GREAT BATTLES OF
JULIUS CAESAR

RULE BOOK

BATTLES OF THE LATE ROMAN REPUBLIC AND EARLY EMPIRE
106 BCE TO 51 CE
DELUXE EDITION

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1.0 INTRODUCTION

The *Great Battles of Julius Caesar Deluxe Edition (Caesar)* portrays the development of the art of war, and most specifically that of the so-called Marian Legion, as first envisioned by Scipio Africanus, then developed throughout the 2nd century BCE, and put in place by Gaius Marius ... the so-called "Marian Reforms". After being used to expand the empire far beyond the dreams of any of the earlier Republicans, the legions now come face to face during the Civil War between Gaius Julius Caesar and Gnaeus Pompeius Magnus (Pompey the Great), a war which sounded the death knell for the Roman Republic. This Deluxe edition covers all the major battles fought by Julius Caesar both in Gaul and against his political rivals across the Roman world. In addition to Caesar's battles, the package includes three early battles featuring the Marian Legion and two battles from the Emperor Claudius' invasion of Britannia showcasing the Marian Legion at its apex. All battles originally published in *Caesar: The Civil War*, its modules, *Caesar: Conquest of Gaul*, and its out of print modules, are included in this deluxe package.

DELUXE EDITION NOTE: These rules supersede and replace those of *Caesar: The Civil War* and *Caesar: Conquest of Gaul*. Significant changes from the earlier rules are noted with a Design/Play Note. In addition to consolidating the two original rulebooks, we have taken the opportunity to perform a thorough update of the rules to the latest *GBoH* standard and have added several new examples.

For Those Who Have Played *SPQR*: The changes between *Caesar* and *SPQR* primarily reside in an expanded set of command rules both for the Romans and their adversaries, and the structure of the legion.

Note for Players: *Caesar*, while not an overly difficult game to learn, understand or play, uses a tactical system which rewards most those who know what their men can do and how to exploit the capabilities of even the worst of them. To calmly blunder into battle with a "let's see what happens here" theory is to end up assigned as tactical advisor to Crassus at Carrhae.

2.0 GAME COMPONENTS

- 7½ Counter Sheets
- Six 22" × 34" back-printed maps
- One 11" × 17" back-printed map
- Four 11" × 17" Player Aid Cards (PACs I & II; two identical copies of each)
- Two identical 8½" × 11" Player Aid Cards (PAC III)
- One 8½" × 11" Turn Record and Rout Point Tracks Display
- One 8½" × 11" Naval Charts and Tables PAC
- Rules Book
- Scenario Book
- Naval Rules Book
- One ten-sided die
- Two six-sided dice
- Plastic storage bags

2.1 THE MAPS

Each battle has its own map sheet. Each map sheet is back-printed so that there are two battlefields per map sheet. Three of the battles—Pharsalus, Ruspina, and Munda—use a 22" × 34" sheet plus a 17" × 22" extension. The map with the cut edge overlaps the uncut one (i.e., the one with the border). The other battles all use their own, single 22" × 34" or 17" × 22" map. A hex grid covers each map to regulate movement and combat. The effects of the different types of terrain on the map are covered in the rules and charts.

2.2 THE PLAYING PIECES

There are three types of playing pieces, or counters: combat units, representing the various types of fighting troops; leaders, the individuals who command the troops; and information markers used to note certain types of information necessary for play.

2.21 Each combat unit is a specific type—and sometimes class as illustrated below—depending on its weaponry, body armor/protection, and level of experience. All combat units are rated numerically for their Size, Troop Quality (TQ), and Movement capability. Units that are capable of firing missiles also have a Missile Indicator, noting the type of missile used (A=arrow, J=javelin, and S=stone pellet). The Missile Range and Results Table (8.71) gives the ranges available for these missiles. Each combat unit has two sides. When a unit is flipped to its reverse side, that side indicates that it is Depleted (10.4). Unlike other games in the series, the reverse side of a combat unit does not indicate that the unit has Moved.

2.22 Each combat unit is of a certain Type, such as CO (cohorts), BI (Barbarian Infantry), LC (light cavalry), etc. Some types are further subdivided into Class, e.g., all CO (cohorts) are either VET (veterans), REC (recruits), or CON (conscripts). These descriptions are used to determine the effectiveness of one type/ class when fighting another.

2.23 The Legions. This period of history finds the legion composed of 10 cohorts of identically-armed men. Gone were the designations—and the differentiations—between Hastati, Principes, and Triarii. The "first" cohort within each legion contained a core/corps of some of the "best" units in that legion. The velites were, in turn, replaced by even lighter-armed auxiliaries, usually in the form of "hired" skirmisher elements, such as Cretan archers, Balearic stingers, and many of the other "usual suspects".

For the Caesarian Civil War period, we have provided 33 complete Legions each with a numerical designation (e.g., X Legion) or appellation (e.g., Macedon A Legion). These designations are not historical *vis a vis* each battle, although we have made every attempt to use the legions that did take part in that battle. Unlike the legions of the empire, the legions of this era were raised on short notice—sometimes virtually on the spot—by the respective warring parties (here Caesarian or Senatorial) so often had little battle experience.

The result was that this created a cadre of seasoned Legions, raised prior to the Civil War, around which a large number of recruit Legions were raised. Because all cohorts were armed the same (with minor variations), for game/play purposes, the game differentiates between levels of training and experience …a system which replaces the old Hastati-Principes-Triarii system by designating the individual cohort units as either Veteran (VET)—the equivalent of the *SPQR* LG units, legions that had seen extensive combat, or Recruit (REC)—the equivalent of the *SPQR* HI units, legions that had been recently raised with little combat experience but an acceptable amount of training, or Conscripts (CON)—the equivalent of *SPQR* MI units, hastily raised men with little or no training, the ancient world's answer to cannon fodder. The VET/REC/CON class designations are used for all chart and combat purposes. Thus, players can tell the general, overall ability/level of a given legion by looking at the class/experience level of its cohorts. A caveat: the value of individual cohorts, based on experience levels, cannot be gleaned from the Clash of Swords Chart alone. The Clash of Swords Chart is always read together with the Shock Supeiority Chart.

EXAMPLE: Caesar's crack X Legion is composed entirely of VET class cohorts, as is Pompey's Galician Legion, while the Pompeian Spanish Legions are virtually all CON, with the 1st cohort a REC unit, establishing those legions as recently conscripted (like last week).

For Caesar's adventures in Gaul, we have provided all the historical legions Caesar used in Gaul. Some of the legions have two incarnations, allowing us to use them at the differing levels of their experience both during the Gallic campaigns and in the subsequent Civil War period. The scenario setup instructions tell when to use which. Lastly, we have included the three legions that participated in Emperor Claudius' invasion of Britain.
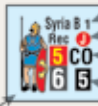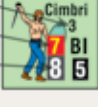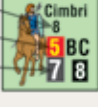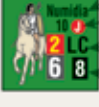
In addition to having its numerical or nominal designation on the counter, each legion is both differentiated and distinguished by color. Caesar's legions all have the same base color; their

colored borders are all different. Each of the Senatorial legions has a different base color and no border.

2.24 Leaders have a variety of ratings, used to rate their Initiative and Command capabilities. These are discussed in 4.1.

2.25 Informational Markers, such as SHOCK MUST CHECK TQ, "#'s" (representing Cohesion Hits), ROUTED, MISSILE LOW/NO, etc., are used to record certain game functions, as discussed throughout these rules.

2.26 Examples of Combat Units:

2.3 CHARTS, TABLES AND THE DIE

The use of each chart and table is explained in the rules. The game uses 10-sided die; the '0' is treated as a '0' (not a '10'), and is less than '1'.

2.4 TERMINOLOGY

Knowledge of the following game terms will be useful for play.

Active Leader: The leader who is giving orders to the troops under his command at any given instant. Only one leader may be active at any one time.

Class: Subcategory within type, used to differentiate between various weapon systems, or in the case of cohorts, to differentiate between levels of training and experience. Cohorts are Veterans, Recruits, or Conscripts.

Cohesion: A unit's ability to remain in an organized, fighting formation. In the game this is measured in the form of Cohesion Hits (Hits/hits for short).

Depletion: The loss of manpower that slightly reduces a unit's overall effectiveness.

DR: Acronym for die roll.

DRM: Acronym for die roll modifier.

Finished Leader: A leader who has previously been activated that Game Turn is "Finished", and (normally) may not be activated again. Leaders may be Finished for other reasons, such as failure to Trump, etc.

Inactive Leader: A leader who has yet to be activated and is still eligible to be activated.

In/Out of Command: A unit is in command if within its leader's Command Range. A unit outside its leader's Command Range is out of command.

Leader: Interchangeable with the word Commander. Leaders were the generals, consuls, legates, tribunes, and kings who commanded and influenced the troops.

Legion: The basic unit of command is the Legion; its ten cohorts are commanded by a Legate or Tribune.

Line: All units that are listed on a specific battle's Line Eligibility Chart or identified in the command system sections as eligible to move under a single Line Command. The term line *never* refers to Cohorts or Legions.

MA: Acronym for a unit's basic Movement Allowance. It also represents a unit's maneuverability *vis a vis* the other units in the game.

Missile Fire: Friendly units throwing javelins, shooting arrows or slinging stone pellets and darts at enemy units.

Momentum: The mechanic by which an Active Leader may be able to undertake more than one Orders Phase in a Game Turn.

MP: Acronym for Movement Point.

Order or Legion/Line Command: Two of the methods leaders have of getting their troops to move, etc. Individual Orders (IO) apply to individual units; Legion/Line Commands (LC) to individual Legions or entire lines of units. A Line Command is similar to a Legion command, except that the latter applies only to cohorts; the former is used for non-cohort units. For the sake of brevity, the word "orders" will mean either a Legion/Line Command or Individual Orders.

Orders Phase: The period during a Game Turn when leaders issue orders to units to move, fire, etc., after which Shock combat is resolved.

Passed Legate/Tribune: A Legate/Tribune whose turn has been skipped so that the Section or Overall Commander may have that Legate/Tribune (and his legion) activate in his Orders phase

Section: More than one legion, whose Legates/Tribunes are all under the command of a Section Commander. Sometimes referred to as a Wing.

Shock Combat: Hand-to-hand, (and, often literally, eyeball-to-eyeball), hack and thrust, slash and crash, melee.

Size: Representing the number of men in that unit. The Size of skirmishers (invariably a '1') does not represent numbers (which are typically low, anyway), but rather the fact that that unit is deployed dispersed (with little formation) so that numbers have no effect on that unit's strength.

Superiority: The relative capabilities and "killing" effectiveness of the opposing weapons/armor system, augmented by that unit's training and experience (for cohorts). Superiority, when achieved, will substantially increase an opponent's losses in cohesion.

TQ: Acronym for the all-important Troop Quality rating. The TQ Rating is, by far, the most important number a combat unit has. It will be consulted whenever a unit does something that will endanger its cohesion. The Cohesion Hit and TQ Check Chart (8.75) summarize when a player uses the TQ Rating.

Trump: The mechanic by which an enemy leader can stop a friendly leader from undergoing an Orders Phase and transfer that phase to that enemy leader. It can also be used by a friendly leader to go before another, but lower rated, friendly leader.

Type: General, categorical description of combat unit, usually used to determine combat effectiveness and results. Examples: CO (Cohorts), BI (Barbarian Infantry), SK (Skirmishers), etc.

Zone of Control (ZOC): The hexes—usually directly to the front of a unit—into which that unit exerts, by its presence, enough "influence" to inhibit freedom of movement.

Knowledge of the following types of combat units/terms will be useful for play.

Legion: An administrative and battlefield term for the combining of ten cohorts into the (very loose) equivalent of a brigade. The word derives from the Latin for "levy". By the First Century BCE, legions had become more professional and cohesive; they had also become more indebted to the commander who raised them than to the state. During the Civil War period there was a clear distinction between Legions that existed prior to the beginning of the war and those recruited during the war, giving the forces raised an uneven complexion.

 Cohort: Under the reforms attributed to Marius, the Legion shed its three-line Hastati, Principes, and Triarii differentiation. All three were homogenized into cohorts, each cohort with the same weapons and armor, at about the same level as the Hastati. A cohort was an organization akin to the modern battalion consisting of 480 men. It was composed of three maniples of 160 men each. Each maniple consisted of two centuries of 80 men each. These strengths are "on paper"; during the war cohorts were frequently well below this strength. The use of the cohort as the basic battlefield unit gave the Roman army remarkable flexibility; it was no longer "linear". Because every soldier was armed the same, superiority in battle resulted not from weapons but from training, efficiency, and experience.

Aquila: The Eagle standards of each Legion, the eagle having been introduced by Gaius Marius as the universal icon for each legion. The metaphysical center of the legion, much like regimental flags in the 18th-19th centuries. (Plural is *aquilae*).

Tribunes: These are the Military Tribunes, commanders of the individual legions, as opposed to the political Tribunes, elected by and representative of the "people" who, with their law-making capability and Senatorial veto, were the bane of Patrician existence. In practice, the legionary Tribunes made few tactical decisions during the battle, leaving that to the "professional" centurions, which is why the Tribunes in the game have such restricted capabilities. The Tribune counter thus represents all these lower-level officers.

Legates: These are the commanders of the individual legions, each chosen for the position by Caesar. Legates function like Tribunes in most cases.

Auxiliaries: In the Marian legion, all non-cohort troops were grouped under the term "auxiliaries" (in Latin, *auxiliares*). This included all the light infantry and skirmishers, most of whom were "hired" from other countries.

Light Infantry: A generic term applied to foot units with little or no body armor, a light shield, and usually a spear and/or sword. Most light infantry had javelin missile capability, although their tactics and training made them different from skirmishers. This class is also used for the *antesignani* special units raised by both sides to operate with their cavalry units in a combined arms task force.

Skirmishers: A generic term applied to troops that wore no armor, rarely carried shields, and used missiles: archers and slingers. By this time, the javelin as a pure skirmisher weapon had proven to be most inefficient. They were intended to harass and annoy the approaching enemy and soften them up for the main blow, although this sort of use had become somewhat less common by this period. Their mobility allowed them to outrun their weightier opponents, which, all things considered, was their best bet for survival. They rarely, if ever, shock attacked unless it was forced upon them as they had few melee weapons and no armor. Their strength lies in the ability to outmaneuver heavier armored opponents while striking from outside melee range. They also tended to disappear rather easily, so their use was restricted mostly to the opening phases of the battle.

Archers: Troops with virtually no armor/protection that fired about 30+ arrows an effective distance of 150+ yards with a maximum range of 250 yards (less when mounted and moving). The arrows of the day could rarely pierce metal armor but were effective against unarmored sections of the body. Cheap to arm, expensive to train. Used as skirmishers, the best archers of the day still came from Crete.

Slingers: Another unarmored, skirmisher type, frequently recruited from the Balearic Islands. They hurled pellets, usually made of lead, at an effective distance of up to 120+ yards, although accuracy was nowhere near that of arrows—but it's hard to miss a mass formation of men. Cheap to arm but requiring a fair amount of skilled training, slingers took up a lot of space; the "wind-up" radius was 2-3 times greater than that of other skirmisher units.

Barbarian Infantry: Remarkably aggressive, but sometimes tactically dense tribesmen, fighting with huge swords, vicious battle axes, minimal body armor, but lots of courage—the latter typically good for one charge only. They could, when led and used correctly, be extremely effective (and frightening, so much so that the Romans took to emulating their 'battle cry'). Far too often they were just an unruly mob that disintegrated when faced with superior organization.

Heavy Infantry: Troops protected by armor (usually helmet, breastplate and leg armor) and carrying a shield, a spear, and perhaps a sword. The main shock troops of of the Hellenistic kingdom of Pontus.

Medium Infantry: Troops armed with a spear and shield that had some body protection that was superior in effectiveness to that worn (or not worn) by light infantry.

Light Cavalry: Mounted javelinists from North Africa and, occasionally, archers from the Eastern Mediterranean and the Asiatic provinces, noted for their mobility. That their speed and mobility could be a major plus was demonstrated by the effectiveness of the Numidian light cavalry at Ruspina. They rarely carried any armor, other than a shield, or any other weapon.

Lancers: Essentially, light cavalry units trained to use a lance for attack. They have no missile capability (a simplification for game purposes). Many of these units were found in Gaul and incorporated into Roman legions as auxiliary units.

Barbarian Cavalry: Cavalry with some—but not a lot of—body armor, light shields and, perhaps, a lance and/or sword. Armed in a manner like the Lancers, here they are treated as a separate class due to their bigger horses, unit aggression, and over-the-top ferocity, which, while not pushing them into a Heavy category, still enabled them to be superior to most other cavalry of the era.

Roman Cavalry: The Roman cavalry was, in terms of weapons and armament, often heavy. However, they were neither trained in, nor especially adept at, shock combat—mostly because cavalry shock, as we know it, was impossible for a variety of technical reasons. So, they have received a separate designation. By this time (late Republic), cavalry is not attached directly to a legion; the Romans simply hired cavalry contingents as needed. Much of the hired cavalry used by the Romans—mostly Gauls and Germans, but also groups of Macedonians, Dardanians, Bessians, Greeks,

you name it—are categorized as RC because they are Roman armed, trained and led. The Romans understood—and accepted as dogma, as only Romans could do—the technical and terrain limitations cavalry had as a combat-oriented arm and, therefore, had only minimal appreciation of its uses therein. This became a major drawback when battles occurred in relatively flat terrain and/or the enemy cavalry was free to, and capable of, using its speed and maneuverability to outflank (cf. Ruspina, Cannae, etc.).

Cataphracted Cavalry: Cavalry that feature armor on both the horse and rider. The lance was weapon of choice, with swords or even maces as the secondary weapon.

Elephants: The era of the War Elephant as a key tactical weapon system had passed. They make their last appearance in classical history during Caesar's African campaign, at Thapsus, where they played a decisive role in the outcome—destroying their own army, setting it to rout even before Caesar's cohorts could reach the front lines. By this time, the Romans had become quite adept at dealing with these behemoths, reducing their effectiveness to a historical footnote.

Darts: Just what they sound like, an amalgamation of the javelin and the pellet. Darts had been around as a weapon for some time; they were standard weaponry for many cavalry units. They were quite effective at short ranges, and they proved especially useful against elephants. In *Caesar* we have limited the use of darts to the cavalry, in anti-elephant mode.

Chariots: The Britons had obviously not gotten the word that this was an outmoded weapon of war, and their forces featured large numbers of them. However, the Briton chariots were modes of transportation; not a weapons system. The Britons used them to move rapidly, throw their spears, jump off, and fight on foot. They had a remarkable ability to get in and out of the rig with great alacrity. However, they were best-suited as a harassing force, not as a field battle weapon. They could not stand up to the legionnaires. Probably in search of a secret weapon to use against the formidable legionnaires, the earlier Pontic army included a contingent of "shock and awe" type chariots which not help them much. In the battles against the Caesareans, their use seems to be as mobile missile platforms.

Phalanx: We see the last hurrah of the phalanx, the backbone of the Macedonian system, at the Battle of Chaeronea. The phalanx probably hadn't changed much since the Roman victory at Pydna some 80+ years before. For a fuller treatment see *SPQR*.

2.5 GAME SCALE

Each point of Size denotes approximately 100 infantry or cavalry. Thus, a 5-Size Cohort unit represents 500 (really 480) men. Tribal infantry contains a bit more per Size point—up to 150 men per point—because their formations were rather denser. Skirmishers are an exception; their size reflects not their numerical strength but their dispersed type of formation. Size, players will soon realize, is the least important rating a unit has.

Each hex is approximately 70+ paces (yards) from side to side. Each Game Turn covers about 20 minutes of real time, although gamers should not take that too literally.

HISTORICAL NOTE: Despite the "they fought from dawn to dusk" rhetoric that one finds in so many of the "period" sources, set-piece battles, even the big ones like Munda and Pharsalus, rarely lasted more than a few hours. Swinging a sword on a hot day, wearing armor, and carrying a shield, is not a "long-distance" sport.

2.6 GAME LENGTH

We have included a Turn Record Track, as the game is played in Game Turns. A battle, however, is fought until one side routs or achieves a game-ending success (see Lesnikia)—so there is (usually) no need to keep track of turns.

3.0 THE SEQUENCE OF PLAY

Players activate each of their leaders in the order determined by their Initiative Rating. When a leader is activated, he issues orders which enable units to move and conduct combat. After all leaders are Finished, play moves to the Camp Movement Phase if appropriate, and then to the Rout and Reload Phase, after which each player checks to see if his army withdraws.

A. THE AUXILIARES PHASE

Players may use their Overall Commanders (OC) or other eligible leaders to activate their skirmisher and/or other eligible units (5.6).

B. LEADER ACTIVATION PHASE

The player with the lowest Initiative-rated leader, who has not yet been activated, activates that leader. If a DR is required to enable the activated leader to issue a Line Command, Legion Command, or direct one or more Tribunes/Legates to issue Legion Commands, he rolls for such ability at this point (see sections 4.5-4.7). Non-Momentum Trump attempts may be made at this time (5.41).

Roman Gladius

C. ORDERS PHASE

1. Movement and Missile Fire Segment

a. For each Individual Order issued, the player may perform any *one* function listed in 5.22 with one unit, or

b. For each Line Command issued, an entire Line of eligible units may Move and/or Fire Missiles (5.23), or

c. For each Legion Command issued, all in-command cohorts of that Legion may Move and/or Fire Missiles (5.24)

Opposing units capable of Orderly Withdrawal (6.5), Line Extension (9.3), Reaction Facing Change (7.14), and/or Reaction Fire (8.2) may do so throughout this segment.

2. Shock Combat Segment

After a leader has finished issuing orders, eligible units engage in Shock combat (8.4), using the following sequence:

a. Shock Designation: place SHOCK-NO TQ CHECK markers per 7.33. The attacking player designates which units will be involved in each individual combat.

b. The Charge (Pre-Shock TQ Check).

c. Resolution of Possible Leader Casualties.

d. The Clash of Swords (determine Superiority and Shock column).

e. Resolve the Shock.

f. Check for possible Collapse, Rout, and Cavalry Pursuit.

