DELUXE FOURTH EDITION

THE GREAT BATTLES OF
ALEXANDER

THE MACEDONIAN ART OF WAR 338–326 B.C.

GAME DESIGN:

MARK HERMAN
RICHARD BERG

Table of Contents

©2003 Rodger B. MacGowan

RULES BOOKLET

GMT GAMES

(1.0) INTRODUCTION

The Great Battles of Alexander the Great is the first volume/game in GMT's Great Battles of History series. It portrays the development of the Macedonian Art of War, as originally formulated by Philip II, King of Macedon. It reached its peak during the reign of his son, Alexander III, who, after his conquest of the Persian Empire, became known as Alexander the Great.

This special, "Deluxe" edition covers almost every battle fought by Alexander and his army before and during his conquest of the civilized world (Western version). The battles illustrate the triumph of the Macedonian system of "combined arms"—led by a powerful heavy cavalry and anchored by a relentless phalanx of spears—first over a Greek hoplite system that had been in place for centuries, and then to its ultimate fruition against the massive, but often out-of-date, "light" armies of the Persian Empire.

We have included historical commentary throughout the rules by way of explanation—especially in the Terminology section and the individual battle scenarios—so that you can more fully understand some of our design reasoning.

A NOTE FOR PLAYERS

GBA, while not an overly difficult game to learn or understand, uses a tactical system which rewards those who know what their men can do and how to exploit the capabilities of even the worst of them. To calmly blunder into battle with a, "Let's see what happens here," theory is to be carried home on your shield in a remarkably short time.

We suggest that, because of the unusual nature of this era of warfare, as well as the specialized capabilities of the various units, players—even those quite familiar with simulation gaming—play through a few turns of the "Samarkand" scenario. This battle will reveal the various tactical strategies available, how the different types of weapons system may best be used, and how best to (try to) protect against them. It was Alexander's genius that he could combine all of these aspects; it is the player's challenge to see if he can equal—or even best—them.

A WORD ON THE DELUXE EDITION

This is the 4th edition of the rules; it supersedes both the original version (1991), the 1993 update (2nd edition), and the 1995 Deluxe Edition. There are some additions, and lots of minor changes. The **GBA** rules should not be considered amended or superseded by the rules of any other game within the GBH system, particularly **SPQR**. Each game in the series is a world unto itself.

The differences between the previous edition are indicated with the >> symbol.

Remember: Watch Your Flanks.

(2.0) GAME COMPONENTS

Each Game of **Deluxe Battles of Alexander** contains:

> 3 22" x 34" mapsheets, backprinted
> 3 Sets of counters (720 counters total)
> 1 Rules Booklet
> 1 Scenario Booklet
> 2 Player Aid Cards
> 1 ten-sided die
> A bunch of glassine envelopes

If you have any questions about these rules, we'll be glad to (try to) answer them, if you send them to us in a self-addressed, *stamped* (regardless where you're from) envelope, addressed to:

GMT Games
ATTN: Deluxe Alex Q's
PO Box 1308
Hanford CA 93232
www.GMTGames.com

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

(2.1) THE MAPS

Each battle has its own map, although Samarkand and The Jaxartes use maps from other battles. The battlefield of Gaugamela/Arbela uses one and a half maps. Each map is back-printed so that there are at least 2 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, or counters: **combat units**, representing the various types of fighting troops; **leaders**, the individuals who command the troops; and **information markers** used to note specific pieces of information necessary for play.

(2.21) **Combat units** come in two sizes: square (single) and rectangular (double-size), the latter representing larger, linear formations such as the feared, but rather rigid, Macedonian phalanx. Each combat unit is a specific Type and, possibly, Class (as illustrated below), depending on its weaponry and 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 (J=javelin; A = arrow; S = stone; B = bolt). The Missile Table gives the Ranges available for these missiles. Each combat unit has two sides. All ratings are the same on both sides, except that when a unit is flipped it indicates it has been "Moved" once that turn and will suffer Cohesion penalties when/if moved again that turn; see 6.1.
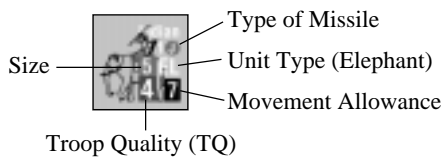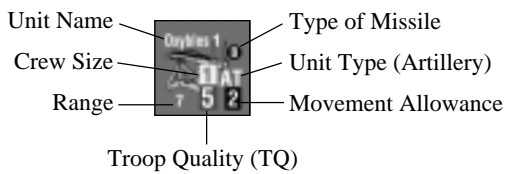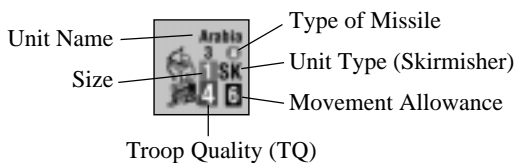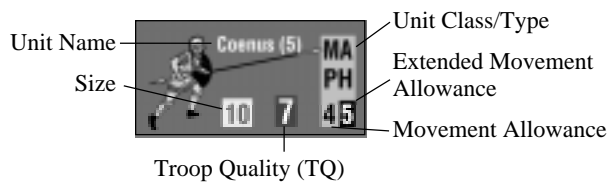
(2.22) **Type and Class:**

• TYPE: A unit's Type—e.g., Heavy Infantry (HI), Skirmisher (SK), etc.—is used to determine its relative effectiveness (Superiority) against other, often different, types of units.

• CLASS: Sometimes, a Type of unit will be broken down into several classes. E.g., HI in the game comes in two classes: Hypaspist and Hoplite; skirmishers may include archers, slingers or javelinists, etc. A unit's Class allows for any variation of effectiveness within the Type.
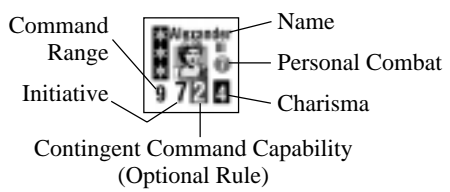
(2.23) Several Macedonian Phalanxes have two names, or a name and a Number. The first type (e.g., Amyntas/Simmias) represents the change in commander from one battle to the next. The ID number is used for setup purposes in designated scenarios, such as Chaeronea.

(2.24) **Examples of Combat Units**

Unit Name — Coenus (5) — Unit Class/Type
Size — Extended Movement Allowance
Movement Allowance
Troop Quality (TQ)

Unit Name — Arabia — Type of Missile
Size — Unit Type (Skirmisher)
Movement Allowance
Troop Quality (TQ)

Unit Name — Oxyltes 1 — Type of Missile
Crew Size — Unit Type (Artillery)
Range — Movement Allowance
Troop Quality (TQ)

Size — Type of Missile
Unit Type (Elephant)
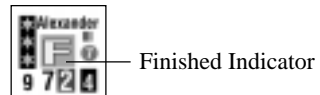Movement Allowance
Troop Quality (TQ)

(2.25) **Leaders** have a variety of ratings, used to rate their Initiative and Command, as well as their fighting capabilities—both as leaders and individually. Some non-Macedonian leaders have slightly different counters to reflect the different command systems they use. These are discussed in 4.0 and 5.0.

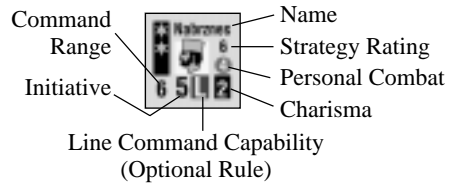**Sample Macedonian Leader—Front (Activated Side)**

Command Range — Name
Personal Combat
Initiative — Charisma
Contingent Command Capability (Optional Rule)

Rear (Finished Side)

Finished Indicator

PLAY NOTE: Alexander has two counters. The one with the "Chaeronea" designation (CH) is used for that battle; the "III" counter is used for all other scenarios.

Sample Persian Leader—Front

Command Range — Name
Strategy Rating
Initiative — Personal Combat
Charisma
Line Command Capability (Optional Rule)

Indian Leaders do not have a Personal Combat rating; see 8.43.

(2.26) **Informational Markers**, such as "1's", "2's" (representing Cohesion Points lost), "Routed", "Finished", etc., are used to record certain game functions, as discussed below.

(2.3) CHARTS, TABLES AND THE DICE
There are two Charts & Tables Sheets—one for each player. The use of each chart/table is explained in the rules, below.

All tables use a 10-sided die; *the '0' is treated as a '0' (not a '10'), and is less than '1'.*

(2.4) TERMINOLOGY
We have included two sections. The first is a general definition of most-used terms in the game system. The second is more in the way of historical background, hopefully providing some insight into what units were and how they were used.

GAME TERMS

Activated Leader—The leader who is giving orders 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/armor systems within a type. EXAMPLE: HO (Hoplites, a class of HI).

Cohesion—A unit's ability to remain in an organized, fighting formation. Combat results are in the form of Cohesion "hits" causing reductions to a unit's Cohesion level (see Troop Quality).

Contingent Command—Those Macedonian Leaders with a "**C**" instead of an Initiative Rating are Contingent Commanders, lower-level commanders who are used only with the Optional Macedonian rule for such; see 5.6.

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 Personal Combat, failure to Trump, etc.

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

Leader—Leaders were the kings, rajas, satraps, generals and tribal chieftains who commanded/influenced the troops.

Line—All units of a specific Type that are eligible to move under a single Line Command.

Line Command—The ability of certain, non-Macedonian leaders to move large sections of similar Type troops at once.

MA—Acronym for a unit's basic **Movement Allowance**. It also represents a unit's maneuverability compared with the other units in the game.

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

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

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

Shock Combat—Hand-to-hand, (and, often literally, eyeball-to-eyeball), hack and thrust, slash and crash, push and shove melee—the meat and potatoes of Hoplite-era warfare.

Size—Representing not only the number of men in that unit but also its density and formation. Sheer numbers were not a major factor in ancient warfare.

Superiority—The relative capabilities of the opposing weapons/ armor systems which will help determine who will take fewer/more Cohesion "Hits" in combat.

TQ—Acronym for the all-important **Troop Quality** rating. The TQ Rating is, by far, the most important number a combat unit has, and it will be consulted constantly throughout play—at almost any time a unit does something that will endanger its cohesion.

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

Type—General, categorical description of combat unit, usually used to determine combat effectiveness and results, as per the various combat charts. **Examples**: HI (Heavy Infantry), SK (Skirmishers), etc.

Zone of Control—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 by an enemy unit.

SOME MILITARY BACKGROUND

Heavy Infantry—A Type that includes hoplites and hypaspists. The basic foot infantry of the era, usually protected by armor (helmet, breastplate and, maybe, leg armor), carrying a shield and brandishing both a short sword and a seven-foot (or more) spear: 30+ lbs. of uncomfortable equipment. No wonder they were called Heavy infantry.

Hoplite—The "grunts" of classical-era Greek warfare, the fellows with those really neat "Corinthian" helmets. Hoplites are treated as a class of HI.
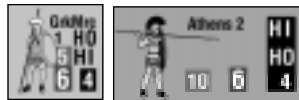
Phalanx—A formation of shoulder-to-shoulder hoplites used in Greek warfare since around the 7th century BC and perfected by the Macedonians, who relied on an extremely long spear (the 16–18 foot Macedonian *sarissa*) which enabled the middle ranks to help present a truly formidable and demoralizing frontage when advancing. In the Macedonian army they were known as *pezhetaroi* (Foot Companions), and they were organized into 12

taxeis (or brigades), six of which accompanied Alexander to Asia. A seventh was added later on. Only Macedonian double-sized units are treated as phalanxes (type PH) in game terms. All other double-sized heavy infantry are Hoplites (HI type, HO class). Reason? The use of the sarissa, the lighter armor (and concurrent slightly greater mobility), plus the professionalism of the Macedonian army. As such, Macedonian phalanxes have movement and combat capabilities that exceed their Greek/hoplite counterparts.

Hypaspist—Macedonian hypaspists, an elite hoplite group, were somewhat lighter (in armor) than hoplites and thus more mobile. They also (probably) carried a shorter spear. The Hypaspists were originated by Philip II, with the name meaning Shield-Bearers, and they were Alexander's crack infantry troops. They are treated as a separate class within the HI type.

Medium Infantry—units with some armor (usually chest mail) and heavier weapons (usually spears and swords) that were trained for shock but did not quite have the inertia-times-mass capability of the era's true HI.

Light Infantry—A generic term applied to foot units with little or no body armor, perhaps a light shield, and usually a spear, and, possibly, sword. Most light infantry had missile capability. LI differ from Skirmishers in that the former fought in formation and were trained for some Shock.

Peltasts—The most common form of Light Infantry of the day, descended from the famous Thracian peltasts. These are Light infantry armed with javelins, a weapon that could inflict heavy damage but had minimal range. Peltasts were so-named for their *pelta* , or wicker shield. Peltast units—"**LP**"—are treated somewhat differently from LI because, unlike javelin-armed skirmishers, they did have some training and use in shock combat. Peltasts are, essentially, a "Class" of Light Infantry "Type".


Cardaces—A Persian experiment initiated by Darius after Granicus and, quickly abandoned after their poor performance at Issus. The units were similar to peltasts, although several sources state they were "trained as hoplites." Regardless, they are identified as a separate Class (CA) within the peltast (LP) Type.

Skirmishers—A generic term applied to Types of troops that wore no armor and used missiles: javelinists, archers and slingers. They did not fight in strict formation and, except for the Agrianian javelinists, were not capable of or trained for Shock. 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 (and thus avoid) their more weighty opponents, which, all things considered, is their best bet for survival. Treated with great scorn and much contempt throughout ancient Greek history—not macho enough—they were more prevalent in the Persian armies of the era.

Javelinists—These are units of Skirmisher (SK) type, Javelin Class (as denoted by their missile capability). Alexander's Agrianian javelinists were highly valued in their skirmisher/defensive screen role, because they had some shock capability!
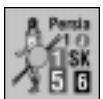
Archers—Skirmisher-types that fired arrows an effective distance of 150+ yards with a maximum range of 250 yards (less when mounted). The arrows of the day could rarely pierce metal armor but were fairly effective elsewhere. Cheap to arm; expensive to train.

Slingers—Another unarmored, Skirmisher type. They hurled pellets, usually made of lead (sometimes marked with such wartime graffiti as "take that...") an effective distance of up to 120 yards, although accuracy was nowhere near that of arrows or javelins. 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.) Although there is mention of slingers being used throughout Alexander's campaign (the Rhodians were considered tops in this field), the only reference to specific, named slinger units is at Gaugamela.

Light Cavalry—Essentially, mounted archers and javelinists whose great plus was their mobility. (It's easier to throw something while standing than it is while trying to grip the side of a horse with your knees.) They rarely carried armor/protection or any other weapon. It is entirely possible that these troops used their mounts solely for rapid transportation from one part of the battlefield to another, and that they fought dismounted. We also note that, somewhere at the tail end of this era, these guys showed up with a sawed-off version of a javelin, what we would call "darts". As it is very tough to tell when this weapon appeared, we have left it out in this game.

Lancers—Essentially light cavalry units trained to use a lance for attack. They have no missile capability (a simplification for game purposes.) The Macedonian *prodromoi* (Scouts) were the most famous of the lance-armed cavalry. It is somewhat speculative to comprehend how they used lances effectively without the presence of stirrups to "anchor" them to their mounts.

Heavy cavalry—Cavalry trained and armed for shock combat. Wearing some armor, their shock capability often came from their fighting formations rather than their weaponry. For example, the vaunted, Macedonian "Companion cavalry" was well-trained in using their steel-tipped, cornel-wood lances to deadly shock effect by forming for Charge in a wedge-shaped formation. Almost as well-armed, and equally well-trained, was the Thessalian cavalry, which charged in a rhomboid/diamond-like formation. Alexander usually used his heavy cavalry to deliver his "coup de guerre", the hammer for the anvil of the phalanx. Initially, the Persians had little heavy cavalry. The Persian contingents from Bactria, et al., were "cataphracted" (protected with scale-armor) and are thus considered Heavy cavalry, although there is little indication that they were trained in the rigors of shock combat, and their maneuverability was somewhat suspect. (In essence, the Persian army was a highly mobile, missile-oriented army, with little taste for—or experience with—shock combat.)

Elephants—The first **recorded** use of elephants in a battle was at Gaugamela—15 of them, none of which saw any action—although, surely, they must have been used in war before. (Porus had anywhere from 80–200 elephants at The Hydaspes in 326 BC and its highly unlikely the idea didn't just occur to him.) The elephants used by Darius were Indian (not African), and they did not have "towers" (as did, say, Hannibal's). There is some indication that Porus' Elephant Corps was cataphracted! A javelinist was perched, somewhat precariously, next to the elephant's mahout. Elephants were pretty much impervious to anything—except sharp, pointy objects. They also tended to have a mind of their own when annoyed, which often happened when confronted with those same sharp, pointy objects.

