

BATTLES OF THE ANCIENT WORLD: VOLUME IV

STANDARD RULES

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1.0 INTRODUCTION

The Ancient Battles game system is a tactical simulation of battles fought prior to about AD 500. Each game in the system represents one of the great battles of the ancient world. The playing pieces represent the actual units that participated in the battles, and the map represents the terrain over which those units fought. This game series has been designed to ensure maximum playability and historical accuracy (in that order). To achieve that, the components and rules have been designed to make the game easy to understand and play.

The rules in the series are presented in two sections: the Standard Rules and the Exclusive Rules. The Standard Rules are common to all the games in the series. The Exclusive Rules are different for each game, and they give scenario instructions and rules that apply only to that particular battle.

2.0 GAME EQUIPMENT

2.1 The Game Map

Each mapsheet portrays the area in which a battle was fought and all the significant terrain of the battle. The map also has a Terrain Key and a Turn Record Track. A hexagonal grid is superimposed over the terrain features printed on the map to regulate movement and the positioning of the playing pieces. All numbered hexes are playable, though some types of terrain are prohibited.

2.2 Game Charts & Tables

Various visual aids are provided on the Player Aid Card to simplify and illustrate certain game functions. They are the Terrain Effects Chart, the Combat Results Table, the Missile Fire Table, and the Rally, Demoralization & Disintegration Table.

2.3 The Playing Pieces

The cardboard pieces represent the actual military units that took part in the original battle. The numbers and symbols on the pieces represent the strength, movement capability and type of unit represented by that piece. These playing pieces will hereafter be referred to as "units."

2.4 How to Read the Units

Each unit has certain information printed on it. They are identified by numerals and/or nationality, and contain information about their combat and movement capabilities.

Combat strength is the relative strength of a unit when attacking and defending, expressed in terms of strength points. Movement allowance is the maximum number of clear terrain hexes a unit may be moved in a single movement phase, expressed as movement points (or MP). Missile capability is the type of missile weapon (if any) a unit may possess.

2.5 Game Scale (Series)

Each hexagon on the map represents 100-200 meters. Each combat unit represents between 100 and 1,000 men. Each game turn represents 30 to 90 minutes.

3.0 SETTING UP

The cardboard playing pieces should be punched out of the counter sheet(s). Players should decide for themselves who will command which force. They then set up their units simultaneously (unless indicated otherwise in the Exclusive Rules) in their proper positions on the map as indicated by the scenario instructions. Once the units are set up, players are ready to begin Game Turn 1. Place the Game Turn marker in the first position on the Game Turn Track. Consult the Exclusive Rules to determine which side plays first. Play proceeds according to the sequence of play through the final game turn or an automatic victory as indicated by the disintegration level (see 15.0).

4.0 SEQUENCE OF PLAY

The game is played in successive game turns composed of alternating player turns. During each player turn, the player whose turn it is moves his units and resolves combat in sequence, according to the following outline and within the limits provided by the rules that follow. At the conclusion of the final game turn, the victory conditions are consulted and a winner is determined.

First Player Turn

A. Movement Phase: the player who moves first each turn may move all, some or none of his units as he desires within the limits and restrictions of the rules of movement and zones of control and the Exclusive Rules of the game. The first player may bring reinforcements onto the map as allowed by the reinforcement rules. The second player's units may not move (see 5.0).

B. Missile Fire Phase: the first player may now use his units with missile capability to fire at enemy units (see 10.0).

C. Combat Phase: the first player conducts his melee attacks (see 7.0).

D. Rally Phase: roll a die and consult the Rally column of the Rally, Demoralization & Disintegration Table to determine if any of the first player's eliminated units are rallied. Place those rallied units according to the rally rules (see 13.0 and the scenario's Exclusive Rules).

Second Player Turn

The second player now goes through the sequence of play in the manner described above. In each phase, the second player carries out the same actions as the first player,

Game Turn Record Interphase

The Game Turn marker should be advanced one space on the Game Turn Record Track to indicate the end of one game turn and signal the start of the next game turn.

5.0 MOVEMENT

During the movement phase, the current player may move as many or as few of his units as he desires. They may be moved in any direction or combination of directions, but units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it must pay one or more movement points from its movement allowance, depending on the type of terrain in each hex entered.

5.1 Movement Prohibitions

5.11 Movement may never take place out of sequence. A player's units may be voluntarily moved only during his own movement phase. During the combat phase, a unit that's attacking or defending may be called on to advance or retreat after its combat is resolved. Friendly units may not move during the enemy player's movement phase nor during any player's combat phase, except when advancing or retreating as a result of combat.

5.12 A unit may never enter a hex containing an enemy unit.

5.13 A unit may never exit a hex that is in an enemy zone of control (EZOC, see 6.0 & 7.7) during any movement phase. An EZOC hex may be left only during a retreat or advance as a result of combat.

5.14 No combat takes place during the movement phase. Once a player has begun to resolve combat and has rolled the die, he has irreversibly initiated the missile fire phase or the combat phase, whichever is relevant to his current attack.

5.15 The number of movement points (MP) expended by a unit during a single movement phase may not exceed that unit's printed movement allowance (MA). A unit may expend any portion of its MA, but unused MP may not be accumulated or transferred to another unit.

5.16 Movement from hex to hex must be consecutive; a unit may not skip or jump over hexes.

5.17 Once a unit has been moved, and the player's hand is taken from the piece, it may not be moved any farther that phase, nor may it change its move without the consent of the opposing player.

5.20 Effects of Terrain

5.21 A unit must expend one MP to enter a clear hex. To enter other types of terrain, a unit must often expend more than one MP. Some hexes are entirely prohibited to movement. MP costs are printed on the map and/or the Terrain Effects Chart (TEC).

5.22 A unit that moves from one trail hex directly into an adjacent trail hex through a trail hexside expends only one MP regardless of other terrain in the hex.

5.23 Units may cross river hexes by paying three MP to enter. No additional movement costs are assessed to leave a river hex.

5.24 Units may cross stream hexsides by paying one additional MP. For example, if a unit moves through a stream hexside into a woods hex, the cost is four MP.

5.25 A unit may cross a ridge hexside by paying two additional MP.

5.3 Effects of Friendly Units

5.31 A friendly unit may move through hexes occupied by other friendly units. There is no additional cost for entering a friendly occupied hex.

5.32 A friendly unit may not end any phase stacked in the same hex with another friendly (or enemy) unit. In general, there may never be more than a single unit in a hex at the end of any phase (Exceptions: leaders and any special exemption units listed in the Exclusive Rules.)

5.33 There is no limit to the number of friendly units that may pass through a single hex during one movement phase.

5.34 Friendly ZOC hexes never inhibit the movement of friendly units, but units may never move directly from one EZOC to another, regardless of the presence of friendly units (see 6.1).

6.0 ZONES OF CONTROL

The six hexes immediately surrounding a hex constitute the ZOC of a unit in that hex, except units printed with a black dot, which don't exert a ZOC. Hexes into which a unit exerts a ZOC are called "zone of control hexes," and they inhibit the movement of enemy units. All units must cease movement when they enter any EZOC hex.

6.1 All units except those printed with a black dot exert a ZOC (including disrupted units) throughout the game turn, regardless of the phase or player turn. The presence of ZOC is never negated by enemy or friendly units or by other ZOC.

6.2 Units don't pay additional MP to enter an EZOC.

6.3 There are generally only two ways to exit a hex in an EZOC: either by retreat or advance as a result of combat or by eliminating (or retreating after combat) the enemy unit projecting the ZOC. Exception: Light troops, skirmishers and leaders have a dot next to their unit symbol and may therefore leave an EZOC voluntarily during their side's movement phase (see sections 11.0 & 12.0).

6.4 If a particular ZOC-exerting unit is in an EZOC, the enemy unit is also within that unit's ZOC. The two units are equally and mutually affected.

6.5 If enemy and friendly ZOC are exerted into the same hex at the same time, those ZOC coexist and that hex is mutually affected by both ZOC. There's no additional effect from having more than one unit exerting ZOC into a single hex.

6.6 ZOC generally extend into all hexes adjacent to the projecting unit's hex. Exception: no unit projects ZOC into any terrain prohibited to that unit.

7.0 MELEE COMBAT

Melee combat (simply referred to as "combat" below) occurs between adjacent opposing units. It is mandatory and takes place in the combat phase. The player whose turn is currently occurring is termed the "attacker"; the other player is the "defender," regardless of the overall situation.

PROCEDURE: The attacker totals the combat factors of all the units attacking a particular hex and compares that total to the combat strength of the defending unit in the hex under attack (the "target hex"). That comparison is expressed as an odds ratio of attacking to defending combat strength points (that is, attacking strength points divided by defending strength points), and it's simplified by rounding down to one of the odds ratios printed on the Combat Results Table (CRT). For example, if 13 strength points are attacking four strength points, the combat odds ratio is 3.25:1, rounded off (always in favor of the defender) to 3:1. Having determined the combat odds, the attacker then rolls a die. The roll indicates a result on the CRT that's cross-indexed under the column heading corresponding to the calculated combat odds. That intersection of line and column yields a combat result.

Separate combats may be resolved in any order the attacker wishes, as long as all combats are resolved during that combat phase and no combat resolution is begun into the one before it has been entirely resolved.

7.1 Which Units Attack

7.11 All friendly units in EZOC must attack. All enemy units in friendly ZOC must be attacked in your side's combat phase. You may resolve those attacks in any order you desire, as long as all adjacent enemy units are attacked within the requirements of 7.2.

7.12 All units that begin their side's combat phase in an EZOC must attack at least one adjacent enemy unit during that phase. The attacking player may choose which of his attacking units will attack each defending unit, as long as all adjacent friendly units participate in an attack.

7.13 An enemy occupied hex may be attacked by as many units as can be brought to bear from the six adjacent hexes.

7.14 No unit may attack more than once per combat phase. The same enemy unit may be attacked during the missile fire phase and the combat phase of the same player turn.

7.15 Units may only attack adjacent enemy units during the combat phase using melee combat. That is, missile attacks aren't permitted during the combat phase. Similarly, melee attacks aren't permitted during the missile fire phase.

7.2 Multiple Unit & Multi-Hex Combat

7.21 If any player's unit is in the EZOC of more than one enemy unit, it must attack all those adjacent enemy units not engaged by some other attacking unit(s). In such cases, the combat strength of all those defending units are totaled into one combined strength that's then compared to the attacking unit's combat strength when determining the combat odds ratio.

NOTE: Lone leaders are never required to attack any enemy unit.

7.22 Attacking units in two or more hexes may combine their combat strengths and attack a single enemy occupied hex provided all the attacking units are adjacent to that enemy occupied hex. The combat strengths of those attacking units are totaled into a combined combat strength, and they're then compared to the combat strength of the defending unit to determine the combat odds. If there is any adjacent enemy unit that isn't also being attacked, the defender may add its combat strength to that of his defending unit.

7.3 Combat Strength Unity

Each unit's combat strength is unitary; it may not be divided among different combats whether attacking or defending.

7.4 Effects of Terrain

7.41 Units defending in certain types of terrain may have their combat strength increased (or sometimes the odds column is shifted left) because of that. That increase is expressed as a multiple or division of the original combat strength of one side. That is, it's halved, doubled or tripled. The Terrain Key printed on the map, or the Terrain Effects Chart, will indicate either NE (No Effect), AH (Attacker Halved), DD (Defender Doubled) or DT (Defender Tripled) for each type of terrain.

NE = No Effect (neither the attacking nor defending unit's combat strength is affected).

AH = Attacker Halved (all attacking units attacking that hex do so at half combat strength).

DD = Defender Doubled (the defending unit's combat strength in that hex is doubled).

DT = Defender Tripled (the defending unit's combat strength in that hex is tripled).

7.42 Units attacking across certain types of terrain features may have their combat strength reduced. For example, units attacking across a stream or a ridge are halved (AH). When units are attacking from two directions, one across a hexside terrain feature (such as a ridge) and another not across that feature, those units attacking across the feature are affected and those that are not attacking in that way aren't affected.

7.43 Units on slopes are doubled on defense only if the attackers are farther from a ridge hexside or hill hex than the defenders. If the attackers include a unit that is the same distance or closer the defenders are not doubled.

EXAMPLE: A defending unit in hex 5219 with a combat strength of "5" would be doubled to a strength of "10" if attackers were in 5218 or 5318. If any attacker was in 5118, 5119, 5220, or 5319, the defending unit would not be doubled.

EXAMPLE: A defending unit in hex 3114 would be doubled if attackers were in 3014, 3015, or 3113. It would not be doubled if any attacker was in 3115, 3214, or 3215 (however an attacker in 3215 would be halved for the ridge hexside).

7.5 Diversionary Attacks

7.51 A unit may make attacks at poor odds in order that adjacent attacks against other defenders may be made at higher odds. Such low odds attacks are known as "diversionary" (or "soak off") attacks.

7.52 Units may never voluntarily attack at odds of less than 1:4. If, by virtue of enemy advances after combat, a unit would be required to attack at odds less than 1:4, it's automatically eliminated (AL result). A player isn't required to try to save a unit in such a situation.