D. MOMENTUM PHASE OR RETURN TO B

The player, using the leader who was activated for the immediately preceding Orders Phase, may attempt a Momentum die roll to give that leader another Orders Phase (Phase C), or play returns to Phase B for any leaders that have not been activated. If the player succeeds in the Momentum attempt, the opposing player may attempt a Momentum Trump (5.42).

E. CAMP MOVEMENT PHASE

Individual units that are out of command but inside camps may move, etc. (see 11.24, 9.12). Skip this phase if there are no camps in play.

F. ROUT AND RELOAD PHASE

1. **Camp Rally:** Routed units within a Camp or Lager may be rallied (10.32).

2. **Rout Movement:** Routed units must undergo Rout Movement (10.24).

3. **Reload Segment:** Eligible missile units may get more missiles (8.17).

4. **Flip & Remove:** Flip all Finished leaders back to their front sides. Remove any RALLIED, MOVED, RESTRICTED, PURSUIT/FINISHED, and/or TRUMPED markers.

G. WITHDRAWAL PHASE

Each player totals the Rout Points of all eliminated combat units and leaders to see if his army has reached its Withdrawal Level. If neither player's army withdraws, the Game Turn is concluded and another Game Turn begins. The battle continues until one side's army withdraws.

4.0 LEADERS AND COMMAND

Combat units cannot move or missile fire without receiving orders from a leader. Those combat units that received orders during that Orders Phase, or that are within Command Range of that same leader, may conduct Shock Combat. Each leader counter has two sides: "Activated" and "Finished". A leader who has not yet been activated or is now activated uses his Activated side. A leader that has concluded its activation is flipped to his Finished side.

4.1 LEADER COUNTERS

Each leader possesses several ratings:
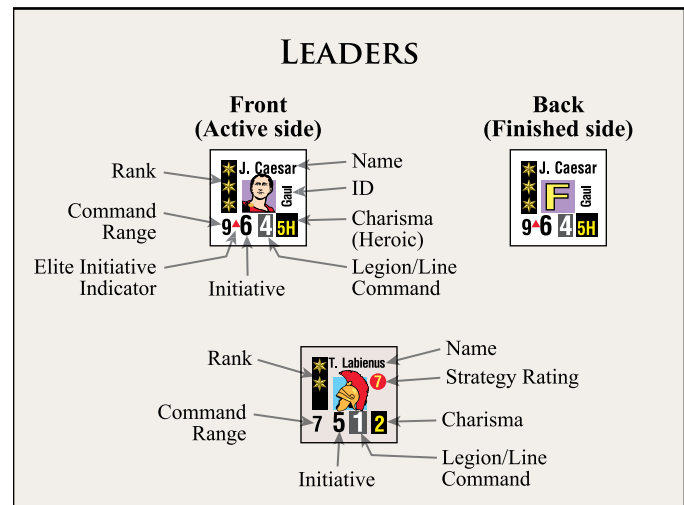
Command Range: The range in hexes over which the leader may exert his Initiative. Denotes his overall presence and the battlefield and the presence of his subordinates and aides as well as the effectiveness of his abilities. Tribal leaders have two ranges, one for issuing Individual Orders and one for Line Commands. See 4.21.

Elite Commander: This refers to leaders with a triangle symbol (▲) next to their Initiative; see 5.5 for its use.

Initiative: Denotes his basic ability to control forces and make rapid decisions. Initiative is used to determine the order of leader activation and the chances of that leader gaining a Momentum Orders Phase. It also defines the number of Individual Orders that leader may issue per Orders Phase. The higher the rating, the better the leader.

Legion/Line Command: The boxed number to the right of the Initiative Rating indicates that the leader may issue Legion/Line Commands. A given leader may issue only one Legion or Line Command regardless of the rating. If the rating is more than one, the leader may direct that number of Legates to each issue a Legion Command.

Strategy: Present on only some leaders, it is used to determine whether that leader can issue Legion/Line Commands, or direct Tribunes/Legates to do so, outside the range of the Overall/Section Commander.

Charisma: Denotes a leader's ability to spur his troops on to greater efforts. The rating is used to adjust the die roll on the Shock Combat Results Table in his favor for combat units with which he is stacked. It is also used by cavalry leaders to regroup pursuing cavalry.

Heroic Charisma: Same as Charisma, except it applies to all units stacked with and adjacent to the leader. Moreover, if the leader is in an enemy ZOC the Heroic Range extends to any unit within 2 hexes.

> **DESIGN NOTE:** Caesar's "heroic" status simulates his ability to get his troops to perform remarkable feats, often allowing him to extricate himself from unhealthy situations his somewhat unstable ego has gotten him into.

Movement Allowance: The number of Movement Points a Leader may use in an Orders Phase. The MA, which is 9 for all leaders, is not printed on the counter.

> **DESIGN NOTE:** There is no rating for Personal Combat as there has been in other volumes in the series.

Command Restriction: Certain leaders have a unit Type on their counter. If present, the leader cannot affect any other type of unit in any way (e.g., enable Shock).

EXAMPLE: King Juba may affect only Numidian units.

The ratings for the leaders of Tribal armies have several differences and described fully in section 4.6.

4.2 Leader Capabilities: Individual Orders

4.21 A leader may give Individual Orders (IO) to friendly combat units within his Command Range that he is eligible to command (see 4.5-4.7). Command Range is measured using an unobstructed path of *hexes* equal to or less than that range, traced between leader and unit. Count the unit's hex, but not the leader's. A path is obstructed by:

- hexes occupied by enemy units
- a hex in an enemy Zone of Control (ZOC)
- terrain a leader could not cross or enter.

Friendly combat units negate enemy ZOCs for purposes of tracing order paths. All other paths are considered unobstructed. Command Range is determined at the instant the order is given.

4.22 An IO allows one friendly unit to conduct movement and/or missile fire, be rallied, etc., per 5.22. In each Orders Phase, a leader may issue a number of IOs equal to his Initiative Rating. Once a leader can give no more orders and cannot be activated again, flip him to his Finished side.

4.23 A leader may give an IO to move himself, which counts against the number of orders that leader may issue in that Orders Phase. A leader may issue an IO to a unit with which he is stacked and move along with it. The leader must remain with the moving unit and end up in the same hex.

4.24 A leader, other than the Overall Commander, who is in an enemy ZOC may not issue orders either to combat units or to himself… and thus may not move out of that enemy ZOC… unless and until he is moved out of that ZOC by an IO from the OC. While in an enemy ZOC, the only IO an OC may issue is to himself to move.

4.25 A leader who is "Finished" (5.15) may not issue orders. However, he may move if ordered to do so.

4.3 Leader Capabilities: Legion Commands

4.31 An eligible leader, *instead of* issuing Individual Orders, may issue a Legion Command to the cohorts in a single Legion that are within that leader's Command Range (4.21) at the start of the Orders Phase. The cohorts do not have to be adjacent, in a line, or any other such restriction, nor must they stay in range if they move. The player may include one artillery unit within the leader's range if an artillery unit was placed with the Legion during setup. A leader in an enemy ZOC cannot issue a Legion Command.

4.32 Leaders with a Legion/Line Rating *greater than one* and those identified as Section Commanders (4.5) may either issue a Legion Command per 4.31, *or* direct a number of Tribunes/Legates up to that leader's Legion/Line Rating to each issue a Legion Command. The Tribunes/Legates so directed must be within the leader's Command Range at the start of the Orders Phase. The details of who can do what and when are detailed in the Roman Command section below (4.5). A leader in an enemy ZOC cannot issue a Legion Command or direct a Tribune/Legate to do so.

4.4 Leader Capabilities: Line Commands

4.41 An eligible leader, *instead of* issuing Individual Orders, a Legion Command, or directing Tribune/Legates to issue Legion Commands, may issue one Line Command to any/all combat units that comprise any one Line (4.42). The combat units must within that leader's Command Range (4.21) at the start of his Orders Phase to participate in the Line. A leader in an enemy ZOC cannot issue a Line Command.

> **DESIGN NOTE:** No leader can issue more than one Line Command; no Hannibals or Scipios in this bunch, we can tell you that.

4.42 Line Composition: Combat units eligible to participate in Line must be of the same type/organization outlined in the sections on the various command systems (4.5-4.7) or in the scenario setup instructions. There is no limit to the number of units in a Line that may be so ordered and all the eligible units in a Line do not have to take part. They, however, must be within the leader's Command Range at the start of the leader's Orders Phase (see 4.72 for an exception). Unless specified otherwise in the command system rules, the units do not have to be adjacent, in a line, or any other such restriction. However, only units in that one Line-type may be ordered; other unit types are simply ignored.

4.43 Line Command Eligibility: A leader's ability to issue a Line Command depends on the army's command structure, his position in the command hierarchy, and the type of Orders Phase. The details of who can do what are detailed in the command system sections below.

4.5 THE ROMAN COMMAND SYSTEM

DESIGN NOTE: The Roman command system of this era was significantly changed from its Republican predecessor. Under the pressure of successive defeats at the hands of Hannibal during the 2nd Punic War, Rome began to embrace the need for professional leaders such as Scipio Africanus. Prior to Africanus the army's tactical doctrine was centered on the Consular army using three lines (Hastati, Principes, and Triarii) each composed of multiple Legions. This created a two-tiered command system whereby the Consul sent the three lines into action through the Legion Tribunes.

Africanus began to change this doctrine using the Legion and their individual Cohorts as the tactical maneuver unit over its linear predecessor. These changes were institutionalized during the early Civil Wars under Marius and Sulla, et al. By the time of Caesar, in the waning days of the Republic, the army had become a truly professional organization with staffs and long-serving veterans.

An ancient commander, like his modern counterpart, could simultaneously control only a limited number of maneuver units. The expansion in maneuver units from three lines to multiple Legions necessitated the creation of an intermediate command level to keep this entire mass of men under effective control. This three-tiered command is reflected in the command rules through the device of Section Commanders for the larger battles. During his time in Gaul, Caesar did not use Section Commanders but instead gave orders directly to his Legates. The few times that there is something like a Section Commander, it is Titus Labienus, and he's usually with a separate section of the army.

Overall Commander, Legate, Section Commander, Tribune, Praefect

Each Roman army is led by an Overall Commander (OC). The armies of the Civil War period are generally divided into sections or wings, usually two or three, depending on the size of the army. Each of those sections is commanded by a Section Commander (SC) with the individual Legions each commanded by a Tribune. Cavalry and non-legion infantry contingents are led by a Praefect (Cavalry and Infantry) and are independent of the section command structure. The smaller armies do not use Section Commanders/Tribunes or Cavalry Prefects. Instead, each Legion or other contingent is led by a Legate, who is generally directly subordinate to the OC. Non-legion infantry units—auxiliaries—such as Skirmishers, Light Infantry, and Elephants usually have no specific leader. These may receive orders from the OC or any SC. Skirmishers, and

in some cases other unit types, can be ordered to move/fire in the Auxiliares Phase.

DELUXE EDITION NOTE: The deluxe edition retains the command systems from both *Caesar:TCW* and *Caesar:CoG,* which were designed to address the scale of the battles included in those games. Which system is active is determined by the types of leaders (Tribunes/Legates/Section Commanders) present in a particular scenario.

4.51 Tribune: In battles using Section Commanders, each Legion is under the command of a Tribune. A Tribune may only command the cohort units in his own Legion and can affect no other unit. When activated in an *Initial Orders Phase*, a Tribune may do *one* of the following:

1. Issue Individual Orders to the cohorts in his Legion (4.2) and/or himself, *or*
2. Issue a Legion Command to cohorts in his Legion (4.31). The Tribune must start the Orders Phase within his SC's Command Range to issue a Legion Command. If a Tribune issues a Legion Command, his SC is automatically Restricted (see 4.57), *or*
3. Pass; i.e., do neither #1 or #2 above. The Tribune remains inactive and is eligible to issue a Legion Command if directed by his SC. A Tribune cannot pass if his SC is Finished.

When activated in his *Momentum-generated Orders Phase*, a Tribune may only issue Individual Orders (#1 above).

A Tribune that occupies a hex in an enemy ZOC can do none of the above. See 5.27 for what a leader can do in that situation.

A Tribune cannot Trump (5.4).

4.52 Legates: In battles *without* Section Commanders, each Legion is under the command of a Legate, generally assigned during the setup of the scenario. Legates are also assigned to command a specific cavalry or non-legion infantry group present at the battle. A Legate may only command the cohort units in his assigned Legion, or other assigned units, and can affect no other unit. When activated in an *Initial Orders Phase*, a Legate may do *one* of the following:

1. Issue Individual Orders to the cohorts in his Legion or assigned cavalry/infantry units (4.2) and/or himself, *or*
2. Issue a Legion Command to the cohorts in his Legion (4.31). To do so, the Legate must either start the Orders Phase within the OC's Command Range, or if outside, the Roman player must roll less than or equal to the Legate's Strategy Rating to issue the Legion Command. The Legate may issue Individual Orders if he fails in the attempt. On the first turn of the game, a Legate may issue a Legion Command regardless of his proximity to the OC, *or*
3. Issue a Line Command (4.4) to the units in his assigned cavalry/non-legion infantry units. Proximity to the OC is not required, nor is there a die roll, *or*
4. Pass; i.e., do neither #1, #2, or #3 above, for a Legate commanding a Legion only. The Legate remains inactive and is eligible to issue a Legion Command if directed by the OC (or Labienus if applicable; see 4.53). The Legate cannot pass

if the OC (and Labienus if applicable) is Finished. A Legate commanding cavalry or non-legion infantry must activate.

When activated in his *Momentum-generated Orders Phase*, a Legate may issue either Individual Orders or a Legion/Line Command. However, to issue a Legion/Line Command, the Roman player must roll less than or equal to the Legate's Strategy Rating to issue the command. The Legate may issue Individual Orders if he fails in the attempt.

A Legate that occupies a hex in an enemy ZOC can do none of the above. See 5.27 for what a leader can do in that situation.

A Legate cannot Trump (5.4).

4.53 Labienus. Throughout the Gallic War, Caesar's right-hand man/second-in-command was his Legate, Titus Quintus Labienus. As such, Labienus has capabilities slightly different from the other Legates and more like those of Section Commander. In addition to the 4.52 above, Labienus may:

• direct two *inactive and in command* Legates to each issue a Legion Command, *or*

• issue a Legion Command to his Legion and direct one other *inactive and in command* Legate to issue a Legion Command.

However, he may command only those two Legions throughout his activation.

Labienus cannot direct a Legate that occupies a hex in an enemy ZOC to issue a Legion Command.

4.54 Praefects: Praefects are used to command cavalry and occasionally infantry units and do not affect any other unit types. When activated, in either an *Initial or Momentum-generated Orders Phase*, a Praefect may do *one* of the following:

1. Issue Individual Orders to cavalry or infantry units (4.2) and/or himself, *or*

2. Issue a Line Command (4.4) to all cavalry (including Antesignani LI) or infantry units within his Command Range. To do so, the Praefect must either start the Orders Phase within the OC's Command Range, or if outside, the Roman player must roll less than or equal to the Praefects' Strategy Rating to issue the command. The Praefect may issue Individual Orders if he fails in the attempt. On the first turn of the game, a Praefect may issue a Line Command regardless of his proximity to the OC.

A Praefect that occupies a hex in an enemy ZOC can do none of the above. See 5.27 for what a leader can do in that situation.

Unlike Tribunes and Legates, Praefects may Trump (5.4)

Unless specified otherwise in the scenario instructions, Leaders with Cav Prf on their counters can only command cavalry; those with Inf Prf only infantry. Some scenarios will identify a leader without a designation as a Prefect for either cavalry or infantry. In any situation where a Praefect can command both cavalry and infantry, he can command only one type in any one activation.

4.55 Section Commanders: Section Commanders (SC) are those leaders that command a section of the army—a set of a specified number of Legions. The Legions are designated by placing their Aquilae (9.8) under that SC counter. An SC cannot affect cavalry units or Praefects in any way. When activated in an *Initial Orders Phase*, a Section Commander may do *one* of the following:

1. Issue Individual Orders to any cohorts/Tribunes in his section, any skirmishers, light infantry, elephants, or to replace eliminated Tribunes in his section. He may also issue two Orders to one of his Tribunes that is in an enemy ZOC to move him out of that ZOC, or

2. Direct *one in command* Tribune in his section to issue a Legion Command. The Tribune may be one that is Finished, or

3. Issue a Line Command (4.4) to either Light Infantry, Skirmishers, *or* Elephants units—one group only, or

4. Direct all *inactive and in command* Tribunes in his section to issue a Legion Command, if:

   • the SC starts the Orders Phase within the OC's Command Range and uses the OC to assist without resorting to a DR; this Restricts the OC (4.57).

   • the SC starts the Orders Phase outside the OC's Command Range or if within the OC's Command Range and the player chooses not to use the OC, the player rolls the die. If the DR is the same as or lower than the SC's Strategy Rating, he may direct his Tribunes to issue Legion Commands. If unsuccessful, the SC may still use #1-#3 above.

   • On the first Game Turn only, he may direct his inactive and in command Tribunes to issue Legion Commands regardless of his proximity to the OC, the need of a DR, or restricting the OC.

When an OC functions as a SC, ignore the three bullets in 4.55 #4. All inactive and in command Tribunes in his section may issue Legion Commands.

When activated in a *Momentum-generated Orders Phase*, the Section Commander may do only #1-#3 above. He may not do #4.

Exception: A Tribune that occupies a hex in an enemy ZOC cannot be directed per #2 or #4 above.

A Section Commander that occupies a hex in an enemy ZOC can do none of the above. See 5.27 for what a leader can do in that situation.

> **PLAY NOTE:** The First Turn "freebie" represents pre-battle orders given at staff conferences. It is not extended to Tribunes because, with a few minor, but intended, exceptions, they all start the game within their SC's range anyway. For *CAESAR: TCW* players, #4 is equivalent to a Section Command, worded to be consistent with the usage in in *Caesar: COG*.

4.56 Overall Commander

The Overall Commander (OC) is the leader that commands the entire army, as designated in each battle. When activated and not Restricted (4.57), the OC may:

1. Issue Individual Orders (4.2) to any combat unit in his army. He may issue an IO to move other, friendly leaders once per leader per Orders Phase. If the leader to be moved starts in an enemy ZOC it costs the OC 2 Individual Orders to move that leader. The OC may leave an enemy ZOC by issuing an IO (one only) to himself to leave an enemy ZOC.

2. Issue a Line Command (4.4) to Cavalry (including Antesignani LI), Light Infantry, Skirmishers, *or* Elephants units—one group only

3. Issue a Legion Command to *one* Legion—the OC is leading the Legion, not the Tribune/Legate, so use the OC's Command Range to determine which cohorts/Tribune/Legate are in command.

4. If Section Commanders are not present, direct a number of *inactive and in command* Legates up to his Legion/Line Command rating to issue a Legion Command.

Exception: A Legate that occupies a hex in an enemy ZOC cannot be directed per #4 above.

An OC that occupies a hex in an enemy ZOC can only issue an IO to himself to move from an enemy ZOC (#1 above). See 5.27 for what else a leader can do in that situation.

An OC can activate Skirmisher and/or other eligible units in the Auxiliares Phase (5.6)

In certain battles, the OCs appear to also have acted as Section Commanders (Gnaeus Pompeius (son) at Munda, Caesar at Lesnikia). If the scenario states that the OC is also an SC—and *only* if it so states—then the player may choose, at the beginning of each Game Turn, to have the OC function as *either* an OC *or* an SC. He may not do both in the same Game Turn.

PLAY NOTE: Obviously, if an OC is acting as an SC, the other SC's must use their Strategy Rating to direct more than one Tribune to issue a Legion Commands, as there is no OC to be within range of. On the other hand, not having a SC for a portion of the army means that Tribunes will be virtually useless as there will be no SC for them to rely upon.

PLAY NOTE: Unlike previous games in the series, Overall Commanders have a different role in terms of leading troops. When Section Commanders are present, the OC has given them pre-battle instruction, which they will carry out, sometimes with his help. The OC's major functions now become back-up and support—in game terms, rallying, providing charismatic leadership, etc.—as opposed to leading legions into combat. With the smaller armies used in Gaul, Caesar as OC serves both functions.

4.57 Restricted Leaders: If the OC was used by a SC to direct Tribunes to issue Legion Commands (4.55 #4) or if a SC is used to enable a Tribune to issue a Legion Command (4.51 #2), that leader is immediately Restricted. Place a RESTRICTED marker on the leader counter. When a Restricted OC or SC is activated, the only functions the leader may perform are:

- Issue Rally and/or Recovery orders.
- Issue an order to replace a friendly leader.
- Move, but with a MA of 5, not 9.
- (SC only) may use his Command Range to effect Shock combat (7.33).
- May attempt Momentum.

The restricted leader cannot Trump (5.4).

A Restricted SC may be used by any assigned Tribunes to issue Legion Commands (4.51 #2).

DELUXE EDITION NOTE: The Restricted Leaders rule only applies when Section Commanders are used in a scenario. For *Caesar:TCW* veterans, this is the Maximum Efficiency rule less the term.

PLAY NOTE: What this hierarchical command system does—aside from reflecting the more sophisticated command systems of the late Republic—is place the emphasis for on-the-spot battle command with the Section Commanders. In game terms, it provides the player with several command-level decisions which often have ripple effects throughout the turn (especially with the "Restricted" rule). The ability to use lower commanders to best effect places demands on the superior that restricts his abilities.

4.58 Section Assignment Changes: The initial section assignments for the start of the battle are given in the scenario setup instructions. Historically, these were rarely changed during battle, as such a change invariably brought questions, arguments, and other exercises not conducive to efficiency. Players may change the listed assignments, however, under the following circumstances:

- The SCs that wish to change Legion assignments are either stacked with or adjacent to each other and not within 2 hexes of an enemy unit.
- Both SCs are within 2 hexes of the OC

If these requirements are met during the OC's Orders Phase, the OC issues an Individual Order (just one), and the SC's exchange Aquilae to reflect the change in assignments. However, the first time (only) a SC directs a newly assigned Tribune to issue a Legion Command, the player rolls the die. If the DR is higher than the SC's Strategy Rating, the Tribune disobeys the order (for whatever reasons you can come up with), the Tribune is Finished and the Legion's cohorts do nothing. If the DR is the same as or lower, all goes as planned. After that first time, there is no die roll. Furthermore, no die roll is made for a Tribune that was within one hex of the OC or any of the SC's involved in the exchange at the time of the change of command.