Chariots—At Gaugamela, Darius deployed specially-equipped, scythe-wheeled chariots. While frightening to behold, and capable of causing some gruesome wounds, they were not especially effective, despite Darius' preparations on their behalf. Their maneuverability was greatly hindered by the use of the fixed axle, which meant they went in whatever direction the horses went, and that with some difficulty. In addition, you can forget "suspension"; these chariots were real tough on the spinal column … and even tougher on the aiming capability of their archers/javelinists. They were more Skirmishers on Wheels more than anything else, and they were very susceptible to LI attacks. Chariots were, by this time, an outmoded military technology. The Asians, however, with their large expanses of flat plains, loved them, and you find Mithridates Eupator VI still using them 250 years later (and with even less success than Darius had) at Chaeronea.

Artillery—Alexander's train included a fair amount of ancient artillery, most of which was used in a variety of tactical situations, from siege work to (as we see in this game) providing support for river crossings. Artillery is treated as a "Type." with its use as Class. Thus, the bolt-throwing Oxybeles used at the Jaxartes are AT Type, B Class. They have a built-in LI support.

(2.5) GAME SCALE

Each point of Size denotes either 150–200 infantry (depending on their formation, depth and usage) or 100 cavalry. Thus, the Craterus phalanx unit represents 1500 men, while a Persian Bactrian Heavy Cavalry unit contains about 500 men. Each chariot Size Point equals from 6–7 chariots, and each Elephant size point is one Elephant. (Big suckers, those elephants.) Foot skirmishers are an exception; their size—always '1'—reflects not their numerical strength but their dispersed type of formation.

HISTORICAL NOTE: While most modern historians agree that "exact" numbers are almost impossible to divine, they all manage to come up with what they feel are accurate representations of unit strengths. Unfortunately, they all manage to disagree—sometimes (but not surprisingly) widely. We've tried to reconcile all of this information in terms of the units' relative capabilities. For those of you widely read in this area, we tend to follow Delbrück (see sources) when it comes to numerical "guesstimates."

The counter shape of a unit represents its frontage. A Macedonian phalanx "brigade" in full array had a frontage of approximately 130+ yards; thus it occupies two hexes. A Macedonian heavy cavalry unit, which is usually comprised of two *Ilai* (or squadrons; the royal squadron, or *agema*, had 300 men), had a frontage (for its unusual wedge-like formation) of about 50+ yards, or 1 hex.

Each hex is approximately 60–70 paces (yards) from side to side. For play purposes, some of the "game" rivers are a bit wider than their actual counterparts. (E.g., the Granicus was probably—as best we can tell—about 25–30 yards across. However, this does not include the banks and the approaches.)

Each game turn covers, rather loosely, 15–20 minutes of real time.

(2.6) GAME LENGTH

All battles consist of an indeterminate number of Game Turns. Most battles are fought until one side routs—so there is usually no need to keep track of how many turns have passed. Some battles, however, do keep track of time, so we've provided you with a Turn Record Track with the Charts and Tables. It was extremely exhausting to stand around for half a day—no less fight—wearing 30+ pounds of ill-fitting armor and undergoing the stress that such eyeball-to-eyeball combat entailed.

DESIGNER'S NOTE: From a practical point of view, in terms of "how long can they keep this up?", you should note that professional boxers—highly-trained athletes of immense stamina and strength, wearing NO armor and carrying no weapons (other than their fists)—can rarely last more than 12–15 rounds. That's 45 minutes of "shock" … and that with a one minute breather every 3 minutes. Consider that when trying to figure out why so many of the units in the game have little "lasting" power.

(3.0) 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 (or, if eligible, Line Commands) which allow units within his Range to move and conduct combat. After all Leaders have been activated and are "Finished", each player checks for Rout and Recovery and Army Withdrawal, after which the game turn is concluded.

A. Leader Activation Phase

1. The player with the lowest-Initiative-rated leader who has not yet been activated activates that Leader. If that Leader is eligible for, and wishes to use, Line Commands, he rolls—when necessary—for that ability at this point.

2. Non-Momentum Trump attempts (5.41 & 5.42) may be made here.

B. Orders Phase

1. **Movement/Missile Segment**.
   a. For each Individual Order issued by an activated leader the player may perform any one function listed in 5.22 with any one combat unit.
   b. For leaders with Line Command capability (4.3), an entire Line of units may Move and/or Missile Fire.
   c. If players are using the Optional Macedonian Contingent Command system (5.6), MCC Orders are given here.

Units capable of Orderly Withdrawal (6.7) and/or Reaction Fire may do so throughout this segment.

2. **Shock Combat Segment**. After a leader has finished issuing orders, eligible units engage in Shock combat, using the following sequence:
   a. **Shock Designation**: all non-moving, eligible units that choose to Shock are given SHOCK-No Check markers.
   b. **The Charge** (Pre-Shock TQ Check; *Ephodos*)
   c. **Resolution of Leader Combat** *(Charismos)*
   d. **The Clash of Spears** (determine Superiority and Shock column; *Doratismos)*
   e. **Resolve Shock Combat**. *(En Chersi)*
   f. **Check for possible Breakthrough. (Othismos** *Aspidon*; the Push of Shields)
   g. **Check for possible Collapse and Rout** *(Trope)*
   h. **Cavalry Pursuit check** (Optional)

C. Momentum Phase OR Return to "A"

1. The player for the leader who 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 remain inactivated.

2. If the player attempts a Momentum die roll, the opposing player may, if he wishes, attempt a Momentum Trump (5.42[2]).

D. Rout and Recovery Phase

1. **Remove "Rallied" markers.**
2. **Rout Movement**: Routed units must undergo Rout Movement.
3. **Reload Segment.** Eligible missile units may get more missiles; 8.18
4. **Flip all "Moved" units and "Finished" leaders to their front sides.**

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.

(4.0) LEADERS

Combat units may not move or missile fire without getting an Order (or Line Command, for those armies for which it applies) from a leader. Those combat units that *had* received such Orders during a turn, *or* that are within Command Range of that same leader, may effect Shock Combat. Each leader counter has two sides: its Activated side and its Finished side. A leader who has not yet been or is now activated uses his Activated side. A leader that has concluded its activation is flipped to its Finished side.

(4.1) LEADER COUNTERS

Each leader possesses several ratings:

Command Range: (Activated Side only) Denotes his overall presence 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: Alexander (only) has this, the ability to usurp the standard Initiative-based Orders Phase sequence; see 5.5.

Initiative: (Activated Side only) 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 being able to use Momentum. It also defines the number of 'orders' that leader may issue per Orders Phase. The higher the rating the better the leader.

Line Command Capability: Those leaders capable of issuing Line Commands have an "L" adjacent to their Initiative Rating.

Contingent Command Capability: [Optional Rule]. Subordinate Macedonian leaders who have a "C" instead of an Initiative Rating. They may be activated by being given Orders, as per 5.6. They may command only those units specifically assigned in a given scenario.

Strategy Rating: (Activated Side only) For selected subordinate Greek, Persian and Indian leaders, only; expresses the ability to issue Line Commands on their own Initiative.

Personal Combat: (Both sides) This rating is used when opposing leaders are involved in the same Shock Combat, to determine the outcome of the fight between those two leaders. (See 8.4.) Indian leaders do *not* have a PC rating.

Charisma: (Both sides) Denotes a leader's 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.

Movement Allowance: The number of Movement Points a Leader may expend in a *Phase. The MA, which is 9 for all leaders, is not printed on the counter.* They move using Cavalry costs on the Movement chart, although they never suffer Cohesion hits for any kind of movement.

(4.2) LEADER CAPABILITIES: INDIVIDUAL ORDERS

DESIGN NOTE: The Macedonian command system was far more sophisticated and professional than that of any other army of the era. This capability is expressed by the extended Command Ranges and better Initiative ratings of the Macedonian leaders, combined with the fact that the Macedonian army was not so much small as compact.

This section applies to all eaders in the game, except Macedonian Contingent Commanders.

(4.21) A leader may gives **Individual Orders** to any friendly combat unit within his Command Range, which is measured by tracing an unobstructed path of hexes equal to or less than the range, 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 a friendly unit to conduct movement and/or missile volley, 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) Leaders move under the following circumstances:

- They issue an Individual Order to themselves, which counts against the number of orders that leader may issue that Phase;
- They may move—without expending an Order—with any combat unit with which they are stacked and to which an Order has been issued. They do not have to "stay" with the combat unit.
- They receive an Individual Order from their Overall Commander.

(4.24) A leader, other than the Overall Commander (see 4.4), in an enemy Zone of Control may *not* issue Orders (or Line Commands, for that matter) 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 Order from the Overall Commander (4.4). See, also, 5.25.

(4.25) A leader who is "Finished" (5.15) may not issue Orders (or LC's). However, he *may* move, but only if ordered by an Overall Commander to do so.

(4.26) Leaders do not have—or need—any Facing (7.1).

(4.3) LINE COMMAND CAPABILITY
This section applies ONLY to those leaders with an "L" on their counters. Thus, Macedonian leaders do not use Line Commands.

(4.31) A leader with Line Command Capability, *instead of* issuing any Individual Orders, may issue *one* (1) **Line Command** to all the units in a Line (4.33), if he is eligible to do so (4.34). The units that may comprise "a Line" are listed in the **Line Command Eligibility** section of each scenario. In addition, see 4.37.

(4.32) **Line Size:** There is no limit to the number of units in a Line that may be so ordered— other than 4.33—and all the eligible units in a Line do not have to take part. Units in a Line do *not* have to stay together when they move … although to do otherwise is to court organizational disaster.

(4.33) **Line Composition**
Infantry/Elephant Lines: In order for infantry or Elephant units to be eligible for a Line Command

- the units must all be of the same Type/Class listed in that scenario's Line Eligibility Chart
- the units must be either flank-to-flank *or* (but not "and") Front-to-Rear (see Facing, 7.1) to be in the *same* line.
- An Infantry Line may be of *any* length, without regard to command range.
- The units in the line must be adjacent; *any* space—even an occupied space—between eligible units ends the line.

PLAY NOTE: Only Greek and Indian leaders have infantry Line capability.

Cavalry/Chariot Lines: In order for Cavalry or Chariot units to be eligible for a Line Command

- the units must all be of the same Type/Class listed in that scenario's Line Eligibility Chart. However, LN (Lancer) units are always considered a separate type.
- they all must be within *half the leader's Command Range*, rounded up. They do not have to be adjacent or flank-to-flank, etc. Units outside that Range are *not* in that Line, even if they are adjacent to units that are.

*PLAY NOTE: A gentle reminder that Cavalry Command Ranges for Line Command purposes are **one half** their printed range, rounded up. Those for infantry are not halved. Also note that there are not that many leaders capable of Line Commands!*

(4.34) **Line Command Eligibility:** A leader may issue a Line Command in his *Initial (non-Momentum)* Orders Phase under one of the following conditions:

SUBORDINATE LEADERS

1. He *starts* his Orders Phase within *two* (2) hexes (elephant/infantry only) of at least one of the units in that "line" with NO intervening combat units. He must have a clear LOS (8.14, and interpreted liberally in the case of disagreements) to that unit. (Elephants do *not* block LOS); *and*

2. He starts the phase within either his Overall Commander's Range or his Wing Commander's Range (4.5); *or*

3. He is not within the Overall Commander's Range, but the Player rolls a die, and that die roll is the same as or lower than the leader's Strategy Rating. If it is higher, he may issue only Orders.

4. In the first game-turn of any scenario, *all* leaders with LC capability may issue a Line Command without resorting to OC Range or dierolling.

5. See Persian Wing Commanders, in 4.5.

PLAY NOTE: 4.34 (1) is read—and used—together with the cavalry range restrictions in 4.33.

DESIGN NOTE: This limitation has much to do with chain-of-command "red tape" vs. individual initiative (the die roll).

OVERALL COMMANDERS

Overall Commanders are *automatically* eligible to issue LCs (no Strategy Rating die roll is necessary) … even in Momentum-generated phases. The two-hex range in #1, above, still applies, though.

Important Momentum Limitation: Subordinate leaders that used their proximity to their Overall Commander to issue a Line Command may *not* attempt/roll for Momentum.

PLAY NOTE: Why, pray tell, is that? Well, it takes far more time and energy to use the chain of command than to call on one's initiative.

(4.35) **LC Procedure:** Leaders may issue a Line Command in a *Momentum-generated Orders Phase* as follows:

1. Overall Commanders may automatically issue LCs in a Momentum-generated Phase as if it were the initial phase.

2. Subordinate Commanders that issued LCs in their Initial Phase by dierolling may issue a LC only by rolling against their Strategy Rating, as per their 4.34[3], above.

3. Subordinate Commanders that did *not* issue LCs in their Initial Phase may *not* issue LCs in a Momentum-generated phase, even if they are within range of their OC.

PLAY NOTE: Remember, Subordinates who used their OC for a Line Command do not have any Momentum Phases, so this section would not apply to them.

(4.36) **LC & Leader Movement:** A leader who has issued a LC may—not must—move as part of that LC. He does not have to stay with the line.

(4.37) **Command Restrictions**: Certain leaders who may issue Line Command may do so *only* to the Type of units specified in the scenarios or on their counters. *Command Restrictions **never** apply to Individual Orders.*

*DESIGN NOTE: While Line Commands are a more efficient way to move large numbers of units, such "efficiency" comes at a cost, mostly as these leaders were not truly "professionals." For example, a leader issuing a Line Command to move may **not** rally units in that Orders Phase.*

(4.4) OVERALL COMMANDERS

Overall Commanders (OC) are those leaders that command the entire army, as designated in each scenario. OC's function like other leaders except that, when Activated, OCs can

1. leave enemy ZOCs by issuing an Order to themselves, and

2. they may issue 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) Orders to move that leader. Note that an OC in an enemy ZOC may not issue an Order to move *another* leader; he must first leave that ZOC.

3. Issue Line Commands—if eligible to do so—without a Line Command die roll.

(4.5) WING COMMANDERS

(4.51) Both the Persians and the Macedonians assigned commanders to control large sections of their armies. These "Wing" Commanders acted as quasi-Overall Commanders for their assigned sections.

(4.52) Persian and Macedonian Wing Commanders are listed as per each scenario.

(4.53) Persian WCs may issue Line Commands in their initial, non-Momentum Phase without dierolling even if they are not within range of Darius.

• They may *not* be used by other Line Capable leaders to issue Line Commands without a DR.
• Their non-DR ability applies solely to the Initial Orders Phase.

(4.54) Macedonian Wing Commanders are used to issue Contingent Commands, as per 5.6.

(4.6) LEADERS AND ENEMY COMBAT UNITS

This section covers *general* rules relating to leaders and enemy combat units. For specific rules for Personal Combat as well as casualties during Shock, see 8.34 and 8.4 .

(4.61) Leaders may *enter* enemy ZOCs only if stacked with a friendly combat unit (see 4.23) or that ZOC already contains a friendly combat unit. Like combat units, leaders must cease movement for that Order (or Line Command) upon entering an enemy ZOC. A leader may leave an enemy ZOC by itself only if it receives an order from the Overall Commander; see 4.24.

(4.62) The *instant* any enemy combat unit moves adjacent to a *leader alone* in a hex (not stacked with a friendly combat unit) the leader can undertake an Orderly Withdrawal. If he does not—or cannot, because he is surrounded by enemy units, ZOCs and/or impassable terrain—that leader is eliminated (captured/killed). See, however, 8.45.

PLAY NOTE: If the non-moving leader is stacked with a friendly combat unit he may also use Orderly Withdrawal, or he may hang around and get involved in the combat, as per 8.3.

(4.63) If a leader alone moves adjacent to an enemy leader alone, Personal Combat takes place immediately and is resolved before the next Order is given. See 8.4.

(4.64) There are *no* Replacements for eliminated leaders.

(5.0) LEADER ACTIVATION AND ORDERS

Combat units may move and fight only when ordered to do so by their leaders. Leaders issue orders in the Orders Phase. Certain leaders may issue Line Commands or use their Orders to issue Contingent Commands. Leaders may not issue any orders or commands 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 become **Activated** and issue Orders (or Commands, where applicable). After they complete issuing orders, they are then **Finished**. In a rare occurrence (5.33[2]) 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 (a possible 2) to highest (Alexander's 7). In case of ties, the non-Macedonian leader goes first, with players then alternating among 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.

(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), Reactivation (5.33[2]), or Elite Commanders (5.5).

EXAMPLE: At the Granicus, Macedonians Alexander (7) and Philotas (5) plus Persians Memnon (5), Omares (3) and Arsites (2) are the available, inactive leaders. After Arsites has been activated and finished giving orders, Omares normally would be activated next, after which Memnon would be activated because although he and Philotas have the same rating, Memnon is a Persian. (Well, actually he's a Rhodian Greek, but that's another story.)

(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).

Exception: Reactivation (5.33[2]) and certain aspects of Elite Initiative (5.5).

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

1. The Leader has completed an Orders Phase and does not (or cannot) make a Momentum attempt; or
2. The Leader is Trumped by an *enemy* leader; or
3. The leader *fails* a Trump or Momentum attempt.
4. A player declines to use that leader, in essence, passing. However, see 5.25.
5. Pre-arranged Withdrawal, where eligible, occurs. See 6.8.