7.6 Explanation of Combat Results

AR = Attacker Retreat (all attacking units must retreat one hex; see 7.7).

AL = Attacker Loss (attacker must eliminate one involved attacking unit of his choice).

EX = Exchange (both attacker and defender eliminate one involved unit of their own choice).

DR = Defender Retreat (all involved defending units must retreat one hex; see 7.7).

DL = Defender Loss (defender must eliminate one involved defending unit of his choice).

- = **No Effect** (nothing happens to any involved unit on either side).

7.7 Retreating & Advancing After Combat

7.71 When the combat result requires a player's units involved in that battle be retreated, the owning player must immediately move those units one hex so they're no longer in an EZOC. The owning player generally decides the direction each of his retreating units moves.

7.72 A retreating unit may not retreat into a prohibited hex, cross a prohibited hexside, retreat off of the map, or enter EZOC. Within those strictures, if no hex is open to retreat, that blocked unit is eliminated in place instead.

7.73 A retreating unit may enter any adjacent vacant hex within the restrictions of 7.72. If there is no such vacant hex, that unit is eliminated unless it can displace (see 7.8).

7.74 Whenever a hex is vacated as a result of combat, one victorious unit that participated in that combat may advance into the vacated hex. That advance may be made regardless of EZOC. The option to advance must be exercised immediately, before any other combat resolution, though no unit is ever forced to advance. An advancing unit may never advance more than one hex as a result of one combat, and an advancing unit may not attack that phase after advancing. Advances are useful to potentially cut off the retreat of enemy units whose combat hasn't yet been resolved.

7.75 In general, only one victorious unit may advance into a vacated hex. If two hexes are vacated as a result of a single combat, the victorious player may still advance only one unit into one of those vacated hexes. Exception: leaders may advance with the unit with which they're stacked.

7.8 Displacement

7.81 Both sides may use displacement unless noted otherwise in a particular game's Exclusive Rules.

7.82 Procedure: if the only hex available to a retreating unit is one that's already occupied by another friendly unit (that's not involved in that same combat), that uninvolved unit is "displaced" (pushed out of its hex) by the retreating unit. The displaced unit is moved back by the owning player, as if it were retreating as a result of combat, and its hex is then occupied by the original retreating unit.

7.83 If displacement would cause a displaced unit(s) to be eliminated, the retreating unit is eliminated instead. Displaced units can themselves displace other friendly units in a chain reaction of displacement, if that's the only path open to them. A unit may be displaced more than once per combat phase, if that is the only alternative. Units may not displace other friendly units if they have other paths of retreat open to them, and they must displace the minimum number of units necessary. (The owner may choose between equal situations.)

7.84 A unit may not displace into an EZOC, even if that hex is occupied by a friendly unit.

8.0 TERRAIN EFFECTS CHART (TEC)

The effect of terrain includes movement costs (indicated as an MP or Movement Point number) and combat effect (see 7.4), each of which is printed below the terrain type. Terrain types are printed on the map and/or the TEC.

9.0 REINFORCEMENTS

Some scenarios call for reinforcements, for one or both sides, to appear after the game has begun. Follow the directions in the Exclusive Rules for their starting locations and turn(s) of arrival. Upon arriving, reinforcements are treated like any other unit.

10.0 MISSILE UNITS

Unlike other infantry and cavalry units, missile type units may attack by firing (at range) at a defending unit. That occurs in the missile-unit-owning player's missile fire phases, which precedes the melee combat conducted during the combat phase. Different missile units have different capabilities, depending on their weapon type. Some games include various types of missile weapons: bows, javelins, slings, pilum, spears and ballista.

Missile units have a particular missile symbol printed in the upper right of their counter to indicate their exact capability (bow, javelin, slings, pilum, spear). Missile units may attack a unit from one or sometimes two or three hexes distance, as set out on the Missile Fire Table. Typically, bows and slings have a range of up to two hexes, whereas javelins, pilum and spears have a range of only one hex (except when designated otherwise by a particular scenario). Ballista have a range of three hexes.

NOTE: Missile attacks affect the defender only, never the attacker.

In general, missile units are permitted an unlimited number of missile fire attacks throughout the game, though some Roman legionnaire units have only a one time javelin capability. In those cases, once used (once their javelins are thrown), the legionnaire units are flipped to their reverse (non-javelin) sides to indicate their javelins have been thrown and used.

10.1 Missile Attacks

Units with missile-fire capability may launch one missile attack per turn during their side's missile fire phase. Firing missile units must be designated to fire at any one enemy unit within range. The missile unit must be able to "see" the enemy unit (according to the line of sight rules, see 10.2 below). The firing player then rolls a die and finds the corresponding result on the Missile Fire Table. The result, if any, is applied immediately.

NOTE: missile attacks can't by themselves eliminate enemy units, but they're able to "soften up" a defending unit for an impending melee attack, or "pin down" cavalry and other light troops. Further, a lone leader may never be targeted for any missile attack.

A missile attack that receives a "Disrupted" result flips that targeted unit to its reverse side; that unit thus defends at half strength (round down) during the immediately following combat phase. (A disrupted unit still projects a ZOC normally.) After that combat phase, that disrupted unit is flipped back to its front side and suffers no other effect (it functions normally until disrupted again). Additional "Disrupted" results against a unit that's already in that state have no further effect.

10.11 Missile units are never forced to make a missile attack. Missile units may use missile-fire and engage in melee combat during the same player turn.

10.12 Range from the firing missile unit to the target hex is determined by including in the count the target hex but not the firing unit's hex.

10.13 When attacking in the missile fire phase, missile units suffer no combat results; they're never destroyed or retreated as a result of their own attacks.

10.14 The Missile Fire Table is printed on the Player Aid Card on the back page.

10.2 Line of Sight (LOS)

10.21 To determine if a missile unit may fire at a particular hex, a straight path of clear hexes between the firing unit's hex and the target unit's hex (but not counting the firing unit's own hex or the target unit's own hex) must be demonstrable. If any of the hexes intervening between the firing hex and the target hex contains any terrain feature, the target hex may not be attacked by that missile unit.

10.22 If the LOS is congruent to a hexside (that is, falls exactly between two connected hexes) it's blocked only if both hexes on either side of that hexside include a terrain feature.

10.23 Note that slope hexes are considered clear hexes except when intersected by a ridge symbol between the firing unit and the target.

10.24 The terrain(s) in the target hex and the hex of the firing unit don't block Line of Sight.

10.25 Missile units may fire through ("over") other units, enemy or friendly.

10.3 Adjacent Attacks

10.31 A missile unit in an EZOC may fire during its side's missile fire phase, but is limited to firing at an enemy unit to which it's adjacent. If that situation remains unchanged, the missile unit must also participate in melee combat (using its melee combat strength) during the same player turn.

10.32 When in an EZOC during the combat phase, missile units must participate normally in an attack against adjacent enemy unit(s). In such cases, the missile unit attacks with using combat strength on the CRT.

10.4 Defense

10.41 Your missile units may never fire during the enemy's missile fire phase. They may only fire during your own missile fire phase (in other words, they may not conduct "defensive fire.")

10.42 When missile units are themselves attacked, they suffer all combat results in the same manner as any other units.

11.0 LIGHT TROOPS & SKIRMISHERS

Light troops and skirmishers (printed with a dot symbol) may leave EZOC during their side's movement phase. They may thus be able to avoid combat, depending on the type of enemy unit(s) next to them, in a process known as "disengagement."

11.1 Disengagement Procedure

Any unit printed with a dot in its upper left corner may leave an EZOC during its side's movement phase provided its printed MA is equal to or greater than the MA of all adjacent enemy units. Further, the first hex entered may not contain an EZOC. After the first hex, such disengaging units may potentially enter other EZOC and engage in combat normally.

NOTE: Cavalry units using disengagement may not "charge" during the same player turn.

EXCEPTION: If playing *Battles of the Ancient World Volume II*, disengagement is only allowed if the disengaging unit (printed with a dot) possesses an MA greater than (not merely equal to) that of all adjacent enemy units.

11.2 Retreat Before Combat Procedure

11.21 Light troops and skirmishers may retreat before combat if their MA is equal to or greater than that of all their attackers (considered separately, not added together). Any light troop or skirmisher meeting that criteria may, before its combat is resolved, refuse combat and retreat two hexes. Once the unit has retreated in that way, one of the attacking units may advance into the first hex vacated by the retreating unit.

EXAMPLE: Hun cavalry with an MA of “8” may retreat before combat from Roman cavalry with an MA of “8”. The Hun cavalry would thus retreat two hexes, thereby allowing the Roman cavalry to advance one hex.

11.22 Disrupted units may never retreat before combat.

12.0 LEADERS

Leaders aren't considered combat units; they don't exert ZOC, and they may leave EZOC during the movement phase using the disengagement process described above.

12.1 If any enemy unit moves into a hex occupied by a lone leader during the movement phase, both players roll a die and add to that result the printed MA of his involved unit. If the leader's final result is equal or higher, that leader must immediately be moved, up to the limit of his unmodified MA, toward the nearest friendly unit using normal movement rules. If the leader's final result is lower, or if the leader can't move toward a friendly unit by virtue of being surrounded by EZOC or obstructed by prohibited terrain, that leader is eliminated in place instead, and he isn't eligible for rally. In either case, the moving enemy unit that caused the retreat may continue its movement normally.

12.2 Leaders are unique game pieces insofar as they may stack with friendly units. If stacked with any friendly unit during the Combat Phase, a Leader may add its printed value to the strength of that unit (whether attacking or defending). If that friendly unit is eliminated, the leader simply remains in the hex, although if any enemy unit then advances into that hex after that combat, rule 12.1 must be enforced normally.

12.3 Enemy units may melee attack a lone leader, but that leader then automatically performs a retreat before combat, permitting the attacker to advance into the target hex. A leader may never attack by himself. If adjacent to any enemy unit(s), a lone leader isn't required to (and indeed may not) attack.

12.4 Leaders are never affected by missile attack, though any unit stacked with a leader is still subject to missile attack normally.

12.5 Leaders perform disengagement and retreat before combat as described in 11.1 and 11.2.

13.0 RALLY

Each scenario indicates a rally capability for each side. During each rally phase, if a player has the ability to rally units, he may attempt to rally one unit. To do so, the owning player simply designates one unit that had earlier been eliminated (though leaders and elephants may never be rallied) and rolls a die. That roll is cross-indexed under the “Rally” column on the Rally, Demoralization & Disintegration Table to determine if the eliminated unit is returned to play. If the rally is successful, the unit is returned to play by being placed in the ZOC of any friendly leader who isn't in an EZOC.

NOTE: If there are no friendly leaders on the board, or placing a rallied unit in a friendly leader's ZOC would also place it in an EZOC, the unit isn't returned to play and the rally is considered unsuccessful. (In other words, scan the map beforehand and, if the preconditions for successful rally don't exist, don't bother rolling for it.)

Units with one-time missile-fire capability (for example, Roman legionaries) lose their missile weapon capability when rallied; they are returned to play on their reverse side even if they hadn't fired their missiles prior to elimination.

13.1 If there are no eliminated units to rally, you may not rally. Rally ability may not be accumulated from turn to turn.

13.2 A leader in an EZOC isn't eligible to rally any unit.

13.3 Once a unit has been rallied, it no longer counts as having been eliminated for purposes of victory conditions, points toward demoralization, and so forth.

14.0 CHARGES

Cavalry, elephants and chariots were able to utilize the element of shock during battle. As such, they may "charge" during a battle to double their combat strength.

PROCEDURE: Cavalry, elephant and chariots that don't start their move adjacent to any enemy unit may conduct a "charge." A charge is a normal move followed by an attack during the ensuing combat phase, except the charging unit's combat strength is doubled during that attack. Further, an AR result in a charge attack automatically converts to an AL, with one of the charging units eliminated.

14.1 Leader modifiers aren't doubled when accompanying charging units, though a leader may add his own combat strength to a charging unit.

14.2 In order to receive the charge bonus, the charging unit must end its movement in a clear terrain hex and the defending target of the charge must be in an adjacent clear terrain hex. Further, charging units may not move across a stream or ridge hexside nor enter river, peak, or hill hexes, though they may pass through other terrain while en route to their target hex.

14.3 After a charge is complete, a charging unit's combat strength is immediately normal again.

15.0 DEMORALIZATION & DISINTEGRATION

The demoralization and disintegration levels for both sides in each battle represent the moment when fatigue and attrition affect each army's overall morale and their soldiers' will to continue fighting.

15.1 Demoralization

When the number of combat strength points eliminated is equal to or greater than the demoralization level for a particular side, all units of that side become demoralized, and all the attack odds of a demoralized side are shifted one column left for the remainder of that game. For example, a demoralized unit conducting what would otherwise be a 2:1 attack has those odds shifted left one column on the CRT to become a 1:1 instead.

NOTE: demoralization sets in the instant the demoralization level is reached, and the effects of demoralization apply to all combat occurring thereafter, even if starting in the middle of a combat phase.

During the course of a battle, it's possible to "recover" from demoralization through the rally of enough units to bring the total losses back below the demoralization level. Such an event would immediately nullify the effects of demoralization, until such time that further losses again brought the total of eliminated combat strength to be equal or greater than the demoralization level.

