

LEGIO VI Constantiani 6mm FASTPLAY

Shooting

Short Range = 40 paces

Long Range = 100 paces

Artillery Range = 400 paces

1 D6 per stand: -1 die per DP on shooter

½ dice if target unformed LI or in cover or armoured

6 = Hit.

+1 artillery vs formed troops & elephants

Hit = DP Once shaken, no further effect

The Following may not initiate a charge:

Shaken, column, archers, artillery, resting, unformed who formed up or troops which had a second rank shoot overhead in the move phase. Unless in pursuit, other unformed may only initiate a charge against unformed or an exposed flank or rear.

Charge Responses

Shaken Troops break

Other Light Infantry may c-charge or stand if in difficult terrain, or behind obstacle, or charged by cavalry or light. Otherwise must take evade test.

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

Formed Heavy Cavalry and Javelinmen may test to evade infantry, chariots or elephants. Otherwise must stand.

Shock Cavalry may c-charge pursuers who charge them, otherwise stand.

Others must stand to receive at the halt.

Evade Test: AvD for A Grade, D6 others

- -1 for each DP/casualty
- +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 Javelinmen charge/pursue/follow-up
- +1 LI/Shieldwall pursue/follow-up (not charge)
- +2 Warband/Cav/El. charge/pursuit/follow-up
- +1 Armoured
- +1 Leader inspiring
- 1 Each DP/ Casualty (max -4)
- 5 Shaken
- 2 In column
- 2 Unformed
- 1 Outnumbered
- 2 Outnumbered at least 2:1
- 3 Outnumbered 4:1+

Combat Results

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

+2/4 Success:

- Infantry who stood charge by Cav or El halt. (0 DP).
- Cav charged formed infantry fallback. (1 DP).
- Elephants 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.
- 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 or El only halt. El Halt.
- Unformed retire; Others fall-back

-5/-6 Defeat. Break if unformed. Elephants rampage. Others take 1 casualty and retire

-7 or less Rout. Elephants 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.

Defeated units move first. Player with initiative deciding options last in a tie. If victorious, only the engaged unit is obliged to follow-up or pursue. Supporting units may instead choose instead to halt.

Numbers

Count stands in base to base contact plus one over-lapping on each flank. Elephants never count outnumbered nor do they add numbers to other friendly troops.

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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. Unformed may move and shoot. Artillery may either move or shoot. Others may make a basic move and shoot. Resting units may not shoot.

3. Combat Phase:

1. Declare charges. Infantry must be at javelin range, others at any distance from enemy
2. Make charge & response moves
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.
Artillery: Move 40 paces, no dice required

Fast Move: +1 optional D6. Compulsory if charging, evading, retiring, routing or pursuing. +10 paces for each die rolled if evading, retiring or routing.

Approach Move: double distance if entire move beyond 100 paces of enemy.

Column: Infantry up to 100 paces, Cavalry up to 240 paces. No dice required. +40 paces infantry on road.

Light Troops: +20 paces for each die rolled.

Rough Terrain: -20 paces or each die rolled for formed 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. Heavy cavalry and javelinmen may unform voluntarily. Move stands independently without manoeuvre penalties and regardless of facing.

Wheel: 1 DP formed troops in line within 100 paces

Change Formation: ½ move. 1 DP within 100 paces

Form-up unformed: 1 move. 1 DP within 100 paces

Cross Major Obstacle: ½ move. 2 DPs if mounted, 1 DP for other formed units at any distance from enemy.

About Face: ½ move,

Mount/Dismount: ½ move 1 DP within 100 paces

Interpenetration: 1 DP unless one is unformed and one stationary.

Side-step/step-back: 20 paces. Formed A-C Grade infantry only.

Troop Type	Combat Value	Missile Range
Archers	0	100 paces
Skirmishers	1	40 paces
Light Cavalry	1	40 paces
Heavy Cavalry	2	40 paces
Shock Cavalry	3	None
Javelinmen	2	40 paces
Warband	2	None
Shieldwall	3	40 paces *
Elephants	4	None
Artillery	-	400 paces

* 1 shot only

Command Decisions

Each leader must decide at the start of each turn what he will do from the following choices. On choice per command point.

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 heavy infantry retiring in 100 paces
- 2 DPs non-light unit broken/destroyed in 100 paces
- 1 DP if Commander killed/broken in 100 paces (2 DPs for General)
- 2 DPs if burst through by rampaging elephants
- 2 DPs if charged in flank/rear by formed
- 2 DPs if moving infantry charged by mounted
- 1 DP if cavalry within 40 paces of elephants or camels
- 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.

DP Removal: if stationary and not in combat:

- A Grade: 1/turn +1 if beyond 100 paces
- B-C Grade: 1/turn
- D Grade: 1/turn if not shot at

Leader may remove 1 DP per inspire action from a resting unit to which he is attached