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[2]

(5.2) THE ORDERS PHASE

(5.21) **Procedure**: 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 4.3. Thus,

- when Alexander is activated he can issue up to seven (7) orders for that activation. He may choose to issue less (or none); he may not issue more in *that* Orders Phase.
- when Bessus is activated, he may, if eligible, issue one Line Command to his cavalry units *or* he may issue 4 Individual Orders.

(5.22) Each **Individual Order** allows the player to

1. Move any one unit. Missile units may also fire at any time during their movement (8.1); or
2. Individual Missile Fire with any missile unit; or
3. Remove two Cohesion Hits, as per 10.14; or
4. Attempt to Rally a Routed unit, as per 10.27.
5. Issue Contingent Commands (Macedonians only; optional rule. Requires up to 3 Orders for each MCC. See 5.6.)
6. Perform Pre-Arranged Withdrawal, as per 6.81.

Each **Line Command** allows all the units in one Line to

1. Move any/all units in that line. Moving units capable of firing missiles may do so; or
2. Any/all units in that line may Missile fire without movement.

Note: Leaders may *not* use a LC for Order #'s 3–5, above.

3. Pre-Arranged Withdrawal; see 6.81.

(5.23) Although a given combat unit may be ordered to move more than once per game *turn*, it may not move (or Missile Fire) more than once per Orders Phase. (See 6.11 and 12).

EXAMPLE: (Chaeronea) A combat unit ordered to move by Demosthenes (who, hopefully, has removed the stones from his mouth) may not be ordered by Demosthenes to move again in that *Orders Phase. It may, however, be so ordered in a subsequent phase (in the same turn) by, say, Theagenes, or even by Demosthenes if he gets a second (Momentum) activation.*

*PLAY NOTE: The above example would **not** apply to Line Commands, though, because Demosthenes may give commands only to Athenians, and Theagenes to Thebans. See 4.37.*

(5.24) Orders/Line Commands are *not* used to directly precipitate shock combat, which occurs in a subsequent Segment. They can be used for Missile Fire, however. See 8.1. Reaction Fire (8.2) does not require orders; it occurs in response to enemy movement.

(5.25) **The EZOC Prohibition:** Any leader—other than the Overall Commander—who starts an Orders Phase in an enemy ZOC may *not* issue orders (as per 4.25). *However*, his Command Range may still be used to designate units 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 and Personal Combat ratings. 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.

If he is neither of the above, 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 EZOC prohibition also applies to leaders who enter enemy ZOCs **during** their Orders Phase. And, to clarify, if, say, Parmenion is in an enemy ZOC when it is his turn to be activated, and the Macedonian player uses Parmenion to continue Shock with*

*several units within Parmenion's range, Parmenion is **not** eligible to activated if he is later moved out of that ZOC by Alexander.*

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

(5.27) After Shock combat has been completed that Orders Phase is finished. Two things may now happen:

1. The player may attempt a Momentum Orders Phase (5.3) with the same leader who was just activated; *or*

2. A new leader is activated, returning to Phase "A".

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

(5.3) MOMENTUM
*PLAYER'S NOTE: Momentum (and Trumping, below) are highly useful and powerful gambits—especially for the Macedonian Player, for whom they are a **major** weapon. However, they have a good chance of backfiring, and when they do they often provide the opponent with major possibilities.*

(5.31) At the conclusion of the Orders Phase, the player may attempt to undertake an additional Orders Phase for the Active Leader who just completed issuing orders. In order to do so, that Leader must pass a Momentum die roll, and he may not fall under *any one* of the following, restrictive situations:

- Is in an enemy Zone of Control, or was previously in an enemy ZOC, as per 5.25;
- Engaged in Personal Combat in the Orders Phase just undertaken;
- Was previously Trumped (5.44);
- Used his OC to issue a Line Command;
- Is Finished.

(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 the roll is more than the rating that leader is finished for the turn. Thus, Alexander would need a die roll of 0–7 to gain Momentum; an 8 or 9 would Finish him.

(5.33) **The Die roll of Doom**. If the Momentum die roll is a '9', then the die is immediately rolled again.

1. If the **second die roll is a '9'** the leader has had a Crisis of Faith (or "Second Thoughts"). All friendly combat units within one-half his range, rounded up, must Withdraw two hexes, even if they are in an enemy ZOC. Withdrawing units observe the requirements of 6.72[1] and [3]. The leader also Withdraws, and is now Finished.

2. If the **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 they are Finished or not! Such a Re-Activated leader may not use Momentum himself.

3. If the **second die roll is a '2–8'** the leader attempting Momentum is Finished. Go Back to Phase "A".

(5.34) Momentum die rolls apply only to a leader who has just completed an Orders Phase. You may *not* apply Momentum to a leader who was Finished several phases ago or who was Reactivated, as per 5.33[2].

Exception: an Elite leader activated later on in the turn may still roll for one, additional Momentum; see 5.5.

(5.4) THE TRUMP OPTION
DESIGN NOTE: This is a game mechanic that is intended to simulate the remarkable, and often overwhelming, superiority the Macedonians had in the area of command. As such, the use of the rule aids the Macedonian Player more than his opponent, and it is likely to be used almost exclusively by him. The non-Macedonian player will often find that, for him, its best application is when it backfires on the Macedonian player. For that reason, players should be aware that this option should not be used indescriminately.

(5.41) **Active Player Trump Option**
The player whose turn it normally would be to activate his lowest-rated leader 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: In Granicus, the Persian player, instead of activating Omares, could attempt to activate Memnon by Trumping. If he rolled a 0–5 he would be successful; a 6–9 and the Trump attempt fails, Omares is activated and Memnon 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, inactive 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 leaders in 5.41, the Persian player is successful in activating Memnon instead of Omares. The Macedonian Player now attempts to trump-the-trump by rolling for Philotas (5). However, he rolls a '7', so Memnon remains the activated leader and Philotas 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 Persian player is successful in his having Memnon undergo a second Orders Phase (Momentum). The Macedonian Player attempts to trump Memnon's Momentum Phase with Alexander. He rolls a '6' and, instead of Memnon going, it is now Alexander's Orders Phase—and Memnon is Finished.

After the successfully Trumping leader has finished his set of Orders (or LC's), play reverts back to the standard, lowest-available-leader-goes procedure … with one *major* exception, as per 5.44.

(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 is passed over by a successful Trump—a Bypassed Leader—is *still* eligible for activation (he'll probably still be next in line as the lowest-rated leader), but he may *not* use Momentum that turn. (Use the "Trumped / No Momentum" markers to indicate this.) There are, thus, two basic premises:

- A Trumped Leader is Finished
- A Bypassed Leader (one who had the same or lower Initiative rating as a leader who successfully trumped) is still eligible to "go", but he *may not use Momentum.*

*PLAY NOTE: The No-Momentum restriction means that if, at Issus, Aristomedes attempted to gain Momentum, did so, but was then Trumped by Alexander, not only would Aristomedes be Finished, but all remaining Persian (and Macedonian) leaders who had yet to go would get only one Phase (after Alexander 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, although that activation may be *extended* by Momentum (Exceptions; 5.44, 5.5). Finished leaders may not be activated again that turn, except by Reactivation (5.33[2]).

(5.46) A leader that successfully trumps cannot pass. He must issue an order to a unit to move or fight, or he must use his Range to have units 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: ALEXANDER (OPTIONAL RULE)

Part of Alexander's "greatness" was his remarkable ability to move and strike with a rapidity that often befuddled his opposition.

PLAY NOTE: We recommend this rule solely for solitaire/historical insight play. While it does reflect Alexander's rather extensive edge in terms of tactical insight, it makes for some rather unbalanced play. The rule is written "generically", although the only Elite commander is Alexander.

A player with an Elite Overall Commander has the option to start each turn with a *single* **Elite Initiative Orders Phase**. This EI Orders Phase may be undertaken either by

- the Overall Commander, or by
- any one subordinate leader, regardless of Initiative Rating, as designated by the player. For a subordinate leader to use the EI Phase, he must be within the OC's Command Range at the start of the turn.

Exception: On the first game turn, the player with the Elite Commander may give his EI Phase to *any* leader, regardless of location.

That Elite leader may *not* use Momentum to continue this EI Phase. After that Phase is completed, the chosen leader or OC 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. Use the "Elite Initiative/1 Phase" marker to so indicate.

>> **Game Balance Addition:** At the start of the Turn, roll the die. If the DR is an '8' or '9', Alexander does not get his Elite Initiative Orders Phase. This check is not performed on the first Turn of the game.

(5.6) MACEDONIAN CONTINGENT COMMANDERS (OPTIONAL RULE)

This rule simulates the superiority of the Macedonian command system by allowing Alexander and his other Wing Commander to delegate tactical authority with greater efficiency. The Macedonians did not use a strictly hierarchical system … although Alexander usually commanded the right wing, Parmenion the left.

We have made it optional for two reasons:

- It adds to the complexity of the game (albeit not that much);
- It helps the Macedonians … and they don't need much help.

(5.61) Macedonian Contingent commanders (MCC) are identified by having a "**C**" in place of an Initiative Rating. All other ratings are similar to other leaders.

(5.62) MCC's are not activated under 5.12 (… if only because they have no Initiative Rating.) Instead, they are activated by any one of the Macedonian "wing" commanders—those leaders with a Contingent Command Rating next to their Initiative… as designated in each scenario.

(5.63) A Macedonian Wing Commander may activate an MCC when it is the former's Orders Phase if:

- the MCC is within one-half (rounded up) of the Wing Commander's Range; and
- >> by expending a number of Orders equal to one less than the number of units in the MCC's control, to a maximum of three (3) and a minimum of one (1). Thus, if Attalus is MCC for two Agrianian Javelinists, it costs the Wing Commander one Order to activate Attalus.

>> (5.64) A Wing Commander may activate as many MCCs per Orders Phase as his Contingent Command Capability rating allows. Alexander can activate up to two MCCs; Parmenion only one.

>> (5.65) Once activated, an MCC may issue a Line Command per 5.22 to all units of the Type listed on his Command Restriction line (see 4.37) that are within his Command Range. The restrictions of 4.33 do not apply. The MCC may move per 4.36.

(5.66) MCC's do *not* get to try for Momentum; that's up to Alexander or that Wing Commander to do.

(5.67) Each scenario lists which—if any—Macedonian Contingent Commanders are available. (Some scenarios do not use Contingent Commanders and thus have no Wing Commanders: cf., Chaeronea.)

EXAMPLE: [Issus] Philotas (who was usually the nominal commander of the Companions), as an MCC, is in 4614. (See the Issus scenario.) The Companion cavalry are all in their initial deployment hexes. Alexander is in 4214, so Philotas is within 1/2 his range. It is Alexander's Orders Phase, and he uses 3 of his 7 Initiative points to Philotas. Philotas now issues a Line Command to all the Companion Heavy Cavalry, as they are all within 4 hexes, and off they go. When the companions have finished their phase, Alexander has 4 points left to use.

*PLAY NOTE: Just because they are in play, on the map, does not mean that a player has to use, or even to attempt to use, an MCC. They are **not** part of the Initiative chain.*

(5.68) An MCC that is stacked with a combat unit that moves due to an order or OW, etc., may accompany that unit and participate in any subsequent Shock Combat.

(6.0) MOVEMENT

(6.1) MOVEMENT ALLOWANCES

(6.11) A combat unit's printed Movement Allowance is the basic allowance for a *single Order or Line Command*. A combat unit receiving an Order may move up to its printed MA. Most units may move less than the printed MA. (However, see 6.14 for an important optional exception.)

(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 phalanx ordered by Alexander to move in Alexander's first Orders phase may move again; but, to do so, it must wait for an order from either a different leader or from Alexander in a subsequent, Momentum Phase.

(6.13) After the first time a unit moves in a turn, flip it to its "Moved" side. "Moved" units may use their full MA. However, each time a "Moved" unit is moved, it earns a Cohesion Hit (see 10.1). This does *not* apply to advance after combat (8.5) or Orderly Withdrawal.

PLAY NOTE: Missile Fire is not Movement (although it usually takes place as part of the Movement segment); Changing Facing IS Movement.

(6.14) **The Hellenic Law of Inertia [OPTIONAL]**: Normally, players may choose how far to move a given unit. However, most (non-professional) heavy infantry, upon being given an order to move, didn't stop until they reached the enemy. Therefore, in each movement order, **Hoplite Heavy Infantry** (HO/HI) units *must* move until they can move no further, within normal movement rules. *This does not apply to Macedonian phalanxes and hypaspists, Greek Mercenaries, or Spartans.*

HISTORICAL NOTE: Part of the power of HI formations of the day—mostly Hoplites—was a function of mass times speed. That, plus the fact that most Greek hoplite armies—if not all—were amateur "militia", made it almost impossible to stop them after they got going.

(6.15) Leaders may move *any* number of times in a turn *or* Orders Phase, but they may *not* exceed their 9 point MA *per phase*; see 4.23. 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 may still Withdraw. See 4.62. Each different time a leader moves requires an order.

(6.2) TERRAIN

HISTORICAL NOTE: The objective of most ancient-era commanders was to fight on terrain most favorable to them. With the strengths of the Macedonian army anchored in their phalanx and cavalry, and with Persian tactics and weapons system reliant upon maneuver, a flat, featureless battlefield was what they were looking for. Great care was also taken, when possible, in using natural barriers to secure flanks; see Issus and Chaeronea, for example. However, when dealing with the tribal peoples of the Balkans and west of the Indus, that all changed … as the game-maps for those battlefields reveal.

(6.21) **Procedure:** A unit expends Movement Points for each hex it enters, as per the Movement Costs Chart. For example, it costs 1 MP to enter a Clear hex but 2 MPs to enter a Woods hex. Most units also pay extra Movement Points to move into a hex of different elevation. Thus a hoplite unit on the Issus map in hex 5015 would expend 3 MPs to move into 5115 (2 for the woods, one for the higher elevation).

Units also pay movement point costs (and possible cohesion penalties) to change facing; see 7.1.

(6.22) **Cohesion Penalties:** It didn't take much to disorder a formation that had to cross any type of terrain which wasn't open and relatively smooth. Certain units (determined by Type; see 6.29) receive a cohesion point penalty whenever they enter or change facing in certain kinds of terrain—usually anything other than clear—and/or change elevation. All cohesion penalties for movement (including all advances after combat) and facing changes are applied the instant they occur. *Leaders never suffer cohesion penalties.*

(6.23) **Elevation:** There are limitations on the levels of elevation that may be changed at any one time:

1. Cavalry (light or heavy) may never change more than one elevation level at a time; i.e., it may not move directly from a level-1 hex to a level-3 hex (treated as a "Steep Slope"), or *vice versa.*

2. Only skirmishers may change three levels in any one hex move (with a concurrent 3-point cohesion penalty).

PLAY NOTE: Major Rivers—the Granicus and the Pinarus—are considered to be at Level-1 elevation.

(6.24) A hex containing two types of terrain uses the "majority" terrain. Thus hex 4426 in Issus is a level-4 Open hex, although there is some level-3 in the hex.

(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.

(6.26) **City Walls:** There is only one "terrain" type that is uncrossable by all units: the city walls of Chaeronea and Pelium. Chaeronea is absolutely restricted, even through gates. Units may use the gates of Pelium to cross that hexside (as if it were a road) if there is no enemy unit in that hex.

PLAY NOTE: This is obviously a simplification, mostly because this game does not cover siege warfare, etc. For that you have to wait for the upcoming module containing Alexander's Siege of Tyre (among others).

(6.27) Terrain also affects shock combat results by adjusting the column under which the players roll to determine losses, as per the Shock Combat Results Table. Units in woods also gain some protection from enemy Missile fire; see (8.61).

(6.28) **Rough Terrain:** The term "Rough" Terrain, used throughout, applies to any hex which costs one or more Cohesion Hits to enter, excluding elevation costs.

(6.29) **The Movement Costs Chart:** This chart gives the Movement and Cohesion Penalty costs for each type of unit moving (or changing facing in) into/across a specific type of terrain.

(6.3) MOVEMENT PROCEDURES

(6.31) As a unit moves, it traces a path of contiguous hexes through the hex grid, paying the cost of each hex entered. One unit's movement must be completed before another can begin, even if both started in the same hex.

(6.32) A unit may be moved in any direction or combination of directions. (See, though, 6.5.) However, a unit may only enter a hex which is to its front. In order for a unit to change direction it must first change facing (7.1) by pivoting in the hex it occupies.

(6.33) Double-sized units do not change facing within a hex; they do so by moving … pivoting as per 6.43. Double-sized units incur an extra cost when pivoting.

(6.4) DOUBLE-SIZED UNITS

HISTORICAL AND DESIGN NOTE: The Double-sized units reflect formation and tactical use, as exemplified by the Phalanx … although not all double-sized units are Phalanxes (in the game sense). Their better ratings and increased capabilities reflect the Macedonian Phalanx system at its height, as well as the high levels of training and professionalism in the Macedonian army.