EXAMPLE: a player has a total of 150 combat strength points eliminated, which is equal to his side's demoralization level for that battle, but he then rallies a unit with a combat strength of "8." His losses are thus reduced from 150 to 142 (below the demoralization level), thereby nullifying demoralization for the time being.

15.2 Disintegration

When the number of combat strength points eliminated is equal to or greater than the disintegration level of a particular side, the other side achieves an automatic victory and the game is over. If both sides disintegrate at the same time (through an EX result), the player who is currently conducting his combat phase wins.

15.3 Demoralization and disintegration levels are printed on the Player Aid Card.

16.0 VICTORY CONDITIONS

If neither side disintegrates by the last turn of the game, victory is awarded to the player who has amassed the greatest number of victory points (VP). Players receive VP for eliminating enemy units and leaders. Further, each scenario may indicate additional conditions or objectives that potentially award VP to one or both sides.

16.1 Victory Point Schedule

16.11 Each player is awarded one VP for each enemy combat strength point eliminated (but see section 13.0). Only units that are entirely eliminated are tallied for VP.

16.12 Each player receives five VP for each eliminated leaders strength point. Some scenarios may award additional VP for eliminating prominent leaders.

16.13 Each scenario may indicate various and unique conditions that may yield VP during or at the end of a game.

16.14 Levels of Victory

Victory can be, from lowest to best type: marginal, tactical and decisive. To determine a specific level of victory, divide the winner's total of VP by the defender's total of VP. That ratio determines the level of victory as follows:

More than 1:1 = Marginal Victory

More than 3:2 = Tactical Victory

More than 2:1 = Strategic Victory



ARBELA

Alexander in Persia

1 October, 331 B.C.

BATTLE RULES

1.0 INTRODUCTION

2.0 INITIAL DEPLOYMENT CHART

2.1 Set-Up

2.2 Player Sequence

2.3 Scale and Ratios

3.0 REINFORCEMENTS

4.0 SPECIAL RULES

4.1 Movement Restrictions

4.2 Missile Attacks on Phalanx units

4.3 Leaders

4.4 No Disengagement/Combat Avoidance

4.5 No Displacement

5.0 VICTORY CONDITIONS

5.1 Victory Point Schedule

5.2 Automatic Victory

5.3 Victory Grades

6.0 EXTENDED GAME

4.2 Phalanx Resistance to Missile Fire.

All Missile fire directed against any unit with a phalanx designation is resolved with a plus one added to each die roll (e.g. only a "1" will succeed against a phalanx in clear terrain).

4.3 Leaders.

The leaders Parmenio, Bessus, and Mazaeus are combat leaders only. They may not rally troops. Alexander and Darcus are leaders for both combat and rally functions.

4.4 There is no Disengagement or Combat Avoidance in ARBELA by units other than Leaders.

4.5 No units may use displacement in ARBELA.

5.0 VICTORY CONDITIONS

General Rules: Victory is awarded to the Player who has amassed the greatest number of Victory Points by the end of Game Turn 10. Players receive Victory Points for destroying enemy units and for securing certain territorial objectives either during the course of play or at the conclusion of the game. See the Victory Point Schedule (Case 5.1) for the specific Victory Point Awards.

Procedure: At the end of the game, the number of Points is totaled for each player and the player with the higher number of points is awarded a Victory.

5.1 Victory Points Schedule

5.11 Each player is awarded 1 Victory Point for each Enemy Combat Strength Point eliminated.

5.12 The Greek Player receives 20 points for possession of Hex 3112 at the end of the game. This hex contains the Persian Royal Chariot, Banners, and Headquarters.

5.13 The Persian Player receives 20 points for destruction of the Greek Baggage Train by eliminating it through combat. The baggage train has a defense of one. One combat unit may stack with it; if attacked while stacked with a combat unit, the one baggage defense point is added to the combat unit. If a DL is obtained, both units are eliminated (ie. this is an exception to the normal DL result).

5.2 Automatic Victory

Eliminating the enemy Royal leader (Alexander or Darius) or forcing his retreat off the board is a total automatic victory.

5.3 Victory Grades

In the actual battle of ARBELA, both sides had the burden of attacking. Either side must accumulate at least 100 VP to achieve a Victory. Any less and the battle is a draw.

Victory is graded according to the margin of victory, expressed as a ratio of winner's points to loser's points. A ratio of greater than 1:1 is a Marginal Victory, a ratio of 1.5:1 or better is a Substantial Victory, and a ratio of 2:1 or better is a Decisive Victory.

6.0 EXTENDED GAME

As the Battle of Arbela was seen by both sides to be the decisive battle for the conquest or defense of Persia, the Game can continue until an automatic victory is achieved (Alexander or Darius is eliminated or one side disintegrates). If a complete player turn passes without a missile being fired or a combat taking place, the game is over and the Victory Point Schedule is in effect.

ARBELA, 1 OCTOBER 331BC.

Arbela was the climatic battle of Alexander the Great's invasion of the Persian Empire. It saw the clash between the Macedonian and Persian military systems. The battle had its origins in 334 BC, when Alexander, King of Macedon led a combined Macedonian-Greek Army into the east. His objective was to defeat the Persians, with whom the Greeks had been at war for centuries. But he did not want to merely to defeat them militarily. He wanted to set up an entirely new order in the East, with himself as King of a united Greek-Persian world.

The Macedonian army was at the height of its effectiveness at this point. It had been honed in numerous battles in Greece, the Balkans and Persia. The core of the army were the *phalangites*. These were heavy infantry, armed with the *sarissa*, a 21-foot-long spear, and a short sword. For armor, the phalangites wore a helmet and a canvas tunic and carried a large round shield. These troops were intensively drilled and were capable of some incredible maneuvers. The phalangites formed up in multiple ranks, presenting the enemy with a solid wall of spearpoints. The phalangites were organized into a hierarchy of units, with the usual maneuver unit being the *chiliarchia* of about 1,000 men. Similar to the phalangites were the *hoplites*, spear-armed heavy infantry from allied Greek city-states. The phalangites were extremely vulnerable to attacks on the flanks, and disruption by lighter troops. So the Macedonian used several other types of troops to support them. These included *psiloi*, light missile troops armed with bows, slings, and javelins. There were also *peltasts*, mainly Thracians, who carried javelins but were also capable of hand-to-hand fighting. The Macedonians had a very effective cavalry force. These included the *Companions*, Alexander's personal guard, plus contingents from Thrace, Thessaly and Greece.

1.0 INTRODUCTION

ARBELA is a simulation of the battle which took place between the Greek/Macedonian army under Alexander and the armies of the Persian Empire under their God-King Darius. It is a two-player game simulating the grand tactical level of this clash between East and West in 331 B.C..

2.0 INITIAL DEPLOYMENT

2.1 Each Player sets up his units according to the hex numbers printed on the back side of each counter.

2.2 The Greek Player is the first player. His Player-Turn is first in each Game-Turn.

2.3 Scales and Ratios

Arbela's terrain scale is 200 meters per hex. 1 strength point = 333 men (1 or 2 bonus SP to elite troops). ARBELA is 10 turns long.

3.0 REINFORCEMENTS

No Reinforcements

4.0 SPECIAL RULES

4.1 Movement Restrictions.

Darius, the Royal Foot Guard, and the Greek Mercenaries may not move outside of a two hex range of hex 3112 until one of them is attacked by Greek units during a regular combat phase. The Royal Horse may move normally from Turn 1. On the first turn, the Persian Player may move only twelve (12) of his units.



ARBELA



Darius, the Persian Emperor, had spent two years gathering his forces for the confrontation. This meant mobilizing forces from all of southwest Asia. The army consisted of a core of Persian troops plus contingents from the various Satrapies which Persia controlled. There were also mercenary Greek infantry. Darius supplemented these troops with elephants and scythed chariots, with which he hoped to disrupt the phalangites. The quality of Persian troops varied. The core troops and mercenaries were good. Others depended. Some, like the Bactrian heavy cavalry, were very effective. But most of the army, apparently, consisted of lightly armed cavalry and infantry levies. For the site of the battle Darius chose the town of Arbela (also known as Gaugamela) in Babylon. His troops leveled the region in order to have perfectly flat grounds to employ his cavalry and chariots. He then waited for Alexander to attack.

In the approach to the battle, Alexander had to consider several factors. The Macedonian force was badly outnumbered. He had about 40,000 infantry and 7000 cavalry, while the Persians had at least twice as many men (legend has inflated the Persian numbers to several hundred thousand). The most critical factor was ensuring that this battle would be the decisive victory he wanted. Now that Alexander had the Persians in one place he had to be sure to inflict the decisive defeat which would destroy them not only militarily but politically. Consequently he turned down a recommendation by Parmenio, one of his chief generals, for a night attack. A night attack would be too difficult to coordinate, and, besides, Alexander was concerned that even if he won, the political impact of the battle would be minimal; people would accuse him of having won by treachery rather than fair combat. Alexander's final plan was a variant of one he had used before. His objective was to break the Persian's morale. While the Persians might have the advantage of superior numbers, they were not a cohesive force. They lacked the unity and discipline of the Macedonian force. Once the Persians' morale was destroyed, they would be reduced to a demoralized mob, which his better trained troops could route.

Alexander formed his army as follows: his Macedonian troops formed the front line, with the Companion cavalry on the right and phalangites on the left. Each flank was covered by a wing of cavalry and light infantry. Supporting them was a second line of Greek hoplites, who were instructed to counterattack against any Persian enveloping maneuver. In the extreme rear were the allied Thracians, protecting the baggage. Thrown out in

front of the army was a screen of more light troops. Alexander personally commanded the Companions, while Parmenio took charge on the left. Using this formation, the Macedonians were reasonably assured of all around security, while still having their forces arrayed for attacking the decisive point on the enemy line. So arrayed they marched out to meet the Persians.

The Persians, meanwhile, had deployed in a mass. Their front was covered by elephants and chariots. Each flank had cavalry, while in the center were the Persian Royal Guards and Greek mercenaries. The Guards and mercenaries were formed up around Darius. In the rear were rank upon rank of levy infantry. Darius started the battle by launching his chariots towards the Macedonians, but these were neutralized by Alexander's light infantry, and by the expedient of having the phalangites open ranks so they would pass harmlessly through them. The Persian cavalry then attacked. They enveloped both wings of the Macedonian army. Parmenio's wing was overwhelmed, but it still held. Instead of pressing the attack, the Persians broke off to pillage the Macedonian camp, where they were beaten off by the Thracians. It was here that Alexander saw his chance. As the Persian left wing cavalry advanced, it had left a gap in the lines. Alexander headed for this with his Companion cavalry, aiming straight towards Darius himself. Seeing Alexander charging, Darius fled the battlefield. With Darius fleeing, much of the Persian army panicked and followed him in flight. Alexander started to pursue, but he received a call for help from Parmenio. Cutting his way through more Persian cavalry Alexander finally broke their entire army, continuing the pursuit to Babylon. Alexander lost around 500 dead and perhaps several times that number wounded. The Persians were destroyed. Alexander was lord of Asia.

PLAYER'S NOTE

Macedonian player: You have a well-balanced force, and the key to victory is through proper use of it. While you have several strong units, they can be, nonetheless, quite brittle. Your game play has two basic elements, grand tactics, and small unit tactics. Your grand tactics are how you will approach the battle itself. Ultimately, you win by destroying Persian units and eliminating Darius. You must create a gap in the enemy line and then attack into it with everything you have. Once the Macedonian army gets rolling it can be hard to stop. Have a reserve handy to exploit sudden opportunities; this means not engaging every last unit in your army, because once a unit is in an enemy zone of control it can not exit until some

combat result allows it. Keep your army in a formation which allows you to concentrate for your objectives. When it comes to combat, you have an edge because of your higher units strength in the phalanx units. This works double, because if a Persian unit is in one of your zones of control in its combat segment, it will have to attack at unfavorable odds. The problem is that the phalanx units, if not handled properly, can become vulnerable. Attacks at low odds can destroy them through exchange combat results. You must keep your phalanx units concentrated, and supported by missile units. It is far easier to eliminate enemy units if they have first been halved due to friendly missile fire. The Persian cavalry superiority means that you will probably be outmaneuvered. Therefore, keep strong reserves. In the original battle, Alexander actually had two reserve lines, the Greek Hoplites (the 7-3 units) and the Thracians. Resist the temptation to attack everywhere. If you do, you will end up in a battle of attrition, and this only works to the Persians' favor.

Persian Player: You can win if you exploit your strengths. Your main advantage is in your mobility. You can run rings around the Macedonian army, and choose the time and place of attack. Obviously, use the cavalry on your extreme flanks to sweep around the Macedonians. You must determine how deep you want to go. This will depend on how the Macedonians are deployed. If they have not covered their baggage camp, then go for it. If it is too well protected, then destroy their flanking cavalry and hit the phalanxes from the rear. While the Macedonian infantry is powerful, it can be extremely vulnerable when surrounded, since this means they will have to counterattack at low odds, leading to, often, their elimination via retreat through your zones of control. Also, if the Alexander unit has been left in a vulnerable position, attack him. Even if you can not eliminate him, it will at least pin him down. You must also protect Darius, but, quite fortunately, the Guards units are strong enough to resist the Macedonians.