4.6 TRIBAL COMMAND SYSTEM
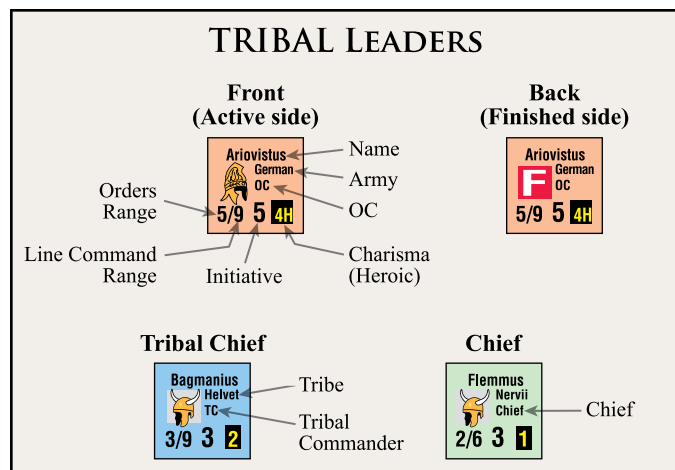
These rules are applicable to battles involving the Celtic and German tribal armies. The command system rules for the Numidians are covered in the Cirta scenario rules.

> **DESIGN NOTE:** Effective tribal leadership depended upon personal example. Tribal chieftains were expected to be up front, showing their men the way. To do otherwise was to quickly lose one's political standing. Because of the dearth of information on the names of tribal chiefs, we have decided to "make up" a few names, rather than just say "chief," etc. This was done much in the spirit of the famous French/Gallic cartoon character, Asterix. Our wit and inspiration varied from battle to battle.

4.61 Tribal leaders use a slightly different rating system from the Roman leaders. Tribal leaders have two Command Ranges, an Individual Orders range and a Line Command range, and no Line Command or Strategy Ratings. The Initiative and Charisma Ratings remain the same. There are two types of tribal leaders: Tribal Chiefs, who serve as the OC for the tribe (and occasionally for the the entire army), and Chiefs who are the Tribal Chief's subordinate commanders. The smaller tribes often do not have Chiefs.

4.62 Tribal leaders have two Command Ranges. The first number (the shorter one) is the Orders Range—the range over which they may issue Individual Orders (4.2) and enable Shock combat (7.33). The second number is the Line Command range, the range a combat unit must be within in order to participate in a Line Command. All Tribal leaders have the capability to issue one Line Command (4.4). A Tribal Chief can activate his tribe's Skirmisher units in the Auxiliares Phase (5.6)

4.63 Tribal Line Composition: A tribal Line can be composed of *either* infantry (BI or LI or a combination of both types) *or* cavalry (any type). Each unit in the line must be adjacent to at least one other unit from that Line (this includes cavalry!). When issuing a Line Command, a Tribal leader must be within 2 hexes of at least one unit in that Line.

4.64 Chiefs: Chiefs may only command combat units that are part of their tribe. Those Chiefs with a Command Restriction keyword on their counters are further limited to those units

whose type is indicated on the counter. When activated in an *Initial Orders Phase*, a Chief may do *one* of the following:

1. issue Individual Orders to combat units within his Orders Command Range (4.2) and/or himself, *or*

2. issue a Line Command (4.4) to combat units within his *Line Command Range* that he is eligible to command and that can participate in a Line (4.63). If the Chief starts the Orders Phase within the Tribal Chief's *Orders Command Range*, he may do so without penalty. If outside, the Chief may do so, but cannot use Momentum (5.3). On the first turn of the game, a Chief may issue a Line Command regardless of his proximity to the Tribal Chief without the No Momentum penalty.

When activated in his *Momentum-generated Orders Phase*, the Chief may either issue Individual Orders (#1 above) or attempt to issue a Line Command. To do so, the Tribal player must roll the die and compare it to the Chief's Initiative Rating. If the same or less, the Chief may issue the Line Command, otherwise he may only issue Individual Orders.

A Chief cannot use #1 or #2 above to order a unit that has been already ordered by another Chief during that Game Turn. This does not apply to enabling Shock combat (7.33).

A Chief that occupies a hex in an enemy ZOC can do none of the above. See 5.27 for what a leader can do in that situation.

4.65 Tribal Chiefs: The Tribal Chief is the OC for that tribe and can command any unit within the tribe including Chiefs. When more than one Tribal Chief is present, the scenario setup will indicate which Tribal Chief (if any) is the OC for the entire army. When activated in an *Initial Orders Phase*, a Tribal Chief may:

1. Issue Individual Orders (4.2) to any combat unit in his Tribe. He may issue an IO to move a Chief from his Tribe once per leader per Orders Phase. If the leader to be moved starts in an enemy ZOC it costs the OC 2 Individual Orders to move that leader. The TC may leave an enemy ZOC by issuing an IO to himself to leave an enemy ZOC.

2. Issue a Line Command (4.4) to combat units in his Tribe that can participate in a Line (4.63) and are within his Line Command Range.

When activated in his *Momentum-generated Orders Phase*, a Tribal Chief may either issue Individual Orders (#1 above) or attempt to issue a Line Command. To do so, the Tribal player must roll the die and compare it to the TC's Initiative Rating. If the same or less, the TC may issue the Line Command, otherwise he may only issue Individual Orders.

A TC that occupies a hex in an enemy ZOC can only issue an IO to himself to move from an enemy ZOC (#1 above). See 5.27 for what else a leader can do in that situation.

4.66 Tribal Army OC: A Tribal Chief designated as the OC for the army can affect any unit in that army. When activated in any Orders Phase, a Tribal Chief OC may:

1. Issue Individual Orders (4.2) to any combat unit in his army. He may issue an IO to move any Tribal leader in the army once per leader per Orders Phase. If the leader to be moved

starts in an enemy ZOC it costs the OC 2 Individual Orders to move that leader. The OC may leave an enemy ZOC by issuing an IO to himself to leave an enemy ZOC. See 5.22 for additional possibilities.

2. Issue a Line Command (4.4) to any combat units in his army that can participate in a Line (4.63) and are within his Line Command Range.

An OC/TC that occupies a hex in an enemy ZOC can only issue an IO to himself to move from an enemy ZOC (#1 above). See 5.27 for what else a leader can do in that situation.

EXAMPLE: In the Rhine Scenario, Ariovistus is the OC for the entire German horde, a super Tribal Chief if you will.

4.7 PONTIC COMMAND SYSTEM

These rules are applicable to battles involving the Hellenistic kingdom of Pontus and are an adaptation of the command rules found in *SPQR*.

Overall   Subordinate
Commander   Commander
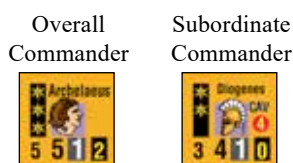
4.71 Pontic leaders use the same rating system as the Roman leaders (4.1). There are two types of leaders: the Overall Commander (OC) and Subordinate Commanders (SC). Most SC have a command restriction keyword on their counters indicating that they can command only that unit Type. Pontic leaders can either issue Individual Orders (4.2) or a Line Command (4.4) as indicated on their counter. A Pontic OC can activate *either* Skirmisher units *or* Chariot units (not both) in the Auxiliaries Phase.

4.72 Line Composition: In a reflection of training and discipline levels, as well as tactical usage, heavy infantry type units must be adjacent. Any space between units ends the line. For cavalry and light infantry type units, each unit must be within 2 hexes of at least one other unit in the line. If there is an intervening space, it may not be occupied by an enemy unit, a friendly unit not eligible for that line, or an enemy ZOC. A Line can be of any length provided that the units meet the preceding adjacency requirements and all the units in the Line have the same orientation—either Flank-to-Flank or (but not and) Front-to-Rear (see 7.1). If the units meet the adjacency requirements, but do not have the same orientation, only those units within the leader's Command Range can be included in the Line. The specific unit types than can be in the same line are noted in the scenario setup instructions.

> **DESIGN NOTE:** The more restrictive use of the Line Command reflects the rigidity of the Hellenistic-style army which was long past its glory days.

4.73 Subordinate Commanders: A Subordinate commander may only order those combat units of the type shown on the leader's counter. If no Command Restriction keyword is present, the leader can order any combat unit in the army. When activated in an *Initial Orders Phase*, a Subordinate Commander may do *one* of the following:

1. issue Individual Orders to combat units within his Command Range (4.2) and/or himself, *or*

2. issue a Line Command (4.4) to combat units able to participate in a Line (4.72). For infantry lines, the leader must be within 2 hexes of at least one unit in the Line. The leader must either start the Orders Phase within the OC's Command Range, or if outside, the Pontic player must roll less than or equal to the leader's Strategy Rating to issue the Line Command. The leader may issue Individual Orders if he fails in the attempt. On the first turn of the game, a leader may issue a Line Command regardless of his proximity to the OC.

When activated in his *Momentum-generated Orders Phase*, the leader may either issue Individual Orders (#1 above) or attempt to issue a Line Command, but only if the leader issued a Line Command in his Initial Orders Phase. To do so, the Pontic player must roll per #2 above to able to issue the Line Command.

A Subordinate Commander that occupies a hex in an enemy ZOC can do none of the above. See 5.27 for what a leader can do in that situation.

4.74 Overall Commander: The Pontic OC may order and affect any unit in the Pontic army. When activated in any Orders Phase, the OC may:

1. Issue Individual Orders (4.2) to any combat unit in his army. He may issue an IO to move a friendly leader once per leader per Orders Phase. If the leader to be moved starts in an enemy ZOC it costs the OC 2 Individual Orders to move that leader. The OC may leave an enemy ZOC by issuing an IO to himself to leave an enemy ZOC. See 5.22 for additional possibilities.

2. Issue a Line Command (4.4) to combat units able to participate in a Line (4.72). For infantry lines, the OC must be within 2 hexes of at least one unit in the Line.

An OC that occupies a hex in an enemy ZOC can only issue an IO to himself to move from an enemy ZOC (#1 above). See 5.27 for what else a leader can do in that situation.

4.8 LEADERS & ENEMY COMBAT UNITS

4.81 Leaders may enter an enemy ZOC only if stacked with a friendly combat unit, or if that ZOC is already occupied by a friendly combat unit. Like combat units, leaders, too, must cease movement upon entering an enemy ZOC. A leader may leave an enemy ZOC only if it is the OC or ordered by a superior leader.

4.82 The instant an enemy combat unit moves adjacent by any means (6.0, 8.5, 8.6, etc.) to a friendly leader that is not already in an enemy ZOC, that friendly leader may immediately withdraw from 1 to 3 hexes, player's choice, away from the enemy unit. The hexes can be any the leader could enter during normal movement (6.27). The leader may withdraw whether he is alone in a hex or stacked with a friendly combat unit. If the leader is not stacked with a combat unit and does not withdraw or cannot withdraw because he is surrounded by impassable terrain, enemy units, or ZOCs through which he would have

to move, he is instead eliminated. Withdrawing has no effect on his MA or any other capabilities. A leader stacked with a combat unit that uses Orderly Withdrawal may withdraw with the unit (6.51).

4.83 Casualties to leaders are determined prior to resolving Shock Combat. If either or both players have a leader stacked with one of the units involved in the Shock Combat, the player rolls the die for each such leader. If the die roll is 1-9, nothing has happened; if it is a 0, the leader has suffered a casualty. The affected player must now determine the effect by rolling the die again and consulting the Leader Casualty Table. See 8.18 for Missile Fire casualties. Eliminated leaders are immediately removed from play.

4.84 Leaders, other than the OC or TC, may be Replaced when eliminated. This is done by having the OC or TC, or for the Romans, the SC for a Tribune in his section, issue an order to replace a leader (5.22[5]). Eliminated Tribunes, Praefects, Legates, and Chiefs are simply placed back on the map. Roman SC and Pontic Subordinate Commanders may only be replaced if a replacement leader counter is available or otherwise designated in the scenario. The leader issuing the order does not have to be within range of any unit; simply place the returning or replacement leader in any hex containing a unit he is capable of commanding. The replacement leader is Finished for that Game Turn.

4.85 If an OC or TC is eliminated, he is not replaced; no other leader takes over.

5.0 LEADER ACTIVATION & ORDERS

Combat units may move and fight only when ordered to do so by their leaders. Leaders issue Individual Orders, Legion Commands, or Line Commands in the Orders Phase. Leaders may not issue any orders until they are activated. Players may use the Momentum rule to give an activated leader up to two additional Orders Phases. They may also use the Trump option to activate a leader sooner than usual.

> **IMPORTANT:** For the sake of brevity, the word "orders" will also mean a Legion or Line Command, unless the rule specifically uses the term Individual Order (IO) to distinguish it from a Legion/Line Command.

5.1 HOW TO ACTIVATE LEADERS

5.11 All leaders start the turn Inactive and each can become Active and issue orders. After they complete issuing orders they are then Finished. In a rare occurrence Finished leaders may be Re-Activated (5.33).

5.12 Following the Auxiliares Phase (5.6), the Leader Activation Phase starts with one player activating one of his leaders. Leaders are activated in the order of their Initiative rating, starting with the lowest rated leader. In case of ties, both players roll a die; high die roll goes first. The players then alternate among the remaining, similarly-rated leaders. If two leaders on the same side have the same Initiative Rating, the owning player decides which one goes first. Tribunes/Legates in command of a Legion may pass and remain inactive when it is their turn to activate. A leader in an enemy ZOC may either activate (see 5.27) or remain inactive when it is their turn to activate.

5.13 Only inactive leaders that have not previously been activated in that turn are eligible for activation.

Exceptions: Momentum (5.3), Re-activation (5.33), and Elite Commanders (5.5).

EXAMPLE OF ORDER OF ACTIVATION: At Pharsalus, all leaders are available for activation, and Caesar has used his EIO Phase during two previous turns (see 5.5). As all Tribunes have a 2 Initiative, the players roll to see which Tribune goes first. When all Tribunes have been considered, the next group is the 3-rated leaders, all the Praefects plus the Pompeian SC, Lentulus. The players die roll and alternate again. After the 3s, Scipio, Labienus (as cavalry commander), Domitius, Afranius, and Sulla are eligible, after which group comes Domitius Ahenobarbus and Marc Antony. The last group (the 6s), Pompey and Caesar, are considered last.

5.14 A leader may be activated a maximum of 3 times in succession in a single Game Turn, using Momentum for the last two times.

Exceptions: Reactivation (5.33) and with respect to the "succession" requirement, Elite Initiative (5.5).

5.15 A leader is Finished when one of the following occurs:

- The leader has completed an Orders Phase and does not (or cannot) make a Momentum attempt.
- The leader is Trumped by an enemy leader.
- The leader fails a Trump or Momentum attempt.
- The player declines to use that leader—not applicable to Tribunes/Legates in command of a Legion (and see 5.27).
- The leader is a Tribune, not in enemy ZOC, and his SC is Finished.
- The leader is a Legate, not in enemy ZOC, and his OC (and Labienus if applicable) is Finished.
- The leader is in an enemy ZOC after all other leaders are either Finished or also in an enemy ZOC.
- Pre-Arranged Withdrawal, where eligible, occurs (see 6.7).

When a Leader is Finished, flip his counter to its Finished side. A Finished leader cannot undertake any further Orders Phases that Game Turn.

Exception: Re-activation (5.33).

5.2 THE ORDERS PHASE

5.21 When activated, a leader can give a number of Individual Orders (IO) equal to his Initiative rating to units within his Command Range (4.2), or if eligible, issue a Line Command or a Legion Command, or direct Tribunes/Legates to issue Legion Commands (4.5, 4.6, 4.7).

EXAMPLE: When Labienus, as a Section Commander, is activated he can either:

• *Issue up to 5 Individual Orders; or*

• *Issue one Line Command or direct one Tribune in his section to issue a Legion Command. He may not issue more in that Orders Phase; or*

• *Direct all inactive and in command Tribunes in his section to issue a Legion Command.*

5.22 Individual Orders: Each Individual Order allows the player to do one of the following:

1. Move any *one* friendly unit. Most Missile units may also fire at any time during their movement.

2. Conduct Missile Fire with any *one* friendly missile unit without movement.

3. Remove Cohesion Hits from *one* friendly unit (10.16).

4. Attempt to Rally *one* friendly Routed unit (10.31) or use all IOs on an Aquila Rally (10.33).

5. Replace an eliminated friendly leader [OC/SC/TC only] (4.84).

6. Change the stacking order of any one stack of friendly Roman CO units (6.66).

7. Regroup and Return friendly off-map Cavalry (8.64) [OC/TC only; uses all IOs].

8. Enable any *one* unit to enter or leave Testudo (9.51).

A leader may only issue an IO to a unit he can command; he may issue an order to himself to move but not if in an enemy ZOC (OC excepted; see 5.27). Only the OC and certain senior leaders may issue a move order to another leader. The cost is 2 IO if the leader is in an enemy ZOC. A Restricted leader (4.57) may only perform orders #3, #4, and #5, as well as issuing an order to himself to move.

5.23 Line Commands: Each Line Command allows the player to do *one* of the following:

1. Move any/all friendly units in one Line (4.42, 4.63, 4.72); moving units, and only moving units, capable of firing missiles may do so, *or*

2. Conduct Missile Fire with any/all friendly units in one Line *without* the movement of any combat units.

The leader issuing the Line Command may move in either case.

5.24 Legion Commands: Each Legion Command allows the player to do *one* of the following:

1. Move any/all friendly units in one Legion (4.3), including Line Extension (9.3); moving units, and only moving units, capable of firing missiles may do so, *or*

2. Conduct Missile Fire with any/all friendly units in one Legion without the movement of any combat units, *or*

3. Enable all cohorts in one Legion to enter or leave Testudo (9.51).

The leader issuing the Legion Command, and if applicable the leader directing the Tribune/Legate to issue a Legion Command, may move regardless of the choice.

If more than one Legion Command is issued, the Roman player may choose to have:

• Each Legion separately conduct the Movement and Missile Fire segment and then the Shock Combat segment. Each legion completes its actions before another does; *or*

• All activated Legions conduct the Movement and Missile Fire segment, then all activated Legions conduct the Shock Combat segment.

PLAY NOTE: Before any movement takes place, the Roman player must announce which of the two methods he is using. He must then stick with that method for all legions activated in that Orders Phase.

PLAY NOTE: Yes, changing facing is movement for purposes of Line/Legion commands.

5.25 Although a given combat unit may be ordered to move/fire more than once per Game Turn, it may not be ordered to move and/or fire more than once per Orders Phase (6.11, 6.12). This limitation does not apply to leaders.

EXAMPLE: at Pharsalus, if Roman Cavalry unit #1 is ordered to move by Labienus, it may not be ordered by Labienus to move again in that Order Phase. It may, however, be so ordered in a subsequent phase (in that same turn) by, say, Pompey, or even by Labienus if he gets a second (Momentum) activation.

5.26 Individual Orders/Line or Legion Commands are not used to directly precipitate shock combat, which occurs in a subsequent segment (8.4). Orders are used for Missile Fire (8.1). Reaction Fire (8.2) does not require orders; it occurs in response to enemy actions.

5.27 A leader (other than the OC or TC) occupying a hex in an enemy ZOC cannot issue any type of order or direct other leaders to do so. However, the leader's Command Range may still be used to designate units to engage in Shock Combat per 7.33. A leader that begins his initial Orders Phase in an enemy ZOC may remain inactive and thus do nothing (an exception to 5.15 #4). If, later in the Game Turn, the leader is no longer in an enemy ZOC, that player must activate him before any other leader. However, a leader so activated may not use Momentum. The leader is Finished if still in an enemy ZOC after all other leaders are either Finished or in an enemy ZOC.

EXAMPLE: At Thapsus, Domitius (one of Caesar's SCs) starts the Game Turn in an enemy ZOC. When it becomes Domitius's turn to activate, he can't issue orders but can be used to initiate Shock combat. If he does he will be Finished, otherwise he remains inactive and the next leader in Initiative order is activated. When Caesar undertakes an Orders Phase, he may use 2 IOs to move Domitius out of that enemy ZOC. Then, after Caesar is Finished, if Domitius is still ZOC-free, he may activate, but cannot use Momentum.

5.28 After a leader has issued all the orders he wishes (or can), friendly units engage in Shock in the ensuing Shock Combat segment as described in the introduction to 8.4.

5.29 After Shock combat has been completed, that Orders Phase is finished. Two things may now happen:

1. The player may attempt to gain a Momentum Orders Phase (5.3) with the same leader who was just activated, *or*

2. A new leader is activated, returning to Phase B.

When all leaders are either Finished, the players proceed to the Camp Movement Phase (E).

5.3 Momentum

> **PLAY NOTE:** Momentum (and Trumping, below) can be highly useful and powerful gambits, especially for the player with superior leadership.

5.31 At the conclusion of an Orders Phase, the player may attempt to undertake an additional Orders Phase with the active leader who just completed issuing orders. To do so, that leader must pass a Momentum die roll, and he may not fall under any one of the following, restrictive situations:

- The leader is in an enemy ZOC, or was previously in an enemy ZOC (5.27)
- The leader was previously Trumped or Bypassed (5.44)
- A Chief used his TC to issue a Line Command (4.64)
- The leader is Finished (5.15)

> **PLAY NOTE:** A Tribune/Legate directed to issue a Legion Command is not the active leader; the Section or Overall Commander is.

5.32 The player rolls the die and compares the result to the leader's Initiative Rating. If the DR is the same or less than the rating, that leader starts another Orders Phase (Phase C; see 3.0); if higher than the rating, that leader is Finished (5.15).

EXAMPLE: Caesar (CW) would need a DR of 0-6 to gain Momentum; a 7, 8 or 9 would Finish him. A Tribune would have to roll a 0-2 to gain Momentum.

