Scope and Scale

These rules are designed to refight battles of the late Roman Republic and early Empire. Intended to refight big battles, the rules have been developed primarily for use with 6mm scale miniatures with figures mounted on 20mm square bases. Each base represents approximately 500-600 heavy infantry (a cohort), 300-400 medium infantry, 150-200 cavalry or light infantry, 100 chariots.

Organising Troops

Troops are classified as one of the following types:

Troop Type	Able to Shoot	Notes
Light Infantry (LI)	yes	Open order skirmishers armed with javelins, slings or bows
Medium Infantry (MI)	no	Close combat troops in loose irregular formations such as Spanish Celts, Dacians and Germans. This also includes Roman auxiliaries.
Heavy Infantry (HI)	no	Roman legionaries fighting in close order.
Bowmen (Bow)	yes	Massed Asiatic archers and Roman auxiliary archers. Count as MI for movement and combat.
Light Cavalry (LC)	yes	Open order cavalry skirmishers
Medium Cavalry (MC)	no	Closer order spear & javelin armed cavalry with limited skirmishing ability.
Heavy Cavalry (HC)	no	Lance armed armoured cavalry such as Sarmatians and Parthians.
Cataphracts (Cat)	no	Fully armoured men in close formation riding armoured horses such as used by the Parthians.
Chariots (Ch)	no	Light chariots used by the Ancient Britons, Picts and Gauls.

Light infantry and light cavalry are collectively referred to as 'light troops'.

Cataphracts move and fight as heavy cavalry with some additional benefits from their armour. Fighting in dense formations they are slower and less manoeuvrable than other heavy cavalry.

Chariots are treated as unformed medium cavalry unless otherwise stated.

Unit Organisation

Roman legions are organised as described below. Others are combined into *units* of 2-6 bases of the same type. Except for legions, units must remain together as a single body for the duration of the game.

Roman Legions. A Roman legion is a single unit usually of 10 bases (cohorts). The First Cohort (carrying the eagle) may be double sized bringing the legion up to 11 bases. A legion will usually be formed two or three lines deep. There should be a gap of up to 1 inch between lines. The entire legion moves and fights as a single entity regardless of the number of lines (eg: if one line moves, they all do, at the same speed and direction). The Legionary unit is considered to have no flank when it is shot at or charged, on the assumption that individual cohorts will turn to face the threat. It may only move in the direction of facing and it is considered to have a rear. A rear line may, however turn to face a threat but if facing in opposite directions the legion may not move as a single body.

It is possible to detach a line, or part of a line from a legion to move as a separate unit. If so it will take with it the same number of DPs as the parent legion. From then on it will move and act independently.

Understrength units. These can represent depleted units. An understrength base should have less figures on each base so that it can easily be distinguished from full strength bases. Two understrength bases count as 1 normal base for combat and shooting.

Troop Quality. Each unit is assigned one of the following quality grades:

A Grade: Veteran Romans with high morale

B Grade: Experienced Romans with good morale, or others with high morale.

C Grade: Troops with average morale, training and experience.

D Grade: Unenthusiastic, poorly trained or inexperienced troops

Barbarian warbands. Gallic, German and similar infantry often deployed in deep formations with the best warriors in the front with inexperienced men behind. This can be represented by a unit of B Grade elite warriors in front with a unit of C or D Grade inexperienced men directly behind them. The unit to the rear will give support in combat. Alternatively some could be formed in a wedge (see formations)

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 subdivided into *Commands* of infantry or cavalry, each led by a *Commander* represented by a single figure command stand. Command stands mark the location of the leader but have no combat capability. They can also indicate the number of actions a leader has (see command). An infantry command may contain up to one unit of cavalry. Cavalry commands may contain any number of light infantry and up to one unit of heavy or medium infantry.

Important Game Concepts

Death, Desertion and Disorder Points (DPs). A unit's strength and cohesion is noted by the accumulation of DPs due to fatigue and disorder when moving, from missile fire, combat and psychological factors. DPs are indicated by markers (small pebbles) placed beside the unit. DPs can be removed by halting to redress ranks or by the intervention of a leader.

