

LEGIO VI Julia Augusta 6mm FASTPLAY

Shooting

Javelin/Pilum Range = 40 paces
 Bow/Sling Range = 100 paces
 Artillery Range = 400 paces
 1 D6 per stand: -1 die per DP on shooter
 ½ dice if target unformed or in cover; **6 = Hit.**
 +1 LI shooting at javelin range.
 +1 legionaries/artillery vs HI, elephants
 +1 formed auxiliaries vs cavalry, chariots, light

Hit = DP Once shaken, no further effect

The Following may not initiate a charge:

Shaken, column, slingers, archers or artillery. Unless in pursuit, other unformed may only initiate a charge against unformed or an exposed flank or rear.

Charge Responses

Shaken Troops break

Other Unformed Infantry may stand if in difficult terrain, or behind obstacle, or charged by mounted or light. Otherwise must take evade test.

Other Unformed Cavalry may counter-charge cavalry or light, otherwise must take evade test.

Formed Cavalry may test to evade infantry, chariots or elephants. Otherwise must counter-charge.

Elephants and Chariots must countercharge

Others must stand to receive at the halt.

Evade Test: AvD for A/B Grade, D6 others

- -1 for each DP/casualty
- -5 if shaken
- +1 if leader inspiring

Results:

1+ = Evade: full fast move away from enemy. 0- = break if shaken or become shaken and receive halted.

Combat Resolution: Roll 1 AvD, Legionaries, D6 others. Add the following:

- +? Combat Value
- +1 Each Quality Grade higher
- +1 Advantage of Ground
- +1 Defending Fortification
- +1 Supported
- +1 Legionary/Aux. Charge/pursuit/follow-up
- +2 Cav/El/Barbarian charge/pursuit/follow-up
- +3 Lt Chariot charge/follow-up/pursuit
- +5 Scythed Chariot charge/follow-up/pursuit
- +1 Light Infantry follow-up/pursuit
- +1 Leader inspiring
- 1 Each DP/ Casualty (max -4)
- 5 Shaken
- 2 Unformed or in column
- 1 Outnumbered at least 3:2
- 2 Outnumbered at least 2:1
- 3 Outnumbered 4:1+

Combat Results

5+ Victory. (0 DPs). A/B Grade units may halt Artillery halt. Otherwise pursue. 1 DP if Cavalry halt.

+2/4 Success:

- Infantry who stood to face a charge by Cav or Special halt. Artillery halt. (0 DP).
- Cav charged formed infantry fallback. (1 DP).
- El/Scythe Ch pass through ranks (1DP)
- Others follow up or pursue opponents; except A/B Grade; and C Grade who did not charge or were opposed only by light troops, may halt (1DP)

+1/-1 Inconclusive.

 (1 DP each)

- HI halt or fall-back; LI halt, fall-back or retire; Artillery halt.
- Scythed Chariots Destroyed. Cavalry follow-up, pursue or fallback. Elephants pass through ranks if opponent halts, otherwise follow-up or pursue

-2/-4 Set-Back.

 Break if shaken otherwise 2 DPs

- HI charged by Cavalry only halt, El Halt.
- Unformed retire; Artillery & Scythed Chariots critical hit; Others fall-back

-5/-6 Defeat. Break if unformed, or Elephants. Artillery and Chariots destroyed. Others take 1 casualty and retire

-7 or less Rout. Special Troops destroyed. Others 1 casualty and break.

After Combat Moves:

Halt. Remain halted following turn. May change formation or facing, shoot and respond normally to charges and conduct line relief. May not make any other moves nor initiate a charge.

Follow-up. Move forward in good order to remain in combat with an opponent who fell back.

Fall-back. Move back 20 paces facing enemy. Remain halted next turn if opponent does not follow up. Units unable to fall-back remain in place and receive 1 DP.

Retire. Move back full fast move unformed. If unable to retire, remain in place and receive 1 DP. Retiring units break if caught by pursuers.

Break. Full fast move, unformed, until behind supporting troops, terrain obstacle, or beyond bow range of enemy. May then, reform if they pass a control test. If unable to move, receive 1 casualty and surrender to any enemy in javelin range.

Pursue. Full fast move, unformed, trying to remain in contact with opponent. Pursuers encountering new enemy automatically charge them immediately. Lights and A grade may opt to halt 40 paces short. Pursuers who catch routers cause automatic casualty next turn for each 3+ on D6.