(6.41) There are three *Types* of double-sized units:

- Macedonian **Phalanxes**
- Hoplite **Heavy Infantry** (usually Greeks)
- Cardaces **Light Infantry Peltasts**

Because of the nature of the geometric shape of the counters, these units have some special rules. Most of the good ones, as you shall see, apply only to Phalanxes.

HISTORICAL NOTE: There is much argument as to what the Cardaces actually were. Devine, the most insightful of the modern, military-minded Alexandrians, is rather noncommittal on them, although he does say they were rather more mobile than we have made them. It's kind of hard to say what the Cardaces were: they appear only at Issus, and they don't seem to have been very involved in the fighting.

(6.42) **Basic movement premises:**

- When a double-sized unit moves and enters two hexes of different terrain/elevation it expends the greater of the two possible terrain costs both for movement and cohesion penalties.
- Whenever either half of the unit would receive a cohesion penalty because of the terrain entered then the entire unit suffers the effects. (This also applies to combat-oriented hits.)

(6.43) **Front-to-Flank Maneuver:** A double-sized unit 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). This is also called **Pivoting**. For *each* hex entered while undertaking this Front-to-Flank maneuver, the unit earns one Cohesion Hit, in addition to any other terrain-induced costs.

Exception: The Cohesion hit does not apply to Macedonian Phalanxes.

(6.44) **The Reverse Face Maneuver**: At a cost of 3 movement points, a double-sized unit may be re-faced in the opposite direction (180º) in the same two. There is no cohesion penalty 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 double-sized unit is in an enemy ZOC the other side may still move forward (in essence, using front-to-flank, as per 6.43). However, because of the difficulty in performing such a wheeling maneuver, the unit pays the 1 Hit F-t-F Cohesion cost (except for Macedonian PHs, as above) and then, after completing the pivot (even in an advance after shock), the player performs a TQ check. If the die roll is higher than the TQ, the unit takes Cohesion hits equal to the difference, with a minimum penalty of 1 (additional) hit, regardless of die roll.

Exception: If the enemy unit exerting the ZOC is a Skirmisher, there is *no* TQ check.

EXAMPLE: (Gaugamela) A Persian unit is in 3118. A Macedonian phalanx is in 3218/3217, with the part that is in 3218 in the Persian ZOC. That phalanx may pivot 3217 to 3117 (while the 3218 portion remains in place), paying whatever movement costs apply. The phalanx (with a TQ of '7') then undergoes a TQ check. If the die roll were a '9', it would take two hits, all other results would cause one hit.

(6.46) **Augmented Movement:** The following movement capability is available only to Phalanxes. Because of their lighter armor and better training, Alexander's phalanxes could move somewhat faster than their (double-sized) Greek counterparts—although this added rapidity sometimes created cohesion problems. (Several historians go so far as to state that the Macedonian phalanx moved at about the same tactical speed as light infantry!) Therefore, the Macedonian player may increase his phalangite MA to '5' in any Movement Order. If he does so the first time the unit moves in a turn, the unit must undergo a TQ check (as per 8.33) at the end of the increased movement. If a "Moved" Macedonian phalanx uses its 5 MA in any subsequent move it suffers a *two-point* Cohesion penalty (as opposed to the normal 1-point penalty if it uses its MA of 4).

(6.5) DRIFT TO THE RIGHT (OPTIONAL RULE)

HISTORICAL NOTE: Hoplites usually marched in tight formations, the soldiers holding their shields with their left arm. With the hoplite's right side less protected the formation had a tendency, when advancing, to drift to the right as the hoplites, perhaps subconsciously, sought to gain whatever further protective edge they could from their neighbor's shield. We should point out that, while it is mentioned in several ancient sources, rightward drift is not a proven fact—and was certainly more prevalent with the "amateur" Greek hoplite armies of the Athens-Sparta era than with the professional, trained Macedonian phalanxes. Therefore, the rule is optional and recommended solely for the Greeks at Chaeronea or Persian—and their mercenary—hoplite and cardaces units.

Whenever any double-sized Hoplite HI unit moves a second time (as per 6.13), for the 1st, 2nd and 4th movement point(s) it expends for actual movement (not changing facing) it must move into the right front hex, unless so prohibited by the presence of other units or impassable terrain. In addition, it does not have to "drift right" for any movement point that would place it adjacent to an enemy unit. Drift applies only when both "hexes" of a two-hex unit move; it does not apply when one portion moves so that the unit may "pivot".

EXAMPLE: An Athenian Hoplite unit with a "1st Move" marker is in hex 2217/2218. The Greek player wishes to move the unit again. The 1st MP it expends it must move into 2317/2318. It must then move 2418/24110. It may then move 2517/2518 but its last MP would take it into 2618/26110.

(6.6) COLUMN MOVEMENT

*DESIGN NOTE: On the battlefield, formed Infantry—which **here** includes anything from PH's down to LI's—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.*

(6.61) On being given a move order, any PH, HI, MI or LI unit that is not in an enemy ZOC or Routed may change to (or from) "Column" *at the conclusion of its Movement*. There is no cost in Movement

Points 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.

(6.62) **Column Benefits:** Units In Column increase their MA by one (usually from '4' to '5', or '5' to '6'). In addition, terrain Cohesion Hit costs for a unit In Column are decreased by one (–1) … to a minimum of '0'.

EXAMPLE: Normally a unit would normally incur 2 Cohesion Hits for moving across a Minor River into a woods hex; In Column it incurs only 1 Hit.

PLAY NOTE: Phalanxes use the higher of their two MA's, so their In Column MA would be '6'.

(6.63) **Column Facing:** 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) In Column status is announced.

Double-Sized Units   **Single-sized Units**
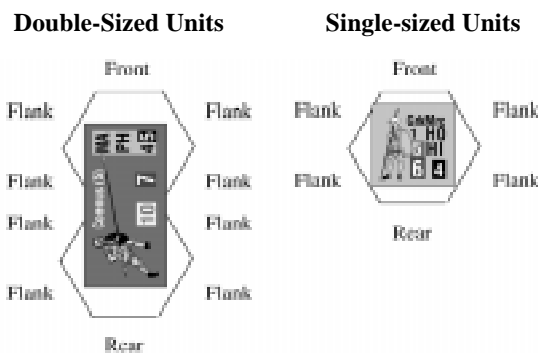
When changing formation from column to normal *for double-sized units*, the unit is *not moved in any way*. Thus, a phalanx that is In Column that changes to normal is now facing in the direction indicated by the "top" (name) of the counter. The unit may only be moved/refaced during a subsequent Orders Phase.

When changing formation from In Column to normal *for single-sized units*, adjust the unit 30 degrees to the left or right (your choice) so that it faces a vertex.

(6.64) **Column Movement Procedure:** Column units move into either their frontal hex or the flank hexes adjacent to the frontal hex. Movement into the frontal-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. PH's may *not* change facing; they may only move. All flank/rear combat penalties apply.

(6.65) **Combat Penalty:** Units In Column have their TQ ratings temporarily reduced by two (–2). Units in column may *not* attack or fire. The only thing they do is move. If attacked by an enemy unit (other than skirmishers), the attacking unit is *automatically* Attack Superior, regardless of Position or Weapon system.

(6.66) If an In Column unit is shock attacked, at the conclusion of that Orders Phase the unit automatically goes back to its non-column formation (ie. remove the In Column marker) at the cost of one additional Cohesion Hit—even if that hit were to cause it to Rout! Double-size units don't reface, but single-size units must be adjusted 30 degrees to the left or right (your choice) so that it faces a vertex.

(6.67) **Column Restrictions:** In Column units may *not* stack, nor may they use Orderly Withdrawal.

(6.7) ORDERLY WITHDRAWAL

*DESIGN AND PLAY NOTE: OW is an extremely valuable maneuver (as the Persian player, with all those lighter-but-faster clowns he's got out there, will soon realize). Therefore, we have gone to great lengths to explain this rule; the extended example at the end should help clarify any (unintended) opaqueness. **See 4.62 for OW rules for Leaders**.*

(6.71) During an enemy *Movement Segment*, any friendly (unrouted) combat unit that is not in an enemy ZOC (7.2) 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 9.1) *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, 9.3.) To do this, the friendly, defending unit Withdraws up to a number of Movement Points (not hexes) equal to the difference between movement allowances away from the advancing unit. Withdrawal must occur the instant the enemy unit *moves* into two hex range (stop moving the enemy unit temporarily), or the option is lost. Regardless of how many hexes they may actually move, double-sized units use their '4' MA for purposes of MA comparisons for Orderly Withdrawal. See, also, 6.77.

EXAMPLE #1: a SK unit (MA of '6') approached by a Phalanx (MA of '4') may Withdraw one or two clear hexes (6—4 = 2 MP).

EXAMPLE #2: A LI unit with an MA of '5' may not Withdraw up-level when approached by double-sized HI (MA of '4'), because it would cost the LI 2 MPs to so move—and it is only allowed a 1 MP withdrawal.

*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!*

(6.72) The withdrawing unit *maintains its original facing* throughout withdrawal at no "facing change" cost in cohesion hits. It does, however, pay any of the usual cohesion penalties for movement. At the completion of withdrawal, if it changes facing it pays any Cohesion penalties inherent in such change. There are three (possible) additional penalty situations:

1. Withdrawing foot units and chariots suffer an immediate and automatic 1 point Cohesion penalty after moving. Withdrawing skirmishers, cavalry and elephants do *not* suffer this automatic penalty.

2. If the Withdrawing unit was being approached from a rear or flank hex it suffers a 1 point Cohesion penalty before withdrawing. **Exception:** the penalty applies to skirmishers only when approached from the rear—not their flank. *This is cumulative with #1.*

3. At the conclusion of the withdrawal, a Withdrawing unit (including the units excepted in #1) must undergo an *immediate TQ check.* If the die roll is higher than the TQ the unit suffers a further 1 point Cohesion penalty.

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. This is not really

what is happening, but if you want that type of realism grab yourself 30 lbs of bronze, put some horsehair on your head, and go join your neighborhood phalanx . . . .

*PLAY NOTE: Aficionados of **SPQR** and **Julius Caesar** will note the somewhat more "restrictive" nature of OW herein—more chances for Cohesion losses; this reflects the less 'professional' standing of most of these units.*

(6.73) If a Withdrawing unit reaches its TQ Rating in Cohesion hits it Routs; see 10.21.

(6.74) A unit may withdraw an unlimited number of times during a game turn. The 6.72 penalties apply each time, however. No movement points are expended—and that includes Leaders—and no orders are needed for combat units.

(6.75) A unit may not withdraw into an enemy ZOC or Rough hexes, and a *withdrawing missile unit may not fire* as it withdraws. Stacking restrictions (6.9) apply during withdrawal.

Exception: Mounted Archers may fire as they withdraw. The range is always treated as two (2) hexes *and* they use the +1 die roll modification for firing while moving (to account for the haste). (No Mongols, these boys.)

(6.76) Orderly Withdrawal takes place during the opposing player's *Movement*—a unit may *not* Withdraw in the Shock Combat segment. The attacking/moving unit may (*must*, if heavy infantry, as per 6.15) continue to complete its movement in the face of such withdrawal.

Exception: Cavalry OW in the face of rampaging elephants may take place at any time.

(6.77) **Cavalry Line Withdrawal**. Under certain circumstances an entire "Line" of cavalry (as defined by 4.33) 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.

PLAY AND DESIGN NOTE: This is not a Line Command rule; it is a rule that allows mass withdrawal of cavalry, something which often happened. However, we define its allowability through the definitions for cavalry "lines". Units incapable of receiving line commands may still use this.

(6.78) **An Example of Withdrawal:** (Arbela map). A Persian archer (MA of '6') stacked with Bupares is in 3215. The Craterus Phalanx is in 2814/2815. The Macedonian player decides to use his '5' MA, and moves the phalanx towards the archers. As the phalanx enters 3014/3015 (having expended 2 of its 5 MA), the Persian player states both Bupares and his archers are withdrawing. Bupares, exercising satrapial caution, withdraws four hexes to a nearby chariot unit. The archers can withdraw two hexes (6–4 =2) and so move to 3416 (maintaining the same facing they had when in 3215). The phalanx, however, has three MPs left, and continues to move reaching 3215/3216, thus placing the archer again within the "2 hex range". The Persian player, again, opts for withdrawal, moving the archer only one hex this time (to 3516). It has successfully avoided the oncoming phalanx.

(6.8) PRE-ARRANGED WITHDRAWAL

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

(6.81) The only units that may use PW are Phalanxes and Heavy Infantry (HI) with a TQ of '6' or more. In addition, those units must either have an OC to issue the PW, or a leader capable of infantry Line Commands or a Macedonian Contingent Commander.

PLAY NOTE: This effectively limits this rule to the Macedonians and the Greeks, the only units capable of such in reality. We're not too clear whether this tactic was ever used by Alexander, but, as it was a time-honored mechanic of many of the Hoplite armies of the era, so there's no reason to believe Alex would not adopt it, when needed. The Persians? Their infantry tactics were still in the era of the Assyrians.

(6.82) 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 PW marker under the leader. Now, let's face it, doing this will alert the opponent that something is up, so a player is always free to insert the "No PW" side of the marker.

(6.83) A unit may not PW into a Rough hex.

(6.84) PW may be used in the following circumstances:

* A line with a PW "order" may withdraw one hex the instant *any* enemy *infantry* would normally trigger OW (had the units in the line [with PW] the capability to do so). 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 6.75), and they all must withdraw the same distance. All effects of OW apply.
* If it is the Leader's turn to be activated—or it is an MCC activated by a Wing Commander—and his "group" 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.

(6.85) Once a "line" has used PW, its Leader is Finished … even if he has not yet been activated! The units can still PW that turn, though, as needed.

*PLAY NOTE: It is important to remember that PW may **not** be used against cavalry or elephants; it is purely an infantry vs infantry maneuver.*

(6.9) STACKING

Stacking refers to having more than one unit in a hex at any one time. Basically, the rule is *one combat unit per hex.* Foot skirmisher units, trained in avoidance and dispersal tactics, have certain advantages over other units in terms of moving into/through other units.

(6.91) A hex can contain only one, single *combat* unit at any one time. One half of a double-sized combat unit counts as one unit. Leaders and informational markers do not count for stacking purposes; A hex can contain any number of leaders/markers. This restriction applies at *all* times; the only exception to this applies to units moving through other, friendly units (or being moved through), and the exception comes with a Cohesion Hit penalty.

(6.92) A combat unit may pass *through* a hex containing another friendly combat unit, but with a cohesion penalty; see 6.94. If a unit is *forced to end* movement stacked with a friendly unit:

- The Moving unit immediately routs (through the stationery unit).
- >> The Stationary unit undergoes a TQ check, incurring a Cohesion point penalty equal to the die roll minus the unit's TQ, with a minimum penalty of one point.

Exception: Skirmisher units, if they would normally be forced to end movement or withdrawal stacked with any other type unit, may continue to move through that unit even if no MPs remain, but at a cost of one Cohesion point to both units (no TQ DR).

(6.93) A unit may *not* move into or through a hex containing an *enemy* combat unit.

Exception: see Chariot and Elephant Pass-through; 9.1 and 9.2.

(6.94) *Any* time a *friendly* combat unit moves through a hex that contains another *friendly* combat unit, *both* units suffer a one point cohesion penalty.

>> **Exception #1**: Heavy Infantry and Phalanx units may *never*, voluntarily enter a space containing another friendly unit unless one of them is routing, in which case the non-routing unit suffers a one point cohesion penalty. The reverse of this—no unit, other than a SK, may voluntarily enter a hex with a PH or HI—also applies.

Exception #2: Skirmishers do not suffer a Cohesion penalty when voluntarily moving through any other type units (but **not** the other way around), except as per 6.92.

See, also, 10.24 for routing units moving into friendly units.

(6.95) Combat units may enter a hex with only a leader at no movement or cohesion cost, and vice-versa.

(7.0) COMBAT MOVEMENT

(7.1) FACING
(7.11) All units—except those In Column; see 6.6—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). The two hexes to the front (3 for double-sized units) are called the Frontal Hexes; those to the side, the Flanks, and those behind, the Rear. *A unit may only move into a hex to its Front.*
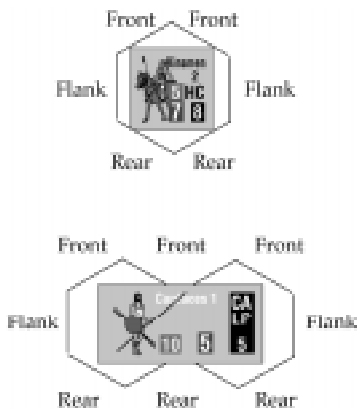
(7.12) In order for a single-hex unit to change its facing it must pivot *within* its hex. It costs one movement point for *each* vertex shifted. See 7.25.

>> **Exception:** Skirmisher units pay 1 MP regardless of the number of vertices changed.