5.33 The Die Roll of Doom: If the Momentum DR is a 9, the player immediately rolls again. If that second die DR is a:

- **0 or 1**, Re-Activation is possible. Play immediately transfers to the opposing player who may activate any one of his leaders, regardless of whether the leader is Finished or not! However, a Finished leader that is re-activated may not use Momentum. The leader attempting Momentum is Finished.
- **2-8**, the leader attempting Momentum is Finished.
- **9**, no further leader activations; play goes directly to the Camp Movement Phase (E).

5.34 Momentum die rolls apply only to a leader who has just completed an Orders Phase. You may not apply Momentum to a leader who Finished several phases ago or who was Reactivated (5.33).

Exception: A leader first activated by the Elite rule (5.5), when activated again later in the Game Turn, may still make one additional Momentum attempt.

5.4 The Trump Option

> **DESIGN NOTE:** This is a game mechanic that is intended to simulate the effect of superiority in the area of command. As such, it is likely to be used almost exclusively by the player with palpably better leaders (such as Caesar). The "inferior" player will often find that, for him, its best application is when it backfires on his supposedly better opponent. To that extent, players should be aware that simply because this option is available doesn't mean it should be used indiscriminately.

5.41 Active Player Trump Option: The player whose turn it normally would be to activate his lowest rated inactive leader may, instead, attempt to activate any other inactive friendly leader with a higher Initiative rating. To do this, the player must roll the latter's Initiative rating or less on the die. If successful, that leader is now activated; if unsuccessful, the originally designated leader is activated and the one who attempted the Trump is Finished.

EXAMPLE: At Pharsalus, the Pompeian player, instead of activating Labienus, could attempt to activate Ahenobarbus by Trumping. If he rolled a 0-5 he would be successful, a 6-9 and the Trump attempt fails—Labienus is activated and Ahenobarbus is Finished.

5.42 Inactive Player Trump Options: The opposing player has two Trump options, each usable under different circumstances.

1. **Trumping the Trump:** If and only if the active player is successful with his Trump (5.41), the opposing player then has the option of attempting to Trump that first trump activation with his own, inactive leader—if that leader has an *equal or higher* Initiative rating. If successful, this leader is immediately activated and the trumped leader is Finished; if unsuccessful, the initial trump-activated leader activates and the leader attempting the Trump is Finished.

   EXAMPLE: Using the example from 5.41, the Pompeian player is successful in activating Ahenobarbus instead of Labienus. The Caesarian player now attempts to trump-the-trump by rolling for Marc Antony (Initiative 5). However, he rolls a 7, so Ahenobarbus remains the activated leader and Antony is Finished for the turn.

2. **Momentum Trump:** If the active player succeeds in his Momentum attempt (5.32), the opposing player may attempt to trump in the same fashion as 5.42 #1 above.

   EXAMPLE: Following the above two examples, the Pompeian player is successful in having Ahenobarbus undergo a second Orders Phase (Momentum). The Caesarian Player attempts to trump Ahenobarbus's Momentum Phase with Caesar. He rolls 6 and, instead of Ahenobarbus going, it is now Caesar's Orders Phase—and Ahenobarbus is Finished.

After the successfully trumping leader has finished his Orders Phase(s), play reverts to the standard, lowest rated leader goes procedure.

5.43 Each side is allowed only one Trump attempt per leader activation.

5.44 A leader who fails a Trump attempt or has been trumped by an opposing leader (5.42) is Finished. An inactive leader *on either side* who is passed over (i.e., his Initiative Rating is the same or less than that of the trumping leader) by a successful Trump—a Bypassed Leader—is still eligible for activation (one will probably be next in line as the lowest rated leader) but cannot use Momentum. Use the Trumped/No Momentum markers to indicate this.

PLAY NOTE: The No-Momentum restriction means that if, at Pharsalus, Lentulus attempted to gain Momentum, did so, but was then Trumped by Caesar, not only would Lentulus be Finished, but all remaining Caesarian and Pompeian leaders who had yet to go would get only one Phase (after Caesar completed his turns). They could *not* attempt Momentum! This is an important consideration when one is formulating "game" tactics.

5.45 A leader that successfully trumps must do something: issue an order to a unit to move, fire, recover, etc., or use his Command Range to precipitate a Shock attack.

5.46 A leader that is in an enemy ZOC may attempt to Trump. However, if successful, he must obey 5.45—otherwise the trumping action is considered to have never occurred.

PLAY NOTE: Trumping can have some far reaching consequences. A SC that is trumped or fails a trump attempt is not only Finished, but so are the Tribunes that passed awaiting his call to issue a Legion command. Similarly for Legates, when their OC is Finished prematurely.

5.5 Caesar as Elite Commander

DESIGN NOTE: Caesar had an exceptional ability to take advantage of a late-breaking situation, to "seize the day". This rule simulates the marked superiority of Caesar to "get going" before the opposition.

5.51 Caesar has the option to start the first Game Turn and *any one other* Game Turn of a battle with an Elite Initiative Orders Phase (EIO), after the Auxiliares Phase. This EIO Phase may be undertaken by either Caesar *or* any other friendly leader, regardless of Initiative Rating or location on the map, as designated by that player.

5.52 The designated leader may not use Momentum to continue this EIO Phase. After the EIO Phase is completed, the chosen leader reverts to inactive, but not Finished, status. He has undergone only one Orders Phase for purposes of 5.14 and may be activated again, using normal activation rules. Moreover, activating a Tribune in the Elite Phase does *not* Restrict his SC, nor does activating a SC in the Elite Orders Phase Restrict the OC.

EXAMPLE: In the first turn at Pharsalus, Caesar passes the EIO to Publius Sulla. Sulla directs all three Tribunes in his section to issue Legion Commands. At the conclusion of that phase, play reverts to the lowest rated leaders, here the Tribunes—including the ones that issued Legion Commands in the EIO phase! When it is Sulla's turn to go, he has one Initial Orders Phase and one Momentum Phase, so could direct those same three Tribunes to issue Legion Commands again.

PLAY NOTE: The Elite rule, combined with the ability to to direct multiple Legates to issue Legion Commands often gives Caesar a major leg up in battles where SC are not used, something Caesar was quite good at. Use it wisely.

DESIGN NOTE: Caesar's reputation with many tends to place him in the upper pantheon of military minds. We don't entirely agree, viewing Caesar as somewhat below other, vaunted, classical commanders, such as Alexander, Hannibal, Scipio, even Pyrrhus. This is not to say Caesar was not a genius in many areas; he was certainly highly capable in any endeavor he attempted. However, it is our feeling that Caesar's military strengths were more "operational" than "tactical", the one exception to that being the remarkable feeling of loyalty his troops appeared to have (reflected in his Charisma rating). As an operational commander, Caesar is top echelon; he had an exceptional ability to bluff his opponents out of position by the sheer gall of his undertakings. Unfortunately, he often attempted this on the battlefield, sometimes to his detriment (e.g., Dyrrachium and Lesnikia, among others). He was not an innovator, although he did use well what he was given. His use of cavalry was typically Roman: subpar. On the other hand, like Robert E. Lee, he had sharp insight into the minds and techniques of his opponents and, bottom line, he won. Another consideration is that much of our assessment of Caesar comes from his own writings, and Caesar was a most calculating gentleman. He never missed an opportunity to create an effect that he felt would be of eventual help (to himself).

5.6 The Auxiliares Phase

5.61 At the beginning of each turn, before any leader is activated, there is an Auxiliares Phase. This phase *may* (not must) be used by the players for activating Skirmisher (SK) type units and any other types designated in the scenario instructions.

5.62 The player with the highest-rated OC goes first. If there is a tie, an Elite Commander goes first. Otherwise, both players roll a die. The higher DR decides who goes first.

5.63 In the Auxiliares Phase, the player may issue Individual Orders to every friendly Skirmisher (or other eligible) unit. He may issue a Move (5.22 #1) or Fire (5.22 #2) order to a unit in any location. To issue a Recovery (5.22 #3) or Rally (5.22 #4) order, the unit must be in Command Range of a friendly leader eligible to command the unit.

DESIGN NOTE: Skirmishers rarely had "leaders"; they were independent. However, they did not just run around willy-nilly. They usually relied on a series of specific trumpet commands, which is what this phase represents.

5.64 A unit ordered in this phase cannot participate in a Line Command later in the Game Turn. It may, however, receive an IO.

5.65 A player does not have to use the Auxiliares Phase. However, if he does, his OC is considered to have used one of his three Orders Phases. This does *not* affect the leader's Elite Commander capability

EXAMPLE: Game Turn 1 at Munda. Caesar starts the game by using his the Auxiliares Phase to move and fire with all his skirmishers. After the Pompeian player completes the Auxiliares Phase by doing the same for his skirmishers, Caesar uses his Elite Commander status to issue whatever commands he wishes. When, later in the Game Turn, it is Caesar's turn to be activated, he has only one activation left; he has already used two of his possible three. Even so, it is still an Initial Orders Phase so he is free for the most part to do whatever he likes.

6.0 MOVEMENT

6.1 MOVEMENT ALLOWANCES

DESIGN NOTE: Movement Allowances simulate not only the time it takes a unit to move from point A to point B, but also its maneuverability relative to other, different-type units as well as the tactical doctrines applied to deploying those units.

6.11 A combat unit's printed Movement Allowance (MA) is the basic allowance for a single order. A combat unit receiving an order may move up to its printed MA. Units may always move less than the printed MA.

6.12 There is no limit to the number of times a combat unit may move in a single Game Turn; however, a combat unit may move only *once* per Orders Phase.

EXAMPLE: Thus, a Legion ordered by a Tribune to move in that Tribune's Initial Orders Phase may move again; but, to do so, it must wait for an order from either another leader or from that Tribune in a Momentum Orders Phase.

6.13 If a combat unit that moved in a previous Orders Phase moves again in the same Game Turn, that unit incurs 1 Cohesion Hit (10.1) after it finishes its movement. This hit penalty does not apply to Advances after Combat (8.5), units that withdraw (6.52) or react (7.14), or any involuntary movement. Changing facing (7.1), which involves the expenditure of MP, is movement for purposes of this rule but changing stacking order (6.66) is not. Firing without movement does not cause a Cohesion Hit, but using Harassment and Dispersal fire (8.3) does.

Exception: The above cohesion penalty does not apply to Skirmisher (SK) units.

PLAY NOTE: We have provided some MOVED markers to help remember who has/hasn't moved.

6.14 Leaders may move any number of times in an Orders Phase, but they may not exceed their 9 MA per Orders Phase. If the leader is Restricted (4.57) the limit is 5 MA. All other restrictions and allowances apply, including the ability of leaders to use Orderly Withdrawal before any opposing unit. A leader who has used his 9 MPs (or 5 MPs) in an Orders Phase is not Finished; he simply may not move again that Orders Phase.

6.15 Leaders move using Cavalry costs. Leaders have no facing and do not pay any cost to change facing

6.2 NATURAL TERRAIN

6.21 A unit expends Movement Points (MP) for each hex it enters, per the Movement Cost Chart (6.27). Most units also pay extra MPs to move into a hex of higher elevation. Combat units also pay MPs and possible cohesion penalties to change facing (7.1).

EXAMPLE: Thus, a Cohort at Munda in hex S2531 would spend 4 MP to move into S2330; 1 MP for each Clear hex, 1 MP for each elevation change.

6.22 Movement also tended to disrupt the formations of units that relied on such for some of its fighting capability, although this was not as pronounced as in past eras. Certain units determined by Type and Class incur Cohesion Hit(s) (10.12) whenever they enter or change facing in certain kinds of terrain—usually anything other than Clear—and/or change elevation. However, certain units incur Cohesion Hit(s) when moving uphill only if they change more than one elevation in a single move (see the Movement Cost Chart; 6.27). All Cohesion Hits incurred for movement and facing changes are applied the instant they occur. Leader units, Skirmisher units, and certain other units do not incur terrain induced Cohesion Hits, as noted on the Movement Cost Chart.

EXAMPLE: Using the example in 6.21, a Veteran Cohort at Munda in hex S2531 would incur 1 Hit when moving into S2330 for moving "up" more than one elevation change in a single phase. If that Cohort had been a Conscript, however, it would have incurred 2 Hits, one for each level of change.

PLAY NOTE: Remember to differentiate between the cost in MPs to enter a hex and the effect such movement has on Cohesion. An example of this would be cavalry moving through the Broken terrain at Pharsalus; they could do so rather quickly, but it would pretty much destroy their unit cohesion.

6.23 A hex containing two types of terrain uses the majority terrain. Thus hex 2203 at Thapsus is a salt marsh hex.

Exception: Coastal hexes (e.g., 2539 at Thapsus) are land hexes if they contain some land.

6.24 Certain hexes/hexsides are impassable terrain: no unit may enter or cross such a hex/hexside. Woods, Broken, and Marsh (any type) hexes are considered Rough Terrain.

EXAMPLE: The Adriatic all-sea hexes on the Lesnikia map are impassable terrain.

6.25 A moving unit must have enough MP to pay the terrain cost of entering a hex; if it doesn't, it cannot enter that hex.

6.26 Terrain may also affect Shock combat results by adjusting the column under which the players roll to determine losses (8.74). Units in Woods also gain some protection from enemy Missile fire.

6.27 The Movement Cost Chart: This chart gives the Movement Point and Cohesion Hit costs for each type of unit moving (or changing facing in) into/across a specific type of terrain.

6.3 Movement Procedures

6.31 As a unit moves it traces a path of contiguous hexes through the hex grid, paying the MP and any Cohesion Hit cost for each hex entered. One unit's movement must be completed before another can begin; however, units allowed to stack together may move together as a stack with *each unit* paying the MP and any cohesion cost.

6.32 A unit may be moved in any direction or combination of directions. However, a unit may only enter a hex which is to its Front (7.11). For a unit to change direction, it must first change facing (7.1) by pivoting in the hex it occupies.

> **PLAY NOTE:** The double sized Phalanx counters prevalent in *SPQR* are present only in the Chaeronea scenario. The special rules for these counters are covered in section 9.10.

6.4 Column Movement

> **DESIGN NOTE:** On the battlefield, formed infantry of more disciplined armies moved in a battle formation that would, in later centuries, be called "Line". They were capable, however, of using a much looser, more mobile formation (in modern terms, "Column") for more rapid movement. In addition, because the units were not in an extended line that constantly needed dressing to be effective, the effects of movement upon a unit's "cohesion" were not as drastic.
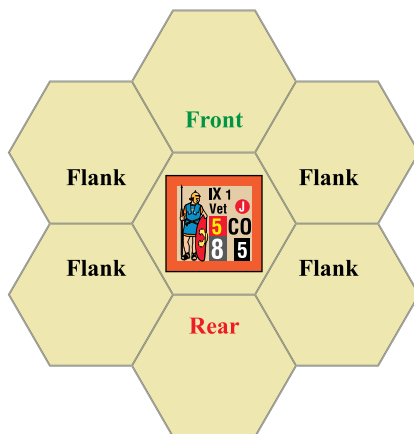
6.41 On being given orders to move, a Cohort (CO), Phalanx (PH), or Heavy Infantry (HI) type unit that is not in an enemy ZOC may change to (or from) "Column" at the *conclusion* of its movement. It costs 1 MP to change formation, either in or out of Column. For a unit to use Column Movement, it must start the Orders Phase In Column. Use the In Column markers to indicate this status.

> **DESIGN NOTE:** The only units in the counter mix that have the training/discipline to take advantage of this are Roman-style Cohorts and the heavy units in the Pontic army.

6.42 Units In Column increase their MA by one. For some unit Types, the cohesion costs for certain terrain is reduced

EXAMPLE: Thus, a CO unit In Column pays no cohesion cost for crossing a Stream or entering a Broken hex.

6.43 Units In Column must face the hexside (not the vertex) and only the hex directly in front of them is frontal. The change in facing is effected when the change to (or from) In Column status is announced; adjust the unit so that it faces an adjacent hexside. The unit may only be moved/refaced during a subsequent Orders Phase. When changing formation to/from column formation, adjust the unit 30 degrees to the left or right (owning player's choice) so that it faces a hexside/vertex.

6.44 Units In Column move into either their front hex or the flank hexes adjacent to the front hex. To enter a front-flank hex, a unit is first faced toward the front-flank hex and then moved into the hex. There is no MP cost or cohesion penalty for making these facing changes. Units wishing to move into any other flank or rear hex pay normal MP costs to change facing.

6.45 Units In Column have their TQ ratings temporarily reduced by 2. Units In Column may not Shock attack or Missile fire. They may move under orders and they may have Cohesion Hits removed through Recovery. If Shock attacked, the attacking unit is automatically Attack Superior, regardless of Position or Weapon system.

6.46 If an In Column unit is Shock attacked, at the conclusion of that Orders Phase the unit automatically goes back to its non-column formation (i.e., remove the In Column marker) at the cost of 1 Cohesion Hit. The units must be adjusted 30 degrees to the left or right (owning player's choice) so that it faces a vertex.

6.47 In Column units cannot use Orderly Withdrawal (6.5) or Reaction Facing Change (7.14). They cannot move through a friendly combat unit, nor may a friendly combat unit voluntarily move through an In Column unit. Routed units may move through In Column units—all stacking penalties apply. Units In Column can only cross a fortification hexside via a Gate.

6.5 ORDERLY WITHDRAWAL

Orderly Withdrawal (OW) is a form of retreat—reaction movement as it were—carried out during the enemy Movement and Missile Fire segment in which faster and more maneuverable units can avoid getting entangled in Shock combat.

> **PLAY NOTE:** Orderly Withdrawal is an extremely valuable maneuver. Therefore, we have gone to great lengths to explain this rule. The example at the end should help clarify any (unintended) opaqueness.

6.51 During an enemy Movement and Missile Fire Segment (or at any time when resolving an Elephant Rampage (9.93)), a unit *that is not in an enemy ZOC* may avoid contact with the moving unit the instant it moves within 2 hexes or if it starts movement 2 hexes distant of the friendly inactive unit, if the inactive unit has a higher movement allowance than the moving combat unit. To do this, the friendly unit withdraws up to a number of MP (not hexes) equal to the difference between the movement allowances, away from the moving unit. "Away" means that the withdrawing unit must move into a hex that is further from the moving unit (as measured in hexes) than the hex it leaves. Withdrawal must occur the instant the enemy unit moves into (or starts its move at) 2-hex range (stop moving the enemy unit temporarily), or the option is lost.

Exceptions:

- Skirmisher (SK) units may Orderly Withdraw up to 2 hexes (not MPs) before any unit whose MA is the same or less, regardless of the MA differential.
- Routed units and those units whose MA are raised above their printed MA (e.g., Column Movement, Impetuosity) cannot use Orderly Withdrawal.

> **PLAY NOTE:** Yes, it says within 2 hexes, so any (eligible) friendly unit can withdraw if an enemy unit moves within 2 hexes, even if that unit doesn't move in its direction. Thus, the friendly player must make his decision to withdraw before the moving enemy makes his full intentions clear!

EXAMPLE: A cavalry unit (MA 8) cannot withdraw uphill in the face of a moving Elephant unit (MA 7), because it would cost the cavalry 2 MPs to so move—and it is only allowed a 1 MP withdrawal.

6.52 The withdrawing unit maintains its original facing throughout its withdrawal with no facing change MP or cohesion cost. It does, however, pay any of the usual cohesion and movement costs for movement. At the completion of its withdrawal, the unit may change facing but incurs any cohesion and MP costs inherent in such change. There are two additional penalty situations:

1. After withdrawal, *infantry* units but not Skirmishers undergo an immediate TQ check (10.11). If the DR is higher than the unit's TQ, it incurs 1 Cohesion Hit.
2. If the withdrawing unit was being approached from a Rear or Flank hex, the unit incurs 1 Cohesion Hit before withdrawing, *which is cumulative with #1 above*. To be considered an approach from the Rear, the moving unit must be adjacent

exclusively to one of the withdrawing unit's 2 Rear hexes. If the moving unit is adjacent to both a Flank and Rear hex, it is a flank approach, not rear. The same principle applies for an approach from the front. This penalty applies to all non-Skirmisher units. Skirmisher units incur the penalty only if approached from a Rear hex.
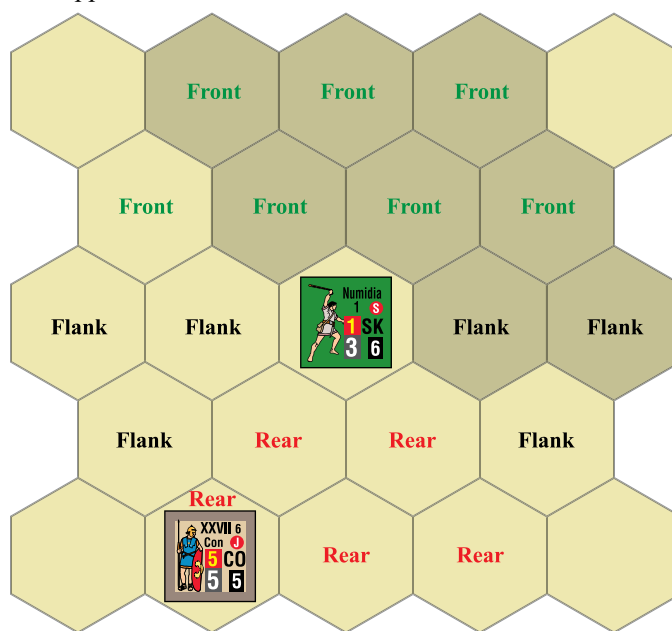
EXAMPLE: In the above diagram, the Skirmisher is being approached from the Rear so would incur 1 Cohesion Hit for the withdrawal. The Skirmisher may withdraw into the shaded hexes all of which are "Away" from the approaching Cohort unit.

> **HISTORICAL NOTE:** Orderly Withdrawal is a "retreat' in the face of an approaching enemy, long before that enemy can close. Therefore, the withdrawing unit can return to the original facing (with minimum cohesion cost) it had before the enemy approached. In play/ game terms, you simply move the counter backwards.

6.53 If a withdrawing unit incurs Cohesion Hits the same as or more than its TQ rating, it immediately Routs (10.2).

6.54 A unit may withdraw an unlimited number of times during a Game Turn; however, the 6.52 penalties apply to each individual withdrawal. For the purposes of Movement Allowances (6.1), no movement points are expended—and that includes leaders—and no orders are needed.