CANNAE

Hannibal's Victory

August 2, 216 B.C.

BATTLE RULES

1.0 INTRODUCTION

2.0 INITIAL DEPLOYMENT

2.1 Set-Up

2.2 Player Sequence

2.3 Scale and Ratios

3.0 REINFORCEMENTS

4.0 SPECIAL RULES

4.1 Movement Restrictions

4.2 No Disengagement or Combat Avoidance

5.0 VICTORY CONDITIONS

5.1 Victory Point Schedule

5.2 Victory Grades

6.0 OPTIONAL RULES

6.1 Roman Free Movement

6.2 Free Deployment and Movement

CANNAE is 10 turns long.

Note: The Roman Allied infantry are not labelled with any legion numbers and the slingers on the Carthageneian side are Baleric. Also note that two Carthageneian African infantry are incorrectly labelled as 6-4's; they should be 8-3's.

3.0 REINFORCEMENTS

Before the battle, one unit of 500 Numidians rode over to the Roman lines and pretended to desert. Once the fighting started, they drew hidden weapons and attacked the Roman rear.

Procedure: At the beginning of the Carthageneian's Game Turn Two, place one 4-8C Numidian Cavalry on any hex on the 70xx hex row.

4.0 SPECIAL RULES

Due to the large, unwieldy size and large number of recruits in his army, Varro was determined to drive straight for the Carthageneian center. The weaker Roman Cavalry was to protect the Legion flanks.

4.1 Movement Restrictions.

4.11 To represent this initial Roman drive, all Roman and Allied Infantry must move forward (North) within the shaded Movement Zone marked on the map for their full movement allowance unless blocked by another unit or stopped by enemy ZOC on the first 4 turns. Roman and Roman Allied cavalry may move freely, but may not move into the shaded Movement Zone.

4.12 If any Roman or Roman Allied Infantry unit is attacked by any Carthageneian units during any Combat (not Missile) Phase during Turns 1-4, ALL Roman and Allied units are free from the restrictions of Rule 4.11. Otherwise, the restrictions are lifted at the start of the Roman Player's Turn 5.

4.2 Due to the semi-trained start of the newly raised legions, and to Varro's decision to close intervals, there was little available room for Roman maneuver. No units may use displacement in CANNAE.

5.0 VICTORY CONDITIONS

General Rule: At the end of Game Turn 10, victory is awarded to the Player who has amassed the greatest number of Victory points. Players receive victory point for destroying enemy units and for securing certain territorial objectives either during the course of play or at the conclusion of the game.

Procedure: At the end of the game, the number of points is totaled for each Player, and the Player with the higher number of Points is awarded a victory. In the actual battle of Cannae, both sides had the burden of attacking. Either side must accumulate at least 100 VP to achieve a Victory.

Any less and the Battle is a draw.

Victory is graded according to the margin of victory, expressed as a ratio of winner's points to loser's points. A ratio of greater than 1:1 is a Marginal Victory, a ratio of 1.5:1 or better is a Substantial Victory, and a ratio of 2:1 or better is a Decisive Victory.

5.1 Victory Point Schedule

5.11 Each player is awarded 1 Victory Point for each Enemy Combat Strength Point eliminated.

5.12 The Roman Player receives 25 Victory Points at the instant a friendly unit enters the Northernmost line of River hexes (between hexes 4803 and hexes 4817, inclusive).

5.13 The Carthageneian Player receives 25 Victory Points if the Roman Player cannot trace a one-hex path free of enemy Zones of Controls to the North, South, or East map edge at the end of the game. This path can enter a River hex, but may not cross it.

5.14 Each Player receives 5 Victory Point for each enemy Leader Strength Point eliminated (Varro=5, Hannibal=15).

6.0 OPTIONAL RULES

6.1 Roman Free Movement.

The two Roman consuls alternated command of the army on alternate days. Paullus was a much more cautious man than Varro and not committed to a total attack. For this scenario, the armies are deployed as in the regular game, but no Roman movement is mandated. Roman units may move and attack freely from game turn 1 on. Still no Roman displacement. Use the Varro Leader counter for Paullus; the Leader values are the same for both commanders.

6.2 Free Deployment and Movement.

Both armies may deploy and move freely from game turn 1 on. Deploy on or behind row 2000 for the Romans and row 1300 for Hannibal's army. Roman displacement is still not allowed.

1.0 INTRODUCTION

CANNAE is simulation of the battle which took place between the armies of Rome under the Consul Varro and the Carthageneian army under Hannibal on August 2, 216 B.C.. It is a two-player game on the grand tactical level.

2.0 INITIAL DEPLOYMENT

2.1 Each Player sets up his units according to the hex numbers printed on the back side of each counter.

2.2 The Roman Player is the first player. His player turn is first in each game turn.

2.3 Scales and Ratios

Each hex in Cannae is 150 meters across. The unit scale is:

UNIT DESIGNATION	# OF MEN
6-3 Roman Ally	1400
8-3 Roman Legion	1400
4-6 Roman Ally Cavalry	1600
3-6 Roman Cavalry	1600
8-3 African	1000
6-4 Spanish	1000
4-4 Gauls	2000
2-4 Balearic Slingers	500
8-6 African Cavalry	500
6-6 Spanish Cavalry	500
6-6 Gallic Cavalry	1000
4-8C Numidian Light Cavalry	500

CANNAE: 2 AUGUST 216 BC

Cannae was one of the major battles of the Second Punic War, and, indeed, of all ancient history. It was fought between the Carthaginians, commanded by Hannibal, and a Roman force, commanded by Terentius Varro. Carthage and Rome had been engaged in a rivalry for most of the 3rd century BC as both states expanded into the Mediterranean. Carthage was based in north Africa, and had colonies in Spain. Rome, under

CANNAE

the Republic, was just beginning its march to world domination.

In 218 BC Hannibal had crossed the Alps and invaded Italy in an attempt to bring Rome to its knees. He inflicted two major defeats on the Romans at the battles of Trebia and Lake Trasimene. In response, the Roman Senate appointed Quintus Fabius as dictator (a title meaning he had sole command of the troops). His strategy was to avoid major battle and instead wear down Carthaginian strength through attrition. This proved to be fairly effective, as the Carthaginians were separated from their base areas in North Africa by several hundred miles. However, other Roman leaders wanted a more aggressive strategy. Terentius Varro declared he could defeat Hannibal in open battle. Gathering an army of sixteen legions (half of them Roman, half of them Allied) he marched into Apulia. Hannibal, following these events, realized he could take advantage of Varro's aggressive to inflict a decisive defeat on the Romans. Much of this was due to Hannibal's understanding the nature of the Carthaginian and Roman armies.

The Carthaginian army was a heterogeneous affair. It consisted largely of mercenary troops, organized around a cadre of Carthaginian officers and drillmasters. Troops were drawn from North Africa, Spain and Gall (modern France). The African infantry were armed as hoplites, with spear and shield. The Spanish infantry were armed with short sword, heavy javelin and shield. The Gauls were recruited from barbarian tribesmen. Light troops were provided by slingers from the Balearic Islands. The Carthaginians also relied upon cavalry. Especially effective were light Numidian horsemen who would skirmish with enemy troops from a distance. At Cannae, many of the Carthaginian troops were armed with Roman equipment captured in previous battles.

The Roman army was based upon the Legion, each with around 5,000 men. Each legion contained 30 sub-units called *maniples*. Ten of these were designated as *hastati*, ten as *principes*, and ten as *triarii*. All three groups were armed with short sword, oblong shield, helmet, and, when available, body armor. The *hastati* were also armed with heavy throwing spears, called *pilum*, while the *principes* and *triarii* had thrusting spears. Usually, the *hastati* formed up in the front rank, the *principes* in the second line, and the *triarii* in the rear. The *triarii* were the veteran troops and could provide a solid base for the other two ranks to fall back on. Also included in the legionary organization were the *velites*, light infantry armed with javelins, engineers, and a small cavalry unit. The Roman troops were

supplemented by Allied forces, although the organization of these units is not certain; presumably they were organized in a manner similar to that of the Romans. The legions were a well-balanced combined arms force, with good discipline provided by the centurions, the junior officers. The real problem was that Roman higher level leadership could be inept owing to the practise of appointing elected politicians to army command. This is what Hannibal counted on.

Hannibal realized that Varro's aggressiveness could be used against him. His plan was to provoke the Romans into making a frontal attack. Once the Romans had been pinned down by the fighting in the center, he would launch a flank attack to surround and annihilate them. Accordingly, Hannibal formed up at Cannae with his infantry in the center and cavalry on the flanks. Projecting out from his center was a wedge of Gallic mercenaries. To their immediate left and right were his more steady African troops, and, on the extreme flanks, the Carthaginian cavalry.

As expected, the Romans attacked in the center, slowly pushing back the Gauls. The Carthaginian left flank cavalry crushed the Roman cavalry facing them and swung around the rear of the Roman army. Varro, meanwhile, ordered his second and third lines into supporting the attack on the Carthaginian center. The Carthaginian line continued to retreat under the pressure, but it still held. The bulk of the Roman army had now fought its way into a concave position in the Carthaginian lines. Hannibal now gave the signal for a general attack. The African infantry wheeled inward, attacking the Roman flanks, while the cavalry attacked from the rear. Pressed into a mass, the Romans lost their cohesion, and the Carthaginians were able to slowly but surely cut them down. At the end of the day some 60,000 Romans lay dead. Hannibal had lost a tenth of that number. Ironically, Varro survived the battle.

Why had the Carthaginians won? While the Roman had the advantage of numbers, they could not bring them to bear effectively. Superior numbers meant little if the troops were unable to form a fighting line. Hannibal was able to keep his troops in hand, and use superior maneuver to negate Roman numbers. Cannae is considered to be a "classic" battle, in that an outnumbered army was able to inflict a decisive victory on a stronger foe. Yet it led nowhere for Hannibal. While the Romans had lost an army, their will to fight still help up. They pulled back into their fortified cities and Hannibal, lacking a proper siege train, was unable to capture Rome. In the end, the Romans invaded North Africa and Hannibal met his defeat at the battle of Zama in 202 BC.

PLAYER'S NOTES

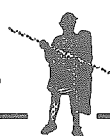
Carthaginian Player: The situation seems fairly obvious. You have to surround the Roman force and destroy it. Depending upon the mandatory Roman movement rule, your job will be made a lot easier. Even without it, you still have the advantage of superior mobility plus several very strong units. You have to be especially careful how and when you commit your cavalry, because these are your decisive units. Otherwise, the situation is cut and dried. Hold in the center, attack on the flanks. But you may want to try and throw the Romans off-balance by doing something unexpected, such as counterattacking in the center. The thing to be careful about is that Roman strength is far superior to your own, so there is little margin for error.

Roman Player: Your situation may seem quite difficult due to the mandated movement rules, but you can still pull out a victory. If you concentrate everything in the center, you stand a good chance of breaking through the Carthaginians and dividing their army. You can then deal with each wing at your leisure. A battle of attrition is in your favor because you have more units. Maintain a reserve, or at least a supporting line, to deal with enemy cavalry attacks from the rear. Aside from that, you have a struggle ahead. But you'll win if you keep your forces in hand.





PHARSALUS



PHARSALUS

Caesar Vs. Pompey

9 August, 48 B.C.

BATTLE RULES

1.0 INTRODUCTION

2.0 INITIAL DEPLOYMENT CHART

2.1 Set-Up

2.2 Player Sequence

2.3 Scales & Ratios

3.0 REINFORCEMENTS

4.0 SPECIAL RULES

4.1 Movement Restrictions

4.2 Elite X Legion

4.3 Displacement

5.0 VICTORY CONDITIONS

5.1 Victory Point Schedule

5.2 Victory Grades

6.0 OPTIONAL RULES

6.1 No Restrictions on Pompey

6.2 First Player Coin-Toss

4.0 SPECIAL RULES

4.1 Movement Restrictions

Pompey had ordered his legions to stand fast and await Caesar's attack. To simulate this, Pompey's legions and missile troops cannot move until Turn 3. If any of Pompey's legions or missile troops are attacked by missile fire or regular combat sooner, all of Pompey's forces are released. Pompey's cavalry and all of Caesar's troops may move and fight normally from turn 1 on.

4.2 The X (Tenth) Legion were Caesar's elite troops. All Veterans of the Gallic Wars, they were the best troops on the field. The Caesar player shifts his combat attacks one column to the right when any unit from the X Legion is attacking (whether attacking alone or with any other units). This rule applies only to X Legion units on attack, not defense.

4.3 All units may use displacement in PHARSALUS.

5.0 VICTORY CONDITIONS

General Rules: At the end of Game Turn 10, victory is awarded to the Player who has amassed the greatest number of Victory Points. Players receive Victory Points for destroying enemy units and for securing certain territorial objectives either during the course of play or at the conclusion of the game. At the end of the game, the number of Points is totaled for each player as detailed on the Victory Point Schedule (5.1), and the player with the higher number of points is awarded a Victory.