Exception: Elephants, Chariots and Cataphracted HC pay two (2) MPs *per vertex* to change facing … reflecting the difficulty these units had in maneuvering effectively. In addition, see 7.15. See, also, 9.74.

(7.13) Double-sized units 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.)

(7.14) As changing Facing is "movement', any such change in a Rough terrain hex incurs a Hit for changing Facing. See 6.21.

(7.15) Chariots were truly unwieldy in terms of maneuver, mostly because they operated with fixed axles. Therefore, they may not change more than one vertex in any given hex while moving.

Exception: They may change more than one vertex in a hex (with appropriate costs), as long as that hex is either the hex in which the CH starts or finishes.

>> 7.16 **Reaction Facing Change:** Any single-hex unit (not double-hex units) may change facing one vertex (per Phase) when an enemy unit moves adjacent to it. It may not do so if it either began the Movement/Missile Segment in an enemy ZOC or is in a ZOC of another enemy unit at that instant. After changing facing the unit rolls the die; adjust that DR by adding the difference between the MA of the moving unit and the MA of the stationary unit. (E.g., an '8' MA HC charging a '5' MA HI would result in a +3 DRM.) If the adjusted DR is higher than the defending unit's Cohesion, it Routs immediately. If the defending unit succeeds, it may conduct Entry Reaction Fire (see 8.21) if the unit triggering the Reaction Facing change is in the ZOC of the reacting unit.

Exception: Cavalry changing facing in reaction to infantry movement do not have to make this check.

(7.2) ZONES OF CONTROL (ZOC)
ZOCs are those hexes, other than the hex occupied, over which units exert a control, forcing enemy units to cease movement and to precipitate combat.

(7.21) Depending on their Type, all combat units exert a Zone of Control.

- Missile-armed, foot skirmishers exert a ZOC into their Front *and* Flank hexes—except when out of missiles (Missile No), in which case they exert a ZOC only into their Frontal hexes.
- All other combat units exert a Zone of Control only into their Front hexes.
- Routed units and leaders do not exert ZOCs.

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

(7.23) **Stops Movement:** A unit must cease movement the instant it enters an enemy ZOC. A unit that begins Movement in an enemy ZOC can move out of the enemy ZOC only if:

1. At least one of its Front hexes contains no combat units (enemy or friendly ; *and* the unit's MA is greater than the MA of the enemy unit exerting that ZOC. (For this purpose, Macedonian phalanxes use their extended MA of '5'; see 6.16.); OR,
2. The unit is the Overall Commander issuing an Individual Order to himself; OR,
3. The unit is a leader who has been issued two Individual Orders or a Contingent Command by the OC.

(7.24) **ZOC to ZOC Movement:** A unit leaving an enemy ZOC may immediately enter another enemy ZOC, but would then cease movement again. Units leaving a Missile unit's ZOC are subject to Retire Reaction Fire (8.22).

(7.25) **ZOCs and Facing:** A unit in an enemy ZOC may change facing, if:

• It is in the ZOC of only one enemy combat unit, and
• It does not move out of that hex that Phase.
    or
• It has Close-Volley Missile Capability (9.32)

See, also, 8.52.

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

(7.3) SHOCK REQUIREMENTS

The requirement that a combat *must* attack an enemy unit usually depends both on unit Type as well as whether it moved or not, Shock being a question of inertia more than weaponry.

(7.31) **Must Shock**: In the Shock Combat Phase, all combat units marked with an plus sign (+) on the Superiority Chart—units whose Shock capabilities depend mostly on "mass x inertia"—that moved during the current Orders Phase *must* undertake a Shock Attack against all enemy units in their ZOC.

(7.32) **May Choose to Shock.**

1. All other "light" units—no plus sign (+)—that moved *may choose to* undertake Shock.

2. Any unit issued Fire (only) orders or those simply within the activated Leader's command range *may choose to* attack all enemy combat units in their (friendly) ZOCs. See the introduction to 8.3.

(7.33) The moving player places a **"SHOCK-Must Check TQ"** marker on top of each unit that *must* Shock attack in the ensuing Shock segment, as per 7.31, or that moved and chose to Shock attack, as per 7.32[1]. **"SHOCK-Must Check TQ"** markers are placed the instant the moving unit moves adjacent and delineate which units will have to undergo a pre-Shock TQ check (*Ephodos*), as per 8.33.

(7.34) Non-moving units, as per 7.32[2] are given a **'SHOCK-No TQ Check"** marker, to indicate they are going to Shock attack but do not have to check for pre-Shock TQ. Use this marker, also, for units who do not have to check for shock; cf. 9.31, *et al.*

(7.35) Only those units with "SHOCK" markers may shock attack, and such deliniations must be made before the end of the Shock Designation Segment, although units which moved in the current Orders phase will already have "SHOCK-Must Check TQ" markers on them..

*EXAMPLE: A Macedonian Phalanx that moves adjacent to a Persian Cardaces unit has a **"SHOCK-Must Check TQ"** marker placed on top of it because it has to attack, as per 7.31 A Thracian Peltast (LP) unit moving adjacent to a Theban Hoplite unit does not have to shock attack (7.32[1]); 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** Fire occurs as part of—or instead of—movement at *any* point during the Movement/Missile segment of an Orders Phase. **Shock** combat comes in its own segment—at the conclusion of the M/M Segment, after all orders have been issued and movement is completed. A missile unit can participate in both types of combat during the same Orders Phase. In Shock Combat, both the Unit Size and the 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 VOLLEY

(8.11) Units with Missile Capability (see sample units) may use Missile Fire. There are three types of missile units: Archers (A), Slingers (S) and Javelinists (J); see, also, Artillery (9.5). When given an Order (or a Line/Contingent Command) an individual missile unit can fire at any time before, after, during—or instead of—*forward* movement. (See the Mounted Archer exception in 8.12[3].) However, each unit may fire only once per order, although the firing of the missile does not cost any Movement Points.

EXAMPLE: A mounted archer may move four hexes forward, fire at an enemy unit two hexes distant, and then use its remaining MPs to ride away.

(8.12) Missile Fire may occur:

1. As an Order or Line/Contingent Command, *or*
2. As Reaction Fire, *or*
3. During Withdrawal (Mounted Archers only; 6.75)

PLAY NOTE: Mounted Archers are the only units that may fire while moving "backwards". Why? Try throwing a javelin while back-pedaling.

(8.13) A Missile unit may volley "shoot" at any *single* target unit which is within its Missile Range—which extends from its frontal (and/or flank hexes for SK units)—and to which it can trace a Line of Sight (8.14). Missile units must fire individually; they may not combine fire.

(8.14) 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 between the center of missile unit's hex to the center of the target unit's hex, through the firing unit's frontal or flank hexsides. LOS is blocked by woods, towns and combat units, unless they are in hexes at a lower elevation than the firer and the target. LOS is also blocked by a hex on a elevation level higher than *both* firer and target If the LOS is *blocked*, missiles may not be fired. If the LOS is not blocked then the Missile Fire can occur.

Exception #1: Missile Units may always fire into adjacent hexes.

Exception #2: If a combat unit appears to be blocking, it is not blocking if it is closer to the firing unit than the target. (Halfway is not closer.)

*PLAY NOTE: Missile LOS should be interpreted strictly. All other LOS applications should be applied loosely. If the LOS goes down a **hexside** between blocking/non-blocking, consider it blocked.*

(8.15) The **Missile Range and Results Chart** is used to determine the effect of Missile volleys. For each volley, 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 was greater than the missile unit's volley strength then there is No Effect. (Remember: A die roll of '0' is zero and therefore less than 1.)

The following die roll adjustments are made:

1. If the target unit is in a **Woods** hex, **add one (+1)** to the die roll;

2. If the target is **Heavy Infantry** or a **Phalanx add one (+1)** to the die roll. (This represents the heavier armor protection of such units.)

3. If the target is **HI or PH**, and a slinger or archer unit is firing at a range of one hex (adjacent) through the frontal hexsides of the infantry, **add three (+3)** to the die roll. This does *not* apply to javelins or artillery. (This represents the fact that missiles were most effective against the formidable shield-wall and body armor of the hoplites when firing "from above" into the body of troops; at close range, they could not do that.)

4. If the missile unit is any class *other than foot javelin* and it *moved/will move*, **add one (+1)** to the die roll.

All of the above are cumulative, except #2 and #3.

The following Hit Adjustments apply:

• If the target unit is *Chariots* or *Elephants*, those units take *two* cohesion hits for every successful missile volley.

All combat effects from Missile Fire are immediate and occur before any other unit is moved.

EXAMPLE: The Cretan Archers are two hexes distant from a hex containing Median cavalry. At a range of '2', the archers' Missile Strength is "3". The Macedonian player volleys against the Medians, rolling a '2'. The Median cavalry takes one cohesion hit. 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 (see 8.17) on the Cretan archers.

(8.16) When a missile unit fires at a target unit on a *lower* elevation, its *range* is increased by one hex. When firing at that Extended Range, a die roll of '0' is required for a Hit.

*EXAMPLE: A mounted archer unit, with a normal maximum range of '3', in Issus hex 3508, could fire at an enemy unit **four** hexes away in 3512. However, it would need a natural die roll of '0' to cause a Cohesion Hit.*

(8.17) **Missile Supply.** Missile Units may keep firing until they run out of Missiles: indicated by placing a "Missile No" marker on that unit. Each different missile type has its own availability levels:

1. **Archers** and **Slingers** become **Missile Low** whenever there is a die roll of '9' when firing, at which point place a "Missile Low" marker on it, indicating it has one volley remaining. This includes Elephant Screen archers, who have their own Missile Low counters.

2. **Javelinists** (including Peltasts) become **Missile Low** whenever there is a die roll of '7, 8 or 9' when resolving any Missile Fire, at which point place a "Missile Low" marker on it, indicating it has one volley remaining.

3. If *any* **Missile Low** unit fires, flip the marker over to its **Missile No** side to indicate there are no missiles left to fire.

4. Artillery (Oxybeles) never run out of Missiles.

5. Any javelin armed unit that is involved in Shock Combat is automatically Missile NO on completion of the Shock attack.

(8.18) A missile unit may **Reload** during the Reload Segment of the

R&R Phase, bringing it up to *full* missile capability. Any friendly "Missile Low" or "Missile No" unit that is

1. not in an enemy ZOC, and

2. not within Missile Fire Range (and LOS) of an enemy unit (who is not Missile No),

may Reload in the Reload Segment of the Rout/Reload Phase by removing any Missile Low/No markers.

(8.19) If there is a leader in a hex fired at, and the Missile Fire die roll was a '0' (before modifiers), there is a possibility that the leader has been hit. See 8.34 for resolution.

(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 against enemy units that use Missile Fire against them.

(8.21) **Entry Reaction**: Whenever a friendly unit *enters* the ZOC of an enemy missile-capable unit, including Advance after Combat, that missile unit may immediately fire at the entering unit (range is one hex) before any further movement (or the moving unit's Missile Fire) occurs. All effects from this Missile Fire occur immediately. When using Line Commands, *all* movement is completed before Entry Fire takes place.

Exception: Rampaging Elephants do NOT draw Reaction Fire (of any kind).

(8.22) **Retire Reaction:** Whenever an unrouted unit *leaves* the ZOC of an enemy missile unit—that missile unit, *if it has a fire range of two or more hexes, may* fire at the moving unit prior to its leaving the ZOC. Any results are applied before the unit moves. Retire Reaction Fire is always at a range of '2'.

(8.23) Reaction Fire does not require an order; it does require that the missile units have sufficient missiles available to volley. A unit may perform Reaction Fire any number of times during enemy movement, as long as it is not **Missile No.**

>> 8.24 **Return Fire:** Any non-phasing unit may Missile Fire "back" at an enemy unit that has fired at it. The phasing unit's fire is resolved before the return fire; they are not simultaneous.

(8.61) The Missile Range and Result Chart

| Missile Type | *Range in Hexes* | | | | | | |
	1	2	3	4	5	6	7
[A] Foot Archer	5	3	3	1	-	-	-
[A] Indian LI Archers	9	6	5	2	0	-	-
[S] Slinger SK	3	2	-	-	-	-	-
[J] Foot Javelin	5	-	-	-	-	-	-
[A] EL Screen Archer	3	-	-	-	-	-	-
[A] Mounted Archer	5	3	1	-	-	-	-
[J] Mounted/EL Javelin	3	-	-	-	-	-	-
Bolt Oxybeles	7	5	5	3	2	1	0

(8.3) SHOCK COMBAT

DESIGN NOTE: This section is the heart of the game, and, 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' weapon types, armor protection, size, angle of attack and quality (TQ) to produce a single result. While no factor is unimportant, the rating to pay closest attention to is the TQ, for that rating determines the ability of a unit to withstand the rigors of shield-to-shield ancient warfare.

PROCEDURE:

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

All units with a 'Shock' marker—see 7.33 and 7.34—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 '8.34' is completed, followed by Step '8.35' for all involved units. After which Step "'8.36' is undertaken for all units, etc.

PLAYER'S NOTE: 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.

(8.31) **Shock Designation Segment:** This is used to place "SHOCK-No Check" markers on non-moving units that Choose to Shock as per 7.34.

(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 attacked by another, friendly unit in *that* Shock 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 shock attacked only once per Orders Phase.

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

EXAMPLE #1: A two-hex Macedonian Phalanx unit in 3722/3822 faces a double-sized Greek Mercenary Hoplite unit in 3622/3721 and a Persian slinger unit in 3821. It must attack both defending units (the size of the Skirmisher is ignored) as one unit; the Persian player uses his hoplite unit to determine Superiority—here, none.

EXAMPLE #2: Same as above, except a Macedonian hypaspist is in 3920 and capable of attacking the Persian skirmisher in 3821. The Macedonian phalanx can now engage only the Greek hoplites, while the hypaspists beat up on the poor "slingers of outrageous fortune". Or, unless the Hypaspists had a "Must 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 hypaspists are close to their TQ limit in hits.

EXAMPLE #3: A Bactrian heavy cavalry unit 2419 is "charging" a Thracian peltast in 2518. Unfortunately for the poor Thracians, there is also a Persian LI contingent in 2618. The Persian player may either combine the cavalry and LI units in the attack, or have the HC attack and the LI sit by and watch. Either way, the presence/location of the two attacking units is usually enough to stop the enemy from retreating in case it Routs—in which case it will automatically be eliminated. (Nice work, if you can get it.)

SHOCK RESOLUTION:

An Overview of the Combat Resolution Procedure:

Sections 8.33 through 8.38 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. Charge: Shock-marked units and their defenders Check TQ to see if troops will charge/stand [8.33];
2. Resolve any Leader Personal Combat and/or check for leader casualties [8.34];
3. Use Initial Clash of Spears Chart to determine what 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 Shock Combat Results Table [8.36] ;
6. Check for Rout [8.37 and 8.38]
7. [Optional Rule] Check for Cavalry Pursuit [10.3]

(8.33) **The Charge [*Ephodos*]—Your Basic TQ Check:**

All units with a "Shock-Must Check TQ" marker *and* their intended targets undergo a Troop Quality check by rolling the die for each unit, all such checks being simultaneous. Attacking units with 'Shock-No Check markers—and *their* defenders—do *not* undergo this TQ check. If a defending unit is being attacked by both types of attackers, the defender must check.

1. 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.
2. If the defender has taken sufficient Cohesion penalties to be equal to or greater than its TQ Rating it immediately Routs (see 10.2) 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 (double-sized units may not be able to do so). If such an advance would cause the attacker to earn a Cohesion point that would normally cause it to Rout (equal to or greater than its TQ), see 8.5 and 10.26.

3. If the attacker has Routed from its TQ check, Defender stays put (if unrouted).

4. If both units would Rout from their TQ checks, see 10.26.

Exception #1: Units that do *not* have to make a pre-Shock TQ check, as per 9.33.

Exception #2: Units shocking Routed units do *not* make a pre-Shock TQ check.

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

(8.34) **Leader Casualties [*Charismos*]**: Leader casualties occur from three possible sources:

1. **Personal Combat** (see 8.4): must be resolved first during this segment. PC occurs when both sides each have a leader involved in the same Shock attack.

2. **Missiles:** casualties from these are determined as the occur, as per 8.19. However, they use the resolution system discussed below.

3. **Shock:** casualties are determined after Personal Combat, but before proceeding with Shock resolution. Shock casualties occur when only one player has a leader (…and thus there is no Personal Combat).

Possible Casualties to Leaders from Missiles or during Shock require the player to roll a die. (See 8.19.) If the DR is a '1–9', nothing has happened. If the DR is a '0':

- a casualty has occurred,
- that Leader may *not* use his Charisma rating as a die roll modifier that combat, and
- the player rolls again to see what the casualty is:

  0–6: The Leader is **Finished**, although the rest of Shock proceeds normally. That leader may do nothing else that turn.

    7 The Leaders is **Wounded**. He is Finished, as above, and, for the remainder of the game, subtract one (–1) from all ratings—except for Line Commands. (Elite status is likewise unaffected.) See 8.45.