6.55 A unit may not withdraw into an enemy ZOC, a Woods or Marsh hex, across a River or Rampart/Wall of any kind (except through a Gate), or into/across any hex/hexside where movement is prohibited to the withdrawing unit. Stacking restrictions and penalties (6.6) apply during withdrawal.

Mounted Archers (only—no other missile unit type may do so) may missile fire as they withdraw. The range is always treated as 2 hexes. The withdrawing unit is limited to one missile fire per triggering enemy unit per Orders Phase.

PLAY NOTE: The implication of the word "instant" in 6.51, means that for an approaching unit, the OW occurs before any missile fire by that unit. However, a unit that starts within 2 hexes may fire before starting its movement which then would trigger the OW opportunity.

6.56 Orderly Withdrawal takes place during the opposing player's Movement and Missile Fire Segment; a combat unit cannot withdraw in the Shock Combat segment (leaders may do so). The moving unit may continue to complete its movement in the face of such withdrawal.

Exception: Orderly Withdrawal in the face of a Rampaging Elephant may take place at any time and it may be used by either player regardless of whose Orders Phase or whose Elephant is on a Rampage.

EXAMPLE OF WITHDRAWAL: [Britannia map] A Roman Cretan skirmisher archer (MA 6) stacked with the VII Legion legate is in 4819. A Briton Light Infantry (MA 5) is in 4419. The Briton player decides to move this light infantry towards the archers. As the light infantry enters 4619 (having expended 2 of its 5 MA), the Roman player states both the legate and his archers are withdrawing. The legate, seeing that he would be more useful with his legion, withdraws 4 hexes to one of his nearby cohorts. The archers can withdraw 2 hexes and so move to 5019, maintaining the same facing they had when in 4819. The light infantry, however, has 3 MPs left, and continues to move reaching 4819, thus placing the archer again within the "2 hex range". The Roman player, again, opts for withdrawal, moving the archer only 1 hex this time (to 5118). The Briton light infantry finishes its move in 4919. The archer has avoided the oncoming fired-up Briton Light infantry, while keeping within good firing range and retaining the ability to use OW later.

6.57 Cavalry Line Withdrawal: Under certain circumstances, the owning player may have an entire Line of cavalry (4.42) withdraw at the same time. Standard OW rules apply, but here, if an enemy unit approaches, and if the units in that individual Line have at least one unit within 2 hexes of a leader who can command those units, the entire Line may withdraw. All units in the Line must withdraw; the player *cannot* pick and choose. In addition, once a single unit in the line uses an individual OW, the line is not eligible for Line Withdrawal.

PLAY NOTE: The player can always OW for each individual unit. However, once one unit has used that, the line may *not* use Line Withdrawal.

6.6 STACKING

Stacking refers to having more than one unit in a hex at any one time, whether during movement or at the completion of movement. There are two principles involved when considering stacking: voluntary movement, which usually means combat units moving under orders or Orderly Withdrawal; and involuntary movement, virtually all of which is rout movement.

6.61 Only one combat unit may occupy a hex at the end of any form of movement—voluntary or involuntary. Leaders and informational markers do not count for stacking purposes. A hex may contain any number of leaders/markers. The three exceptions are:

- Two Cohorts may stack in the same hex. Two cohorts in a hex are treated as a single unit in terms of another (third) combat unit/stack entering that hex.
- One Cohort, Skirmisher, or Light Infantry unit may stack with one artillery unit (9.17).
- A Light Infantry unit designated as Antesignani may stack with a cavalry unit (9.4).

PLAY NOTE: The stacking rules are very simple—no stacking at the end of any movement—except where it applies to Cohorts, artillery, and Antesignani with Cavalry.

6.62 The restrictions, allowances, and Cohesion Hit penalties for stacking are all given on the two Stacking Charts (6.69). The actual chart used depend on the type of movement—voluntary or rout—being undertaken by the moving unit. The following premises and terms are used:

   Basic: All units other than two Cohort units, a Cohort, Skirmisher, or Light Infantry with an Artillery unit, and an Antesignani Light Infantry with a Cavalry unit.

   Stacks: If either the moving or stationary units are a stack of any kind, the Basic line is used.

PLAY NOTE: If are reading the rules for the first time, we strongly suggest you study this important chart (see pg. 47).

6.63 A unit may never move into or through a hex containing an enemy combat unit.

6.64 A leader must issue 2 IOs to move two combat units stacked in the same hex. However, the OC may move *all units* (including the OC) stacked in the hex occupied by the OC with 1 Individual Order. The stacked units must move together and end movement in the same hex.

Exception: An Antesignani + Cavalry stack (9.41) may be moved with 1 IO.

6.65 Combat units may enter a hex containing only a leader at no movement or cohesion cost, and vice versa. If a combat unit and a leader stacked with it use Orderly Withdrawal (6.5) together, they must remain together.

6.66 If two Cohort units are stacked in the same hex, the stacking order (i.e., who's on top) may be changed/switched only by the Change Stacking Order IO (5.22 #6); it may not be part of a move order or a Legion/Line Command. If the player wants to unstack the units, only the *top* unit may move in that Orders Phase (9.32 Line Extension is an exception). A Cohort unit moving into a hex to stack is always placed on the bottom. Such a move does not trigger Entry reaction fire (8.21) and no Shock marker is placed (7.32).

PLAY NOTE: Stacking order does not apply to a Antesignani LI + Cavalry or an artillery stack.

6.67 Both combat units stacked in a hex must have the same facing. To remain stacked in a hex, a moving unit must be able to conform to the facing of the stationary unit paying the MP and any cohesion costs to do so. This *does not* apply to a unit passing through an occupied hex. Artillery units have no facing and are always in alignment with the stacked unit.

6.68 Stacking has the following effects on Cohort units:

- Stacked Cohorts combine their Size ratings when involved in Shock combat
- Only the top Cohort unit in a stack may missile fire
- Enemy missile fire affects only the top Cohort in the stack, unless the fire is through the Rear hexes, in which case it affects only the bottom unit.
- Each Cohort makes its own TQ check; however, use the TQ rating of the top unit for both TQ checks. Automatic Cohesion Hits are applied to each unit in the stack.
- Stacked Cohorts from different Legions incur a +1 DRM to their TQ checks.
- Cohesion Hits from Shock must be divided as equally as possible with any extra hit being given to the top Cohort unit. However, if the attack is from the Rear, it goes to the bottom Cohort unit instead.
- If the top Cohort unit Routs, so does the bottom unit. If the bottom Cohort unit routs, the top unit undergoes a TQ check and Routs if it fails.

PLAY NOTE: Stacking effects for Antesignani and Artillery stacks are covered in section 9.4 and 9.1 respectively.

6.69 The Stacking Chart: The Chart lists what type of unit is moving. However, the effects apply to *both* moving and stationary units, unless otherwise specified.

6.7 PRE-ARRANGED WITHDRAWAL

A player may attempt to anticipate the battle plan of his opponent by employing a special tactic termed Pre-arranged Withdrawal (PW). This tactic allows certain units to withdraw in the face of enemy movement even though they do not have a higher MA.

6.71 The only units that may use PW are Legions composed of entirely Veteran and/or Recruit Cohorts; no other units may use PW. Moreover, PW requires a Legion Command and that all the Legion's cohorts are in command; it may not be used by individual units. PW may be assigned to a Legion if its Tribune is within the Command Range his SC. If led by a Legate, the Legate must be within the Command Range of the OC. Scenario special rules may modify this requirement.

6.72 The "P" in PW means just that: the tactic must be designated at the start of the Game Turn, before any leader activates. To do so, the player places a PRE-ARRANGED WITHDRAWAL marker under the Tribune/Legate that will enable the tactic. Now, let's face it, doing this will alert the opponent that something is up, so the player is always free to place the marker with the No PW side of the marker face up to disguise his intent.

More than one marker may be placed if there is an available Legion meeting the requirements of 6.71 above.

6.73 When the leader is activated, or when the player wishes to use the PW capability at the approach of enemy units to the Legion, the marker is revealed. Depending on which happens first:

- The Legion's cohorts and its Tribune/Legate may withdraw 1 hex the instant any enemy *infantry* would normally trigger OW. The provisions of 6.51 apply, except for the MA differential. When PW is triggered, all cohorts in the Legion must withdraw together (as in 6.57), and they all must withdraw 1 hex. All effects of OW apply (6.52, 6.55, etc.). PW may be undertaken any number of times for the remainder of the Game Turn. Once a Legion has used PW, its Tribune/Legate is Finished… even if he has not yet been activated!
- If it is the Tribune/Legate's turn to be activated before PW has taken place, that leader may either remain inactive (i.e., pass) or issue orders, however, the cohorts cannot leave their hex; they may change facing. This restriction applies if the Tribune/Legate is directed to issue a Legion Command from the OC/SC later in the turn.

7.0 FACING AND ZOCS

7.1 FACING

7.11 All units, except those In Column (6.43), must be faced in a hex so that the top of the unit (the side with its name) faces into the vertex of the hex (between two hexsides, as below). The two hexes to the front are called the Front hexes; those to the side, the Flank hexes, and those behind, the Rear hexes. *A unit may only move into a Front hex.*
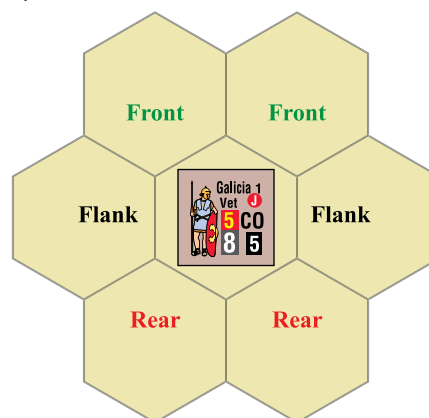
7.12 In order for a combat unit to change its facing it must pivot within its hex. It costs 1 MP to change facing in any direction, regardless of the number of vertices shifted. The exceptions are:

- Cavalry and non-cohort infantry units pay 1 MP for *each* vertex shifted.
- Elephant and Chariot units pay 2 MP for *each* vertex shifted.
- Skirmishers do not pay any MP cost to change facing.
- For units In Column see 6.44.

7.13 Certain units, as noted on the Movement Costs Chart (6.27), that change facing within a Rough terrain hex incur 1 Cohesion Hit for each vertex shifted. Elephant, Skirmisher, and Tribal BI and LI units, because of their extremely loose formations, do not suffer this penalty. It is possible for a unit to pay a higher cohesion cost than the MP cost to change facing in such terrain. Rough terrain includes Woods, Broken, and any type of Marsh.

7.14 Reaction Facing Change: Any unit or stack of units may change facing one vertex per Orders Phase when an enemy unit moves adjacent to it from a non-adjacent hex; this includes Advance after Combat (8.5). It may not do so if it is already in the ZOC of another enemy unit. After changing facing, the owning player rolls a die and modifies that DR by the +/– difference between the MA of the moving unit and the MA of the stationary unit(s). If the DR is higher than the unit's TQ, that unit incurs Cohesion Hits equal to the difference, with a minimum of 1 Cohesion Hit, regardless of the DR. The inactive unit may conduct Entry Reaction Fire (8.21) after the facing change.

Exception: Cavalry (but not an Antesignani stack) units changing facing in reaction to infantry movement are exempt from the preceding check and make the facing change with no adverse effect. For a Antesignani stack, use the LI's MA to determine the DR modifier.

> **PLAY NOTE:** Stacked units are checked separately. Artillery have no facing so never make this check.

7.2 ZONES OF CONTROL (ZOC)

ZOC are those hexes, other than the hex occupied, over which units exert control, limiting the movement of enemy units.

7.21 Skirmishers exert a ZOC into their Front and Flank hexes. If they are out of missiles (Missile No) they *do not* exert any ZOC. All other combat units exert a ZOC into their Front hexes—even those that are out of missiles. Routed units and leaders do not exert ZOCs.

7.22 ZOCs do *not* extend into a hex into which movement is prohibited. Furthermore, they do *not* extend across fortification hexsides (11.22).

7.23 A unit must cease movement the instant it enters an enemy ZOC. A unit that begins its movement in an enemy ZOC can move out of the enemy ZOC only if:

- it is a combat unit that received an order to move, has at least one unoccupied Front hex, and its printed MA is greater than the MA of any enemy unit exerting a ZOC on it, *or*
- the unit is the OC issuing an Individual Order to himself, *or*
- the unit is a leader who has been issued 2 Individual Orders by his OC/SC.

Exception: The ZOC of an enemy unit that cannot Shock is ignored for purposes of bullet #1.

> **PLAY NOTE:** The above exception will prevent Skirmishers (which are ranged missile units) from pinning units from behind.

A unit leaving an enemy ZOC may immediately enter another enemy ZOC, but it would then cease movement for the remainder of that Orders Phase.

7.24 A unit that begins the Movement and Missile Fire segment in the ZOC of an enemy unit in most situations cannot change facing. A unit may, however, use up to ½ its MA (rounded up) in facing changes *if all the following apply*:

- the unit is in the ZOC of only *one* enemy combat unit, *and*
- there are no enemy combat units in the unit's ZOC, *and*
- the unit remains in the hex during that Movement/Missile segment; it cannot use 7.23 bullet #1 to leave the ZOC.

Exception: The ZOC of an enemy unit that cannot Shock is ignored for purposes of bullet #1.

> **DESIGN NOTE:** We have relaxed the "never change facing in an enemy ZOC" mandate of the prior editions somewhat, now allowing a unit not engaged to its front or attacked from multiple directions to turn and face attacks from the flank/rear.

7.25 If opposing units extend a ZOC into the same hex, they are both considered to control that hex.

7.3 SHOCK REQUIREMENTS

Whether a combat unit must attack an enemy unit depends both on its unit Type and if the unit moved, shock being a question of inertia more than weaponry.

7.31 In the Shock Combat segment, all friendly "heavy" units—those whose Type is marked with a plus sign (+) on the Shock Superiority Chart (8.72)—that *moved adjacent* to an enemy unit from a non-adjacent hex during the preceding Movement and Missile Fire segment must Shock attack all enemy units in their ZOC. All other "light" Shock capable units—no plus sign (+)—that moved adjacent to an enemy unit from a non-adjacent hex during the preceding Movement and Missile Fire segment *may choose* to Shock attack all enemy units in their ZOC in the ensuing Shock Combat segment.

Exception: Heavy units have the option to Shock attack enemy units across a fortification hexside but are not required to do so.

7.32 The moving player places a SHOCK MUST CHECK TQ marker on top of each unit that either must Shock attack in the ensuing Shock Combat segment, or that he chooses to Shock attack (7.31). These markers are placed the instant the moving unit moves adjacent, and before any Reaction Fire, to delineate which units will have to undergo a Pre-Shock TQ check (8.43).

EXAMPLE: A Caesarian Cohort moving adjacent to a Pompeian Cohort unit has a SHOCK MUST CHECK TQ marker placed on top of it because it must attack. A Numidian Light cavalry unit moving adjacent to a Cohort unit does not have to shock attack; however, the moving player must state his decision on whether to do so as it finishes movement. If he wishes it to attack, he places a SHOCK MUST CHECK TQ marker on top of the unit.

SHOCK NO TQ Check **7.33** Any unit issued Fire (only) orders—or those simply within the activated leader's Command Range and this includes Tribunes/Legates directed to issue Legion Commands—*may choose* to attack all enemy combat units in their ZOCs. These units are given a SHOCK NO TQ CHECK marker in the Shock Designation step (8.41), to indicate they are going to Shock attack but do not have to make a Pre-Shock TQ check. See the introduction to 8.4.

Exceptions:

• Skirmishers, Artillery, Light Infantry Archers, and Light Cavalry Archers are not Shock capable and can never Shock attack.

• Routed units and units In Column can never Shock attack.

PLAY NOTE: When using the Engaged rule (10.5), SHOCK NO TQ CHECK markers are required for Engaged units within range of the activated leader if that leader can command the unit.

DELUXE EDITION NOTE: Unlike *Caesar:TCW* and *Caesar:COG*, Skirmishers and Light Infantry/Cavalry archers can no longer attack in Shock combat.

8.0 COMBAT

There are two kinds of Combat: Missile and Shock. Missile combat occurs as part of—or instead of—movement at any point during the Movement and Missile Fire segment of an Orders Phase. Shock combat comes in its own segment, which occurs after all orders have been issued and movement is completed. A missile unit can participate in both types of combat during the same Order Phase. In Shock combat, the Type, Size, and Troop Quality of a unit are considered, and the effects of combat are Cohesion Hits, which may result in a unit being Routed.

8.1 MISSILE FIRE

HISTORICAL NOTE: Missile-firing skirmisher units, with their generally lower TQ's and susceptibility to shock by heavier units, appear to be "weak" units. However, they have three abilities which make them quite useful: they can usually fire during movement, they can use Harassment & Dispersal fire, and a large number of them may fire at the same time in the Auxiliares Phase. Their combat effectiveness was limited, though, because of a lack of penetrative capability—a problem that would remain until the inventions of the crossbow and the Welsh longbow.

8.11 Units with Missile Capability (see sample units) may use Missile Fire. There are six classes of missile units: Archers (A), Slingers (S), Javelinists (J), Axe Throwers (X), Darts (D), and Artillery. When given an order, an individual missile unit can fire at any time before, during, after—or instead of—move-

ment. If a missile unit moves from its hex, it may only fire if it moved "forward" (closer to the target) immediately preceding the fire. Firing during movement does not cost MPs. Each unit ordered may only fire once per Orders Phase.

Exception: Light Infantry Archers (LI Class A) and Artillery units can either move or fire, never both in the same Orders Phase. Artillery units do not use orders to fire (9.15).

HISTORICAL NOTE: The Roman javelin was a pilum; however, we have stuck with "javelin" for a variety of reasons.

EXAMPLES: A mounted archer may move 4 hexes forward, fire at an enemy 2 hexes away, and then use its remaining points to ride away. A slinger could move 3 hexes forward, let loose a pellet at a range of 2 hexes, and then continue its movement by moving away. However, a cohort, while it could move forward and throw its pila, could not move away afterwards because the range of the javelin is 1 hex and to throw it would usually place it in an enemy ZOC, where it must cease movement.

8.12 Missile Fire may occur because of an order (8.11, 8.3), as a reaction to enemy actions (Reaction Fire, 8.2), or as part of an Orderly Withdrawal by Mounted Archers (6.55). For Artillery fire, see 9.15-9.16.

8.13 A Missile unit may fire at any single enemy target unit which is within its Missile Range and to which it can trace a Line of Sight (8.14) through one of its Front and/or Flank hexes. Missile units must fire individually; they may not combine fire. If there is more than one combat unit in the target hex, the top unit is affected if fired at through a Front or Flank hex, the bottom unit if fired through a Rear hex.
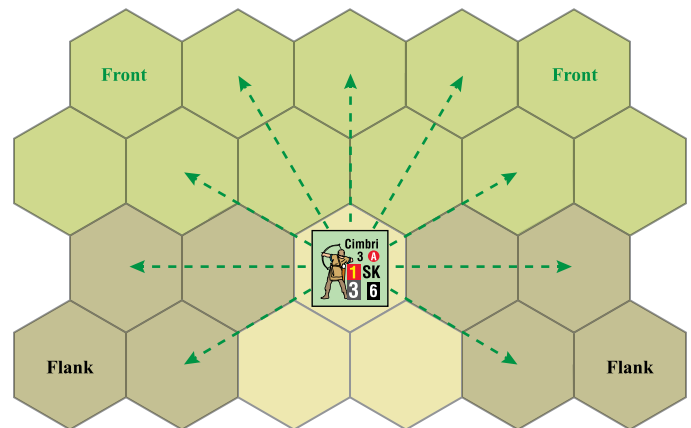
8.14 A missile unit can only fire at an enemy target unit to which it has an unobstructed Line of Sight (LOS). A LOS is calculated by tracing a path of hexes between the center of the hex the missile unit is in and the same for the target unit, through the firing unit's front or flank hexsides. LOS is blocked by woods, fortification hexsides, and combat units, unless they are in hexes at a lower elevation than both the firer and the target. LOS is also blocked if any part of a hex of higher elevation is

between the two units. If the LOS goes down a hexside between blocking/non-blocking hexes, consider it blocked. Missile units, however, may *always* fire into adjacent hexes.

Exceptions:

- If the firing unit is an Archer (Class A), LOS is not blocked by a combat unit if the combat unit is closer to the firing unit than the target (halfway is not closer).

- A firing unit inside a camp/fortification adjacent to a fortification hexside may fire and be fired upon across a fortification hexside.

> **PLAY NOTE:** LOS, while not a major problem in most of these battles (because of the flat terrain), is often a cause of "player tension".

8.15 Missile Fire Resolution: The Missile Range and Results Chart (8.71) is used to determine the effect of missile fire. Each missile unit has a missile strength, which varies with the range as given on the chart. For each missile fire, a die is rolled. If the DR is equal to or less than the strength of the missile unit at that range, then the target unit receives 1 Cohesion Hit (2 Cohesion Hits in certain cases). If the DR is greater, there is no effect. Adjustments to the DR are listed on the MMRC. All DRMs are cumulative unless noted otherwise on the chart. All combat effects from missile combat are immediate and occur before any other unit is moved or fires.

The DRMs are self-explanatory with the following exception that the moving penalty does not apply to a facing change while remaining in the hex. It does apply to Harassment & Dispersal fire.

> **DESIGN NOTE:** As indicated on the chart, there is no penalty for moving infantry javelinists, who use movement to gain momentum for their missiles. If you want to be technical, play that they do not get the penalty only if all movement is/was forward.

8.16 Missile Supply: Missile units may keep firing until they run out of missiles. Each different missile type has its own availability level:

- **MISSILE LOW** **SCREEN Missile Low** Archers, Slingers, and Elephant Screens become Missile Low whenever there is an *unmodified* DR of 9 when resolving any missile fire, at which point place a Missile Low marker on the unit, indicating it has one fire remaining.