5.1 Victory Point Schedule

5.11 Each player is awarded 1 victory Point for each Enemy Combat Strength Point eliminated.

5.12 Caesar receives 20 Victory Points if he has any units behind the ramparts (Victory Area A) at close of game. Caesar receives an additional 20 Victory Points if he has a unit in Pompey's camp (Victory Area B) at the close of the game.

5.13 If either leader is killed or forced off the board, the other side wins an automatic victory.

5.2 Victory Grades

More than 2:1 = Strategic Victory

More than 1.5:1 = Decisive Victory

More than 1:1 = Marginal Victory

6.0 OPTIONAL RULES

6.1 Pompey may have decided to attack.

Ignore rule 4.1; Pompey may move and attack freely from turn one.

6.2 Which army would attack first is open to question. Ignore rule 4.1. Roll one die: on a 1-3, Caesar moves first, on a 4-6, Pompey moves first.

PHARSALUS: 9 AUGUST 48 BC

At Pharsalus Julius Caesar confronted in battle the forces of Pompey (who had been given the title "the Great" by the Roman Senate). Both Caesar and Pompey had been maneuvering for supreme power in the Roman state for years. While Rome was still officially a republic, it was apparent to all that radical changes were necessary. The form of government which was useful in ruling a regionally based state was proving ineffective when dealing with an empire comprising most of the Mediterranean world. Pompey had been one of the more popular generals of the time, and was entrusted by the Senate with preserving Republican institutions—and the Senate's own power. Meanwhile, Julius Caesar had been building up his own power base, through gaining support of the Roman popular assemblies, and in a string of military victories in the conquest of Gaul. Both men had attempted to work out some form of power-sharing agreement. But it could not hold together in the face of personal and popular ambitions. Civil War broke out officially in 49 BC when Caesar crossed the Rubicon River, entering Italy with his army. Pompey fled to the East to build his forces.

Both sides' forces were based on the legion, and the legion had changed since the days of the Punic Wars. The troops were mainly long-term professionals and volunteers, unlike the earlier Republican general levy of all classes. Organization had been simplified. Each legion consisted of ten cohorts, each divided into six centuries. All legionnaires were armed with short sword and pilum. Cavalry and light infantry auxiliaries were provided by allies, or were recruited from mercenaries. The normal formation was a double or triple line, with the cohorts deployed in a checkerboard pattern. This was extremely flexible, as it allowed commanders to

1.0 INTRODUCTION

PHARSALUS is a simulation of the struggle for mastery of the Roman world between the legions of Julius Caesar and his rival, Pompey, the Great. A two-player game on the grand tactical level, the battle occurred on 9 August, 48 B.C. in Illyria.

2.0 INITIAL DEPLOYMENT CHART

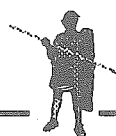
2.1 Each Player sets up his units according to the hex numbers printed on the back side of each counter.

2.2 Pompey is the First Player. His available forces move and fight first in each turn.

2.3 Each hex in PHARSALUS is 200 meters across. The standard legion unit is a double cohort, with some units containing 3 understrength cohorts. Each legion Strength Point equals 125 men, each auxiliary SP equals 250 men, and each cavalry strength point equals 500 men.

3.0 REINFORCEMENTS

There are no reinforcements in PHARSALUS. Rally is per Standard Game Rules.



PHARSALUS



maneuver individual cohorts. At the same time, the cohorts could close up into the gaps for a solid line.

In any event, Caesar pursued Pompey to Greece. After much maneuvering, both forces met in Thessaly. Each army camped on the plain of Pharsalus and waited. For several days running, each side would form a line of battle, stare at each other, and then retire back to their camps. Caesar, outnumbered, wanted to entice Pompey into attacking, but Pompey wasn't going for it. While he may have had the advantage of numbers, Caesar's troops were veterans. Finally, on 9 August 48 BC Pompey decided to take action.

Pompey's plan was to launch a flanking attack. He had a superiority in cavalry and light infantry, and his plan was to swing around Caesar's left using these troops. But Caesar was ready. He formed his legions into four lines. The first two would engage the enemy, while the third would be used in support. He extended his front to match the Pompeian line, and held back an additional six cohorts in reserve. He then ordered his front two lines to advance and attack. Pompey had ordered his men to stand fast and await the charge. He hoped that Caesar's troops would lose their order in advancing across the field. But Caesar's men, seeing that Pompey's troops were standing still, advanced at a steady pace, launching into a run only when closing the final distance. Throwing their pilums, the Caesarians disrupted the Pompeian line and then closed in for the kill.

Meanwhile, on Caesar's right flank, Pompey's cavalry executed its flanking maneuver, overrunning Caesar's small cavalry force and swinging into his rear. But Caesar, personally commanding his reserve cohorts, counterattacked. Using their spears to stab at the horsemen, Caesar's men threw them back and pursued. Now it was Caesar's turn to launch a flanking attack. Swinging around, he attacked Pompey's left flank. At the same time, he signalled his third line to attack. This broke the Pompeian army. They fled back to their camp, which Caesar stormed. When the dust settled, the Pompeian

force was destroyed. Pompey himself fled to Egypt, where he tried, unsuccessfully, to create an alliance with its rulers, Ptolemy and Cleopatra. While Caesar still had several years of campaigning ahead of him, this battle made him master of the Roman world.

Why had Caesar won? He understood the capabilities of his troops much better than Pompey did. Caesar deployed his forces effectively to defeat Pompey. Seeing Pompey's cavalry superiority, he allowed Pompey to think he could execute a flanking attack, and then ambushed it. This unhinged Pompey's entire plan and returned the initiative to Caesar. While Pompey's force was larger, it lacked the overall cohesion that Caesar's forces did. When faced with an unexpected situation, Pompey's men panicked. Caesar's men, meanwhile, maintained their discipline throughout the battle.

PLAYER'S NOTE

Caesar: You have a marginal advantage in the quality of your troops, especially the Tenth Legion. Much of this will depend upon what Pompey does. As in Arbela, you have to take advantages of enemy mistakes. Keep the Tenth Legion together and use it as a reserve to attack at the decisive point of the battle. Since your armies are similar, the battle will come down to one of attrition otherwise, and you really can not afford to exchange losses.

Pompey: You have a seeming advantage here in both numbers and maneuver capability. However, this can be easily dissipated. A flanking attack on Caesar's position can easily fall apart due to the weak strength of your cavalry. And frontal attacks can be at a disadvantage in the face of Caesar's units' generally superior combat strength. You have to coordinate your actions, supporting a flank attack with a frontal assault. This battle will be won largely by hard fighting, and you have to create situations of strength with what you have.

General Rules for all four battles of the Ancient World game:

Always have an overall plan of battle. Do not wander around the mapboard just trying to kill units, because a better organized foe will annihilate you. It is helpful if you think of your force in terms of a right and left wing, and reserve, rather than as a mass of individual units. That is, when planning your overall game strategy, think of what you want to teach wing to do (say, pin the enemy in place or make a flanking maneuver) and under what circumstances you will commit your reserve. Combined arms tactics are also useful. Use missile fire to reduce enemy defensive strength, infantry for frontal attacks, and cavalry to outflank and surround enemy units. Commitment of your leader(s) is also vital, because this can give you the edge in combat combat strength at the decisive point. If using the morale rules, watch your demoralization level. This is the main pathway to victory—and defeat. By pushing the enemy over his limit you have effectively won the game.





TEUTOBURGER WALD



TEUTOBURGER WALD

The Eagles Fall

AD 9

BATTLE RULES

1.0 INTRODUCTION

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4.7 Retreating off the West Map Edge

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5.1 Victory Point Schedule

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at least 3 hexes (inclusive) from any Roman unit: 1 x +1-9, 2 x 3-6, 4 x 2-5, 15 x 4-4.

2.22 Chaucii set up within 6 hexes of 2103, and at least 3 hexes (inclusive) from any Roman unit: 1 x +1-9, 4 x 3-6, 2 x 2-5, 14 x 4-4. The 2-5's and 3-6's may be deployed in the Forest hexes that run from hexes 2901 to 3605 (inclusive).

2.23 Marsii set up within 2 hexes of 1413: 1 x +1-9, 8 x 4-4. Marsii war-bands must occupy hexes 1511, 1512, 1613, 1614.

2.3 Player Sequence

In the Historical scenario, the German Player is the first player and goes first in each turn. In the Relief scenario, the Roman Player is the first player and goes first in each turn.

2.4 Scales and Ratios

Each Hex in Teutoburger Wald is 200 yards across. Each turn represents one hour. Roman and auxiliary units are two cohorts (approximately 1 Strength Point per 200 men). Germans war-bands are approximately 200 men per SP.

TEUTOBURGER WALD is 10 Turns Long.

3.0 REINFORCEMENTS

There are no reinforcements in TEUTOBURGER WALD.

4.0 SPECIAL RULES

4.1 German First Turn Surprise (Historical Scenario only)

To reflect the initial surprise of the German ambush, all German attacks are resolved with a one column shift to the right for the German portion of the First turn only. To reflect surprise and German familiarity with the ambush area, German units receive a 2 Movement Point Bonus on the First turn only.

4.2 Roman Relief Legion (Relief Scenario only)

To reflect the possibility that Varus realized the seriousness of the situation early and sent word to bring the XX Legion to assist him, the five units of the XX Legion start the game along the western edge of the map in any of the hexes 1012-1021. Also, the Romans move first.

4.3 Roman Eagles

The Roman Eagles counters represent both the standard (similar to a modern battle flag) and the leadership of a Legion. These units function as leaders (adding two points to attack and defense). If an Eagle is alone in a hex and a German is able to attack or move into the hex, it may capture the Eagle unit.

4.4 Roman Fighting Withdrawal

To reflect the Roman battle stance, the Roman Player may elect in his combat phase to convert all Roman combat results other than AL to Ar by declaring a fighting withdrawal before any combat

is resolved. This may be declared for some combats and not for others at the discretion of the Roman Player. The combat is figured normally and the die is rolled; all results other than AL are converted to Ar.

4.5 Displacement

German units may not use displacement. All Roman units may use displacement.

4.6 Baggage Units

Baggage units represent camp followers, servants, etc. with a limited capacity to defend themselves. They do not count against stacking however only one baggage unit may be in a hex at the end of each phase (thus, the maximum stack would include one combat unit, three eagles, Varus, and one baggage unit). Baggage units and other units in their hex must conduct a fighting withdrawal if adjacent to enemy units. If a friendly combat unit is also present in the baggage unit's hex, the baggage unit may automatically retreat one hex without rolling for combat or Fighting Withdrawal while the combat unit attacks normally (ie. covers the baggage unit's retreat). A baggage unit may be removed as the result of an Exchange or Loss.

4.7 Normally, any unit retreating off a map edge is eliminated. However, due to the situation at Teutoburger Wald, some units may be counted as having escaped successfully. Roman legion units retreating off the West edge of the map between 1012 and 1021 as the result of a Fighting Withdrawal will be considered to have successfully escaped while those which receive a normal combat Ar will be considered eliminated for Victory Point purposes. Roman units suffering a Dr as the result of a German attack will be considered to have successfully escaped. Cavalry and Leader units will be considered to have successfully escaped in any case. In the Historical scenario, any Roman unit which retreats off the West edge under any circumstances will be considered to have met the condition of Section 5.1 and result in a Roman Victory.

5.0 VICTORY CONDITIONS

5.1 Historical Scenario:

The Germans win by eliminating every Roman unit before the end of Turn 6. The Romans win by having at least one unit left on the board at the end of Turn 6. Note: if the Romans are able to get any unit off the West side of the map by Turn 6, they win.

5.2 Relief Scenario:

Each side totals its Victory Points according to the following conditions at the end of the game. The scenario lasts 12 turns.

5.21 The German Player receives 1 Victory Point for each Roman Combat Strength Point eliminated, 10 Victory Points each for the 4 Eagles eliminated,

1.0 INTRODUCTION

TEUTOBURGER WALD is a simulation of the battle which took place between the legions of Imperial Rome, under the Roman Governor Publius Quinctilius Varus; and a confederation of the Germanic Cherusci, Chauci, and Marsi tribes under their war-leader, Arminius. Lured into ambush in the rugged terrain of Germania, the Romans fight a desperate battle for survival.

2.0 INITIAL DEPLOYMENT

2.1 Roman Set-Up.

Romans set up first. Each Legion sets up within two hexes of its designated hex. Each Eagle and Baggage unit must set up on the designated hex and the remaining units must set up within two hexes. At least three of the five Legion (not auxiliary) units (the 8-4 and 6-4's) must set up on Trail hexes. Varus and his Guard unit set up together on any Trail hex within two hexes of any Eagle.

	Historical Scenario	Relief Scenario
XVII	1811	2011
XVIII	2309	2508
XIX	2807	3007

2.2 German Set-Up.

In the historical scenario, the German tribes set up according to the following directions. In the relief scenario, they set up according to the hexes listed on their back sides. In both scenarios, each Chief and Arminius must be deployed on the designated hex with one war-band.