    8 Same as '7', except ratings are reduced by '2'.

    9 Say "hi" to Cerberus, climb into the boat … we're headin' 'cross the Styx. Our hero is now Dead. A leader who has been Killed as part of Shock combat has a *negative* effect on that combat; see 8.36[3].

The Personal Combat rating is *not* used to resolve Missile or Shock casualties. See, also, 8.4 for removing and replacing Leaders.

(8.35) **The Clash of Spears [*Doratismos*]:**
>> The Clash of Spears Chart is now consulted to determine under which Shock CRT column (prior to any adjustments) the battle will occur. If there is more than one type of defending unit, defender chooses which type will be used for determination. 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 double-sized unit, that *defender* gets the benefit of the most advantageous facing.

EXAMPLE #1: Hoplites attacking peltasts frontally would use Column 9 on the Shock CRT (HI attacking LP)…before any adjustments.

EXAMPLE #2: A PH is attacking two units at once, one HI hoplite (through its flank) and one foot SK (frontally). The defender gets to choose the unit type; here he chooses the HI, even though it is being attacked through its flank. Why? Firstly, using the Clash of Spears Chart, we will see that using the HI produces an '11' CRT column, while the SK would allow attacker to use the '13' column. And, regardless of whom the defender chose, the attacker has Attack Superiority (either because of type—phalanx vs skirmisher—or angle of attack—attacking the hoplite through its flank).

EXAMPLE #3: A Macedonian phalanx is attacked by two Persian units—one HI from the front, and one Lancer through the rear. The Persian player would use the LN attacking PH from the rear to gain the more advantageous column 11, as well as gaining Superiority for the rear attack. (This is about the only way cavalry should have anything to do with phalanxes.)

(8.36) **The Hand-to-hand Struggle [*En Chersi*]:** Players now determine the effect of any advantages either side has and then resolve the shock combat:

STEP 1: DETERMINE SUPERIORITY: There are two "types" of Superiority: Position Superiority and System Superiority. Either one side or the other may (but not must) gain superiority, either as: Attack Superiority (AS) or Defense Superiority (DS). Players determine Superiority, using the Shock Superiority Chart (in many instances there is no Superiority). Superiority is determined as follows:

(A) Position Superiority: 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 Initial Clash of Spears Chart, as per 8.35.

Exception #1: Attacking skirmishers through their Flanks does *not* produce Superiority.

Exception #2: Cavalry vs elephants; see 9.15.

Exception #3: Skirmishers attacking along with other unit types are never used to determine Position or Weapons Superiority; see 9.31(2).

Exception #4: An attacking unit may *not* gain Position Superiority if it is in the ZOC of any enemy unit (excluding SK) other than the one it is attacking, *and* that enemy unit is not being attacked by a different, friendly unit.

PLAY AND DESIGN NOTE: The above, #4, is very important when using the "echelon" type of formation Alexander used for his phalanxes … as pointed out to us by "Alexander of Belgrade/Yugoslavia", who appears to have played GBA 100+ times (that, alone, is worth a mention!), and Sal Vasta, the Caesarian Nudge.

(B) System Superiority: If no Position Superiority is attained, the opposing units check their weapon class relationship (see the Shock Superiority Chart, 8.62) to determine if either weapon system is superior (either AS or DS) to the other. If more than one unit type is involved on any one side the players use the units they chose to determine Shock column on the Clash of Spears and Swords Chart. (See Example #2 in 8.35.)

>> **Exception:** Javelin-armed LI and LP that are "Missile No" are *not* Defense Superior against attacking LC.

PLAYER'S 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.

STEP 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 has it gets a 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 the/any attacker *moved* to effect 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.

Exception: 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.

EXAMPLE: Attacking at 10–5 (or 2–1 odds) adjusts the Shock Table one column to the right. Likewise, a moving attack at 5–3 also produces a one column adjustment to the right. If the attacker did not move, there would be no adjustment.

STEP 3: ADJUST COLUMNS AND RESOLVE: To resolve shock melee the Attacker consults the Shock Combat Results Table, determines the "base" column and adjusts that column for any Size Ratio Difference and/or Terrain effects. He then rolls the die, modifying the die roll for by the **Charisma** Rating of any one leader (of the player's own choice) stacked with the units of either side. For example, if Alexander were leading the attackers and Memnon the defenders, the net die roll adjustment would be +1 (Alex's 4 minus Memnon's 3). If a leader has been killed, as per 8.34, that side suffers a *reverse* die roll adjustment equal to that leader's Charisma Rating.

EXAMPLE: Nabarzanes is killed while leading an attack. The attacker will subtract '2' from the die roll (Nabarzanes' '2' Charisma).

Remember to use the "Charisma" Rating—**not** the Personal Combat rating.

STEP 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 10.12.

(8.37) **The Push of Shields/Breakthrough [***Othismos Aspidon***]:** After the shock has been resolved, each unit that has accumulated *three* or more times cohesion hits than any individual enemy unit in that combat takes *two additional cohesion hits*. If more than one unit on a side is involved, treat each unit individually, and, in such instance, if one unit has '0' hits, treat as if it had '1'.

EXAMPLE: An attacking Macedonian phalanx has 1 hit, while two defending Persian Mercenary LP units have accumulated 2 and 4 hits, respectively. The peltast with 4 hits is given another 2 hits for Breakthrough and, thus, routs (the 6 hits exceed his TQ of '5'). The other Persian unit is unaffected.

(8.38) **The Collapse [***Trope***]** Players now determine which units have collapsed and routed, as follows:

- All units that have Cohesion Hits equal to or greater than their TQ *automatically* Rout (See 10.2); *then*
- Units that are *within one cohesion hit* of automatic rout *and* in an enemy ZOC must roll one die. If this die roll is greater than their TQ, they rout. If equal to or lower, they pass the TQ check and reduce their cohesion hits by one.
- As an **Exception** to the above, Chariots do *not* rout when their TQ is exceeded. They are, instead, eliminated.

DESIGN NOTE: The Greek terms are in accord with the description of classical hoplite warfare as described by Victor D. Hansen; see bibliography.

(8.39) **Cavalry Pursuit** [Optional rule] Attacking cavalry units that have routed enemy units check for Cavalry Pursuit, as per 10.3.

(8.4) PERSONAL COMBAT
Whenever opposing leaders are engaged in the same shock combat they conduct personal combat *before* the melee is resolved (as in 8.34).

(8.41) Each player rolls one die, to which he adds the Personal Combat Rating of his Leader.

(8.42) The player with the high total (DR + PC) subtracts his opponents total and consults the Leader Casualty Chart to see what has happened to his opponent's leader. A "0"—tie DR—means nothing has happened.

PLAY NOTE: The results correspond to those from Leader Casualties, 8.34.

DESIGN NOTE: Yes, it is "possible" to kill Alexander. Persian, etc., leaders with a PC of '5' have a slight chance of changing history.

(8.43) Indian Leaders may *not* engage in Personal Combat; they, therefore have no PC rating.

DESIGN NOTE: Why not? Because they all rode elephants, making them virtually impervious to a personal type of attack, and they did not engage in that sort of one-on-one. This also enabled us to remove the clanky and cumbersome Leader Elephant rules.

(8.44) **Killed** leaders are immediately removed from play. They are not replaced.

(8.45) If a leader is **Wounded**, he remains in play but *all* his ratings are reduced, as per the PC Table, to a minimum of '0'. A leader who has already been wounded before and is wounded again is, instead, killed.

EXAMPLE: Alexander (PC Rating of "7") is stacked with a unit which is attacking a Persian unit stacked with Spithridates (PC Rating of "4"). To resolve Personal Combat, each player rolls one die and adds his leader's PC Rating. Alexander's roll is a "5", giving him a "12" total. Spithridates' roll is a "4", giving him a total of "8". Alexander wins the Personal Combat. Now the players subtract the loser's total ("8") from the winner's total ("12") to determine the effect on Spithridates. The difference ("4") is referenced under the Personal Combat Differential column of the Leader Casualty Chart. The "3–4" row indicates that Spithridates is Wounded. If he had already been Wounded, he would have been Killed.

(8.46) **Darius the Target**

DESIGN NOTE: This rule has been shortened—and considerably so—from the first two editions. A half a page on chasing Darius all over the map was a bit much. However, we have retained the importance that Darius meant to Alexander in each battle.

If Darius III, the Achaemenid King of Kings, is killed, the Macedonian player automatically wins the scenario.

>> ACHAEMENID FLIGHT: However, as an **exception** to 4.62, whether alone in a hex or stacked with friendly unit, Darius may always use Withdrawal … even if the approaching unit is only an enemy Leader. When so choosing this option, Darius may withdraw/ move up to 4 hexes. However, such movement must be directly towards the Persian Retreat Edge. If he leaves the map, he may not return, but is NOT considered Killed for victory purposes.

HISTORICAL NOTE: We thus let you decide whether Darius should be a coward or not.

(8.5) ADVANCE AFTER COMBAT

(8.51) *Attacking* units *must* advance into any hex vacated by enemy units as a result of Shock (only), including Pre-Shock TQ check rout. This does not require an Order, but the advancing unit pays *all* Cohesion penalties engendered by such a move. (See, also, 8.21.) If the advance would rout the moving unit, it still advances and does *not* Rout; it retains a number of cohesion hits equal to TQ minus 1.

- See 10.26 for a similar situation.
- See 6.76 for continuing movement in the face of enemy Withdrawal.
- See, also, 6.13.

Exception: Units that cause an enemy to vacate a hex because of *pre-*Shock TQ check *and* are in an enemy ZOC at the time may *not* advance.

DESIGN NOTE: This (and its sister rule, 10.26) 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 internal debate, 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.

(8.52) 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—7.25*

(8.53) Advancing phalanxes *may* change the direction in which they are facing only if they can move, as per 6.43 (and remember 7.14). An advancing phalanx *may* combine straight-ahead advance with a Wheeling Maneuver, if opportunity for such presents itself—as long as it pays all costs inherent in such advance.

(8.54) 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, 10.3.

(8.55) There is *no* advance after Missile Fire, alone, regardless of what the target unit does.

(8.6) THE COMBAT TABLES

All of these tables are printed on the Player Aid Cards

(8.61) **The Missile Range and Results Chart**
This table is used to determine the strength of a missile unit firing at a given range.

(8.62) **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.

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

(8.64) **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 10.12.

(8.65) **Leader Casualty Chart:** This is used to determine the severity of casualties to leaders from Personal Combat, Missile Fire, and being involved in Shock.

(9.0) SPECIAL UNITS

The special unit types all perform like other combat units, except for the rules given below.

(9.1). WAR ELEPHANTS

HISTORICAL NOTE: The West got its first look at Elephants as beasts of war at Gaugamela; Darius had borrowed about 15 of them from his Indian provinces. They do not seem to have been involved in that battle. However, at The Hydaspes, Alexander got a really, up-close look at elephants in action: Porus' Elephant Corps contained 100+ Indian elephants. Despite winning the battle, Alexander was most impressed and ordered the formation of his own elephant corps. He never fought another battle, but his Successors, the Diadochi, adopted them as if they were lottery-winning relatives.

(9.11) **Elephant Screens**. Elephants were quite vulnerable to missile attacks, and, to protect against this, each elephant was surrounded with its own light screen of skirmishers, usually archers (represented by the small "a" on the counter). Elephants Screens have the ability to fire arrows—but as **Entry 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. 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.

(9.12) **Tower Riders** atop elephants were armed with javelins. Treat them as Mounted Javelins for Missile Range purpose. As Entry 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.

(9.13) **Pass-Through Attacks**: After completing their shock combat, if they are unrouted, Elephants are placed on the far side of the unit that they attacked, directly opposite the hexside they charged into. Thus, an elephant in 3022 charging into 2921 would end up in either 2821 or 2822. If there is an enemy unit occupying both rear hexes, the elephant shock attacks one of those hexes.

PLAY NOTE: If an elephant or chariot fails to "dislodge" a second-row defender, it would still be placed behind those "second-row" units. Essentially, the elephant/chariot keeps on attacking each occupied row, until it passes through to an unoccupied rear hex.

PLAY AND HISTORICAL NOTE: There is no "Pass-through Avoidance", as in our sister game, SPQR, mostly because the Macedonians had not faced elephants before and had (apparently) not developed such a tactical strategy.

(9.14) **Rampaging Elephants:** Any time an Elephant unit incurs events that would normally produce a Rout, the unit instead goes on a Rampage, charging anyone in sight. Each time an Elephant unit is Routed the player rolls one die and follows the instructions, below :

1. A **7–9** 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.

2. 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.

3. A **0** and the elephants head in the direction of the nearest *friendly* unit.

Elephant Rampage is always resolved immediately, before *any* other game mechanic is addressed… except for Orderly Withdrawal in face of the rampaging elephant (6.71).

The above diagram shows the elephant unit refaced (originally heading N) and heading N/NE, 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** (3) hexes *per* directional die roll in the indicated direction (as per Rout Movement, 10.21) *until it either moves off the map or is otherwise eliminated*, as below. If a rampaging Elephant unit would *enter* a hex contained by a unit—whether it be friend or foe—the elephant stops in the adjacent hex and the "target" unit(s) takes

- *one* cohesion hit (each) if the elephant would have entered frontally, or
- *two* Cohesion hits (each) if it would have entered from the flank or rear.
- Regardless of angle of rampage, cavalry and Chariots always takes *two* Hits when so attacked.

If there is a Leader in the hex (alone or stacked with a unit), and he *cannot* withdraw, 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

1. the elephant Rampages off the map;
2. the elephant is eliminated (7–9 mahout die roll);
3. the elephant is at least eight (8) hexes from the nearest unit, in which case it is eliminated; or
4. 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 rampaging elephant at any one time. And remember 6.76.

PLAY NOTE: When an elephant rampages, play stops dead 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) **Elephants & Cavalry (1):** 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 at the cost of *two Cohesion Points* for each such hex entered. Cavalry may never attack enemy elephant through the latter's frontal hexes; they may attack through the Elephants' flank or rear hexes, but they do *not* gain the usual Attack Superiority for such position attack.

HISTORICAL NOTE: Horses dislike elephants intensely; getting one to go near an elephant is a task requiring much skill and patience.

(9.16) **Elephants & Cavalry (2):** 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 TQ check in which the minimal result (even if the die roll is less than the TQ) is a one point 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).

(9.17) **TQ Check Modifier:** Whenever an Elephant is Shock attacking, and a TQ check is required, any defending unit adds one (+1) to its TQ Check die roll. There is *no* TQ Check die roll for Rampaging elephant attacks.

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

>> 9.19 **Elephant Command/Charge (Optional):** The first time in a battle that Elephants are given Orders/Line Commands they do so normally. However, after that there are only two ways of giving Orders/LCs to ELs.

- They may be moved by leaders—either through Orders or Line Commands—if that Leader is stacked with one of the ELs so moved, and remains so stacked throughout the entire Phase; or
- In the R&R Phase, at the end of a turn, a player may place an Elephant Leader marker (which you don't have, but use anything) on any EL unit in an Elephant Line. That EL Leader has an Initiative of '1', so he will tend to go first the following turn. When

that EL leader's turn does come, all ELs in that Line may move. However, they must move their maximum MA (if possible), and they may not change facing, except at the start of their movement (in the hex in which they start).

Elephant Leaders may not use Momentum, do not give Orders (only LCs) and they have no other purpose other than indicating that that EL line is going to Charge.

A player may not have more than two Elephant Leaders on the map at the start of any turn.

(9.2) CHARIOTS

DESIGN NOTE: Chariots were greatly favored by the eastern armies—both Persian and Indian—who had great, flat expanses over which to use them. However, because they had fixed axles (and no suspension), they were extremely difficult to maneuver. In truth, even at this early date, they were an outmoded form of military technology with which the Macedonians were well equipped to deal.

(9.21) Chariots operate under the following movement and terrain restrictions.
- When moving, they may change facing only one vertex per hex, and, when they do, they pay a two (2) point Cohesion Hit cost for the facing change. See, though, 7.15.
- They may change facing more than one vertex in a hex by *not* moving that phase. Such facing change does *not* incur *any* Cohesion Hits.
- Chariots *may* use Orderly Withdrawal, but they suffer an automatic 1 Cohesion Hit penalty after moving.
- They may not:
  1. enter any Rough terrain hex.
  2. move up or down more than one level in any one *Phase*.

(9.22) When Chariots Shock attack:
- Any unit attacked by a CH unit has one added (+1) to its pre-Shock TQ Check.
- Chariots may ignore any Pre-Shock TQ Checks when undertaking a moving Shock Attack *and* that movement covers four (4) or more hexes.
- Routed CH are immediately removed from the game. Eliminated.
- Even though they're pulled by horses, the optional Cavalry Pursuit does not apply (under any conditions) to Chariots.

(9.23) **Pass-Through Attacks**: After completing their shock combat (but see 9.24), if they are unrouted, Chariots are placed on the far side of the unit that they attacked, directly opposite the hexside they charged into. Thus, a chariot in 3022 charging into 2921 would end up in either 2821 or 2822. If defending units occupy both rear hexes, the Chariot must shock attack one of those units. See Play Notes in 9.13.

