

LEGIO VI DIADOCHI

6mm wargames for the Battle of Paraitakene 317BC and the successors of Alexander the Great

Organising Troops.

Figures are mounted on 20mm square bases called *stands*, each stand representing of approximately 400 infantry, 150 cavalry, or 10 Elephants. Elephants form units of 1-2 stands, others are combined into **units** of 2-12 stands. All stands in a unit must remain together and act as a single body for the duration of the game.

Distances are given in paces with 1 pace = 1mm

All units must be classified according to one of the following Troop Types and Quality Grades.

Troop Types	Combat Value	Missile Range	Quality Grades
Archers and Slingsers	0	100 paces	A Grade: Elite, battle hardened troops
Light Javelinmen	1	40 paces	B Grade: Good veteran troops with high morale
Light Cavalry	1	40 paces	C Grade: Good average troops and all elephants
Heavy Cavalry	2	None	D Grade: Raw or unenthusiastic troops
Peltasts	2	40 paces	
Spearmen	3	None	
Pikemen	1	None	
Asiatic Infantry	1	100 paces	
Elephants	4	None	

All troops in a unit must be of the same type and grade. Elephant units are assumed to have integral light infantry.

Archers, slingers, light javelinmen and light cavalry are collectively termed **light troops**, other infantry are collectively termed **heavy infantry**. Heavy infantry, heavy cavalry and elephants are termed **heavy troops**.

Organising the Armies.

Each army is commanded by a **General** represented by 2 or 3 figures on a command stand. The army should be further be subdivided into **Commands** of infantry or cavalry, each led by a **Commander** represented by a single figure. **Command stands** mark the location of the leader but have no combat capability. An infantry command may contain any number of elephants and up to one unit of cavalry. Cavalry commands may contain any number of light infantry and elephants.

Important Game Concepts

Death, Desertion and Disorder Points (DPs). Except for elephants, the state of a unit's 'health' is noted by the accumulation of DPs due to fatigue and disorder while moving, missile fire, combat and psychological factors. DPs are indicated by markers (small pebbles) placed beside the unit. When a unit has accumulated 5 DPs it normally becomes **shaken** and any further DPs due to combat or morale (but not manoeuvre or missile fire) will cause an entire stand to be removed as a casualty. DPs can be removed by resting or by the intervention of a commander. Markers (casualty or red counter) should indicate shaken units.

DPs are assigned for the following as *soon as they occur*:

- 1 DP for each non-light friendly unit broken or destroyed in 100 paces
- 1 DP for fatigue while moving depending on die roll
- 1 DP for evading' and for chargers who fail to contact enemy.
- 1 DP if that unit's commander is killed or broken in 100 paces (2 DPs for General)
- 1 DP if elephants pass through that unit's ranks
- 2 DPs if formed troops burst through by rampaging elephants.
- 1 DP if heavy infantry who moved or charged this turn are charged by cavalry or elephants .
- 2 DPs if formed troops contacted by a charge that originated from behind the unit's flank or rear.
3 DPs for pikemen in this case
- **Shaken** if broken or on 5th DP (+1 for a pikemen unit of 6 or more stands). Once shaken further DPs for combat or morale cause a casualty and DPs for movement or shooting have no further effect

Elephants do not receive DPs. Whenever an elephant unit is Hit by missile fire or gets a combat result that would normally cause a DP, roll a D6 for each Hit or DP. A result of 1 indicates a **critical hit**. Roll again:

1-2 Elephant destroyed

3-6 Elephant rampages — heads in a random direction determined by a D6, bursting through any troops friendly or enemy that get in the way.

Formations. Units must either be unformed, or formed in line or wedge.

Unformed Units are those which make no attempt to maintain ranks and files. Light troops; shaken units; units in rout, pursuit, evading or retiring; are always unformed. **Peltasts** and **Asiatic Infantry** will automatically become unformed if they move (including charge move). They may form line if they remain halted. Other units may not unform voluntarily. Unformed units move stands independently with no manoeuvre penalties. They are considered to be facing all round.

Units other than unformed or elephants, must normally form in **Line**, one or two stands deep, and at least as wide as deep. All stands must face in the same direction except a two deep line may turn the rear rank to face backwards.