Numbers

Count cohorts in base to base contact plus (formed and special only) one over-lapping on each flank + second rank pikes. Also count ½ supporting cohorts. Elephants count double as do HI unless facing Special Units.

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Sequence of Play

1. Command Phase: Dice for initiative; make command decisions for each leader, move messengers/leaders, take control tests. All actions from right to left. Player with initiative going first.

2. Move and Skirmish Phase: Units either **Move** up to javelin range of enemy; or **Rest**, removing DPs as appropriate. Conduct Roman Line relief. LC and javelinmen may move and shoot. Artillery may either move or shoot. Others may make a basic move and shoot.

3. Combat Phase:

1. Declare charges. Infantry must be at javelin range, others at any distance from enemy
2. Make charge & response moves
3. Formed HI volley
4. Simultaneously resolve combat
5. Make After Combat Moves

Movement. Move 20 paces (20mm) for each number rolled:

Infantry & Elephants: 1 AvD. **Cavalry:** 1 or 2 AvD. **Chariots:** 1 AvD + 1 optional D6. **Artillery:** Move 40 paces, no dice required

Fast Move: +1 optional D6. Compulsory if charging, evading, retiring, routing or pursuing.

March Move: +1 optional AvD for troops beginning move beyond bow range

Column: Infantry up to 100 paces, Cavalry up to 240 paces. No dice required. Double distance beyond bow range. +100 paces infantry on road.

Light Troops: +20 paces for each die rolled.

Rough Terrain: -20 paces or each die rolled for heavy infantry, impassable for cavalry, chariots, elephants and artillery.

Fatigue: Formed units incur 1 DP each time a 6 is thrown or a 5-6 in difficult terrain.

Manoeuvre

Unformed: Light troops; units in rout, pursuit, evading or retiring; are unformed. HC and Auxiliaries may unform voluntarily. Move independently without manoeuvre penalties.

Wheel: 1 DP* formed troops in line if within bow range

Change Formation: ½ move. 1 DP* if within bow range

Form-up unformed: 1 turn. 1 DP if within bow range

Cross Major Obstacle: ½ move. 2 DPs if mounted, 1 DP for other formed units

About Face: ½ move for formed units, 1 DP Pikemen in bow range

Mount/Dismount: ½ move 1 DP if within bow range

Interpenetration: 1 DP unless one unit is unformed and neither move fast. No penalty to Legionaries of the same Legion

Side-step/step-back: 20 paces. Formed Infantry only.

*2 DPs for Pikemen

Troop Type	Combat Value	Missile Weapon
Archers/Slingers	0	Bow/sling
Light Javelinmen	1	Javelin
Light Cavalry	1	Javelin/bow
Light Chariots	1	None
Heavy Cavalry	2	None
Scythed Chariots	0	None
Auxiliaries	2	Javelin
Barbarian Infantry	2	None
Legionaries	3	Pilum
Pikemen	1	None
Elephants	4	None

Command Decision

Each leader must decide at the start of each turn what he will do from the following choices. The General may take two actions, others only one:

Control units under his command within bow range. Units will have to take a control test if not controlled.

Inspire unit which the leader has joined (not Special Units).

Move during the Command Phase and/or **join a unit**

Issue orders or listen them, or send messenger

Control Test 1 AvD (A-B Grade) or 1 D6 (others):

Take if not controlled, or to cease rout/pursuit/looting

+1 if charging, looting, in rout or pursuit;
+/-1 if Leader inspiring that unit

1-2 = Halt;

3-4 = Act as player wishes;

5-6 = Repeat last move.

Morale

- 1 DP if non-light unit broken/destroyed in bow range
- 1 DP if Commander killed/broken in bow range (2 DPs for General)
- 2 DPs if burst through by Elephants
- 2 DPs if charged in flank/rear. 4 DPs Pikes
- 1 DP if moving infantry charged by mounted
- 1 DP if cavalry or chariots within 40 paces of elephants or camels
- 2 DPs if charged from behind flank/rear
- Become **Shaken** on 5th DP or if broken. Further DPs for combat or morale cause a casualty, DPs for movement or shooting have no further effect.
+1 DP for each extra Legionary Line

DP Removal: if stationary and not in combat:

- A Grade: 2/turn
 - B-C Grade: 1/turn
 - D Grade: 1/turn if not shot at
- Commander may remove 1 DP if inspiring that unit.