(9.24) **Pass-Through Avoidance**
HISTORICAL NOTE: Alexander, aware of Darius' penchant for chariots, had trained his troops to avoid their headlong charge by simply breaking ranks and letting the onrushing chariots pass through. (The old Richard Burton movie, "Alexander the Great", recreated this effect rather well; see Source notes.)

If a Macedonian unit is about to be attacked through its *frontal* hexside (only) by chariots, prior to resolving that Shock the Macedonian player rolls the die and compares it to the unit's TQ. If the die roll is higher, normal shock takes place. If the die roll is the same as or lower than the TQ, the defending units have parted ranks, and the chariots

have passed-through (as per 9.23) without causing any harm, other than an *automatic, one-point Cohesion hit* for the defending unit (the penalty it pays for disrupting its formation).

If both rear hexes are occupied, the Macedonian Player rolls for both units, as above. If both "pass", the Chariots keep on going through. If one fails, the Chariot attacks, as per 9.23.

DESIGN NOTE: Players will notice that Chariots and Skirmishers have an unusual (albeit inimical) relationship: they each are Attack Superior to the other when attacking. This is not a misprint. It reflects the facts that: (a) chariots were an attack system, not a defense system; and (b) they were very susceptible to the tactics of aggressive skirmishers, who were trained in (literally) pulling the riders from the chariots.

(9.3) SKIRMISHERS AND LIGHT INFANTRY

DESIGN NOTE: Skirmisher units were truly ill-suited to shock combat; they were, in fact, trained to avoid it. As noted above, skirmishers had little (if 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). They had virtually no training—or interest—in Shock attack.

(9.31) The following apply to *Skirmishers only*:
- SK units may *not* Shock *attack*.

Exception #1: SK *may* Shock Attack Chariots and Routed units.

Exception #2: SK* units (those SK units with an asterisk) *may* Shock attack, within the restrictions, below.

1. If an SK* unit attacks an enemy through its flank or rear, thus gaining Position Superiority, the halving of enemy losses still applies—as does the doubling because of Superiority. In essence, the two balance out and the end result is that the printed result applies.

2. If an SK* unit attacks an enemy in conjunction with another Type of friendly unit (e.g., a HI unit), the *other*, non-SK, unit determines superiority—never the SK* unit, even if the SK* is flanking!! In addition, if an SK* is attacking or defending in coordination with any other unit type, do *not* add in the SK's Size Points, although the presence of that skirmisher will affect enemy retreat.

- *Halve* (rounding down) all Cohesion Hits, *with a maximum of '1'*, inflicted (solely) *by* Skirmishers defending in Shock Combat. 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). The "1" hit maximum applies regardless of what Shock Table adjustments may apply.
- All non-SK units shock *attacking* SK units do *not* have to make a pre-Shock TQ Check, even if they *must* charge.
- When firing any missile at an SK unit, *add two (+2)* to the die roll. (This adjustment applies only to the combat effect, not the Missile Availability.)
- 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.
- The only time Skirmishers suffer a Cohesion penalty when Withdrawing is after being approached from the rear; see 6.72(2).

(9.32) SK/LI Harassment & Dispersal Tactics:
Slingers and Javelin armed SK/LI/LP (not Archers) may use H&D tactics against any enemy unit that has the *same or lower Movement Allowance*. H&D comprises a unit's entire action for that turn. Units using H&D must start within two (2) hexes (but not adjacent to) the target unit. 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 unless that ZOC is adjacent to the target. The path may not be traced through friendly units or Rough terrain.

If the unit satisfies the above, it may fire its missiles against the selected target *without moving* (on the map, that is)!. The procedure is:
- Note which unit is using H&D
- Note the target, as above
- Fire the missile as if they were being fired at one hex range (this is a moving attack)
- The target may use Entry Reaction Fire. Treat all fire as simultaneous.

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 micro-management.

(9.33) The Following rule applies to *Light Infantry (LI)*: Phalanxes (PH) and Heavy Infantry (HI 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 and HI do undergo a pre-shock TQ check when attacking LI. This rule does *not* apply to Peltasts (LP).

>> (9.34) Skirmishers (SK) do not Rout; they are eliminated instead. This does not apply to SK* units which go through the normal Rout/Rally procedure.

(9.4) SPECIAL CAVALRY CAPABILITIES
>> **(9.41) Light Cavalry Harassment & Dispersal Tactics:**

Mounted Archers and Javelinists may use H&D tactics against any enemy unit that has a *lower Movement Allowance* (but see last bullet of 9.42). H&D comprises a unit's entire action for that turn. LC using H&D must start within four (4) hexes (but not adjacent to) the target unit. 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 unless that ZOC is adjacent to the target. The path may not be traced through friendly units or Rough terrain

If the unit satisfies the above, it may fire its missiles against the selected target **without moving** (on the map, that is). The procedure is:
- Note which unit is using H&D
- Note the target, as above
- Fire the missile as if they were being fired at one hex range (this is a moving attack)
- The target may use Entry Reaction Fire. Treat all fire as simultaneous.

All of this occurs without moving the firing unit.

(9.42) Cataphracted Cavalry: "CAT" HC units have the following special capabilities ... and restrictions:
- They pay a two (2) MP cost to change facing per vertex.*
- When fired at by Archers, add two (+2) to the die roll.
- When fired at by Slingers or Javelins, add one (+1) to the die roll.

- In any Shock resolution that has attacking CAT HC, there is a two column adjustment to the Right (2R)*
- In any Shock resolution that has defending CAT HC, there is a two column adjustment to the Left (2L)*
- Light cavalry may use LC Mobility against Cataphracted HC ... even though their MA is not higher.

* Exceptions: This does not apply when using the Formation rule (9.7) and the CATs are not in Formation.

PLAY NOTE: They look tough, don't they. See, however, 9.7.

(9.5) ARTILLERY
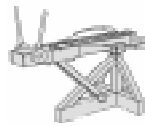
DESIGN NOTE: Alexander traveled with an extensive siege train, complete with a large number of catapults and bolt throwers. He rarely used these in the field. However, they did have a variety of uses therein, as is shown in the Pelium and Jaxartes scenarios.

(9.51) Oxybeles are Bolt-firing engines with built-in crews, so they do not have to be manned. They use the Bolt row on the Missile Chart. The crews are treated as LI if attacked. Crews may not shock attack and their only offensive combat capability is to Fire.

(9.52) Oxybeles may fire *twice* during a single *Phase* (not turn). The units may fire at *any* time during the phase—and we mean "any"; they may fire even in the midst of enemy movement! They do not need Orders or LC's, nor do they have to be in command. The firing player simply says, "I'm firing my Ox", or words to that effect. The first time an Oxybeles fires, place an "Ox Fired" marker on it. The second time it fires flip the counter over to its "Fired" side.

(9.53) Oxybeles have No facing; they may fire in any direction, regardless of in which direction the actual counter is pointed. They may not fire through walls or ramparts of any kind, unless they are in Towers.

*DESIGN NOTE: Oxybeles were "low trajectory" artillery with little ability to raise the angle of fire. The mention of "Towers" is for the **Tyre** module ...soon to come.*

(9.54) Oxybeles may either Move or Fire. They cannot do both in the same Phase. To be moved they must be given an Individual Order by any commander. Use the "Moved/No Fire" and "Fired/No Move" markers to indicate this.

(9.55) Only one oxybeles counter may be placed in any one hex. All other Stacking rules apply.

(9.56) An Oxybeles that is Routed is automatically eliminated.

(9.6) PHALANX DEFENSE
>> (9.61) In any Shock Resolution in which a non-PH unit moves and Shock attacks a PH frontally, the Shock column is adjusted two to the Left (2L) for each flank of the PH that is covered either by another PH unit or a PH ZOC (enabling echelon to work).

Exception: If the attacking unit is HI, the adjustment is 1L.

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 HI reflects the fact that they were spear-armed, too.

(9.62) Double-Depth Phalanxes
HISTORICAL NOTE: The efforts to increase the "crushing" pressure that phalanxes exerted was an experiment with which both Philip and Alexander tinkered. It didn't actually reach full use until the era of the Diadochi, although there is some evidence that Philip tried it at Chaeronea.

Only Macedonian PH units may use Double-Depth Formation, which allows them to stack two to a hex. Forming Double-Depth requires an Order, Line Command, or Contingent Command *directly* from the Overall Commander. To form Double-Depth, the stacking, "back" phalanx must start its movement in the hex directly behind the "front" phalanx. The "back" phalanx then moves into the front phalanx's hex, paying normal terrain costs, and expends one (1) additional MP to stack (with *no* Cohesion Hits). The "back" phalanx is then placed underneath the "front" phalanx.

Movement/Stacking Restrictions
- DD PH may receive orders only from the OC (or from a Contingent Commander via the OC).
- DD PHs always use their '4' MA; they never use their '5' for anything.
- For any movement that would incur a Cohesion Hit, *each* unit incurs that hit.
- >> DD PH's may not Reverse, Wheel or use Column. They may move as one unit, but it takes 2 Individual Orders (when using orders) to move both units together. They may use Pre-Arranged Withdrawal.
- Unstacking also requires an Orders, Line, or Contingent Command, as above, at which time the top unit moves off at normal costs.
- No unit, of *any* type, may ever move through or into a DD PH. Treat them as a form of impassable terrain.

Combat Resolution
- The sizes of both units are combined.
- Units defending against a Shock Attack by a DD PH add one (+1) to their Pre-Shock die rolls.
- A defending DD PH subtracts one (–1) from its pre-Shock TQ check.
- If a defending DD PH is shock attacked from its flank or rear, cohesion hits occurred are *tripled*, not doubled.
- Only the top unit makes TQ checks (unless attacked from the rear, in which case it's the bottom unit). However, if that unit fails the check (gets a Hit), then the other unit checks.
- Cohesion hits from Shock are distributed equally among the two PH's, with odd hits going to the top unit.
- Fire hits apply only to the top PH … unless fire is through the rear, in which case hits apply to the bottom unit.
- >> If either PH in the stack routs, they both rout. Routed Double Depth Phalanx units must retreat to separate hexes. If not possible, the unit is eliminated instead.
- Each PH unit keeps track of hits separately.

(9.63) Square:
Phalanx or Double-sized HO/HI units in the Macedonian army can form "square" to give it "all around" protection.

To form square, a unit must:
- expend *all* of its movement points and
- not be in any enemy ZOC.

Place a square marker on top to so indicate its new "formation".

(9.64) Effects of Square:
- A unit in square has an MA of '1'.
- All surrounding hexes are frontal; no flank or rear.

- A unit in square may not initiate shock combat, although it may move adjacent to an enemy unit.
- A unit in square retains all of its normal Shock table relationships. However, its Size is "quartered", rounding up (which makes most of these units a '3').
- All missile cohesion hits received while in Square are doubled.

HISTORICAL NOTE: Alexander's HI did this at The Jaxartes, and it was a tactic in which his heavy infantry was trained. The Greek hoplites probably did not use such a maneuver, as they were not used to dealing with cavalry on such a level.

>> ### (9.65) Phalanx Rout.
Double-size Phalanxes and Hoplite/Heavy Infantry do not Rout like other units. Each time any of these units incurs Hits greater than or equal to its TQ, the player rolls the die (EXCEPTION: if the hits were a result of Position Superiority by the enemy then it automatically Routs). He adds to that DR:

- a number equal to the amount by which Accumulated Hits exceeds TQ (thus, a PH with a TQ of 7 that has incurred 9 hits would have +2 added to the Rout DR); and

- +3, if a PH unit was attacking at the time.

STANDS: If the adjusted DR is equal to or less than the unit's TQ, the unit Stands, in place, with hits equal to TQ minus 1.

ROUTS: If the adjusted DR is greater than the unit's TQ, the unit is Routed and retreats two hexes (as it would normally do when routing). The unit may not be rallied. In the Rout Phase, all Routed PH (et al) are Eliminated—immediately removed from play.

(9.7) CAVALRY CHARGE FORMATIONS (OPTIONAL RULE)
HISTORICAL NOTE: Cavalry "charges" in this era were not the same thing as those of, say, the Napoleonic period… if, alone, because stirrups were not in use. So, how did cavalry achieve its "shock" effect? It appears they did so from the "charge" formations they adopted, the shape of the formation allowing the moving mass of cavalry to have the desired power. Such formation fighting, however, required a great deal of training and discipline and was thus not widespread.

PLAY NOTE: Because this rule adds complexity to the system, we suggest it as an optional rule. However, when using this, the likewise optional Pursuit Rule (10.3) must also be used.

(9.71) Shock attacking cavalry of *any* type may not gain *any* System Superiority (8.36)—regardless of what the chart says—unless they are in Charge Formation.

Exception: The above does not apply when the defending unit is SK (or SK*).

(9.72) The following cavalry units—*only*—may use Charge Formation:
- *All* HC
- Lancers
- Thracian LC

HISTORICAL NOTE: Most formations were wedge-shaped; the Thessalians used an unusual rhomboid (diamond) formation.

(9.73) In order to assume Charge Formation, the unit must receive an Individual Order or a Macedonian Contingent Command …no Line Commands. It costs 4 MPs to assume Charge Formation. The unit may

not be in an enemy ZOC. Use the Charge Formation markers to so indicate.

(9.74) The following **Restrictions** apply to units in Charge Formation:
- They may not use Missile Fire.
- They may not use LC mobility (where applicable).
- They may not change facing more than one vertex in any one hex, unless they do not move that phase.
- It costs 2 MP to change facing, per vertex.
- They may not enter any Rough terrain.
- They may not change elevation more than one level per Phase.
- Any terrain-mandated Cohesion costs are doubled.
- They may not use Orderly Withdrawal.
- For any Missile Fire against a unit in Charge Formation, subtract one (–1) from the die roll.

(9.75) **Combat Benefits**
- All System Superiority (AS/DS) on the chart now applies.
- Heavy Cavalry units in Charge Formation are automatically Attack Superior against *all* other cavalry that is not in Charge Formation.
- HC in Charge Formation is AS vs Thracian LC in Charge Formation.
- Thracian LC in Charge Formation is automatically AS against all cavalry *except* HC.

Units suffer cohesion penalties ("hits") from excessive movement and/or combat. Too many cohesion losses produce a Rout. Routing units run away and head for the Retreat Edge (see specific scenario instructions) of the map. A routed unit can be rallied under certain circumstances but rallied foot units are severely reduced in TQ after rally, due to the loss of equipment.

>> (9.76) **Leaving Charge Formation:** Cavalry may leave Charge formation
- Voluntarily: but at a cost of 2 MPs; and
- Involuntarily: after any Shock combat, the unit is automatically out of formation.

(10.0) EFFECTS OF COMBAT

(10.1) COHESION
Cohesion is a measure of how organized and effective a unit is at any point during the battle.

(10.11) **Cohesion Markers:** Each time that a unit suffers a cohesion Hit place a Cohesion # Marker—representing the total number of hits taken—on (or under) the unit.

(10.12) 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: Player's Choice

Exception: If a double-sized unit is attacking two single-hex units, the attacker chooses how any Cohesion Hits will be distributed among the defenders. Such distribution may be uneven, if so desired. This does *not* apply when phalanxes are defending.

(10.13) **Rout:** When a unit has absorbed cohesion hits equal to or more than its Troop Quality Rating it *automatically* Routs (10.2). In addition, in the Collapse

Phase of Shock Combat players *roll for Rout* for units that are in an enemy ZOC *and* are one Cohesion Hit short of reaching their limit, as per 8.38. Place a "Routed/TQ –1" marker on top of such unit,

>> (10.14) **Recovery**: During an Orders Phase, any unrouted unit with cohesion hits which is not in an enemy ZOC, nor adjacent to an enemy unit, nor within range and LOS of an 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 neither Line nor Contingent Commands may be used to do this. A unit that has "Recovered" may not do anything else that Phase.

(10.15) **Effects of Cohesion Hits:** Cohesion hits do not affect a unit's combat strength or capabilities in any way, other than to show how close it is getting to falling apart. Thus, a unit with a TQ of 6 and 4 hits has the same combat effect as one with no hits. It is just more likely to rout.

(10.16) **Cohesion Hit and TQ Check Chart:** This chart lists the times during the game when a unit must undergo a TQ Check. A TQ Check consists of rolling the die and comparing it to the unit's printed TQ rating. (If Routed, that rating is '1'.) If the die roll is less than or equal to the checking unit's TQ, the unit passes the check. Otherwise, it fails. The Cohesion Hit and TQ Check Chart lists the results, usually one or more Cohesion hits for failing the check.

(10.2) UNIT ROUT AND RALLY
HISTORICAL NOTE: Routing units usually ran away, with infantry often throwing away their equipment in a futile effort to speed their exit—which usually precluded their being of much future use in the battle.