Macedonian and Greek Cavalry units of 3-6 stands may form **Wedge**. This is formed with a single stand in the front rank, two in the second and additional stands in a third rank. Units in wedge may wheel freely without penalties.

Risk to Leader. Unattached leaders, beyond 40 paces of friends, who are contacted by any enemy troops are automatically captured. Leaders who are attached to a unit which suffers a DP due to missile fire or combat must roll a die. If a '1' is rolled, roll again:

1 = Killed

2-4 = Wounded. Generals may now make only one command decision per turn, Commanders may only control troops. A previously wounded leader, wounded for a second time is killed.

5-6 = Near miss. No effect

Playing the Game

The game is played sequentially in several phases with both sides completing each phase before moving to the next. At the start of each turn players dice for **initiative** with high roll deciding whether to take the initiative and move first. Add one to the die roll if the general has more actions than the opposing general. All actions are conducted from right to left. The player with initiative takes the first actions in all phases.

Phase I -- Command Phase.

1. Each leader who is represented on table by a command stand, must decide what he will do from the following **command decisions**. Generals may normally take two actions (may be two of the same), Commanders only one. Historically superior leaders add one action:

- **Control units** under his command and within 100 paces. Units will have to take a *control test* if not being controlled.
- **Inspire a unit** which the leader has already joined. To do this the leader's command stand must be in contact with the unit and from that point on he will move with the unit and be bound by any combat results. This will allow the leader to do one of:
 - Influence a Control Test
 - Remove a DP from a resting unit
 - Increase a unit's combat effectiveness

Unless a General has chosen to inspire twice, a leader may only do one of these per turn. He may for example, inspire in combat or remove DPs but not both. An inspiration marker should be placed beside the command stand to note that he will inspire. It should be removed once the action is completed. **Elephants cannot be inspired.**

- **Move** during the Command Phase and/or **join a unit**. A leader who had already joined a unit will move with that unit normally in the move phase and does not need to take a Move command decision to do so. **Unattached leaders may only move in this phase** although if they join a unit they may move with it in later phases of the same turn. Unattached leaders may move up to 240 paces, attached leaders move as part of the unit.

2. Units which are not being controlled, and all units who wish to cease rout, pursuit, or looting; must take a **Control Test** to determine their actions for the rest of the turn. **Roll 1 AvD (A-B Grade) or 1 D6 (others)**. To **cease rout** etc, the result must be other than repeat last move:

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

Control Test Results:

1-2 = Halt and remain halted for the duration of the turn.

3-4 = Act as player wishes.

5-6 = Repeat last move.

3. **Attempt to stop Rampage.** Roll a D6 for each rampaging elephant. If the result is 5-6 the unit is destroyed (elephant killed by its mahout or escorts) +2 to the die roll each turn after the 1st. If the rampage is not stopped, the elephants will continue to rampage in the same direction as before.

Phase II – Movement and Skirmish Phase.

Any units may move up to javelin range (40 paces) from visible enemy. Movement must stop at 40 paces from non-light enemy. Light troops must fall back in face of moves by enemy heavy troops, maintaining a 40 pace distance (this is done during the opponent's move and does not limit further moves by that unit).

Units move 20 paces (20mm) for each number rolled on dice and must move the full distance except that they must halt at 40 paces from visible from non-light enemy and will not be forced to interpenetrate friends or cross an obstacle. Movement may also stop short of the full die roll if the unit wishes to move to line up with friendly troops, this must be declared by the player in advance. Units to the right move first except where two units' moves intersect, the front unit may move first.

Units of the same command who are in base to base contact with each other may roll one set of dice and move as a single body, other units move and dice individually. Light infantry supporting cavalry and in base to base contact with them may move on the cavalry dice as long as the cavalry do not move fast. Units are considered to be in base to base contact as long as they are not separated by more than 20mm.

All stands of a unit must remain together. Unformed units space stands apart by up to 20 paces, other formed units must keep all stands in contact with each other.