- **MISSILE LOW** Javelinists, other than Cohort units, become Missile Low whenever there is an *unmodified* DR of 6 or higher when resolving any missile fire, at which point place a Missile Low marker on it, indicating it has one fire remaining.

- **MISSILE NO** Cohorts and Axe Throwing (X) units are automatically out of missiles after the first time they fire. Place a Missile No marker on the firing unit.

- **MISSILE NO** Any javelin-armed *infantry* unit involved in Shock combat is automatically marked with a Missile No marker upon completion of Shock combat.

- *Any* units firing from *inside* a camp/fortification at a target *outside* the camp/fortification never run out of missiles.

- Cavalry units firing Darts never run out of missiles.

- Artillery units never run out of missiles.

If a unit marked with a Missile Low marker fires, flip the marker over to its Missile No side to indicate there are no missiles left to fire.

EXAMPLE: [Pharsalus]: Caesarian Balearic Slingers are 2 hexes distant from a hex containing an enemy cavalry unit. At a range of 2 hexes, the Slingers' Missile Strength is 2. The Caesarian player fires against the Pompeian cavalry unit, rolling a 2. The Pompeian cavalry unit incurs 1 Cohesion Hit. If the Slinger unit had moved to get within range and then the player had rolled a 2, the +1 DRM for movement would have caused the fire to be ineffective. If the Caesarean player had rolled a 9, the fire would have had no effect and he would have had to place a Missile Low marker on the Slinger unit.

> **PLAY NOTE:** The sheer number of one-shot CO units particularly in the Civil War scenarios will generate a significant amount of counter clutter and tax even the most generous supply of Missile Low/No markers. Rather than using 8.16, treat CO units as having missiles unless:
>
> 1) they started the segment adjacent to an enemy unit, or
>
> 2) they are marked with a Missile No marker. A Missile No marker, however, is not placed when a unit fires, but rather at the instant the unit is no longer adjacent to an enemy unit. A Missile No marker is removed when the unit is once again adjacent to an enemy unit after all fire is resolved (it is no longer needed), or per the reload rule 8.17 below.
>
> In those cases where becoming adjacent to an enemy unit didn't result in Shock combat or missile fire, use a Missile Low marker to indicate that the unit has missiles even though adjacent to an enemy unit.

8.17 Any friendly unit with a Missile Low or Missile No marker may remove its Missile Low/No marker during the Reload Segment of the Rout and Reload Phase (F/3), bringing it up to full missile capability if:

- it is not in an enemy ZOC, *and*

- it is not in missile range and in LOS of an enemy unit that has missiles and is able to fire.

8.18 Leader Casualties: If there is a leader in the hex fired at, and the *unmodified* Missile Fire DR is 0, there is a possibility that the leader has been hit. Roll the die again. If the die roll is 1-9, nothing has happened; if the DR is 0, the leader has suffered a "casualty". See 4.83 for resolving this.

8.2 REACTION FIRE

Missile units may fire in reaction to certain enemy movements into (Entry Reaction) and out of (Retire Reaction) their ZOCs, and against enemy units that use Missile Fire against them (Return Fire). Section 8.2 does not apply to Artillery units, which have their own distinct Reaction Fire rules; see 9.16.

8.21 Entry Reaction: Whenever a friendly unit enters the ZOC of an enemy missile unit—and this includes entry because of Advance after Combat (8.5)—that enemy missile unit may fire at the entering unit (range: 1 hex) before any further movement or friendly fire occurs. Units that attempt a Reaction Facing change (7.14) may fire if the triggering unit is in its ZOC.

Exception: When friendly units are moving as result of a Legion or Line Command, all movement is completed before any Entry Fire takes place, and all Entry Fire takes place before any fire by any of the moved units. A reacting unit may fire at only one unit that enters its ZOC.

8.22 Retire Reaction: Whenever a friendly unit leaves the ZOC of an enemy missile unit, that missile unit, if it has a missile range of 2+ hexes, may fire at the moving unit. Any results are applied before the unit moves. All Retire Reaction fire is always at a range of 2 hexes.

Exception: Routed units executing their initial rout move (10.22) do not trigger Retire Reaction Fire.

8.23 Return Fire: Any inactive unit that is fired at may fire back at the enemy unit that fired at it after the active unit's fire is resolved. Return fire is not simultaneous. The inactive player cannot use Return fire if it used Entry Reaction Fire against that same firing unit.

8.24 Reaction Fire does not require an order; it does require that the missile units have enough missiles available to fire. A unit may perform Reaction Fire any number of times during enemy movement, if it has missiles available (6.55 is an exception).

8.25 The only time Elephant Screens may fire is as Reaction Fire (any type).

8.3 HARASSMENT & DISPERSAL

HISTORICAL NOTE: This is the main tactic of Light Cavalry, Light Infantry, and Skirmisher type units.

DELUXE EDITION NOTE: The Harassment & Dispersal (H&D) rules have their own section here with the main missile fire rules, including an extensive example.

8.31 Missile-armed Skirmishers (SK) and Light Infantry (LI) may use Harassment & Dispersal fire (H&D) against any enemy unit that has the *same or lower* Movement Allowance (MA). Missile-armed Light Cavalry (LC) may use H&D against any enemy unit that has a *lower* MA. H&D fire requires a move order, is movement for purposes of missile fire modifiers, and consumes the unit's entire MA.

Exceptions:
- Skirmisher and Light Infantry Archers (Class A) cannot use H&D fire.
- Light Cavalry (all missile classes) cannot use H&D against Skirmishers.

8.32 To use H&D, Light Cavalry (LC) must be within 4 hexes, and infantry types within 2 hexes of, *but not adjacent to*, the target, and cannot be in an enemy ZOC. The unit must have a LOS to the target and be able to trace a path of hexes through its Front hexes (only) clear of any combat units *and* enemy ZOC unless that ZOC is adjacent to the target. The path may not be traced through an impassable hex, Rough terrain hex, or up/down a hexside of more than one level of elevation change. It may cross a Stream.

8.33 If the unit satisfies the conditions in 8.32 above, it may fire its missiles against the selected target. The procedure is:
- note which unit is using H&D fire, *then*
- note the target, as above, *then*
- fire missiles as if they were being fired at a range of 1 hex. This is a moving attack.

The target unit may change facing (7.14). The target and any other friendly unit may use Entry Reaction Fire (8.21) if the path is traced through an adjacent hex in its arc of fire (8.13). However, all fire is treated as simultaneous in this situation.

All of this occurs without physically moving the counter on the map. However, the unit is expending MP so it is moving for purposes of 6.13.

DESIGN NOTE: Well, it is moving (to the target and then back to whence it came). We just eliminated the micromanagement. This rule simulates the ability of a light unit to close on a unit (around 30 yards), throw missiles, and then swiftly withdraw without getting entangled in Shock Combat.

8.34 Light Cavalry may use H&D fire against Elephants though there are restrictions (see 9.95). Therefore, cavalry H&D fire is not allowed through an Elephant's Front hex.

8.35 Light Infantry (LI) — not SK or cavalry—may be stopped when using H&D fire by quick-moving defenders. Anytime an LI undertakes H&D, the opposing player may have the target unit attempt to gain contact with the firing unit. To be eligible, the fire must be through the target's Front hexes, determined after any Reaction Facing change. The defending player makes the attempt, instead of using Reaction Fire if eligible, after the attacking player resolves his unit's missile fire. He rolls the die applying a +1 DRM if the reacting unit has a higher TQ than the firing unit:
- If the adjusted DR is higher than the firing unit's MA, the firing unit must move forward adjacent to the target unit without changing its facing.
- If the adjusted DR is the same as or lower, the defending unit must instead move 1 hex forward towards the firing unit without changing facing. If the firing unit has a vacant hex to its Rear, it may withdraw to that hex retaining its current facing.

If the target is a stack, only the top unit checks and is affected by bullet #2, the bottom unit stays put. Missile availability has no bearing on making the attempt.
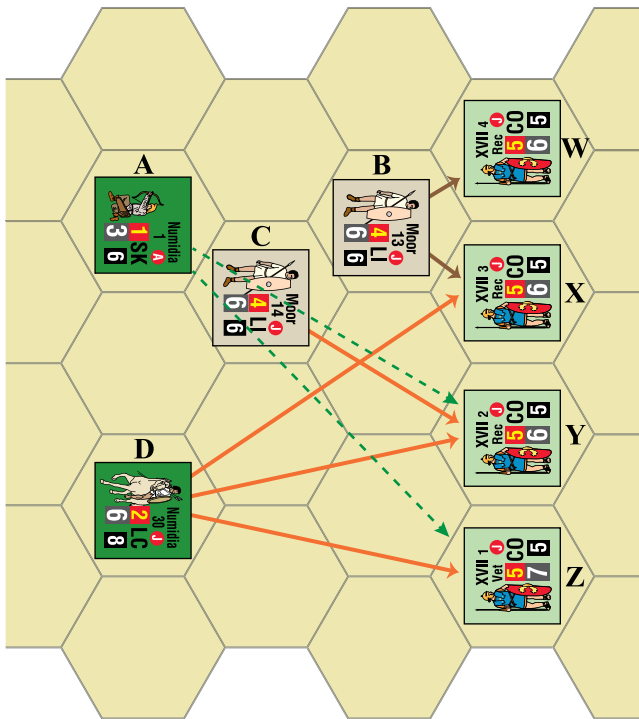
EXAMPLE: (Cirta) ~ The Numidian Archer **A** may fire at Roman units **Y** and **Z** (dashed arrows). The range is 3 and 4 hexes respectively. Since **A** is an archer, it may fire over the Moor LI **C** because that potentially blocking unit is closer to the archer unit than either of the targets. The Moor LI **B** unit blocks **A**'s fire at **W** and **X** since **B** is closer to those targets than to the archer.

Moor LI **B** can fire at either Roman unit **W** or **X** at a range of 1 hex. The Roman unit that receives the fire may Return Fire at 1 hex range after **B**'s fire is resolved. The other has no reaction fire opportunity.

Moor LI **C** has no target in range for regular missile fire but can use H&D fire from a range of 2 hexes (orange arrow). **C** does not have a LOS to Roman unit **X** since the LOS goes down a hexside between blocking/non-blocking hexes. **C** does have a LOS and clear path to Roman unit **Y** so can use H&D fire resolved at a range of 1 hex. Note the javelinists are not penalized for moving. Both **X** and **Y** may use Entry Reaction Fire at 1 hex range against the H&D fire, but the fire is considered simultaneous as opposed to being resolved first. Roman unit **Y** may, instead of using Reaction Fire, attempt to stop the Moor LI. The Roman unit has the same TQ as the firing unit, so there is no DRM. A modified result of 6 or more will force **C** to move adjacent to **Y**, otherwise **Y** will have to move adjacent to **C**, in which case **C** may retreat 1 hex since it has a vacant rear hex next to **A**.

The Numidia LC **D** has no target in range for regular missile fire, but all Roman units are within 4 hex range for H&D fire. However, **D**'s LOS and path to Roman unit **W** is blocked by two friendly units. **D** does have a clear LOS and path to Roman

units **X**, **Y**, and **Z** (orange arrows). **D**'s missile fire against any of the targets would be at a range of 1 hex, with a +1 DRM since the Numidian LC is mounted and is considered moving for H&D fire. Targeting **Z** is advantageous because **D** can trace a path such that only the target unit is able to reaction fire. An attack on **X** or **Y** would draw an additional reaction fire from **Y** or **Z**. Whichever Roman unit is chosen as the target may use Entry Reaction Fire in response.

8.4 SHOCK COMBAT

DESIGN NOTE: This section is the heart of the game; thus, we have gone to great lengths to explain how things work. It is longer and more detailed than other sections and may, at first glance, appear somewhat daunting. Take heart: in practice/play, most of the mechanics become self-evident and, after a few trial runs, the resolution of shock will become second nature.

PLAY NOTE: The Shock system relies on the interaction of units weapons, armor protection, size, angle of attack, and troop quality (TQ), to produce a single result. While no factor is unimportant, the rating to play closest attention to is the TQ, for that rating determines the ability of a unit to withstand the rigors of toe-to-toe ancient warfare.

PROCEDURE:

Shock combat takes place in the Shock Combat segment. Shock is part of a leader's Orders Phase, and all Shock engendered by that leader is resolved before the next leader may be activated or Momentum attempted.

IMPORTANT: Each Shock combat is conducted as a series of steps performed in order, for all units participating in Shock combat. Thus 8.43 is completed for all involved units, then 8.44 for all involved units, etc.

PLAY NOTE: We suggest undertaking each separate step from left to right, across the map. Players may use any system they wish to note what has happened up-and-down the lines of attack.

DESIGN NOTE: It would be easier to resolve each separate combat as one "piece". However, to do so creates a "blitzkrieg" type of effect, wherein the attacker gets to choose which attacks he wants to do first so that he can achieve "breakthroughs". Despite its simplicity, this would be so far from reality as to render the system—and the game—inaccurate; however, isolated shocks can certainly be resolved as a piece, if doing so would not affect other attacks. The method you choose should keep this intent in mind.

8.41 Shock Designation: Place SHOCK NO TQ CHECK markers on non-moving units that choose to Shock per 7.33 (units that have moved will already have SHOCK MUST CHECK TQ markers). Only those units with SHOCK markers may shock attack.

8.42 The Basic Pre-Shock Procedure: Units that attack by Shock must attack all units in their ZOCs, unless that defending unit is being attacked by another friendly unit in that Shock Combat segment. The attacker designates which units will be involved in each individual combat resolution, within the following restrictions:

- A unit may attack only once per Shock Combat segment.
- A defending unit may be Shock attacked only once per Shock Combat segment (8.6 is an exception)
- A friendly unit may attack more than one unit if the targeted defenders are all in the attacking unit's ZOC.
- An attacking unit may not split its attack capabilities, although two (or more) units may combine to attack one defender.
- If more than one unit is defending and/or attacking, total the Sizes.
- Stacked units must Shock attack the same hex.

Other than the above restrictions, the attacking player may divide his attacks amongst his units as he sees fit.

EXAMPLE: [Pharsalus] A Pompeian RC cavalry unit in 2419 moves adjacent to a Balearic slinger in 2518. Unfortunately for the poor slingers, there is also an enemy RC in 2618 that is within range of the active leader. The Roman player may either combine the the two cavalry units in the attack if the stationary RC receives a Shock marker, or have the other cavalry attack (as it must) alone and the adjacent RC sit by and watch.

SHOCK RESOLUTION:
An Overview of the Shock Combat Resolution Procedure.

Sections 8.43 through 8.47 are descriptions of the sequence and procedure used to resolve Shock Combat. These steps are:

1. Attacking units with a SHOCK-MUST CHECK TQ marker and their defenders undergo a Pre-Shock TQ check (8.43).
2. Check for Leader casualties (8.44).
3. Use Clash of Swords Chart to determine which column on the Shock CRT will be used (8.45).
4. Determine whether terrain, leaders, and/or relative strengths and capabilities will have any effect (8.46).
5. Resolve the Shock using the Shock CRT (8.46).
6. Check for Rout (8.47)

8.43 The Charge: All units with a SHOCK MUST CHECK TQ marker *and* their intended targets undergo a Pre-Shock TQ check with the players rolling a die for each of their units, all such checks being simultaneous. Attacking units with SHOCK NO TQ CHECK markers—and *their* defenders—do *not* undergo this TQ check. If a unit is attacked by both types of units (Shock Check and Shock No Check), the defender then checks TQ.

The following units do not make a Pre-Shock TQ check:

- Any non-Skirmisher unit attacking a Skirmisher (SK) unit;
- Any unit attacking a Routed unit;
- Vet and Rec Class Cohorts attacked frontally by Light Infantry (LI).

If the modified DR is *higher than* a unit's TQ, the unit incurs Cohesion Hits equal to the difference between the DR result and its TQ:

- If a *defending* unit has accumulated Cohesion Hits equal to or greater than its TQ Rating, it immediately routs per 10.21. An attacking unit must advance per 8.5 unless it is in the ZOC of an enemy unit.
- If an *attacking* unit has accumulated Cohesion Hits equal to or greater than its TQ Rating, it immediately routs per 10.21; the defender(s) do not advance.
- If *all attacking and defending units* involved would rout from their TQ checks, use the procedure in 10.15 to determine which units will rout.

After all Pre-Shock TQ checks, if at least one attacker and one defender in the same combat did not rout or advance, go to the next step.

8.44 Shock and Leaders: Use the procedure in 4.83 to determine if any of the leaders stacked with involved combat units suffer a casualty. The leader's Charisma is used as a DRM (for good or ill) regardless of the outcome.

8.45 The Clash of Swords: The Clash of Swords Chart (8.73) is now consulted. Cross-index the attacking unit's Type with the defending unit's Type and its orientation relative to the attacker to determine which Shock CRT column (prior to any adjustments) will be used to resolve the combat. If there is more than one Type of defending unit, the defending player chooses which Type will be used in the determination. If there is more than one attacking unit, the attacking player chooses which to use for his Type and angle of attack.

Units that are not Shock capable defending in conjunction with Shock capable unit types cannot be chosen.

EXAMPLE #1: A Recruit Cohort attacking a Light Infantry unit frontally would use Column '9' on the Shock CRT (before any adjustments).

EXAMPLE #2: A Veteran Cohort unit is attacking two units at once: one Barbarian infantry (through its flank) and one Barbarian light infantry (frontally). The defender gets to choose the unit type; here he chooses the Light Infantry, even though it is a "weaker" unit. Why? First, using the Clash of Swords Chart, we see that designating the Barbarian infantry on its flank produces the '12' CRT column, while the frontal attack against the Barbarian light infantry would force the attacker to use the '8' column. And, regardless of whom the defender chooses, the attacker has Attack Superiority, either because of type (Vet CO vs. LI) or position (attacking the BI through its flank).

EXAMPLE #3: A Roman Recruit cohort is attacked by two Numidian units—one Light Infantry unit from the front, and one Light Cavalry unit through the rear. The Numidian player would use the "LC attacking Rec CO from the rear" to gain the more advantageous column '11', as well as gaining Position Superiority for the rear attack negating any potential benefits from the Shock Superiority Chart should the cohort have missiles.

8.46 The Hand-to-hand Struggle: The players now determine the effect of any advantages either side has and resolve the shock combat.

Step 1. Determine Superiority: There are two types of Superiority: Position Superiority and Weapon System Superiority. Either one side or the other may (but not must) gain superiority, either as Attack Superiority (AS) or Defense Superiority (DS). The players determine Superiority using the Shock Superiority Chart (8.72). In many instances there is no Superiority. Superiority is determined as follows:

A. Position Superiority: An attacking unit generally has Position Superiority if its attack is through a defending unit's Flank or Rear hex. However, whichever unit the attacking player uses to determine position superiority must also be the one used to determine the Shock column on the Clash of Swords chart per 8.45. An attack *does not* gain Position Superiority when:

- a Skirmisher is attacked through a Flank hex, *or*
- a Cavalry unit attacks an Elephant unit, *or*
- the attacking unit is in the ZOC of a Shock-capable enemy unit that is in the attacker's Flank or Rear hex.

In the above three situations, Superiority will be determined by the Weapons System (8.46 #1 B below).

If the attacking unit has Position Superiority, the attacking player gains Attack Superiority (AS) for that combat.

B. Weapon System Superiority: If no Position Superiority is attained, the opposing units check their weapon class relationship (see the Shock Superiority Chart, 8.72) to determine if either weapon system is superior (either AS or DS) to the other. If more than one unit on either side is involved in the combat, use the same unit Type that was used to determine the Shock column on the Clash of Swords chart (8.45) for the comparison.

> **PLAY NOTE:** Many different types of permutations and combinations are possible, in terms of unit types and multiple attack angles. The two precepts, above, should cover virtually all these possibilities. If they don't, try to attain a result that best fits in with the general principles.

Step 2. Determine Size Ratio Difference: Compare the total Size points of the attacking unit(s) to those of the defender(s). For each level of Size Ratio Difference (SRD) *greater than* 1-1 a side has, it receives Shock Results Table Column adjustment of one in its favor. The attacker adjusts to the right, the defender to the left. Reduce all size ratios to a #–1 (or 1–#), rounding off as follows:

- If any attacker *moved* adjacent to the defender from a non-adjacent hex, round off in favor of the attacker. Thus a 5-size unit attacking a 4-size unit is 2–1; a 4–5 is 1–1 and a 2–5 is a 1–2.
- If no attacker moved adjacent, round off in favor of the defender. Thus a 5-size unit attacking a 4-size unit would be 1–1; but 4–5 is 1–2.

The SRD is ignored in the following situations:

- Elephant units involved in a combat with any *non-Elephant* units.
- In any combat where all defenders are Skirmishers.

> **DESIGN NOTE:** The "rounding off" rules reflect the advantage of momentum.

Step 3. Adjust Columns and Resolve: To resolve shock, the attacking player starts from the base column on the Shock CRT (8.74) and adjusts that column for any SRD, unit, and/or terrain effects (all listed on the Shock CRT). He then rolls the die, adding to the DR the Charisma Rating of any one of his leaders involved in the Shock combat, and subtracting the Charisma Rating of any one defending leader involved (defending player's choice). If a leader was killed (4.83), that side suffers a reverse die roll modifier equal to the deceased leader's Charisma Rating.

EXAMPLE: If Pompey were leading the attackers, the die roll adjustment would be +3. If Ariovistus is killed leading an attack, the die roll adjustment would be –4.

Step 4. Apply Results: Results on the Shock CRT are Cohesion Hits for both attacker and defender. The # in parentheses is for the defender. The resulting Cohesion Hits are modified as follows:

- If the attacker was superior (AS), then double (2×) the defender's result.
- If the defender was superior (DS), then triple (3×) the attacker's result.
- If the defender is a Skirmisher, halve (½×, round down) the attacker's hits with a maximum result of 1 Hit.
- If the attacker is Light Cavalry (LC) and the defender is a "heavy" infantry unit (i.e., has a (+) on the Shock Superiority Chart), halve (½×, round down) the defender's hits. This reduction does not apply if the defender is Routed and is cumulative with bullet #1.

If more than one unit of the same player was involved in that combat, Cohesion Hits are distributed as per 10.13.

