly-depleted units, only those that were Depleted prior to the Rally attempt.

►10.4 CAVALRY PURSUIT

Historical Note: One of the problems with cavalry throughout military history is that it was often difficult to stop victorious cavalry from pursuing the fleeing, enemy troops. (Some historians believe that Hannibal, wily fox that he was, actually counted on the superior Roman cavalry galloping off at Zama!) The telling factor in getting the runaway horse back into the battle was usually the level of leadership control.

Design Note: For the 3rd edition we've adopted a streamlined version of a micromanagement rule which we felt sorely needed such attention.

Play Note: This rule is not used in Beneventum, which is why there are no Pursuit boxes on that map.

10.41 If an enemy unit is routed or eliminated by a friendly, attacking cavalry unit in Shock combat (the actual combat, not the Collapse TQ Check), the victorious cavalry unit must Pursue. If more than one cavalry unit causes the rout, only one of them has to Pursue, pursuer's choice. Pursuit applies only to victorious, attacking cavalry units—never to victorious, defending units. In addition,

- If the defending unit would be eliminated because it cannot complete its rout because it is surrounded (including attacking ZOCs), there is no pursuit
- If a unit shock attacks two separate units at once and only one routs, there is no Pursuit
- If the cavalry unit was Engaged (see 10.5) at the time of the rout, there is no Pursuit

If there is no pursuit, the victorious cavalry unit Advances After Combat (it is not Finished)

10.42 To resolve Pursuit, the owning player rolls a die and compares it to the cavalry's TQ rating. If the die roll is greater, the cavalry unit must Pursue, otherwise it must Break-Off. The procedures are:

- **Break-Off**: Routed unit undergoes Rout Movement instead of retreating the usual two hexes. The cavalry does not follow, although it does Advance after Combat. If the defending unit was eliminated, the cavalry Advances After Combat.
- **Pursue**: The routing unit is retreated the usual two hexes. One (and only one) successful attacking cavalry unit follows it, using the exact same path. It stops when it enters an enemy ZOC or places an enemy unit in its ZOC. The cavalry unit then must Shock Attack all units in its ZOC starting with the units rolling for Pre-Shock TQ check (where applicable). At the conclusion of this Shock attack, Routed enemy units undergo Rout Movement instead of retreating the usual two hexes. If the cavalry unit is eligible for Pursuit (see 10.41), it automatically follows the routing unit as above—there is no check for Pursuit. There is no further combat. If a routed unit exits the map, the pursuing cavalry exits as well.

If all the enemy units are eliminated, either in the original or subsequent Shock combat, the victorious cavalry unit moves one-half (round up) its Movement Allowance in the direction the enemy unit was headed—if in doubt head for the enemy Retreat Edge by the most direct route.

Play Note: This will usually place the victorious cavalry unit somewhat out of range of its leader, and the Player must then decide what the best course is for this situation.

10.43 Cavalry units that either Break-Off or Pursue are Finished for the game turn; they may not move other than to Orderly Withdraw or attack, but defend normally and may change facing with an order. Mark these units with a "Pursuit/Finished" marker at the conclusion of the Break-Off/Pursuit.

Example: [Zama] Hastati in 2728 is charged by Carthaginian HC (TQ=7) and routed. The Hastati retreats to 2527 and in checking for pursuit, the Carthaginian rolls a '8', ... and he's off in hot pursuit. The cavalry moves into 2628 and it attacks again, routing the fleeing Hastati, eliminating them. It then advances 4 MP in the direction the fleeing Hastati was headed.

Play Note: The Routing Player, where reasonably possible, should have his fleeing units avoid contact with his own units. The key word is, of course, "reasonable" ... and, in cases of bitter dispute, the pursuing player's opinion overrides all. Try not to feel that you can use your fleeing units to lead enemy cavalry into some sort of "trap". And please don't call us with "can I retreat here" questions. Use your common sense.

10.44 Off-Map Regroup. It is possible pursuing cavalry may end up off-map. They may not re-enter the game until the player uses his OC to declare that his entire Orders Phase is to Regroup and Return the cavalry (regardless of range or location). A cavalry Regroup and Return Order applies to all off-map cavalry from that army. It allows the off-map cavalry to re-enter the map within two hexes of the hex by which it left, using as much of their MA as they wish.

10.45 Cavalry that is off-map because they pursued is not considered when determining Rout Points.

►10.5 ENGAGED (OPTIONAL)

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

Those units:

- may not move or change facing
- may not use Missile Fire, nor may they be the target of Missile Fire

- must receive a "Shock-No Check" marker in the Shock Designation segment (8.31) if within Command Range of the active leader and that leader is eligible to command the Engaged unit.

10.51 Cavalry and light foot units (LI, VE, SK) engaged with units whose MA is less, may retreat one hex, maintaining its current facing, instead of receiving the "Shock–No Check" marker. The hex:

- must be a vacant and one that the unit can enter by normal movement
- cannot be in an enemy ZOC
- cannot be adjacent to a unit to which the retreating unit is Engaged

A unit that cannot retreat must instead be given the "Shock–No Check" marker.

10.52 The Engaged marker is removed the instant any of the units leave their current hexes

11.0 ARMY WITHDRAWAL AND VICTORY

►11.1 A player wins by causing his opponent's army to withdraw. An army will withdraw when it has accumulated Rout Points equal to or greater than its Withdrawal Level as given in the scenario. In the Army Withdrawal Phase, each player totals the number of Rout Points he has accumulated from his eliminated units. Note that units that have routed off the map are considered eliminated.