DPs are assigned for the following morale factors as soon as they occur:

2 DPs for each friendly HI retiring within 4"

1 DP for each friendly medium infantry or heavy cavalry unit retiring within 4"

3 DPs for each friendly Roman legion of 7 bases or more routing or destroyed within 4"

2 DPs for each other non-light friendly unit routed or destroyed within 4"

1 DP if leader killed/routed within 4" (2 DPs if the General)

DPs are also incurred for fatigue and manoeuvre, shooting and combat. **Once a unit has 3 DPs for any reason**, it no longer takes any more for fatigue or manoeuvre.

Shaken. A unit becomes *Shaken* if routed or when it has accumulated 5 DPs. Any further DPs due to shooting, combat or morale (but not fatigue or manoeuvre) will cause an entire base to be removed as a casualty. Markers (casualty or red counter) should indicate shaken units.

Legions in multiple lines may accumulate an additional DP each for a second and third line before becoming shaken (eg: a three-line Legion becomes shaken with seven DPs not five).

Formations

Unformed Units. Unformed units are those which make no attempt to manoeuvre as a formed body. Light troops and chariots are always unformed. Others become unformed if shaken, routing, pursuing, evading or retiring. Unformed units move bases independently with no manoeuvre penalties. They are considered to be facing all-round. Space bases apart to indicate unformed status.

Formed Units. Units other than light troops and elephants must adopt one of the following formations:

Line. One base deep, side by side.

Legion. One, two or three lines with a space of up to 1" between lines.

Wedge (or Cuneus). May be formed only by HC, Germanic MI, and elite Celtic MI such as the Gaisatai, Fianna or Solduri. Two bases wide and usually two — one base in front rank, 2 in second. A wedge can also be formed of 4-5 bases with the additional bases forming a third rank.

Column. Normally one base wide and one behind the other. Legions will form as many columns as there were lines. Phalanx forms a column two bases wide.

All bases must face in the same direction, except a legion in multiple lines may turn the rear rank to face backwards.

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 or to move second. All actions are conducted from right to left. The player with initiative takes the first actions in all phases.

Phase I — Command Phase. Dice for initiative. Take command actions for each leader (see command below) and apply the results of their actions. Once all leader actions are completed, take control tests for all units not under control (see control below).

Phase II — Manoeuvre and Shooting Phase. Troops not constrained by a control test may be moved in order from right to left. Movement must stop at 4" from formed enemy. Unformed enemy must fall back in face of an advance by formed troops, maintaining a 4" distance. Bowmen may shoot or move, not both. Light troops may move then shoot, shoot then move, remain stationary and shoot twice, or simply move. Units may choose to remain stationary to redress ranks instead of moving or shooting. Shaken unis may rally with 4 DPs if they remained halted beyond 8" of unbroken enemy.

Phase III — Charge Phase. Declare charges and make charge and charge response moves. Charges may only be declared against enemy within 4".

Phase IV — Combat Resolution Phase. Resolve combat in order from right to left from the perspective of the player with initiative. Apply DPs from routs, retirements and leader casualties as soon as the circumstances occur, before moving on to the next combat.

Phase V — After Combat Moves. Take all moves resulting from combat. Apply any new DPs from rout and retirement moves

Command.

Generals may normally take two actions in the command phase, other leaders may only take one. Historically exceptional leaders may add an additional action. The possible actions are:

Move (1 action). The leader may move up to 12" in the command phase, including detaching from one unit and/or attaching to another. They may then move again in the manoeuvre phase either independently or with the unit to which they are attached — if that unit moves.

Steady (1 action). The leader may immediately remove 1 DP from a unit to which he is attached. This may be done even if the unit is in combat. The unit and leader must then remain halted in the movement phases but they may charge.

Inspire (1 action). This gives a bonus to the unit in combat to which he is attached.

A leader who is attached to a unit will also be able to influence that unit's control tests (see below) and will increase its combat effectiveness (in addition to inspiring). These do not require command actions.

A leader with 2 actions who was already attached could choose to steady or inspire twice each. He may not steady and inspire in the same turn. Or he may move to attach to a unit (1 action) then steady or inspire once (1 action). It helps is a leader's command stand has the same number of

figures as actions. So a general with 2 actions should have 2 figures on his command stand. An exceptional general with 3 actions should have three figures. A commander with one action has a single figure command stand.

Control

Units within 4" of a detached leader, are considered to be *under control* and may move and act as the player wishes. Leaders attached to a unit only exert control over that unit.