2.21 Cheruscii set up within 5 hexes of 2416, and



TEUTOBURGER WALD



10 Victory Points for eliminating Varus, and 5 Points each for the 3 Baggage Train units eliminated.

5.22 The Roman Player receives the same points cited in 5.21 for those Roman units which are exited off the western map edge between 1014 and 1018. In addition they receive 1 Victory Point for each German unit eliminated.

TEUTOBURGER WALD SEPTEMBER-OCTOBER 9 AD

The battle of the Teutoburg Forest decided the fate of Germany. By the beginning of the Christian era, the Roman had conquered Germany west of the Elbe. This conquest had been conducted for several reasons. Augustus Caesar, the first Roman emperor, considered control of Germany vital to his policy of consolidating the Roman world. The Germans had periodically raided into Western Europe, and, by gaining control of the region, these raids could be forestalled. This would also shorten the length of the imperial frontiers. Rome was bounded by the Rhine and Danube Rivers in the north and northeast. Control of Germany would place the frontier at the Elbe. Consequently, Augustus launched a major campaign into Germany. This was, initially, successful. Augustus' stepson, Drusus, had defeated the Germans in battle in 11 BC. The Romans then established garrisons and a government, but the province was restive. Roman forces in Germany were strong; they had several legions there, but events elsewhere would soon lead to a confrontation.

In 6 AD, the Roman provinces of Pannonia and Illyricum (in the modern Balkans) caused Augustus to deploy several legions eastwards. The revolts were crushed, but at the cost of many Roman casualties. Meanwhile, Augustus had appointed Quintilius Varus as governor in Germany. Varus had some experience in provincial government, having been in charge of Syria previously, and it was expected he would be able to bring much needed peace to the region.

In the late summer of 9AD, Varus was preparing to move to winter quarters with his army of three legions, plus auxiliaries. The legions at this time were composed entirely of professional soldiers. The first cohort of each legion had an increased strength, and was considered to be the elite unit with the most experienced soldiers. The auxiliaries were recruited from non-citizens living within the Empire, and composed the cavalry and light infantry. As was the normal practise, Varus deployed for march with auxiliaries covering the front, rear and flanks, legions in the center, and baggage bringing up the rear. This would allow the Romans to deploy for combat in the event they encountered an enemy force. Should they be

attacked by an enemy in strength, the legions would form a line of battle; if they were harassed by enemy skirmishers, the lightly armed auxiliaries would fend them off. In the Roman advance guard were engineers whose job it was to clear pathways for movement of men and wagons. This should have allowed Varus to deal with any contingency. But there was one thing he did not count on.

One of Varus' proteges was a chief of the German Cherusci tribe by the name of Arminius (Latinized "Hermann"). The only problem was that Arminius was secretly one of the rebel chiefs and was planning a German insurrection! While marching through the Teutoburg Wald Arminius deserted, along with his auxiliary contingent.

Varus suddenly found himself in a trap. His army was continually harassed by German guerrillas who refused to close in and fight. Roman operations were further hampered by their baggage train, and the presence of noncombatants with the columns, families and others accompanying the march. To make matters worse, the terrain was heavily wooded, and incessant rain made going difficult. The Germans erected barricades along the way to slow the Romans down. Nonetheless, Varus kept his command together. They fought their way through numerous ambushes. Seeing his path blocked, Varus, apparently, decided to turn northwards to make it the Roman bases on the North Sea. But he never made it. The Germans finally broke through, overrunning the Roman column. Worn down by constant attrition, the Romans found they could go on no further. The Roman force was completely annihilated. Varus committed suicide rather than allowing himself to be captured.

Upon hearing news of the disaster, Augustus supposedly cried out "Varus, Give me back my legions!" Rome had been pushed back to the Rhine.

PLAYER'S NOTE

TEUTOBURGER WALD is unlike the other three battles in 4BAW. Normally, neither scenario will be fought as a linear conflict, rather as a confused goose egg in the Historical scenario, and a "smash-and-run" in the Relief scenario. Overall, there is far more terrain in TW than the other battles which slows and constricts movement beyond the trail area. The Romans need to move out to the edges of the forest to give themselves some fighting room. The Germans need to consider whether to charge down the hills or shift their forces along the tops first. The German should watch his lines and leave space for retreating as he can not displace and will often have problems getting his whole force to bear on the hapless Romans. On the other hand, the German player has little to lose from aggressive play, and should

usually advance at every opportunity to tie down Roman units and restrict their movement. The Roman player must use his displacement and Fighting Withdrawal options judiciously, remembering that success lies in survival, and not defeating the Germans.

Historical Scenario.

The Germans have six turns to eliminate the Romans. They need to attack every Roman unit they can get to on the first turn while surrounding the Roman forces as tightly as possible, then continue attacking and advancing after every combat to restrict Roman movement. This should force the Roman Player into suicidal counterattacks.

The Roman order of the day is to stand and die. Your main defense is to keep as many open hexes inside your ever-tightening lines. An occasional counterattack to regain a hex or two is more important than killing any German units. If the German Player carelessly leaves his lines open somewhere, run for it! Even if you don't make it out or off the board, the Germans will have to track those units down and eliminate them, supporting your main plan of defense. Hail the Pyrrhic Victory!

Relief Scenario

The Roman plan is to link-up and retreat off-map with minimal casualties. Smash the Marsii from both sides while advancing the Legions rapidly toward the Western edge; fan out screening units to slow the Germans down. Don't chase German units as your units are worth a lot more alive than German units are dead. Once you've linked-up, cover your flanks from German attacks with strong units while using weaker units to screen the retreat. Use the Fighting Withdrawal option often. That retreat result gets you one hex closer to your objective with a better chance of survival. You're not here to fight, and survival means the Romans will be able to return the following year to gain their revenge on the rebel Germans.

The German plan is to slow down the link-up of Roman forces, delay them in getting off board, and eliminate Roman units. Send some (or a lot, as you prefer) of your Cherusii and Caucii forces west along the hilltops and down into the open area near the Western edge to attempt to cut off the Roman retreat. Try to maintain contact with as many Roman units East of the obstacle hexsides as possible to slow them down, and cut them off or draw other Roman units back. Advance aggressively and don't worry about your losses—your units are only worth one victory point per unit while Roman units count double their value (because they're now on the German side of the tally AND not on the Roman side). Give the Roman invader the bloody nose he deserves!

Four Battles of the Ancient World

Clarifications

Maps: none (see Pharsalus for clarification of Victory Areas).

Counters: Most of these 20 counters are simply to correct misspelling or otherwise improve the clarity and play of the game. The essential correction for Cannae is that the 3-6 starts on 6803 and the infantry unit noted as starting in 6803 in the original game actually starts at 6808. In Pharsalus, the (2)-4's slingers should have a dot; the (4)-4's should not. In Arbela, the Persian Med 3-5 should not have a dot (note that the dots are included only as an option, normally Rule 11.0 does not apply to Arbela), the Greek (2)-4 is actually a foot archer, and the Greek Cre should be a (3)-4.

Rules:

These are all of the answers given so far organized by case. Some answers are important while some are obvious from the rules. It is our philosophy to answer as many questions as possible to promote ease of play for as many gamers as possible. An obvious answer to some may not be obvious to others.

General Rule: when halving is called for, fractions are retained until the combat odds are calculated, e.g. a 7-3 that is the target of a missile-fire attack is hit, thus it's combat value is halved to 3 1/2 for the ensuing combat phase. Those who desire further simplicity should round 1/2's up to the next whole number (those who desire greater complexity should use one of the methods of continuous odds computation).

10.0 Missile Units

The "D" on the "D(x1/2)" markers stands for Disrupted. A missile-fire attack which achieves a "1/2" result on a target places a "D(x1/2)" marker on the target to denote that it defends at 1/2 strength in the ensuing combat phase and may not utilize the Combat Avoidance rule (11.2). After the combat involving that unit is resolved the marker is removed. Additional "D(x1/2)" results have no additional effect.

Missile units with two hex range may fire at adjacent enemy units. Missile units may use missile-fire and then engage in regular combat.

11.0 Light Troops and Skirmishers

Units advancing after Combat Avoidance may advance only into the hex vacated.

12.0 Charging

Leaders do not double their modifier when accompanying charging units.

13.0 Rally

Units do not fail to rally. If a Rally die roll is successful, then the player takes one unit of his choice from those previously eliminated. Elephants and Leaders can not be rallied; all other units may be rallied. Units with one-time pilum capability do not retain or return to this capability when rallied.

15.0 Demoralization and Disintegration

Disintegration occurs at the instant the level is reached; the game is over. Demoralization occurs at the instant the level is reached, and the effects of Demoralization take place with the next combat

resolution if in the midst of the combat phase. However, it is possible to "recover" through the rally of a unit which brings the total losses below the Demoralization level. This would nullify the effects of Demoralization (at least, momentarily) until further losses brought the total over the Demoralization level again.

16.0 Facing

When using the facing rule, a unit's ZOC extends only into the front three hexes. If a unit is in the ZOC of an enemy unit at the beginning of it's movement, it may change facing in it's hex, but may not leave the hex it started in. If a unit's flank or rear is in the ZOC of an enemy unit at the beginning of the combat phase, then the unit is removed immediately.

A two-hex range missile unit may fire at any enemy unit in it's front three hexes or the five hexes which are two hexes from the firing unit and in it's front arch.

Exclusive rules

Arbela

Rule 11.0 is not used in the regular game due to the lack of stirrups at the time of Arbela, therefore disregard the dots on cavalry units (leaders still have disengagement and combat avoidance as options). Players may wish to experiment with the possibility that light cavalry units were capable of disengagement and combat avoidance as an option.

The Greek 9-3's and 7-3's are the phalanxes and receive a -1 die roll modifier against missile-fire.

Darius may not move more than two hexes from 3112 even if the Royal Guard is released.

The Victory Conditions are amended such that if neither side achieves 50 Victory Points than the Persian side wins rather than a draw if neither side scores 100 VP's.

Cannae

For the movement required in 4.11, the northernmost line of Roman units moves first, then the next northernmost, etc. Roman units must move into the shaded area if they are not already in it by moving laterally and then northwest or northeast once they are lined up with the shaded area. Once in the shaded area, they must move either northwest or northeast unless blocked by other Roman or enemy units; if blocked by Roman units, they must move laterally toward the center of the shaded hex row they are in. There is no displacement in Cannae. There is disengagement and combat avoidance by those units with the dots (Numedians, slingers, and Leaders).

Pharsalus

Victory Area A is any hexes northwest of the ramparts and west of hex 7011. Victory Area B is any hexes north the ramparts and east of hex 7011 (ie. 7012-7015).

Teutoburger Wald

2.11 There are 14 Cherusii 4-4's.

4.6 The baggage train adds it's two points for attack and defense, just like a leader.

































Sheet 2 Front

XIV 6-4	XIV 6-4
XIV 6-4	XIV 6-4
VI 6-4	VI 6-4
VI 6-4	VI 6-4
XIII 6-4	XIII 6-4
XIII 6-4	XIII 6-4
VII 6-4	VII 6-4
VII 6-4	VII 6-4
AL 6-4	AL 6-4
AL 6-4	AL 6-4

Roman Legions

IX 8-4	IX 8-4	(2)-4
IX 8-4	IX 8-4	+4:9
VIII 8-4	VIII 8-4	X 10-4
VIII 8-4	VIII 8-4	X 8-4
8-4	8-4	X 8-4
8-4	8-4	X 8-4
8-4	8-4	AL 4-4
8-4	8-4	VII 4-4
8-4	8-4	XIII 4-4

XX	XIX
+2-5 	+2-5
XX	XIX
-8-4 	-8-4
XX	XIX
-6-4 	-6-4
XX	XIX
-6-4 	-6-4
XX	XIX
-6-4 	-6-4
Varius	Aux
+2-9 	4-4
Guard	Aux
-6-6 	4-4
Arminius	Aux
+3-9 	3-6
Guard	Braggance
-8-6 	+2-2

	Cil		4-4
	1 Gr		4-4
	2 Gr		4-4
	Pon		4-4
	Syr		4-4
	Cre		4-4
	IV		4-4
	II		4-4
			3-6
			3-6
			3-6
			3-6
			3-6
			3-6
			3-6
			3-6

German War Bands

[illegible]

6-4	1 Gr	6-4	Sp
6-4	2 Gr	6-4	Sp
6-4	2 Gr	6-4	Cil
6-4	Pon	6-4	Cil
6-4	Pon	6-4	1 Gr
6-4	Syr	8-4	I
6-4	Syr	8-4	I
6-4	Cre	8-4	III
6-4	Cre	8-4	III
6-4	IV	+1.9	Painting

[illegible]

Pon 6-4	IV 6-4
Pon 6-4	II 6-4
Syr 6-4	II 6-4
Syr 6-4	Sp 6-4
Cre 6-4	Clf 6-4
Cre 6-4	Clf 6-4
IV 6-4	1 Gr 6-4
IV 6-4	1 Gr 6-4
II 6-4	2 Br 6-4
II 6-4	2 Gr 6-4