8.47 The Collapse: Players now determine which of those units involved in the Shock combat will rout by performing these steps *in order*:

1. All units that have Cohesion Hits equal to or greater than their TQ rout per 10.21. If *all* units in any one Shock combat would rout, first use 10.15 to determine which units will rout. If both players have units that rout from the same combat, the defender rout moves his units first.

2. The players then roll a die for each of their involved units that have Cohesion Hits one less than their TQ (TQ –1) *and* are in an enemy ZOC. If the DR is the same or less than the unit's TQ, remove 1 Cohesion Hit. If greater, the unit routs per 10.21.

3. Attacking units required to advance (8.5) do so now. Attacking cavalry units that have routed/eliminated enemy units check for Cavalry Pursuit instead (8.6).

When using the optional Engaged rule (10.5), remove ENGAGED markers from any unit that rout moves or advances. If either all defending units or all attacking units rout moved, advanced, or were eliminated, remove all ENGAGED markers from the other side's involved units. If both attackers and defenders have

units that remained in their hexes, place (or retain) ENGAGED markers on those units.

> **PLAY NOTE:** It is important that the Collapse steps be done in order so that the routed units are out of the way before the TQ checks are performed, with any rout moves resulting from those TQ checks conducted before any advances or pursuits. If there are a large number of combats, it can be helpful to mark routed units that might be pursued with a MOVED marker.

EXTENDED SHOCK EXAMPLE— [BIBRACTE]:

Shock Designation: *Helvetii units A thru D moved into their hexes to attack the line of three Roman cohorts. Since the Helvetii BI (A thru C) units are heavy types that moved adjacent to enemy units from a non-adjacent hex, they must Shock and so all receive SHOCK MUST CHECK TQ markers. For the Helvetii LI D, a light type unit, the player has the option of placing the marker or not.*

Shock Designation
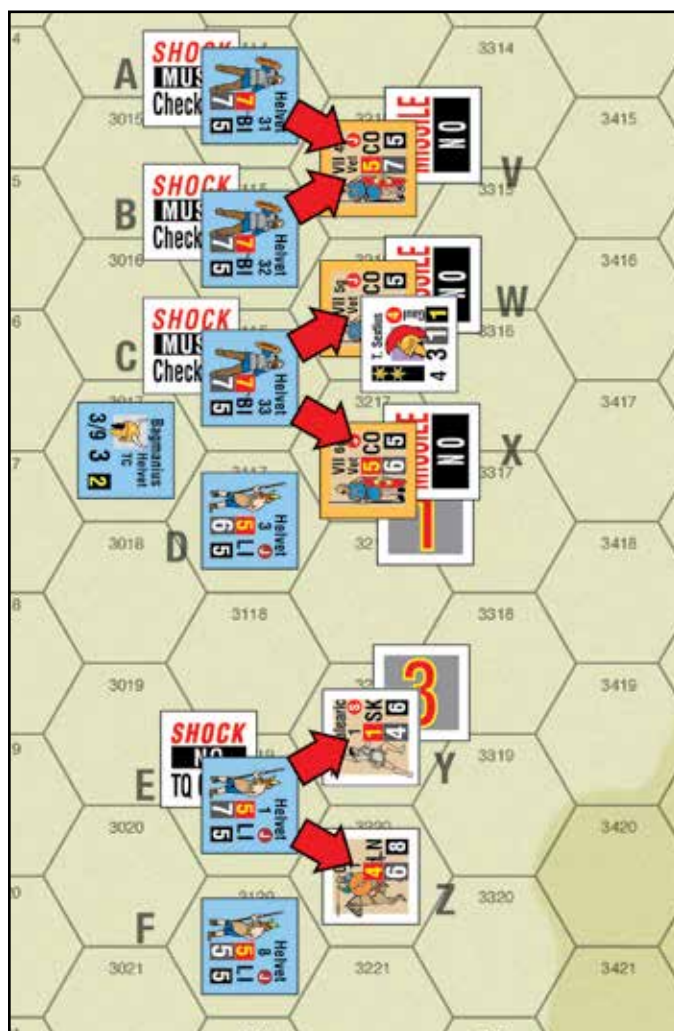
Since the LI is outmatched against a Veteran cohort, the Helvetii player chooses not to place a marker, so unit D will not be involved in the shock combat. LI D, however, fired and inflicted 1 Hit on CO X. As play moves to the Shock Combat segment, the Helvetii player can use Bagmanius to enable other units within his command range to Shock. The closer of the two,

Helvetii LI E, is eligible so the player decides to have it Shock and it is given a SHOCK NO TQ CHECK marker. Helvetii LI F is outside of the leader's Orders range so will not be involved in this Shock segment.

Pre-Shock Procedure: *The Helvetii player must allocate his attacks. He will have BI A and B attack the Roman CO V, while BI C attacks CO W and X. Since the Helvetii player decided not to shock with LI D, it gets to watch the action. LI E must attack both the Roman SK Y and the LN Z. LI F is of no help since the Helvetii player was unable to place a SHOCK marker on it, so it too is a spectator.*

The Charge: *The players now make Pre-Shock TQ Checks for the attacking units with SHOCK MUST CHECK TQ and the defenders of those attacks. The Helvetii have Barbarian Ferocity so will receive a –1 DRM for each check while the Romans will incur a +2 DRM for each check. The Helvetii player rolls a 4, 8, and 7 for his units so none are affected. Note that the –1 DRM saved BI B from incurring a hit. The Roman player is not so fortunate and rolls an 8, 4, and 9! V incurs 3 Hits (due to the +2 DRM), W is unaffected, and X incurs 5 Hits. CO X now has Hits equal to its TQ so it immediately routs and is moved 2 hexes toward the VII Legion Aquila (not shown). Since BI C has CO W in its ZOC, it does not advance.*

The Charge
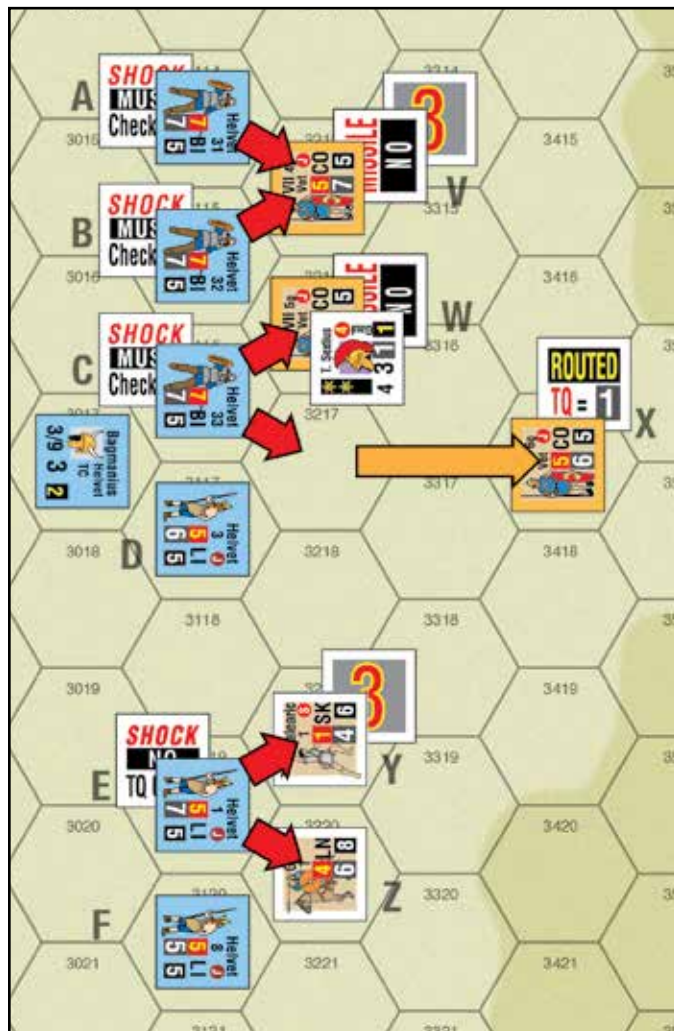
Leader Casualties: *The Roman player has a leader involved in one of the shock combats, so he must make a leader casualty check. He rolls a 0 so his leader has become a casualty. The Roman player rolls again, this time it is a 5, so his leader is Finished for the turn. However, his Charisma DRM is still used in the upcoming shock resolution.*

The Clash of Swords: *The players now consult the Clash of Swords chart to determine the base column to be used on the Shock Combat Results Table. All attacks are frontal, so the players will use the Front section of the chart in the determination. The base column for the combat between BI A and B and CO V is '4' as is the case of the combat between BI C and CO W. For LI E's combat, there is more than one Type of defender, so the Roman player gets to choose which to use. However, Skirmisher units are not shock capable so cannot be selected if shock capable units are also involved, so the LN is used in the determination. The base column is therefore '8'.*

The Hand to Hand Struggle

The Hand-to-hand Struggle: *None of the attacking units have Position Superiority so the players check the Shock Superiority Chart to determine if either side has Weapons System Superiority. The BI vs. CO and LI vs. LN comparisons show no weapons system superiority. The players next determine the effects of the Size ratios of the opposing units on the combats. In the combat involving BI A and B and CO V, the sum of the BI sizes is 14*

to the CO '5' for a ratio of 14:5. Since the BI moved into the combat, the ratio is rounded up in their favor to 3:1 which will provide a two-column shift to the right. In the combat between BI C and CO W, the ratio is 7:5 (the rout of CO X helped here) rounded up to 2:1 for a one column shift to the right. Lastly, for LI E's combat, the ratio is 5:4. Note the SK size is ignored. Since LI E did not move to the attack, the ratio is rounded down in favor of the defender to 1:1 so there will be no column shift here.

The players are now ready to resolve the Shock Combats starting from the left and moving to the right (top to bottom on the diagram). The attack by BI A and B on CO V will be resolved on the '6' column due to the SRD shift. The Helvetii player rolls an 8 which on the '6' column gives a '2(3)' result. BI A and B each incur 1 Hit (Hits are divided evenly among the participants per 10.13) while CO V incurs 3 Hits for a total of 6 Hits. For BI C's combat, the combat will be resolved on the '5' column since there is but one shift for the SRD. The Helvetii player rolls a 2 which is modified to a 1 due to the Roman leader's Charisma, resulting in a '3(2)' result. BI C incurs 3 Hits while CO W incurs 2 Hits. LI E's combat is resolved on the '8' column where the Helvetii player rolls a 8, producing a '2(3)' result. LI E incurs 2 Hits as does the LN Z with the SK Y incurring 1 Hit. Note that the odd hit goes to LN Z since it was used to determine the base column.
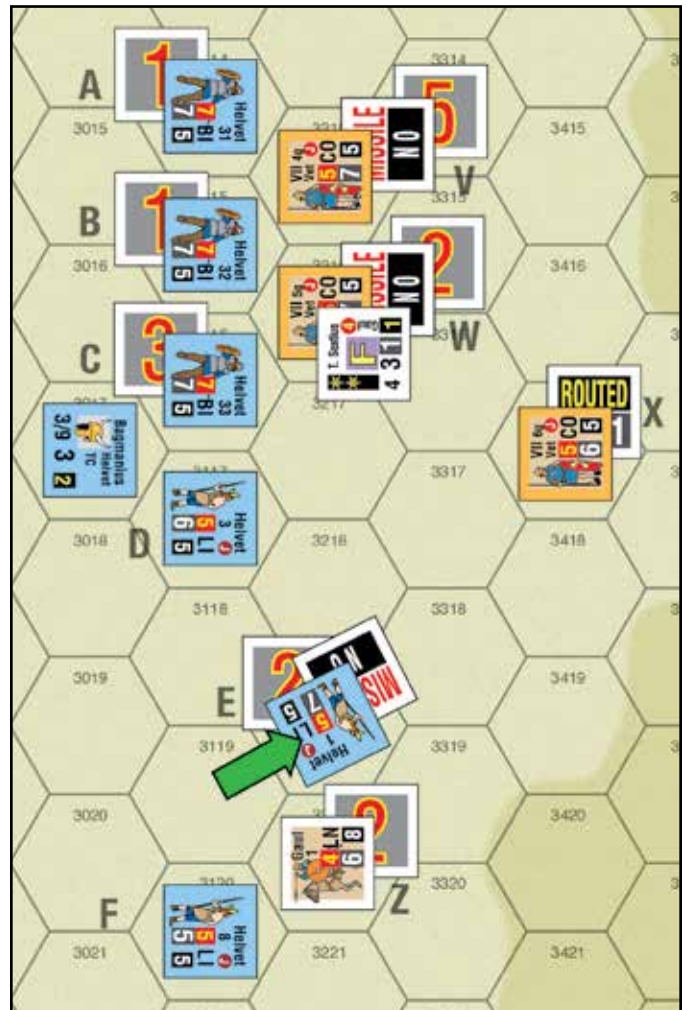
The Collapse

*The Collapse: Both players now determine the effects of the Cohesion Hits on their units, starting with the Helvetii BI **A** and **B** against CO **V**. Here no units have reached their TQ threshold, so the players move to BI **C**'s combat, where here again no units have exceeded their TQ threshold. However, in the case of LI **E**'s combat, the Roman SK has Hits equal to its TQ so routs. SK types are a special case in that instead of routing they are eliminated. The SK counter is removed from the map. Moving on to the next step in 8.47[2], Roman CO **V** is within 1 Hit of Rout and in the ZOC of an enemy unit, so must check for rout. The Roman player rolls a 5 and so passes the check and has its hits reduced by one, down to 5. No other units need to check.*

*Moving to the last step 8.47[3], LI **E** must advance into the hex vacated by SK **Y**. In doing so, it has the option to change facing by one vertex and does so to set up a future flank attack on Roman LN **Z**.*

8.5 ADVANCE AFTER COMBAT

DESIGN NOTE: This rule, as well as the Cavalry Pursuit rule, represents the inability of units to stop once they started a shock charge.

8.51 Attacking units and any leaders stacked with them must advance into any hex vacated by enemy units as a result of Shock combat (8.43, 8.47), with the exception that an attacker in the ZOC of an enemy unit does not advance in the Charge step (8.43). Attacking units stacked together must advance together maintaining their stacking order. Advancing after combat does not require an order, but the advancing unit incurs all cohesion costs caused by such a move. If the advance would rout (10.2) the moving unit, it advances and does not rout; instead the number of hits it has is set equal to its TQ minus 1.

DESIGN NOTE: This rule, along with rule 10.15, was a point which both designers discussed for some time: what would happen to a victorious unit that is just about at the end of its line. After much debate, we decided that the immediate intangibles of victory would be enough to keep the unit from disintegrating. Very subtle stuff here, indeed.

8.52 Advancing units may change their facing one vertex upon finishing the advance, even if they are in an enemy ZOC. This section takes precedence over—and is an exception to—7.24.

8.53 If there are more attacking units and/or stacks of units than vacated hexes, the unit(s)/stack(s) that had Superiority (if any) must advance. If there are no such unit(s)/stack(s), those with highest TQ must advance. If a tie, the advancing player chooses. If there were more vacated hexes than attacking units, the advancing player chooses the hex(es).

8.54 The opposing player cannot use Orderly Withdrawal (6.51) in response to the advance but may change facing per 7.14 and/or use Entry Reaction Fire (8.21) if eligible.

8.55 There is no advance after Missile Fire alone, regardless of what the target unit does.

Exception: Cohorts that fire after moving adjacent to an enemy unit may advance into a hex vacated by that missile fire.

8.6 CAVALRY PURSUIT

HISTORICAL NOTE: One of the problems with cavalry throughout military history is that it was often difficult to stop victorious cavalry from pursuing the fleeing enemy troops. The telling factor in getting the runaway horse back into the battle was usually the level of leadership control. The problems of pursuit, however, were far less in this era than in the 18th-19th centuries.

8.61 Attacking Cavalry units that rout or eliminate their defending units in Shock combat may pursue. Only victorious attacking cavalry units pursue—never victorious defending units. If more than one attacking cavalry unit is involved, only one of them will pursue, owning player's choice. There is no pursuit in the following circumstances:

- If the defending unit(s) routs from a failed Collapse TQ check (8.47[2]).
- If the defending unit(s) is surrounded by enemy units and/or enemy ZOC.
- If there are two defending units and only one routs.
- If the cavalry unit was Engaged (see 10.5) at the time of the rout.
- In any Shock combat resulting from a Pursue result (8.62).

In the above cases, the victorious cavalry unit(s) Advances After Combat (8.5).

8.62 To resolve the pursuit, the owning player rolls the die and compares the result to the pursuing cavalry's TQ rating. If the DR is higher, the cavalry unit and any leaders stacked with it must Pursue, otherwise must Break-Off.

Pursue: The pursuing cavalry unit moves toward the routed unit along its path of retreat. There is no MP cost to do so, but Cohesion Hits due to terrain apply.

If all defender(s) were eliminated (Routed units, Skirmishers, etc.) the pursuing cavalry unit instead moves ½ of its MA (round up):

- in the direction the routed unit(s) was heading—pursuing player's choice if more than direction, or
- in the direction of the opposing player's Retreat Direction if none of the eliminated units were already Routed.

The cavalry unit must stop if it enters an enemy ZOC or places an enemy unit in its ZOC. The pursuing player then resolves a Shock combat (8.43-8.47) against all enemy units in its ZOC. If the pursuing unit is required to advance, it does not check for Cavalry Pursuit. The cavalry unit advances per 8.5 unless all defenders were Routed at the start of the combat and eliminated, in which case the cavalry unit instead moves ½ of its MA (round up) in the same manner as bullet #1 above.

If the enemy unit rout moves off the map, the pursuing cavalry unit and any stacked leaders are placed off map. The exit hex for purposes of 8.64 is the hex where the routed unit left the map.

Break-Off: The cavalry unit Advances after Combat (8.5).

EXAMPLE: [The Rhine] Vet Cohort in 2728 is attacked by Light Cavalry (TQ 6) from 2629 and routed, retreating to 2928 via hex 2829 facing toward 3028/3029. The German player's pursuit check DR is a 7 so the LC must Pursue. The LC advances into 2728, then into 2928, and then must stop, since the CO is now in its ZOC.

The LC doesn't make a Pre-Shock TQ check (the defender is Routed), but the CO does. If that DR is 2 or more the CO is eliminated (Routed units have a TQ of 1 and are eliminated if they incur any further hits).

If the CO managed to survive the Pre-Shock TQ check, the player would have to conduct the remainder of the Shock steps. The attack would be from a Rear hex so the LC would have Position Superiority and would be resolved on the '9' Column (no shifts apply). Regardless of the DR, the CO would be eliminated with the LC incurring either 2 or 3 hits.

Since the CO was Routed at the start of the combat, the LC would move 4 MP in the direction the CO was facing ending up in a hex between 3227-3230 inclusive assuming it didn't have to stop earlier in the move. The German player finishes up by placing a Pursuit Finished marker on the unit.

> **PLAY NOTE:** The routing player, where reasonably possible, should have his fleeing units avoid contact with his own units. The key word is, of course, "reasonable" and, in cases of bitter dispute, the pursuing player's opinion overrides all. Try not to feel that you can use your fleeing units to lead enemy cavalry into some sort of "trap".

> **PLAY NOTE:** Eliminating a routed unit while pursuing will usually place the victorious cavalry unit out of range of its leader and well away from any supporting units.

8.63 Cavalry units that either Break-Off or Pursue are Finished for the Game Turn; they may not be ordered to move or fire but may recover Hits. They cannot Shock attack but may react (6.5, 8.2, etc.) and defend normally. Mark these units with a PURSUIT/FINISHED marker after resolving the Break-Off/Pursuit.

8.64 Off-Map Regroup. It is possible pursuing cavalry may end up off map. They may not re-enter the game until the player uses his OC or TC to declare that his entire Orders Phase is to Regroup and Return the cavalry (regardless of range or location). A cavalry Regroup and Return Order applies to all off-map cavalry and leaders from that army or in the case of TC that Tribe. It allows the off-map cavalry and leaders to re-enter the map within 2 hexes of the hex from which it exited, using as much of their MA as they wish.

8.65 Cavalry units that are off map because they pursued *are not* considered when determining Rout Points. Leaders that are off map do not activate.

8.7 THE COMBAT TABLES

8.71 The Missile Range and Results Chart: This table is used to determine the strength of a missile unit firing at a given range.

8.72 The Shock Superiority Chart: This chart is used to compare the superiority (if any) of one type of unit compared to another, depending on which side is attacking or defending. Always read down the column—from the Attacker's point of view. Reading across, by row, gives a false result. Superiority is used to augment Cohesion Hits.

8.73 Clash of Swords Chart: This chart is used to determine which Column will be used on the Shock Combat Results Table (subject to adjustments).

8.74 Shock Combat Results Table: This Table is used to resolve shock combat in terms of Cohesion Hits to both attacker and defender. See 10.11 and 10.14.

8.75 The Cohesion Hit and TQ Check Chart: Use this as a summary of when Cohesion Hits are applied and when TQ checks take place.

9.0 SPECIAL UNITS AND FORMATIONS

9.1 ARTILLERY

> **HISTORICAL NOTE:** Virtually all legions were equipped with "artillery" for camp and fort use. They were small pieces, both of which propelled shafts. The smaller pieces were called scorpions; the larger ones, sort of giant crossbows, were ballistae, whose range was somewhat greater. One of the problems with this area is that the Latin terms for artillery were often used interchangeably and indiscriminately, e.g., several reliable sources refer to ballistae as stone-throwing catapults.

9.11 Scorpios and Ballistae are missile-fire engines—referred to as artillery throughout the rules—with built-in crews. Artillery units have a TQ rating and they are treated as Light Infantry (LI) for movement and defensive combat purposes. Artillery units are not Shock capable and their only offensive combat capability is to Fire.

9.12 Artillery units are in either Fire or Move mode. It requires an Individual Order or Legion Command to change its mode. Units in Move mode cannot fire, and conversely, cannot move in Fire mode. An artillery unit that has had its mode changed to Move cannot move in that Orders Phase, nor can an artillery unit that has had its mode switched to Fire, fire in that Orders Phase. An artillery in Move mode requires an order (IO or Legion Command) from an eligible friendly leader to move; they do not need orders to fire. Artillery in Move mode may also move or change mode in the Camp Movement Phase if they did not move during an Orders Phase; those in Fire mode may switch to Move mode if the unit did not fire that Game Turn.