Units that are not under control at the end of the command phase (after all leader actions have been taken) must normally take a *Control Test* to determine their actions for the rest of the turn. There are, however, exceptions:

> Units that are part of a continuous line, in base to base contact with a controlled unit of the same command, are considered under control as long as they conform to moves made by the controlled unit. This means if the controlled unit halts they halt, if it moves they move with it. They only need to take a control test if they wish to attempt any different actions.

> Units that form rear lines and are within 4", directly behind a controlled unit of the same command, may also conform to moves made by the lead controlled unit as above.

> Light troops within 4" of a controlled unit (including those extending a continuous line) are considered to be under control and may move as the player wishes in any direction.

Control Test. Units that are not considered to be under control; and all units that 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 for A Grade and B-C Grade light troops, 1 D6 for others:

> +1 if charging, looting, in rout or pursuit,

> +/-1 if leader attached (optional after die rolled).

Results:

> 1-2 = Halt and remain halted for the duration of the turn. May not charge.

> 3-4 = Act as player wishes.

> 5-6 = Repeat last move.

Risk to Leader.

Unattached leaders contacted by any enemy troops are automatically captured.

Leaders who are attached to a unit which suffers a DP due to missile fire, or fought a round of combat, must roll a the 'die of death'. If a '1' is rolled, roll again:

> 1 = Killed

> 2-4 = Wounded. Loose one action. Leaders who previously had only one action may no longer inspire or steady. They no longer get an automatic hit in combat. A previously wounded leader is killed if wounded a second time.

> 5-6 = A mere flesh wound. No effect.

If a leader is killed, his second in command takes his place the following turn with 1 action.

Movement

Movement must normally stop at 4" from enemy to the front except that enemy light troops must fall back in face of moves by formed troops, maintaining a 4" distance (this is done during the opponent's move).

Move Distances:

> **March Move**. Units beyond 8" of enemy may make a *march move*. If making a march move, infantry and cataphracts may move up to 8", other cavalry up to 12". Units making a march move must begin and end their move beyond 8" of enemy.

> **Non-March Moves** are determined by dice. The full distance must be moved except that movement must halt at 4" from formed enemy and may halt 4" short of friendly troops or

rough terrain. All movement is conducted from right to left except where two moves intersect. It which case the front unit may move first. All units being controlled by the same leader move together on the same die roll. Others dice individually.

Infantry & cataphracts: 1 AvD x 1" plus one optional additional D6 x 1"

Cavalry: As for infantry plus another optional D6 x 1". The additional third die may only be used if the unit previously moved.

Evade, rout, retire, pursue: Roll maximum dice. Add 1" per die to initial rout and retire moves, but not evade, pursuit nor subsequent moves. Move unformed.

Fatigue: Formed units may incur DPs for fatigue when moving. This occurs in the following circumstances:

Formed troops: 1 DP each time the move die result is 6

No penalty for unformed troops, or if in column.

Rough Terrain (woods, built up areas, boggy ground, steep slopes, crossing obstacle etc.). Usually impassable for cavalry. Formed HI take 2 DPs for moving through or across. Formed MI take 1 DP. Unformed infantry are not affected. Non-cataphract cavalry may cross a minor obstacle or move through light woods (orchard, olive grove etc) for 1 DP.

Manoeuvre

Unformed units move stands freely and independently. Movement by formed units must be directly to the front with no more than 22½° variation off centre. To do otherwise, requires units to manoeuvre.

Manoeuvre within 8" of enemy causes DPs on formed troops where noted below:

Wheel: Inside edge remains stationary, measure distance moved by outside edge. One DP for formed HI and HC within 8" of enemy. No penalty if in column, wedge, or for other troops.

Change Formation: Half a move, 1 DP if within 8" of enemy.

Reform unformed troops: One full move once cause no longer applicable. Not possible for light troops or chariots which are permanently unformed. May re-form facing any direction and in any formation. May not charge this turn.

About Face: ½ move. Turns to the flank changes line into column and visa versa counting as a formation change. Legions in multiple lines may choose to turn only the rear rank. 1 DP for formed cavalry. No penalty for others.

Passage of Lines: One DP for formed units within 8" of enemy unless one unit is unformed, one is stationary and none are routing.

Side-step/step-back: Up to 2" taking a full move. A-B Grade Infantry only.