- **Basic Move:** Infantry & Elephants: 1 AvD.
Cavalry: 1 AvD + 1 optional AvD (compulsory if fast move)
- **Fast Move:** +1 optional D6 in addition to the basic move. Compulsory if charging, evading, retiring, routing or pursuing. +20 paces for each die rolled on first evade, retire or rout move.
- **Light Troops:** +20 paces for each die rolled (optional)
- **March Move:** optionally double distance if move remains beyond 100 paces of visible unbroken enemy. No penalties for fatigue.
- **Fatigue:** Formed units in line may incur DPs for fatigue and disorder when moving. This occurs in the following circumstances:
 - C-D Grade pikemen: 1 DP each time the move die result is 5-6
 - Other formed troops in line or wedge: 1 DP each time the move die result is 6
 - No penalty for unformed or elephants.

Unformed units and elephants move stands freely and independently. Movement by formed units must be directly to the front with no more than 22½° variation of the centre axis. To do otherwise, requires units to **manoeuvre**. Manoeuvre within 100 paces of enemy causes DPs where noted:

- **Wheel:** Inside edge remains stationary, measure distance moved by outside edge, One DP for units in line within 100 paces of enemy, 2 DPs for pikemen. No penalty if in wedge.
- **Change Formation:** Increase or decrease number of ranks or re-orient the unit formation to face a flank = 1 full move. 1 DP if within 100 paces of enemy, 2 DPs for pikemen.
- **Form-up unformed troops:** One full move. Not possible for light troops who are permanently unformed.
- **About Face:** ½ move for line, full move for wedge. 1 DP for pikemen and wedge. Turns to the flank count as a formation change,
- **Interpenetration:** One DP for formed units within 100 paces of enemy unless one unit is unformed and one is stationary. Pikemen always take 1 DP unless stationary and being interpenetrated by light infantry only.
- **Side-step/step-back:** 40 paces. Formed infantry only.
- **Incline:** Move equal distance forwards and sideways. Formed infantry only. pikemen and spearmen may only incline to the right.

Shooting during the Move Phase:

- Light cavalry and javelinmen may move and shoot without restriction.
- Others may combine a basic move with shooting, but not a fast move. They may also shoot if they remain halted.

- Light troops may choose to shoot either before or after making their move, others only after or instead of moving.

Unformed units may shoot all round, others up to 22½° off centre. Eligible units may shoot at targets out to their maximum range: 100 paces for archers/slingers and asiatic infantry, 40 paces for others. The nearest target must be engaged and there must be a clear line of sight from the shooter to the target. Enemy engaged in combat are not eligible targets. A gap must be at least 20mm wide to shoot through.

Roll 1 D6 for each stand shooting, less 1 die for each DP on the shooting unit; 1/2 number of dice (round down) if target is unformed light infantry, or in cover. If the result is 6, a **Hit** has been scored. .

+1 light infantry shooting at 40 paces except against the front of a pike unit

A Hit causes 1 DP on the target until it becomes shaken. Further Hits from shooting on shaken units have no effect.

Shooters may engage heavy troops up to 20 paces behind light troops as long as the heavy troops are within range. In this case divide hits between the heavy target and the light screen with the light troops taking the majority of hits in case of an uneven number.

Rest, Rally and Recovery.

Any unit may choose to **rest**, instead of moving. Resting troops may remove DPs as follows:

- A Grade: 2/turn
- B-C Grade: 1/turn
- D Grade: 1/turn if not shot at

Leaders may remove one additional DP if inspiring a resting unit. This may include D Grade units who were shot at. However the requirement to be stationary still applies. Resting units may shoot.

Rallying Shaken Units. Shaken units can no longer simply remove DPs by resting. To recover they need to **rally** by resting beyond 100 paces of any visible unbroken enemy, regaining order with 3 DPs at the end of the turn.

Phase IV -- Combat Phase

1. Declare charges. Players state which units wish to initiate a **charge**, player with initiative declaring first. This is an irrevocable decision A charge is the only way for units to close to hand-to-hand combat. To initiate a charge *infantry and elephants must be at 40 paces*, cavalry at any distance from enemy.