	Che
● Marcell +1-9	4-4
	Che
Mar	4-4
	Che
Mar	4-4
	Che
Mar	4-4
	Che
Mar	4-4
	Che ●
Mar	2-5
	Che ●
Mar	2-5
	Che ●
Mar	2-5
	Che ●
Mar	2-5
	Che ●
Mar	3-6
● Cherwell +1-9	3-6

1811	1811	1811	1811	1811	1811	1811	1811	1811	1811
			6-4	6-4	6-4	6-4	6-4	8-4	

2309	2309	2309	2309	2309	2309	2309	2309	2309	2309
			6-4	6-4	6-4	6-4	6-4	8-4	

2807	2807	2807	2807	2807	2807	2807	2807	2807	2807
			6-4	6-4	6-4	6-4	6-4	8-4	

2218	2218	2409	2409	1016	1016	1016	1016	1016	1016
				6-4	6-4	6-4	6-4	8-4	

C(2)	C(2)	C(2)	C(2)	C(2)	C(2)	C(2)	C(2)	C(2)	2103

3404	3303	3203	3102	3002	2901	2701	2602	2502	2403

1506	1606	1705	1805	1903	1904	2004	2103	2204	2303

2414	2416	2314	2214	2215	2114	2115	2015	1915	1916

2713	2814	2815	2816	2915	2916	2714	2613	2513	2514

2416	1514	1614	1613	1512	1511	1411	1414	1413	1413

Counter Art by Rick Pavak

5017	5016	5014	5013	5011	5010	5008	5007	5005	5004
6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4

5219	5218	5216	5215	5213	5212	5210	5209	5207	5206
6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4

4807	4804	4724	4823	4923	5022	5204	5203	5002	5001
4-4	4-4	8-4	8-4	8-4	8-4	8-4	8-4	8-4	8-4

4810	4813	4816	4819	5019	5020	5221	5222	5022	5226
4-4	4-4	4-4	8-4	8-4	8-4	8-4	10-4		

5825	5824	5902	6027	6026	6025	6024	5426	5424	5224

5826	5827	6218	6216	6214	6212	6210	6208	6206	6204
		4-4	4-4	4-4	4-4	4-4	4-4	4-4	4-4

6117	6021	6020	5821	5820	5806	5805	5804	5803	5802
	8-4	8-4	8-4	8-4	6-4	6-4	6-4	6-4	6-4

5816	5815	5814	5813	5812	5811	5810	5809	5808	5807
6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4

6009	6008	6007	6006	6005	6004	6003	5819	5818	5817
6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4

6019	6018	6017	6016	6015	6014	6013	6012	6011	6010
6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4

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Sheet 1 Front

<p>● Humintal</p> <p>+3:9</p> 	<p>● Num</p> <p>4:8</p> 
<p>●</p> <p>(2):4</p> 	<p>● Num</p> <p>4:8</p> 
<p>●</p> <p>(2):4</p> 	<p>● Num</p> <p>4:8</p> 
<p>●</p> <p>(2):4</p>	<p>● Num</p> <p>4:8</p>
<p>Sp</p> <p>6:6</p>	<p>Afr</p> <p>8:6</p>
<p>Sp</p> <p>6:6</p>	<p>Afr</p> <p>8:6</p>
<p>Sp</p> <p>6:6</p>	<p>Afr</p> <p>8:6</p>
<p>Sp</p> <p>6:6</p>	<p>Afr</p> <p>8:6</p>
<p>Sp</p> <p>6:6</p>	<p>Afr</p> <p>8:6</p>
<p>Gual</p> <p>6:6</p>	<p>Gual</p> <p>6:6</p>
<p>Gual</p> <p>6:6</p>	<p>Gual</p> <p>6:6</p>

Carthaginians

Sp 6-4	Gaul 4-4
Sp 6-4	Gaul 4-4
Sp 6-4	Gaul 4-4
Sp 6-4	Gaul 4-4
Sp 6-4	Gaul 4-4
Sp 6-4	Gaul 4-4
Sp 6-4	Gaul 4-4
Sp 6-4	Gaul 4-4
Afr 6-4	Gual 4-4
Afr 6-4	Gual 4-4

[illegible][illegible]

Romans

8-3	XVIII	8-3	II
8-3	XII	8-3	II
8-3	XII	8-3	III
8-3	XII	8-3	III
8-3	VI	8-3	III
8-3	VI	8-3	IV
8-3	IA	8-3	IV
8-3	A	8-3	IV
8-3	A	8-3	XVIII
8-3	A	8-3	IX

5807	5806	5802	5803	5804	5805	5826	5827	5828	70XX
5907	5906	5905	5904	5903	5902	6016	6114	6117	5820
5911	6012	6112	6113	6115	6116	6118	6119	6020	5920
5809	5808	5819	5818	5817	5816	5815	5814	5813	5812

5810	5811	5821	5822	5823	5824	6626	6627	6628	6624
6907	6809	6803	6807	6708	6707	6706	6608	6607	6606

6823	6822	6723	6722	6721	6623	6622	6621	6909	6908
6924	6923	6922	6824	6604	6602	6612	6611	6610	6609

6811	6810	6620	6619	6618	6617	6616	6615	6614	6613
6821	6820	6819	6818	6817	6816	6815	6814	6813	6812

2826	2825	2824	2823	3024	3025	3026	2924	2925	2926
3019	3020	3021	3022	2921	2822	2922	3023	3023	2923
2911	2912	2913	2914	2915	2916	2917	2918	2919	2920
2910	3112	2821	2819	2808	2806	2816	2812	2814	2909

2903	2904	2904	3003	3004	3005	2905	2906	2907	2908
2902	2901	2804	2803	2802	C(x2)	C(x2)	C(x2)	C(x2)	C(x2)

1418	1616	1618	1617	1718	1717	1518	2016	2015	2014
1517	1815	1815	1814	1813	1812	1811	1810	1809	1808

1609	1608	1607	1605	1705	1704	1804	1806	1806	1807
1612	1611	1610	1108	1107	1106	1105	1104	1103	1006

Counter Art by Rick Pavak

Cannae		Pharsalus										Caesar		Rom	
Arb	Arb	X	X	X	X	X	X	X	X	X	X	X	X	X	
8-3	8-3	10-4	8-4	8-4	8-4	8-4	8-4	8-4	8-4	8-4	8-4	8-4	8-4	8-4	
Arbela	Bessus	Med	Cre	Cre	2 Gr	GAME TURN		D(x 1/2)		D(x 1/2)		D(x 1/2)			
+1-8	3-5	(3)-4	(2)-4	(2)-4	6-4										
Counter Art by Rick Pavek		Four Battles of the Ancient World Replacement Counters										© 1992, Decision Games			

6803	5226	5022	4819 8-4	5221 8-4	5020 8-4	5019 8-4	5222 10-4	5809	5808
C(x2)	C(x2)	C(x2)		6007 6-4	6027	1617	2015	3003	2904
						© 1992, Decision Games			

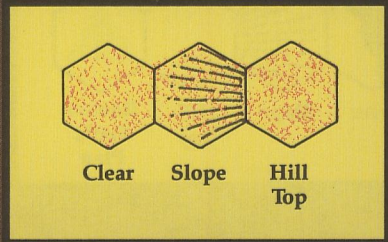
Combat Results Table

Probability Ratios (odds)									
Die Roll	Attacker's Strength to Defender's Strength								
	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	Die Roll
1	Ar	Dr	Dr	Dr	Dr	DL	DL	DL	1
2	Ar	Ar	Dr	Dr	Dr	Dr	DL	DL	2
3	Ar	NE	NE	NE	NE	NE	Dr	DL	3
4	Ar	Ar	Ar	NE	Dr	Dr	Dr	Dr	4
5	AL	Ar	Ar	Ex	Ex	Dr	Dr	Dr	5
6	AL	AL	AL	Ar	Ar	Ar	Dr	Dr	6

Attacks executed at 6:1 or greater are automatic DL; attacks executed at lower than 4:1 are an automatic AL.

EXPLANATION OF COMBAT RESULTS
AL: Attacker Loss. One attacking unit is eliminated (removed from the map).
DL: Defender Loss. One defending unit is eliminated.
Ex: Exchange. Each player eliminates one unit of his choice. Only units which participated in a particular attack may be so eliminated.
Ar: Attacker Retreat. All attacking units must retreat one hex (6:1, 7:1).
Dr: Defender Retreat. All defending units must retreat one hex.
NE: No Effect.

Terrain Key



ARBELA

Alexander in Persia

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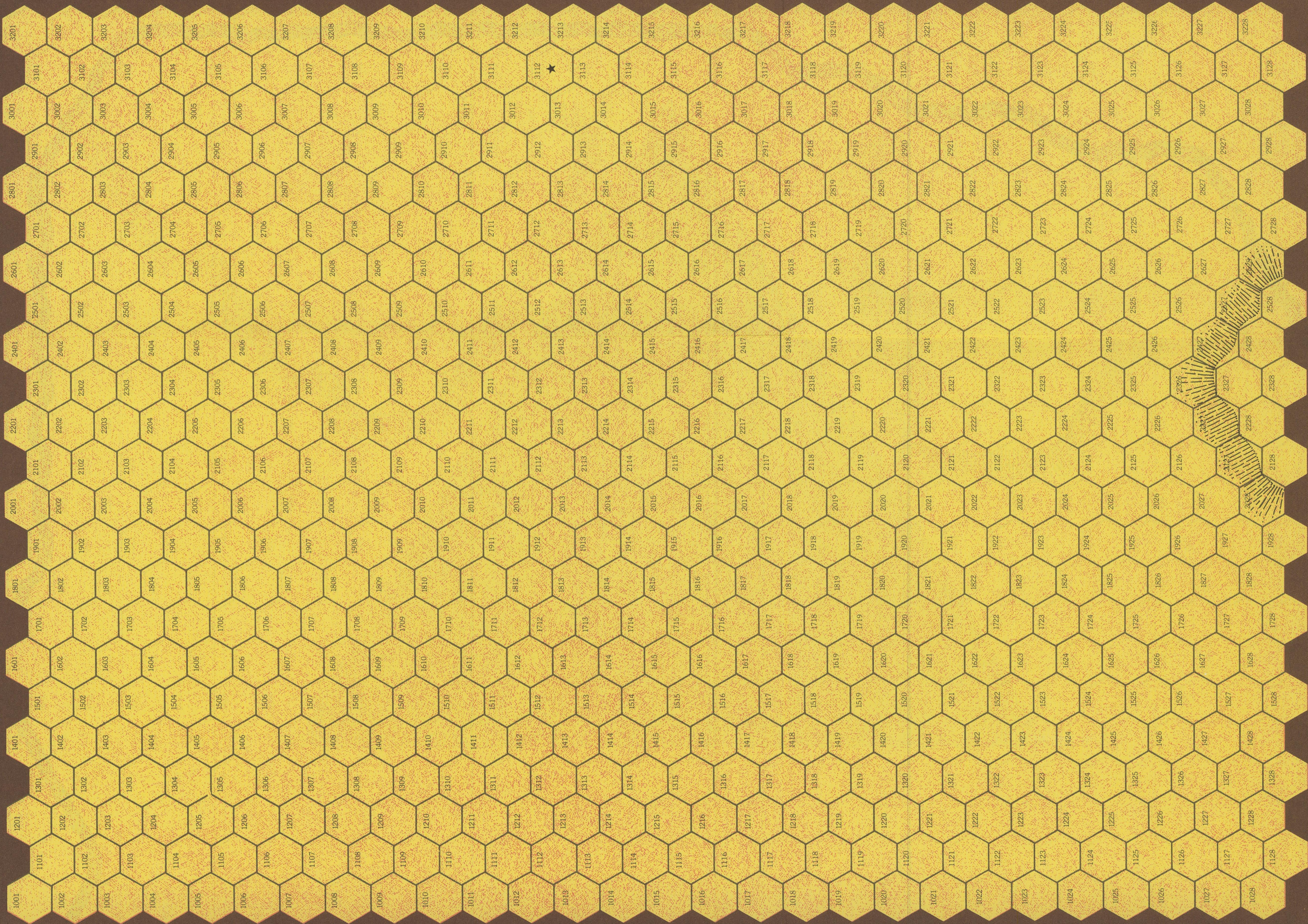


Terrain Effects Chart

TERRAIN	MOVEMENT POINTS (MP) TO ENTER (or cross)	EFFECT ON COMBAT	EFFECT ON MISSILE FIRE
Clear Hex	1	None	None
Hill Top Hex	+1 if moving from a slope hex	Defender doubled when all attackers attack from slope hexes	None
Slope Hex	2	Defender doubled when no attackers attack from Hill Top or slope hexes	None

Turn Record Track

1	2	3	4	5	6	7	8	9	10
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Missile Fire Table

Die Roll	RESULTS			UNIT TYPE	ARMS	RANGE
	1	2	3			
	1/2	1/2	NE	LEGIONS <i>(one throw only then flip over)</i>	javelin	1
	NE	NE	NE	NUMIDIANS	javelin	1
	NE	NE	NE	SLINGERS	Slings	2
	NE	NE	NE	ARCHERS	Bows	2

Rally Chart

Rally the number of units indicated on the roll of one die.	
GREEK	1 on 1, 2, or 3
PERSIAN	1 on 1

Demoralization & Disintegration

Demoralization		Disintegration
GREEK	75	100
PERSIAN	50	80

DIE ROLL	RESULTS		UNIT TYPE	ARMS	RANGE
	1	1/2			
2	1/2	NE	LEGIONS <i>(one throw only then flip over)</i>	javelin	1
3	NE	NE	NUMIDIANS	javelin	1
4	NE	NE	SLINGERS	Slings	2
5	NE	NE	ARCHERS	Bows	2
6	NE	NE			

Rally Chart

Rally the number of units indicated on the roll of one die.	
ROMAN	1 on 1 or 2
CARTHAGENIAN	1 on 1, 2, or 3

Demoralization & Disintegration

	Demoralization	Disintegration
ROMAN	90	140
CARTHAGENIAN	75	110

Combat Results Table

Die Roll	Probability Ratios (odds)						Die Roll
	1-4	1-3	1-2	1-1	2-1	3-1	
1	Ar	Dr	Dr	Dr	Dr	DL	1
2	Ar	Ar	Dr	Dr	Dr	DL	2
3	Ar	NE	NE	NE	NE	DL	3
4	Ar	Ar	Ar	NE	Dr	Dr	4
5	AL	Ar	Ar	Ex	Dr	Dr	5
6	AL	AL	AL	Ar	Ar	Dr	6

Attacks executed at 6-1 or greater are automatic DL; attacks executed at worse than 1-4 are automatic AL.