Redress Ranks

Non-shaken units may choose to remain stationary to redress ranks rather than moving or shooting. They may charge in the charge phase. Redressing ranks allows the unit to immediately remove DPs (unless in combat) as follows:

A Grade may remove 1DP plus 1 additional DP if beyond 4" of enemy.

B Grade may remove 1 DP

C & D Grade may remove 1 DP if beyond 4" of enemy

DPs removed by redressing ranks are in addition to those removed by a leader who chose to steady a unit in the command phase.

Rallying Shaken Units. Shaken units can no longer simply recover order by redressing ranks. To recover they need to rally by redressing ranks beyond 8" of any visible unbroken enemy, regaining

order with 4 DPs. Alternatively a leader that steadied a shaken unit in the command phase will remove 1 DP in which case it will cease being shaken. In this case the unit does not have to be beyond 8" of enemy.

Shooting

Only light troops and bowmen may shoot. Range is 4" for light troops regardless of weapon, 8" for bowmen. The nearest target must be shot at and there must be a clear line of sight from the shooter to the target. Enemy *engaged* bases in combat are not eligible targets. Supporting and other non-engaged bases are eligible targets (see Combat).

Light troops may shoot then move, move then shoot or remain stationary and shoot twice. If they chose to redress ranks they may not shoot. Bowmen may either shoot or move, not both.

Roll 2 D6 for bowmen base within 4". 1 D6 for others. Halve dice if shooting at LI, or cataphracts, or at a target in cover, or HI unless shooting at their rear. Not cumulative, round up. Then:

> -1 die for each DP on the shooting unit

Always roll at least 1 die.

Inflict 1 DP for every '6' rolled.

Combat

Charges. Units close into hand-to-hand combat by charging. To initiate a charge the unit must be within 4" of the intended target at the end of all move phases. Move charging units into contact without die rolls unless enemy evades (see below). If mutually charging, meet half way.

- Light infantry may only charge other LI
- Light cavalry may only charge cavalry, chariots or unformed opponents.
- Bowmen may not charge.
- Others may charge unless shaken, in column, on a halt reaction from a control test, or if they re-formed in the movement phase. Units that halted to redress ranks or conducted other manoeuvres this turn may charge. As may units that were steadied by their leader.

Units that are being charged and did not themselves declare a charge, respond as follows:

- Unformed troops may evade — making a full move away from the enemy.
- Formed medium cavalry may evade (becoming unformed).
- Formed heavy cavalry and medium infantry may countercharge.
- Otherwise stand to receive.

Evading units caught by chargers will break and rout. The unit that catches them gets a *free hack* — rolling one die per engaged base, causing an automatic casualty for every 4+.

If chargers fail to contact because their opponent evaded, A and B grade formed infantry may choose to halt on the vacated enemy position.

Otherwise the chargers must roll maximum move dice (taking DPs for fatigue) and continue their charge move up to the full distance. They will automatically charge into any new opponents that are uncovered by the evading unit. The new target must react according to the normal charge responses if it is charged in these circumstances. If the new target counter-charges it will take 1 DP if the evaders moved through or around it.

The Barbarian charge. The initial charge of Celtic and Germanic infantry was feared for its ferocity. Celtic chariots had a similar impact. Therefore, B-C Grade Celtic or Germanic MI and chariots, in their first charge of the game, get an initial combat bonus. This also includes B-C Grade units in front supported by D Grade behind. Thereafter they are penalised in a continuing combat as their ardour wanes. Later charges get neither a bonus nor penalty.

Resolving combat.

Roll 1 D6 every engaged base to a maximum of 10 dice.

Engaged bases.

Count all bases in contact with opponent plus up to one over-lapping on each flank if otherwise not engaged. The overlap may come from another unengaged unit in which case it is not affected by the combat result.

Count all bases in first two ranks of a unit in wedge if charging or following up. In other circumstances count only the bases of the widest rank (2 bases unless they have casualties).

Add or subtract additional dice for each combatant (not base) as follows

+2	A Grade
+1	B Grade
-1	D Grade
+1	Leader inspiring (for each inspire action max +2)
+1	Supported (see below)
+1	MI or MC charge, pursue or follow-up; except MC charging HI frontally.
+2	Initial Barbarian charge, -1 in any continuing combat thereafter
+2	HC charge, pursue or follow-up
+1	Formed HI if charging or following-up
+1	Formed HI in combat regardless of circumstances (cumulative with above)
+2	Non-cataphract cavalry fighting unformed infantry
-1	Each DP (maximum -4)
-5	Shaken

Always roll at least 1 die.