Shaken units, archers & slingers and asiatic infantry may not normally initiate a charge. However, light infantry supporting elephants or cavalry (within 20 paces) may charge together with such units as a single body. Other unformed units may only charge shaken or unformed enemy or an exposed flank or rear. Formed Peltasts may initiate a charge even though their charge move will cause them to become unformed.

2. Make charge & response moves. Charging units must dice, using the maximum dice for a fast move regardless of the distance to be covered. DPs for fatigue must be taken into account immediately. Charge moves must be in a straight line directly to the front and continue until contact is made or the full distance rolled on the dice has been moved.

Elephants charging heavy infantry will possibly fail to contact if there is a gap, at least as wide as the elephant unit, within 40 paces of where the elephant charge would hit the intended target. If such a gap exists roll a D6. A result of 1-3 will result in the elephant unit charging through the gap rather than contacting.

Units which are being charged and who did not themselves declare a charge, respond according to type:

- Shaken troops break
- Unformed infantry may choose to stand if if charged by cavalry, elephants or light troops. Otherwise they must **evade**.
- Unformed cavalry may counter-charge cavalry or light troops, otherwise they must evade.
- Formed cavalry may evade infantry or elephants. Otherwise countercharge.
- Others must stand to receive at the halt.

Evade: Take 1 DP and make a full fast move away from enemy. Add 20 paces for each die rolled on initial evade move. Evading units caught by chargers will automatically take a casualty and break.

If chargers fail to contact, because their opponent broke or evaded, they must continue their charge move up to the full distance. Unless they are light troops or A Grade, they will automatically charge into any new opponents who are uncovered by the evading or breaking unit. A new target must react according to the normal charge responses if it is charged in these circumstances. Light troops and A Grade troops may choose to halt at 40 paces from the new target. Take 1 DP if chargers fail to make contact with any enemy.

Standing to Receive a Charge. Units which stand may turn about, cancelling the effect of a charge from the rear, only if the charge began from beyond 100 paces. They may not similarly turn to a flank. Formed peltasts and asiatic infantry who did not shoot in the previous move phase may do so if they stand to receive a charge. They may only shoot at the opponent charging them.

3. Simultaneously resolve combat. Pikemen and spearmen roll 1 AvD, others 1 D6. Add the following and compare results. For multiple unit combats, roll a die for each unit, total *all factors for all units* and divide by the number of units (to determine quality grade in multi-unit combats, use the majority, or where exactly equal use the highest). *Round up* to the nearest whole number. All units involved in the combat must share the outcome.

- +? Combat Value
- +1 Each Quality Grade higher
- +1 Supported **
- +1 Peltast charge, pursuit or follow-up
- +1 Each engaged stand, minus DPs, of a pike unit.
- +2 Cavalry/elephant charge, pursuit or follow-up **except** cavalry against elephants
- +1 Light Infantry follow-up or pursuit (but not charge)
- +1 Leader inspiring (per inspire action)
- 1 Each DP/ Casualty
- 5 Shaken
- 2 Unformed (-4 for unformed pikemen), not if LI vs Elephants
- 1 Outnumbered *
- 2 Outnumbered 2:1
- 3 Outnumbered 3:1

* **Numbers.** Count stands in base to base contact, plus one over-lapping on each flank for formed units. All the above are considered to be **engaged** stands. Also count all stands in a second rank of a pikemen unit in base to base contact with the first rank and facing the enemy. **Elephants stands** count double others singly. Units in **wedge** count all stands in the first two ranks as 'engaged' and a third rank as supporting. Units, which have been hit in the flank or rear, only count stands directly in base to base contact with enemy and not any overlapping or supporting stands.

** **Supported.** A unit counts as supported if formed heavy infantry or heavy cavalry has a second line of the same type directly behind the engaged stands, no more than 20mm away, and facing the enemy. This second line can be from the same or another unit and must be more than half as many stands as the engaged rank to count. Cavalry, and elephants can also be supported by light infantry. Light infantry themselves never count as supported, nor do units hit in the flank or rear. Units in wedge do not count their second rank as supporting. They will be supported by a third rank or by another unit.

Results:

5+ Victory. (0 DPs). A/B Grade units and pikemen may choose to halt. Cavalry that choose not to pursue take 1 DP. Otherwise must pursue.