(10.21) A unit which has routed (10.13) is immediately moved two (2) hexes toward its **Retreat Edge** (as defined in scenario rules, but usually the one behind his original deployment). **Exception**: Elephant Rampage; see 9.14. No Movement points are expended, but the unit must take *the most direct path* towards his Retreat Edge, even if this means moving into and/or through friendly units. However, when given a choice, it will take the *path of least resistance* (see below). The unit's facing is changed—at no cost—so that it faces the direction it is going to go at the instant of Rout. If they cannot retreat the full distance they are eliminated (see 10.23, and note 10.24). Place a "Routed" marker on that unit when it finishes its retreat.

The Path of Least Resistance is as follows:
1. Vacant hex not in enemy ZOC (even if terrain is difficult); 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 '1' before '2', etc., always with an eye towards the Retreat Edge.

*PLAY 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.*

(10.22) In the Rout Movement Phase *all* routed units are moved their full, printed MA in the same direction and manner as in 10.21—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 suffer Cohesion penalties from Rout/Retreat movement.

(10.23) 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.

(10.24) Routing units may move *through* friendly units, but they may not end Rout Movement stacked with friendly units under any circumstances.
- A unit that has had a Routed unit pass *through* suffers an immediate one-point Cohesion penalty *and* then must undergo a TQ check die roll (as per 8.33).
- If forced to stack, the Rout Moving unit moves through, as above, instead.

In addition, routed skirmishers lose their unique capabilities (9.3) and are treated, for this section, like any other unit.

(10.25) **Effects on Routed Units:**
- Routed units retain their Size and Movement Allowance.
- They have an automatic TQ of '1'. If a Routed unit fails a TQ check, it is eliminated.
- Routed *foot* missile units are automatically "Missile No" (this does not apply to mounted missile units).
- Rout-moving units do not incur movement/terrain Cohesion Hits.
- Routed units may not receive or use Orders or Commands, other than to Rally; nor may they fire missiles for any reason.
- If a routed unit is attacked—missile or shock—and suffers *any* additional cohesion hits the unit is immediately eliminated and removed from play.

(10.26) 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 incur 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 he stays in place. He now has Cohesion hits equal to its 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 allowed) and has Cohesion hits equal to its TQ minus one (–1).

4. 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.

EXAMPLE #1: A Macedonian phalanx (TQ=7, 5 Cohesion hits) attacks a Greek mercenary hoplite unit (TQ=6, 4 Cohesion hits). The Shock result is 3(2), so both units have equaled or exceeded their TQ. The phalanx has 8 hits, or +1 over its TQ, while the hoplites have 6 hits, the same as their TQ. Therefore, the phalanx routs while the hoplites stay in place—it was not the attacker and could not advance—with 5 cohesion hits.

EXAMPLE #2: Same attack as above, but the result is 2(2). In that case, because both units equal their TQ in cohesion hits, the

defending hoplites rout, and the phalanx advances after combat with 6 Cohesion hits.

EXAMPLE #3: Same as #1, but, in addition to the phalanx, there is an attacking Hypaspist (TQ = 8) with 6 cohesion hits. Regardless of how the hits are applied to the attacker (10.21), one would reach its TQ and one would not. Therefore, both the defender and the one attacker that reached its TQ Rout; the other, unrouted attacker may advance, if possible.

(10.27) **Rally:** During an Orders Phase a player may attempt to Rally any routed unit:
- in any hex that would not cost more than 1 MP to enter (excluding elevation costs), and
- which is not adjacent to an enemy unit or within range (and LOS) of an enemy missile unit that is not Missile No.

EXCEPTION: Double-size Phalanxes and Hoplite/Heavy Infantry may never Rally (see 9.65), as well as elephants

PROCEDURE: An individual leader may attempt to rally a given unit only once per game-*turn* (a unit 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, the unit is Rallied.
- If the die roll is *higher* than the initiative +1,* the unit Rout Moves, as per 10.21.

*ELIMINATION DURING RALLY:
- If the die roll is higher, *and* the die roll was also higher than the printed TQ of the unit, the unit is, instead, eliminated.
- If a HI unit fails its Rally attempt, it is eliminated.

RALLY TABLE: When a unit is rallied, the player rolls the die, Consults the Rally Table, and gives the unit the Hits listed, according to that die roll and the unit's printed TQ. A result of "R" means that despite the Rally attempt, the unit has continued to Rout … so Rout move it another 2 hexes.

EXAMPLES: Leader with an Initiative of '4' attempts to rally a routed unit with a printed TQ of '7':
- *Player rolls a '2', the unit is rallied. He then consults the Rally Table and rolls a '5', unit now has '2' Hits.*
- *Player rolls a '6'; the unit Rout Moves.*
- *Player rolls an '8'; the unit is eliminated (DR > TQ).*

Rallied units may *not* receive or use Orders until the next turn; however, they may be refaced at no cost in MPs or Cohesion hits when rallied. Missile units are still "Missile No".

(10.28) 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.

(10.3) CAVALRY PURSUIT (OPTIONAL RULE)
*PLAY NOTE: This rule is used only when using the Cavalry Formation rules. Moreover, when using those, this rule **must** be used.*

(10.31) Cavalry units that cause the defender to rout may pursue if:
- they are shock attacking,
- have moved to effect that Shock Attack (i.e., "Must" Check TQ), and
- are in Charge Formation.

(10.32) **Pursuit Die Roll:** To see if a cavalry unit pursues, the player rolls a die and adds two (+2) to the result. If the adjusted die roll is greater than the unit's TQ, that unit Pursues. Otherwise, it advances after combat normally. If the defending unit was eliminated—either from combat or during its Rout—there is *no* Pursuit.

PLAY NOTE: The presence of a leader has no effect on the Pursuit die roll, although the leader is free to tag along.

(10.33) **Pursuit Procedure:** Pursuing cavalry, essentially, chases the fleeing unit. After the routed unit is moved, the pursuing cavalry moves, following the same path as the fleeing unit. It stops only when it either moves into an enemy ZOC or places an enemy unit in *its* ZOC. It will *not* pursue a fleeing unit off the edge of the map; it will stop at the edge, ending pursuit.

(10.34) When the pursuing unit has stopped it will, if possible, attack any/all enemy units in its ZOC. The entire process is then repeated (10.32-10.34) until no attacks are possible. There are no Pre-Shock TQ checks in any Shock that occurs during Pursuit.

(10.35) Cavalry Pursuit is resolved immediately after the Rout result … and before any other combat is resolved.

(10.36) Pursuing cavalry pays all terrain Hit costs; they do not pay any MP costs from their MA.

(10.4) ARMY WITHDRAWAL

DESIGN NOTE: The Army Withdrawal levels in the scenarios reflect the realities of each army's capabilities. They favor the Macedonians, as their army was professional and better trained. Play balance may be adjusted by changing those levels, although this is something that should not be done until you are familiar with both the game and your opponent.

(10.41) A player wins by causing his opponent's army to Withdraw. An army will Withdraw when it has exceeded its Withdrawal Level (listed in each scenario) at the end of the turn. To determine this, each player totals the number of Rout Points (from his eliminated units, or units that have Routed *off* the map) that army/player has garnered.

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

- *All* non-Shock Skirmisher unit (SK) are worth one (1) RP.
- Shock skirmishers (SK*), Elephants and Chariots are worth two (2) RPs.
- Double-sized units—the phalanxes—are worth twice (2x) their TQ rating. Thus a phalanx with a TQ of '7' is worth 14 RPs.
- Artillery units are worth '0'.
- Leaders are worth five times (5x) their Initiative Rating.

Exception #1: Alexander is worth 10x his Initiative, or 70 RPs. This does not apply in Chaeronea.

Exception #2: If Darius is killed, the Macedonians automatically win.

(10.43) If an Army's RP total is the same or higher than the Withdrawal Level for that army in that battle, it has routed and that player has lost the battle.

(10.44) If both sides reach Withdrawal Level at the end of the same turn, the player with the least number of RPs above that level wins (but just barely).

If both sides are exactly the same, it's a draw.

SOURCES:

Books on Alexander are rich in quantity and varied in opinion. The only point that any of these authors seem to agree on wholeheartedly is that Alexander was truly a genius.

Adcock, F. E.; The Greek and Macedonian Art of War (University of California Press; 1957) A good basic book on the development of hoplite-style warfare.

Arrian, Flavius Xenephon; translated by Edward Chinnock, The Anabasis of Alexander (Random House, New York, 1942) As close to an original source as we're likely to get. Although written several hundred years after the fact, Arrian's information appears to have been based on contemporary sources long lost, although some of his numbers sound like crowd estimates for a political rally. Arrian was part historian, part PR flak. Fun to read, though.

Bosworth, A.B.; Conquest and Empire (Cambridge University Press, New York, 1988) A very scholarly treatment of the reign of Alexander with good descriptions of the battles along with the various historical interpretations connected with each. Book contains an excellent discussion and dissection of Alexander's army in terms of command structure, numbers, weaponry and usage.

Connolly, Peter; The Greek Armies (Silver Burdett Co., Morristown NJ, 1985) Originally part of a larger work ("Greece and Rome at War"), this book is mostly valuable for the author's remarkable illustrations, although the information, while surface, is good.

Creasy, Sir Edward; The Fifteen Decisive Battles of History, (George Rutledge and Sons Ltd, 1850) This interesting book (we used the Arbela chapter), written in the Victorian era, is still a valuable source of answers to a variety of tactical questions.

Curtius, Quintus Rufus; trans. by John Yardley, The History of Alexander the Great, (Penguin Books; 1984) Another of our "original" sources, Curtius, while often providing some detail missing (one sometimes wonders why) from other sources, is prone to flights of fancy.

Delbrück, Hans. translated by Walter J. Renfroe; Jr., Warfare in Antiquity Volume 1; University of Nebraska Press; 1975. A ground-breaking, innovative work, which, although almost a century old, is still remarkable for its insight into why things were done. Delbrück was one of the first historians who tried to "recreate" ancient tactics to see if what was being said was actually viable, and to seriously—and scientifically —question some of the numerical flights of fancy the ancient (and not-so-ancient) historians engaged in.

Devine, A.M.; "Grand Tactics in the Battle of Issus," in The Ancient World, Vol. XII, nos 1 & 2, Ares Publishers, Illinois, 1985. Also included in this cite would be Devine's similar articles on The Granicus, Gaugamela, and The Hydaspes for AW magazine. Whether you agree with Prof. Devine's conclusions or not, these are the most succinct and lucid battle analyses extant. Most important is Devine's discussion of all available sources.

Diodorus, Siculus; Diodorus of Sicily (Universal History) (Loeb Classics Library; 1963) More "original" source work. Highly readable, but he does differ in many instances with his ancient brethren.

Dodge, Ayrault Theodore; Alexander; Greenhill Books, London, 1993 reprint of 1890 editions, Vols 1 and 2. Col. Dodge's account is a very readable narrative that follows Arrian as his main source. His major contribution was to take the often confusing descriptions of the various battles and, using his professional military judgement, creates maps of the actions which are consistent with the history, as

written, and are reasonable interpretations of what happened. He and Devine were critical sources to the smaller battles included in this game.

Engels, Donald W.; Alexander the Great and the Logistics of the Macedonian Army (University of California Press, Berkeley, 1978). Although pertaining mainly to operational considerations, Engels does list all of Alexander's losses and reinforcements in one table as well as providing a chapter on the Pinarus River's location.

Fox, Robin Lane; Alexander the Great (The Dial Press, New York, 1974) An overview of Alexander, nicely written, with an insightful description of how the "heavy" Companion cavalry operated tactically. Lane is one of the proponents of the Parmenion theory at Granicus.

Fuller, Maj. Gen. J. F. C.; Military History of the Western World Volume 1, (Funk and Wagnalls, 1954) Good research, good OoB for Arbela in particular, quite opinionated. Interesting for what it leaves out more than what's in it.

Fuller, Maj. Gen. J. F. C.; The Generalship of Alexander the Great (Rutgers University Press; 1960) For 10-15 years this was the basic work on Alexander's military career. Very readable but, despite Fuller's usual opinions, not very thought-provoking. Still and all, a valuable source.

Hackett, Gen. Sir John (Editor); Warfare in the Ancient World (Facts on File, New York, 1989) This book, which contains several of Peter Connolly's vivid paintings, is a good, basic book on ancient warfare. The Alexander section, written by Alexandrian battle expert Dr. Albert Devine, is quite detailed and contains good deployment maps.

Hammond, N.G.L.; Alexander the Great; King, Commander and Statesman (Noyes Press, New Jersey, 1980). Another excellent military history, with good, detailed battle descriptions (he favors Arrian and pretty much dismisses everybody else). Even better are his analyses and maps of the battlefields, accompanied by photographs and extensive descriptions from on-the-spot visits. Where terrain conflicts arose, we tended to go with Hammond.

Hanson, Victor Davis; The Western Way of War (Alfred Knopf, New York, 1989) An unusual but highly interesting book on tactical warfare immediately preceding the Macedonian era; it's insights into hoplite/phalanx warfare are excellent.

Hurley, Vic; Arrows Against Steel: The History of the Bow (Mason/Charter;1975) An extremely valuable book, especially in the three-month dialogue the designers, developers and playtesters had over the GEnie system concerning the use and misuse of skirmisher units.

Jones, Archer; The Art of War in the Western World (University of Illinois Press, Urbana and Chicago, 1987) The first chapter presents an excellent analysis of the relative strengths of the various weapons systems of the period.

Olmstead, A. T.; History of the Persian Empire (University of Chicago Press; 1948) The basic work on those crazy old Achaemenids - certainly one of history's forgotten empires. Actually, they were quite a capable bunch, although the Persian word for "election" appears to be "assassination".

Plutarch, translated by John Dryden; Plutarch's Lives Volume 4. (A.L. Burt Co.) The Robin Leach of Rome. This is great stuff, much of it R-rated.

Rossen, Robert; Alexander the Great (MGM Home Video, 1983) This was one of the first "serious" epic films of the 1950's. Despite good intentions, history is trashed as Arbela happens at Issus; the Macedonians all look like Homeric hoplites; most of the battle sequences, while having the terrain about right, are laughably hopeless; and Alexander often wears a helmet that makes him look like Rip Taylor with blinders. We also learn that it is against the law to kill a king unless you are one (priceless dialogue bit #2327), very few buildings had roofs, and that the Persians invented seat belts. On the plus side, Richard Burton (Alexander), Frederich March (Phillip) and Harry Andrews (Darius) really look the part, and the chariot charge at Arbela is right on the nose.

Tarn, W. W.; Alexander the Great, (Cambridge University Press; 1948) Still considered by some to be the best overview volume ever written on Alexander.

Warry, John; Alexander 334-323 BC: Conquest of the Persian Empire (Osprey Publishing Ltd.; 1991) This book, one of the ubiquitous Osprey books on military doings, is mostly useful for visualizations of men, formations and weapons.

Warry, John; Warfare in the Classical World (St. Martin's Press, 1980) Probably the best single overview of ancient warfare available today. Excellent text, insight and graphics.

CREDITS:

Rules Index

Key Sections are listed in bold type

6.29 MOVEMENT COST CHART

Terrain Type	MP Cost to Enter or Cross	Cohesion Penalties[a] to Enter/Cross				
		Infantry [a]	SK	Leaders & Cavalry [b]	Elephants	Chariots
Hex Features						
Clear	1	0	0	0	0	0
Woods	2	1	0	1	1	P
Rocky	1	1	0	2	1	P
Marsh	2	1	1	1	P	P
Major River [c]	1 [c]	1	1	1	0	P
Rocky River Bed	2	1	1	2	P	P
Abatis	2	1	1	1	P	P
Hexside Features						
Minor River	+1	1	1	1	0	P
Stream	0	1	0	0	0	1
Steep-Banked Stream	+1	2	1	2	1	P
Steep Bank	+1	1	0	1	0	P
City Walls		May Not Cross (See Pelium Scenario)				
Up 1 Level	+1	1	1	1	0	1
Down 1 Level	+1	1	0	0	0	1
Up 2 Levels (Steep Slope)	+2	2	2	P	P	P
Down 2 Levels (Steep Slope)	+1	2	1	P	P	P
Up/Down 3 Levels (Sheer Slope)	+2	P	3	P	P	P
Change Facing [f] (per vertex)	1	0	0	0	0	1
Change Facing in Rough Terrain (per vertex) (see 6.28)	0	1	1	1	1	1

SPECIAL MP COST:

Reverse Face Maneuver .... 3 MP

Form Double Depth (DD) .... +1 MP

Form Square .... All MP

Enter Charge Formation .... 4 MP

Voluntarily leave Charge Formation .... 2 MP

Notes:

a = PH, HI, MI, and LI In Column subtract one Cohesion Hit from total cost of entering each hex.

b = Leaders use the cavalry column for Movement. However, they never suffer Cohesion penalties.

c = All Major River hexes are Level One.

d = LP and LI (except Cardaces) do not pay the listed cohesion cost

e = Chariots that change facing without moving do not pay this cost.

f = Elephants, Chariots, Cataphracted Cavalry, and units in Charge Formation pay 2 MP per vertex

P = Prohibited or Not Applicable.