A *hit* is scored on each die result of 6 if:

in column, or if unformed except chariots, or LI facing cataphracts.

fighting an opponent who has advantage of ground,

having been charged from behind the flank or rear, except light troops and legions in multiple lines.

infantry who charged and are themselves charged by cavalry

A hit is scored on a 5-6 in other circumstances.

An automatic hit is additionally scored if a leader is attached to the unit in combat.

Supported. A unit counts as supported if formed infantry or cavalry has another unengaged and unshaken unit of the same type (formed infantry or formed cavalry) directly behind the engaged unit, no more than 1" away, and facing the enemy. The supporting unit must have at least half as many stands directly behind the engaged unit to count.

A Legion counts +1 for supported for each line facing same direction.

A wedge counts supported if it has a bases third rank.

Chariots may be only be supported by MI.

Advantage of ground. If defending edge of woods, higher ground or field fortifications, unless fighting against elephants.

Multiple unit combats. Use the average grade of engaged bases (round up) and the DPs or shaken status of the engaged unit with the most (ignoring others). DPs on supporting units are ignored. Use charge bonus of the unit with the highest. Other factors according to the unit with the most engaged bases.

Results. Compare the difference in hits scored by each side.

4+ Victory (0 DPs). A Grade may halt. B Grade formed infantry may halt if they did not charge. Units facing only light troops may halt. Others must pursue.

+1/3 Success (1 DP):

• Formed infantry that stood to face a charge by cavalry must halt

• Cavalry that charged formed infantry must retire.

• Others follow up or pursue opponents, except A Grade infantry and units opposed only by light troops may choose to halt.

Equal Inconclusive. (1 DP each):

• Cavalry facing formed infantry, or after a second round of combat, retire.

• Cavalry that charged only cavalry or light infantry pass through. Light infantry passed through by cavalry take an additional DP.

• Otherwise halt.

-1/-3 Set-Back. (2 DPs):

• Shaken rout.

• Formed infantry charged by cavalry halt

• Cavalry retire if facing formed infantry, or fought a second round of combat.

• Unformed troops retire

• Others fall-back

4- Defeat. (2 DPs and 1 casualty). Rout if shaken or unformed. Otherwise retire.

Casualties are taken from the front rank except for units in wedge which take casualties from the rear rank.

Supporting units to the rear are bound by the combat result and must make the same after combat move. They do not take casualties but do take DPs from the combat result.

After Combat Moves

Defeated units move first, player with initiative moving last in an inconclusive combat.

Halt. Remain in place. Continue combat the following turn if opponent does the same. Legions may *relieve ranks*.

Fall-back. Move back 1" facing enemy in good order. Units unable to fall-back remain in place and take a casualty. Legions may relieve ranks in which case they remain in place. Their opponent does not count as following up if the combat continues next turn.

Follow-up. Move forward in good order to remain in contact with an opponent that falls-back. Fight combat again next turn. Legions may relieve ranks in which case they still follow-up.

Relieve Ranks. Legions with second and third lines may relieve ranks on a halt, fall-back or follow-up result. Place a marker beside the legion to indicate. Line relief removes 1 DP. This may only be done as many times as there are additional lines in the legion. Eg: a two line legion may only relive lines once.

Pass through enemy ranks. Move forward 4" through the opponent in good order.

Retire. Make a full unformed move away from the enemy. Units unable to retire, remain in place and receive a casualty. Retiring units rout if caught by pursuers. If they outdistance pursuit they may reform next turn (depending on control test result) or continue to retire a further move.

Rout. Make a full unformed move away from the enemy until they have outdistanced pursuit at which point the routed unit is eliminated, it being assumed that survivors have dispersed. Units unable to move surrender to any enemy within 4".

Pursue. Make a full unformed move, in an attempt to remain in contact with opponent who routed or retired. Pursuers encountering new enemy automatically charge them. A new target must react according to normal charge responses. This is worked out immediately. Pursuers who catch opponent get a *free hack* rolling one die per engaged figure, causing an automatic casualty for every 4+. Pursuit continues until the pursuers get a Control Test result of less than 5. If there are no enemy left to pursue they will move towards the enemy baggage train and loot it.