11.2 In general, a unit is worth Rout Points (RPs) equal to its TQ, with the following exceptions:

- All Skirmisher (SK) units and Elephants are worth two RPs, except for Leader Elephants, which are worth zero.
- Two-hex units are worth twice (2x) their TQ rating. Thus a phalanx with a TQ of '7' is worth 14 RPs.
- Named leaders are worth five times (5x) their Initiative Rating; Tribunes, Prefects, and Replacement leaders are worth their Initiative Rating

11.3 If a player's/Army's Rout Point total is the same or higher than the Army Withdrawal Level, that army Withdraws and that player has lost the battle.

11.4 If both sides reach their Withdrawal level at the end of the same turn, the player with the least number of Rout Points above that level wins, but just barely. If both sides are exactly the same, it's a draw.

SPQR

Livy–The Disaster at Cannae

Haec est pugna [Cannensis], Alliensi cladi nobilitate par, ceterum ut illis quae post pugnam accidere leuior, quia ab hoste est cessatum, sic strage exercitus grauior foediorque. Fuga namque ad Alliam sicut urbem prodidit, ita exercitum seruauit: ad Cannas fugientem consulem uix quinquaginta secuti sunt, alterius morientis prope totus exercitus fuit. Binis in castris cum multitudo semiermis sine ducibus esset, nuntium qui in maioribus erant mittunt, dum proelio, deinde ex laetitia epulis fatigatos quies nocturna hostes premeret ut ad se transirent: uno agmine Canusium abituros esse. eam sententiam alii totam aspernari; cur enim illos, qui se arcessant, ipsos non uenire, cum aeque coniungi possent? Quia uidelicet plena hostium omnia in medio essent, et aliorum quam sua corpora tanto periculo mallent obicere. Aliis non tam sententia displicere quam animus deesse: P. Sempronius Tuditanus tribunus militum "capi ergo mauoltis" inquit, "ab auarissimo et crudelissimo hoste aestimarique capita uestra et exquiri pretia ab interrogantibus Romanus ciuis sis an Latinus socius, et ex tua contumelia et miseria alteri honos quaeratur? Non tu, si quidem L. Aemili consulis, qui se bene mori quam turpiter uiuere maluit, et tot fortissimorum uirorum qui circa eum cumulati iacent ciues estis. Sed antequam opprimit lux maioraque hostium agmina obsaepiunt iter, per hos, qui inordinati atque incompositi obstrepunt portis, erumpamus. Ferro atque audacia uia fit quamuis per confertos hostes. Cuneo quidem hoc laxum atque solutum agmen, ut si nihil obstet, disicias. Itaque ite mecum qui et uosmet ipsos et rem publicam saluam uoltis". Haec ubi dicta dedit, stringit gladium cuneoque facto per medios uadit hostes et, cum in latus dextrum quod patebat Numidae iacularentur, translatis in dextrum scutis in maiora castra ad sescenti euaserunt atque inde protinus alio magno agmine adiuncto Canusium incolumes perueniunt. Haec apud uictos magis impetu animorum, quos ingenium suum cuique aut fors dabat, quam ex consilio ipsorum aut imperio cuiusquam agebatur.

Excerpted from Ab Urbe Condita Liber, *XXII, 22.50—The Latin Library (http://www.thelatinlibrary.com/index. html)— posted by William Carey from a number of texts, primarily the Loeb edition of B.O. Foster (1929), which is based on the edition of August Luchs (Berlin 1888) and the Weissenborn-Müller edition of 1905; but also with readings from the Walters-Conway edition of 1929.*

Such was the battle of Cannae, a battle as famous as the disastrous one at the Allia; not so serious in its results, owing to the inaction of the enemy, but more serious and more horrible in view of the slaughter of the army. For the flight at the Allia saved the army though it lost the City, whereas at Cannae hardly fifty men shared the consul's flight, nearly the whole army met their death in company with the other consul. As those who had taken refuge in the two camps were only a defenceless crowd without any leaders, the men in the larger camp sent a message to the others asking them to cross over to them at night when the enemy, tired after the battle and the feasting in honour of their victory, would be buried in sleep. Then they would go in one body to Canusium. Some rejected the proposal with scorn. "Why," they asked, "cannot those who sent the message come themselves, since they are quite as able to join us as we to join them? Because, of course, all the country between us is scoured by the enemy and they prefer to expose other people to that deadly peril rather than themselves." Others did not disapprove of the proposal, but they lacked courage to carry it out. P. Sempronius Tuditanus protested against this cowardice. "Would you," he asked, "rather be taken prisoners by a most avaricious and ruthless foe and a price put upon your heads and your value assessed after you have been asked whether you are a Roman citizen or a Latin ally, in order that another may win honour from your misery and disgrace? Certainly not, if you are really the fellow-countrymen of L. Aemilius, who chose a noble death rather than a life of degradation, and of all the brave men who are lying in heaps around him. But, before daylight overtakes us and the enemy gathers in larger force to bar our path, let us cut our way through the men who in disorder and confusion are clamouring at our gates. Good swords and brave hearts make a way through enemies, however densely they are massed. If you march shoulder to shoulder you will scatter this loose and disorganised force as easily as if nothing opposed you. Come then with me, all you who want to preserve yourselves and the State." With these words he drew his sword, and with his men in close formation marched through the very midst of the enemy. When the Numidians hurled their javelins on the right, the unprotected side, they transferred their shields to their right arms, and so got clear away to the larger camp As many as 600 escaped on this occasion, and after another large body had joined them they at once left the camp and came through safely to Canusium. This action on the part of defeated men was due to the impulse of natural courage or of accident rather than to any concerted plan of their own or any one's generalship.

Excerpted from The History of Rome, Book 22. *Trans. Rev. Canon Roberts— http://etext.virginia.edu/toc/modeng/public/Liv3His. html*