+2/4 Success:

- Infantry who stood to face a charge by cavalry or elephants must halt (0 DPs).
- Cavalry who charged good order infantry frontally, must fallback. (1 DP).
- Elephants pass through enemy ranks (1 DP on elephants, 1 additional DP on opponent)
- Other A/B Grade, pikemen, and C Grade units who did not charge or who were opposed only by light troops, may choose to halt (1DP)
- Others must follow up or pursue opponents (1DP)

+1/-1 Inconclusive. (1 DP each)

- Cavalry who charged good order infantry frontally, must fallback. (1 DP).
- Infantry and other cavalry choose to halt or fallback.
- Elephants pass through enemy ranks if opponent remains halted. Otherwise follow-up

-2/-4 Set-Back. Break if shaken, elephants take a critical hit, otherwise 2 DPs

- HI who were charged by cavalry or elephants, must halt
- Unformed troops must retire
- Elephants must halt
- Others must fall-back

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

-7 or less Rout. Elephants destroyed. Others take 1 casualty and break.

4. Make After Combat Moves: Defeated units decide options first, player with initiative deciding options last in case of an inconclusive result. **Supporting troops** must share the result of the engaged troops except, if victorious, only one unit (either the engaged or supporting unit) is obliged to follow-up or pursue. The other may choose instead to halt. Move falling back, retiring and routing units first then those following up or pursuing.

Halt. Remain halted the following turn. May change formation or facing, shoot and respond normally to charges. 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. Continue combat next turn.

Pass through enemy ranks. Move forward 40 paces through opposing troops. Opponents receive 1 DP in addition to their combat result. Once on the other side of enemy, movement will be determined by a control test. If contacting new enemy as a result of this move the combat is fought immediately with neither side counting as charging or following up.

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

Retire. Move back full fast move unformed +20 paces for each die rolled on the initial retire move. Units unable to retire remain in place and receive 1 DP. Retiring units break if caught by pursuers.

Break. Make a full fast move, unformed +20 paces for each die rolled on the initial rout move until behind supporting troops, or beyond 100 paces of enemy. They may then halt and rally *if they pass a control test*. Units unable to move remain in place, receive 1 casualty and will surrender to any enemy within 40 paces. **Pikemen who break** will throw away their pikes and if they rally will count as peltasts with no missiles.

Pursue. Make a full fast move, *unformed*, in an attempt to remain in contact with opponent who broke or retired. Pursuers encountering new enemy automatically come into combat with them except light troops or A Grade who may choose to halt at 40 paces from the new target. A new target must react according to the normal charge responses if it is charged in these circumstances. This is worked out immediately as a new charge. **Pursuers who catch routers or retirees** may engage immediately, rolling one die per engaged stand, causing an automatic casualty for every 3+.

Tips and Tactics

Deploy in depth. Several successive charges by new units will always be more effective than massing lots of troops to hit at once. Therefore, deploy troops in two or three lines and use fresh units to relieve tired or shaken units.

Rest before engaging. An accumulation of DPs for whatever reason will rapidly reduce a unit's capacity to fight effectively. This is particularly true for pikemen. Units with more than 2 DPs should almost always rest a turn to remove DPs before charging or moving too close to dangerous enemy.

Skirmish Effectively. Use missile fire to support heavy troops particularly as they go into combat. Light troops can also useful screen heavy troops absorbing some of the DPs that would otherwise disrupt their combat effectiveness. However, shooting will not win the battle, the worst that can happen to a unit is to become shaken. It still requires hand to hand combat to secure victory.

Use Cavalry on the Flanks. Cavalry rarely win frontally against good order heavy infantry. Even if they win, they will be forced to retire and take DPs while the infantry, standing firm, will be often be unscathed. Cavalry are more effective chasing off enemy cavalry and skirmishers and then moving in on the flanks or rear of enemy heavy infantry.

Support Elephants. Elephants are unpredictable and can often do as much damage to friends as enemy. If successful they can severely disrupt an enemy formation but it is unlikely they will break it. It is worthwhile having some good heavy troops nearby in a position to exploit the damage caused. However, the drawback is that the elephants could rampage and disrupt the supporting troops rather than the enemy.