EXPLANATION OF COMBAT RESULTS
AL: Attacker Loss. One attacking unit is eliminated (removed from the map).
DL: Defender Loss. One defending unit is eliminated.
Ex: Exchange. Each player eliminates one unit of his choice. Only units which participated in a particular attack may be so eliminated.
Ar: Attacker Retreat. All attacking units must retreat (lose 1 hex).
Dr: Defender Retreat. All defending units must retreat one hex.
NE: No Effect.

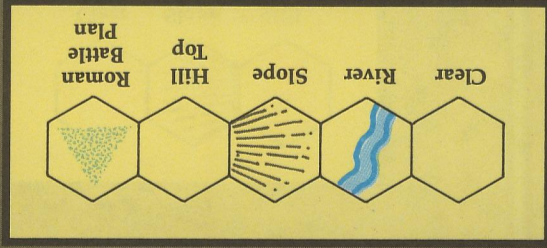


CANNAE
Hannibal's Victory

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Turn Record Track

1	2	3	4	5	6	7	8	9	10
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Terrain Key

Terrain Effects Chart

MOVEMENT POINTS (MP) TO ENTER (or cross)			EFFECT ON COMBAT			EFFECT ON MISSILE FIRE		
TERRAIN	Clear Hex	Hill Top Hex	Slope Hex	River Hex				
	1	+1 if moving from a slope hex			3			
						Defender doubled when all attackers attack from slope hexes	Defender doubled when no attackers attack from Hill Top or slope hexes	Units halved on combat when attacking from or defending in River hexes
						None	None	-1

Missile Fire Table

DIE ROLL	RESULTS	UNIT TYPE	ARMS	RANGE
1	1/2	LEGIONS <small>(one throw only then flip over)</small>	Javelin	1
2	1/2	NUMIDIANS	Javelin	1
3	NE	SLINGERS	Slings	2
4	NE			
5	NE	ARCHERS	Bows	2
6	NE			

Rally Chart

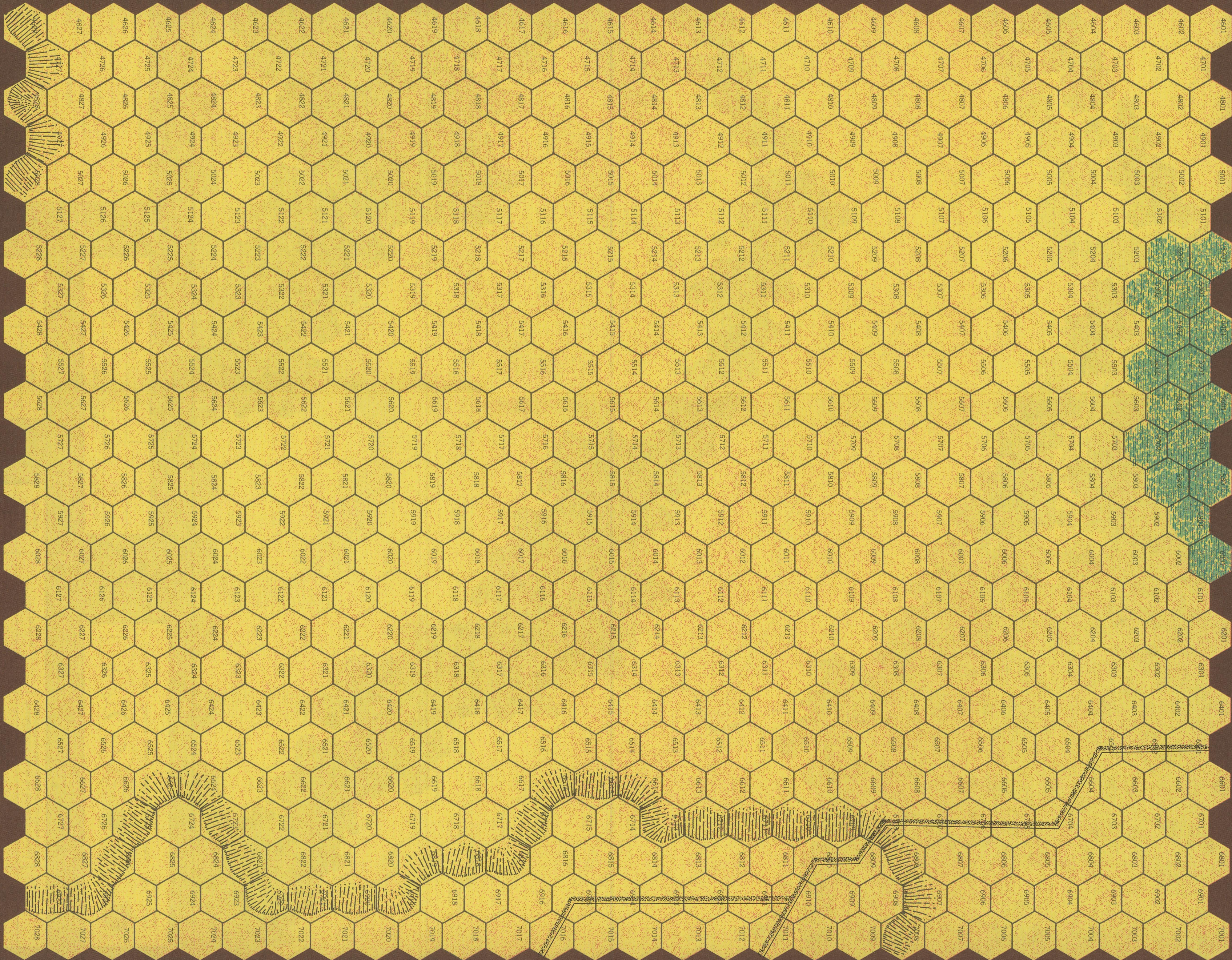
Rally the number of units indicated on the roll of one die.	
CAESAR	1 on 1 or 2
POMPEY	1 on 1 or 2

Combat Results Table

Probability Ratios (odds)					
Attacker's Strength to Defender's Strength					
Die Roll	1-4	1-3	1-2	1-1	2-1
1	Ar	Dr	Dr	Dr	DL
2	Ar	Ar	Dr	Dr	DL
3	Ar	NE	NE	NE	DL
4	Ar	Ar	Ar	NE	Dr
5	AL	Ar	Ar	Ex	Dr
6	AL	AL	AL	Ar	Dr

Demoralization & Disintegration

Demoralization		Disintegration	
CAESAR	100		160
POMPEY	90		150



PHARSALUS

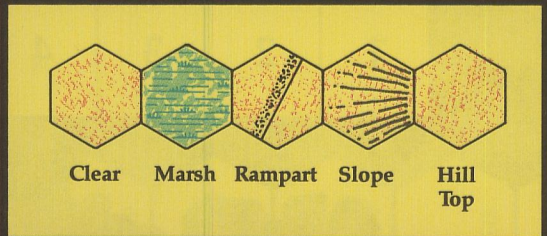
Caesar vs. Pompey

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Turn Record Track

1	2	3	4	5	6	7	8	9	10
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Terrain Key



Terrain Effects Chart

TERRAIN	MOVEMENT POINTS (MP) TO ENTER (or cross)	EFFECT ON COMBAT	EFFECT ON MISSILE FIRE
Clear Hex	1	None	None
Hill Top Hex	+1 if moving from a slope hex	Defender doubled when all attackers attack from slope hexes	None
Slope Hex	2	Defender doubled when no attackers attack from Hill Top or slope hexes	None
Rampart Hex	2 to enter from non-rampart hex; 1 to enter from rampart hex	Defender doubled	+1
Marsh Hex	2	None	-1

Attacks executed at 6-1 or greater are automatic DL; attacks executed at worse than 1-4 are an automatic AL.

EXPLANATION OF COMBAT RESULTS
AL: Attacker Loss. One attacking unit is eliminated (removed from the map).
DL: Defender Loss. One defending unit is eliminated.
Ex: Exchange. Each player eliminates one unit of his choice. Only units which participated in a particular attack may be so eliminated.
Ar: Attacker Retreat. All attacking units must retreat one hex (see 7.7).
Dr: Defender Retreat. All defending units must retreat one hex.
NE: No Effect.

Combat Results Table

Probability Ratios (odds)									
Attacker's Strength to Defender's Strength									
Die Roll	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	Die Roll
1	Ar	Dr	Dr	Dr	DL	DL	DL	DL	1
2	Ar	Ar	Dr	Dr	Dr	DL	DL	DL	2
3	Ar	NE	NE	NE	NE	Dr	DL	DL	3
4	Ar	Ar	Ar	NE	Dr	Dr	Dr	Dr	4
5	AL	Ar	Ar	Ex	Ex	Dr	Dr	Dr	5
6	AL	AL	Ar	Ar	Ar	Dr	Dr	Dr	6

Attacks executed at 6-1 or greater are automatic.
DL: attacks executed at scores than 1-4 are an automatic AL.

EXPLANATION OF COMBAT RESULTS
AL: Attacker Loss. One attacking unit is eliminated (removed from the map).
DL: Defender Loss. One defending unit is eliminated.
Ex Exchange. Each player eliminates one unit of his choice. Only units which participated in a particular attack may be so eliminated.
Ar Attacker Retreat. All attacking units must retreat one hex (see 77).
Dr Defender Retreat. All defending units must retreat one hex.
NE No Effect.

Rally Chart

Rally the number of units indicated on the roll of one die.	
ROMAN	None
GERMAN	None

Missile Fire Table

DIE ROLL	RESULTS	UNIT TYPE		RANGE
		LEGIONS (one throw only then flip over)	ARMY javelin	
1	1/2	NUMIDIANS	javelin	1
2	NE	SLINGERS	Slings	2
3	NE	ARCHERS	Bows	2
4	NE			
5	NE			
6	NE			

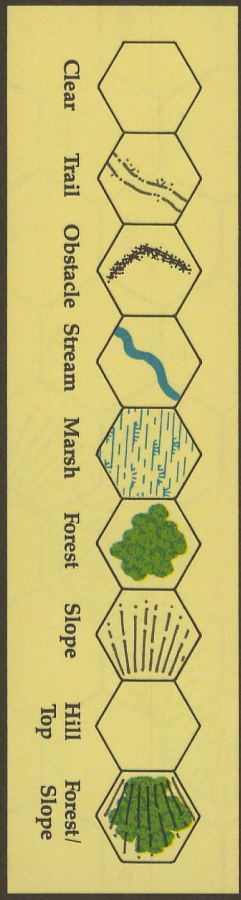
Demoralization & Disintegration

Demoralization		Disintegration	
ROMAN	80	160	
GERMAN	100	140	

Terrain Effects Chart

TERRAIN	MOVEMENT POINTS (MP) TO ENTER (or cross)	EFFECT ON COMBAT	EFFECT ON MISSILE FIRE
Clear Hex	1	None	None
Hill Top Hex	+1 if moving from a slope hex	Defender doubled when all attackers attack from slope hexes	None
Slope Hex	2	Defender doubled when no attackers attack from Hill Top or slope hexes	None
Trail Hex	1 negates effect of other terrain in hex if entered through trail hexside	Depends on terrain	None
Stream Hexside	+1 to cross	Defender doubled when attacked exclusively through Stream Hexsides	None
Marsh Hex	2	None	-1
Forest Hex	2	None	+1 (see 10.2)
Forest/ Slope Hex	3	Same as slope Hex	+1 (see 10.2)
Obstacle Hexside	+1 to cross	Attackers shift one to the left when attacked exclusively through Obstacle Hexsides	None

Terrain Key



Turn Record Track

1	2	3	4	5	6 Historical End	7	8	9	10	11	12
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TEUTOBURGER WALD
The Eagles Fall

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