Per the Movement Cost Chart, artillery do not incur Cohesion Hits due to terrain.

> **PLAY NOTE:** The front side of the counter shows the unit in Fire mode; the reverse side in Move mode.

9.13 Artillery units have no facing; they may move or fire in any direction, regardless of the direction the actual counter is pointed. All hexes are Frontal. Artillery may not fire through walls or ramparts of any kind unless they are in Towers.

9.14 Ballistae have special capabilities and restrictions.

- A Ballista unit may not fire into an adjacent hex if it is in a Tower hex.
- If a Ballista unit achieves a hit at a range of 1-3 hexes, the player rolls again. If he now rolls a 0-2, the target incurs a second hit. The second DR is not adjusted by any DRMs.

> **DESIGN NOTE:** Both Scorpios and Ballistae were low trajectory weapons with almost no ability to raise the angle of fire. They are primarily defensive weapons designed for camp and fort defense. Keep this in mind when determining what they can hit.

9.15 Active Fire: Artillery may fire offensively *twice per Game Turn* (not Orders Phase) during any friendly Orders Phase. They do not need an order to fire and can fire at any time during the active player's Movement and Missile Fire segment, no more than one fire per Orders Phase. The first time the artillery unit fires, place an ACTIVE FIRE ONCE marker on it. The second time it fires, flip the marker to its ACTIVE FIRE FINISHED side. An Artillery unit that fires cannot do anything else that phase (such as recover hits).

9.16 Reaction Fire: Artillery may fire twice per enemy Orders Phase at any time during the enemy Movement and Missile Fire segment—and we mean any; they may fire even during enemy movement! The first time the Artillery unit fires place a REACTION FIRE ONCE marker on it. The second time it fires, flip the marker to its REACTION FIRE FINISHED side. Remove the marker at the end of the Orders Phase. Artillery, however, cannot use any type of ordinary Reaction Fire (8.2).

9.17 Only one artillery counter may be placed in any one hex. However, one CO, SK, or LI unit may also occupy that hex, in which case if attacked, the artillery unit does not contribute its Size or defensive capability to such attack. Cohesion Hits from Shock or Missile Fire are applied to the CO/SK/LI unit. If the CO/SK/LI unit Routs so does the artillery unit (see 9.18), but not the converse. An artillery unit may fire regardless of its position in the stack; the same goes for the accompanying CO/LI/SK. Stacking order is not relevant. Each unit makes its own TQ check, however, if the artillery is stacked with a Cohort, use the Cohort's TQ for both checks.

9.18 Artillery incur and recover Cohesion Hits as any other unit. An Artillery unit that routs is immediately eliminated.

9.2 SKIRMISHERS & LIGHT INFANTRY

> **DESIGN NOTE:** Skirmisher units were truly ill-suited to shock combat; they were, in fact, trained to avoid it. Skirmishers rarely had any armor protection, and the only weapons they carried were their bows, slings, or javelins. They fought dispersed in "open" formation, and their purpose was to delay, harass, and screen (although they were quite effective against elephants).

9.21 Orderly Withdrawal: Skirmisher (SK) units may OW (6.5) up to 2 hexes before any units whose MA is the same or less (i.e., all infantry units), regardless of the MA differential. Skirmisher units only incur Cohesion Hits when using OW if approached from a Rear hex (6.52).

9.22 Missile Fire: There is a +2 DRM to the Missile Fire DR whenever a Skirmisher unit is the target. Skirmisher and Light Infantry Archers (Class A) cannot use H&D fire. Light Cavalry (all missile classes) cannot use H&D against Skirmishers.

9.23 Shock Combat: Skirmishers have the following restrictions when involved in Shock combat:

- Skirmishers cannot Shock attack.
- All units that shock attack Skirmishers alone do not have to make a Pre-Shock TQ check even if they have SHOCK MUST CHECK TQ markers.
- If a Skirmisher unit is defending in coordination with any other unit type, the other Type must be chosen as the defender. The Size rating of the Skirmisher is ignored.
- Veteran and Recruit Cohorts units that are attacked from a Front hex by Light Infantry (LI) *do not* undergo a Pre-Shock TQ check even if the attackers are marked MUST CHECK TQ, though the attacking LI still do. The reverse is not true; Cohorts do undergo a Pre-Shock TQ check when attacking LI.
- Any Cohesion Hits inflicted by Skirmishers alone in Shock combat are halved (round down) with a maximum of 1 Cohesion Hit.

EXAMPLE: Thus, if a Light Infantry attacking a Skirmisher would produce an unadjusted result on the Shock Results Table of '1(4)', the actual result would be '0(4)'.

9.24 Other Situations:

- Skirmishers that Rout are eliminated instead.
- See 6.69 for special stacking rules for Skirmishers; Skirmishers can change facing at no MP cost and can move more than once per Game Turn without a Cohesion cost.

9.3 LINE EXTENSION

DESIGN NOTE: The "manipular" legion was developed by Rome starting somewhere around the 3rd century B.C. It allowed the Roman strengths—training and discipline—to be translated into a tactical flexibility that often proved superior, even when her generals were not. The further development of the "Marian" cohort legion enhanced this flexibility. This rule applies only to the legionary cohorts. It should be read in conjunction with the special Roman stacking abilities in 6.6.

9.31 Stacked CO from the same Legion with unoccupied flank hexes can extend their line as part of a Legion Command or in reaction to enemy movement, instead of using Orderly Withdrawal. To undertake Line Extension, all the top units in the stacks *may* move sideways into the vacant flank hexes (see the diagram below). If a flank hex is occupied, Line Extension *cannot* be used to place a unit in that hex. The hex entered must be Clear and *not* in an enemy ZOC. Facing remains the same. This rule only applies to "un"-stacking the units; it does not apply to stacking them together.

9.32 Line Extension may be undertaken as a reaction to enemy movement the instant an enemy combat unit comes within 2 hexes of a CO stack. The Roman player may make his choice at any time any enemy unit so places itself (that is, he does not have to exercise this option the first time it becomes available). If enemy movement triggers both Orderly Withdrawal as well as Line Extension, both may be undertaken together but not by the same units. Moreover, once a CO unit undertakes Line Extension, none of the other CO units in that legion may use Orderly Withdrawal in that Orders Phase.

PLAY NOTE: Relative Movement Allowances are not considered when undertaking a Line Extension.

EXAMPLE: A Skirmisher unit sitting between two cohort stacks may OW through the gaps in a Cohort line upon approach of, say, an enemy Cohort and, as soon as that unit is through the gap, the Cohort line may undergo Line Extension.

9.33 Line Extension may also be undertaken as part of a Legion Command. If undertaken with a Legion Command, both units expend 1 MP and may move after the Line Extension. Units in Column may not use Line Extension.
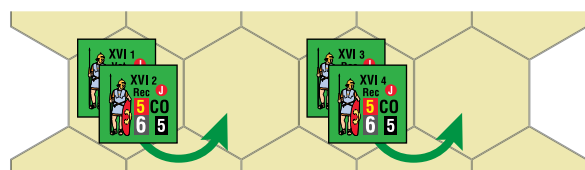
Before Line Extension
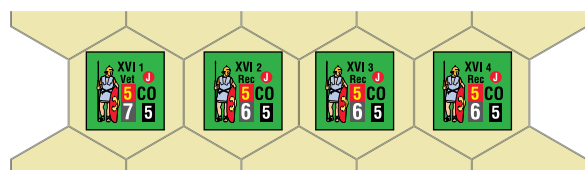
After Line Extension

9.4 ANTESIGNANI

HISTORICAL NOTE: While in Gaul, Caesar became aware of the German ability to combine their cavalry (usually heavy) with light mobile infantry to create an interesting "combined arms" approach to warfare. He often recruited contingents of these (they're at Alesia, for example), although he doesn't talk much about them or their use. Then Caesar sees it in full bloom at Ruspina, where Labienus has applied it to the talents of the Numidians (although Delbruck has Caesar using a "simpler" version of it at Pharsalus, with his "refused right"). The Numidians used their impressive light cavalry supported by specially trained missile armed light infantry. The impact of this formation was mostly defensive, wherein the light infantry—called antesignani by the designers, for lack of a more applicable term—would move in combination with the cavalry, harass the heavier infantry lines with their javelin fire and maneuverability, and draw the cohorts out of line in counterattack, where they were run down by the cavalry and variations thereto.

9.41 Any one Light Infantry unit designated as an Antesignani—this is specifically done in the scenarios, or it is noted on the counter—may stack with one cavalry unit and move together as a single unit as long as the two units remain stacked together for the duration of their movement. The stack requires only 1 Individual Order to move. Each unit is treated individually for Rally purposes. A Recovery order applies to both units with each unit removing 1 Cohesion Hit, player's choice if only 1 Cohesion Hit is recovered.

9.42 The MA of the stack is based on the MA of the Light Infantry unit, but the column on the Movement Cost Chart used is the Cavalry column. The two units must always have the same facing when stacked.

9.43 An Antesignani stack is treated as a separate Type on both the Shock Superiority and Clash of Swords Charts, but only defensively. If an Antesignani stack is attacking, the player may use either the cavalry or the LI. The Size rating of the other unit is ignored. Cohesion Hits are still distributed evenly between the two units with any odd hit applied to the attacking unit. When defending, the defender chooses which unit incurs the odd hit. The LI may use any type of Missile Fire, including H&D, from any position in the stack. Whenever the stack is required to make a TQ check, each unit checks separately. Missile fire hits against the stack are applied to the LI if they are the result of any reaction to that unit's fire. In all other cases, the firing player determines which unit is hit. All other automatic Cohesion Hits are applied to each unit

9.44 Only infantry units that say "Antesignani" on the counter, or units so designated in a scenario as Antesignani may take advantage of this rule.

PLAY NOTE: See The Rhine scenario German Cavalry special rule for a variation on the above rule.

9.5 TESTUDO

HISTORICAL NOTE: Testudo (Latin for turtle, or is it tortoise?) is a protective formation used during sieges when assaulting enemy-held walls. Each century would raise its shields so that their heads were covered while the sides were likewise covered by the outside legionnaires. It was highly effective against whatever was being thrown at or dumped on them, although it greatly reduced most of their other capabilities.

PLAY NOTE: Although Testudo is useful mostly in the Dyrrachium-Lesnikia scenarios, there are lots of camps and forts around, so we thought we'd give you the opportunity to use it when you wanted.

9.51 Only Veteran and Recruit Cohorts may adopt Testudo; Conscript Cohorts and other unit Types cannot use it. Testudo may be implemented either by Individual Order or Legion Command. A Cohort cannot be ordered both to enter and leave Testudo during the same Orders Phase.

9.52 In addition to receiving an order, it costs the unit 2 MP to enter Testudo; it costs 1 MP to leave it. Use the TESTUDO markers to indicate the status.

9.53 A unit in Testudo incurs the following changes:

- Its Movement Allowance is halved, rounding up, while in, entering, or leaving Testudo.
- Its TQ Rating is raised by one.
- It receives a +3 DRM to any Missile Fire DR against the Cohort.
- It cannot move adjacent to an enemy unit of any type unless the units are separated by a wall, rampart, or similar fortification feature.
- It cannot Shock attack or use Missile Fire of any kind.
- If attacked by Shock, the attacker is automatically Attack Superior.

9.6 BARBARIAN FEROCITY

DESIGN NOTE: This rule represents the feared initial charge of tribal-style warfare, into which the locals seem to instill all their pent-up anger, determination, and initial enthusiasm. Tribal tactics were simple: a big rush designed to swiftly break the back of their opponent. It was usually quite effective, except against a disciplined, professional army. This rule does not apply to the Britons, who did not fight in the same fashion as the Gauls/Germans.

9.61 At the start of a battle, all Gallic and German BI and LI units start with Ferocity unless indicated otherwise in the scenario instructions. To denote this, place a FEROCITY marker with the Tribal Chief. Ferocity applies to each tribe individually. Ferocity has the following effects on Shock combat:

- All defending units incur a +2 DRM to their Pre-Shock TQ die rolls (8.43).
- All attacking units with Ferocity receive a –1 DRM to their Pre-Shock TQ die rolls (8.43).

9.62 Ferocity continues until the Tribal Chief fails a Tribal Ferocity check. The leader makes a Ferocity check the instant one of its tribe's units with Ferocity routs. To do so, that player rolls the die. If the DR is equal to or less than the Tribal Chief's Initiative Rating, then the tribe retains its Ferocity, otherwise Ferocity is immediately lost; remove the FEROCITY marker. Once Ferocity is lost it cannot be recovered.

9.63 The Ferocity check is made for each unit of that tribe that routs until Ferocity is lost. The loss of Ferocity in one tribe has no effect on the other tribes.

9.7 GALLIC IMPETUOSITY

At the start of a battle, the Gauls usually worked themselves into a fevered pitch, which translated into an all-out charge. To reflect this, at the start of a game all Gallic infantry units have their MA increased by one and all the Gallic leaders receive a –1 DRM to their *first* Momentum attempt in the Orders Phase. These effects last for all units in each tribe until at least two or more of the tribe's units enter a Roman ZOC, at which point Impetuosity continues for the rest of the Game Turn. The effects are lost for that tribe on all subsequent Game Turns. The IMPETUOSITY marker can be used to identify those tribes that have it. Place an IMPETUOSITY marker with each TC at the start of the game and remove them when Impetuosity is lost.

DESIGN NOTE: Gallic Impetuosity does not apply to the Germans or Britons, who did not fight in the same fashion as the Gauls.

9.8 AQUILAE

DELUXE EDITION NOTE: The distinct ways in which Aquila were handled in *Caesar:TCW* and *Caesar:CoG* have been retained.

9.81 In battles using Section Commanders, Aquilae are used to identify which legion is in which section. Aquilae are stacked with their Section Commander and remain stacked with the SC throughout the game unless dropped or exchanged with another SC. Aquilae are informational markers and thus stack for free. If the SC is eliminated, the assigned Aquila passes to his replacement. If none, it is placed with its respective Tribune and remains stacked with him for the remainder of the game.

9.82 In battles where Section Commanders are not used, Aquilae can move by themselves when their Legion receives a Legion Command; the only rating they have on the counter is their MA. Aquilae may also be carried by any of their Legion's cohorts or the Legion's Legate. There is no additional movement cost to do so. Aquila are informational markers and thus stack for

free with any Roman unit, but can only carried by a cohort in their Legion or the Legion Legate.

9.83 In all battles, if a leader/cohort carrying an Aquila uses Orderly Withdrawal of any kind, Routs (and this includes a leader moving along with a routed combat unit), or is eliminated, there is a chance that the Aquila will be left behind. Roll the die for each Aquila before the withdrawal/rout move. If the DR is higher than the combat units TQ, or if only a leader is present, the leader's Initiative Rating, the Aquila is left behind in the hex.

9.84 In all battles, if an Aquila is captured—which occurs simply by having an enemy unit enter a hex containing an unaccompanied Aquila—the player losing the Aquila incurs a 25 Rout Point loss. If the leader/cohort routs off the map while carrying an Aquila, the player incurs a 10 Rout Point loss. A captured Aquila remains stacked with that enemy unit until it either engages in any type of withdrawal, routs or is eliminated. The Aquila is automatically dropped in the hex prior to the rout/retreat movement. If the dropped Aquila's hex is occupied by any Roman unit, the Roman player deducts 15 RP from his accumulated Rout Point total.

> **PLAY NOTE:** Aquilae are informational markers. Capture/loss of an Aquila is a morale factor; it does not deprive the SC of his Section Command capabilities.

9.85 In battles where Section Commanders are not used, Aquilae are the main Rally and Retreat point for routed cohorts (only). An Aquila may also be used to rally its Legion's cohorts (10.33).

9.9 ELEPHANTS

This rule applies only to the Thapsus scenario.

> **DESIGN NOTE:** The Civil Wars marked the final appearance of elephants in classical warfare at Thapsus. By this time, the Romans had pretty much figured out how to deal with them, and they were now more of a liability than a weapon.

9.91 Elephant Pass-Thru

An infantry unit being attacked through one of its Front hexes by an Elephant unit marked SHOCK MUST CHECK TQ, may attempt to allow the Elephant unit to pass through its hex. This decision must be made prior to the Charge Pre-Shock TQ Check die roll (8.43) and may be elected only if at least one of the defender's Rear hexes is unoccupied. Pass-Thru is not allowed when an infantry unit is attacked from a Flank or Rear hex, or when an Elephant unit is attacking along with other units, or if the infantry unit was in an enemy ZOC at the start of the Orders Phase. Pass-thru may be used by two defending infantry units if the preceding conditions are met by both units. If the player

decides against Pass-Thru, Shock proceeds normally. If he decides to allow Pass-Thru, the following occurs:

1. Apply a +1 DRM to the infantry unit's Pre-Shock TQ Check DR.

2. Proceed with Shock resolution procedure but halve (round down) Cohesion Hits to the defending unit and reduce the Cohesion Hits to the Elephant unit by 1.

3. After the Shock combat is resolved, if the infantry unit did not rout and the Elephant unit has not rampaged (9.93), place the Elephant unit in either one of the defender's unoccupied Rear hexes, maintaining its facing. Thus, an elephant in 3022 charging into 2921 would end up in either 2821 or 2822 (Elephant player's choice if both are unoccupied) at the end of the attack.

4. The defending unit, other than a Skirmisher unit, now undergoes a Pass-Thru TQ Check. Subtract the unit's TQ from the DR, with any excess being the number of Cohesion Hits now applied (DR–TQ=Hits).

> **DESIGN NOTE:** Most infantry were trained to (attempt to) avoid an elephant charge by allowing the elephants to pass through their ranks. The maneuver did neutralize some of the elephant's power, but at some cost in cohesion to the rank-splitting units.

9.92 Elephant Missile Capability

Elephant units have two types of missiles: Javelins and Elephant Screens. Elephant Screens can missile fire using the special section on the Missile Chart for Elephant Screen Archer. They also have their own missile supply markers. Elephants are treated as Mounted Javelins for Missile Fire purposes. An Elephant unit may fire both Javelins and the Elephant Screen as Reaction Fire; the player rolls separately for each such Missile Fire.

To simulate the presence of extra light infantry working in conjunction with the Elephants, Elephant screen archers—which can normally be used for reaction fire only—may be used like any normal infantry archer unit, in that they can fire at any time the latter could. However, the player still uses the Elephant Screen line on the Missile Range and Results Chart, and they remain part of the that unit, suffering any fate endured by their pachyderm escort.

> **HISTORICAL NOTE:** There is no mention of any light troops of any kind with Scipio's army at Thapsus. That seems rather strange—something virtually unheard of in this era of warfare. Perhaps most of them, Numidians all, were with Juba. We assume, though, for game's sake, that some were used as camp garrison, while the others were placed with the elephants to "shore them up".

9.93 Elephant Rampage

When an Elephant unit routs, it Rampages. The owning player rolls the die and does one of the following depending on the DR:

DR	Result
0	The Elephant unit heads in the direction of the nearest friendly unit, Caesarian player's choice if there is more than one nearest unit.
1-6	The Elephant unit heads in the direction indicated on the Compass on the map, an example of which is given below. Note that geographical direction is represented at the vertex; the direction in which the elephant is to rampage is by hexside.
7-9	On the first Rampage DR, the Elephant heads in the direction directly away from the unit that caused the rampage. A 7-9 on any subsequent DR means the elephant's mahout has been successful in stopping the rampage by driving a wedge into the beast's brain; the unit is eliminated.
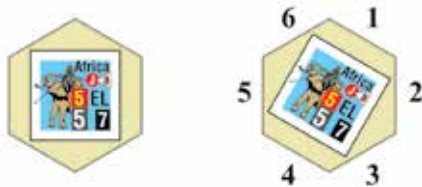
EXAMPLE: The above diagram shows the elephant unit refaced after a Rampage die roll of 1. This is just an example; use the compass on the map for each battle.

Each Elephant Rampage is always resolved immediately, before any other game mechanic is addressed, except for Orderly Withdrawal in face of the rampaging elephant (6.51).

A rampaging Elephant and any leader stacked with it always attempts to move 3 hexes per directional DR in the indicated direction until it either moves off the map or is otherwise eliminated. If a rampaging Elephant unit would enter a hex occupied by a unit, whether it be friend or foe, the Elephant stops in the adjacent hex and the "target" unit incurs:

• 1 Cohesion Hit if the Elephant would have entered frontally, or
• 2 Cohesion Hits if it would have entered from the flank or rear.

Regardless of angle of rampage, Cavalry units always incur 2 Cohesion Hits.

If the target is a stack, both units receive the Cohesion Hits. If there is a leader in the hex (alone or stacked with a unit), and he cannot withdraw (see 4.82), he is tragically impaled on the elephant's tusks, tossed high in the air, and then crushed to death under its feet. All that without a die roll!

The player now rolls again, as above, repeating the process until:

• The Elephant unit rampages off the map, or
• The Elephant unit is eliminated, or
• The Elephant unit is at least 8 hexes from the nearest unit, in which case it is eliminated, or
• If none of the above, after the fourth consecutive Rampage DR, the Elephant unit is eliminated.

A leader stacked with a rampaging Elephant goes along with the Elephant on the Rampage. When the Rampage ends, the owning player rolls for a leader casualty (4.83). If the leader survives, he remains on the map where the Elephant ended the Rampage. If the Elephant Rampages off the map, both the Elephant and leader are eliminated.

Rampaging elephants have no ZOC, do not trigger Reaction Fire of any kind, and they may not be rallied. Each Rampage is undertaken until its conclusion, so there may never be more than one rampaging elephant at any one time.

> **DESIGN NOTE:** Historically, the mahouts were trained to use "the wedge" on any berserk elephants. With each counter representing 5 elephants, the rule represents the 1 or 2 elephants they could not dispatch immediately.

9.94 The Elephant's Last Rampage

> **HISTORICAL NOTE:** Scipio's elephants at Thapsus had received only minimal training. There is some discussion in Caesar's "The African War" of Scipio's "beginning" to train his elephants, and the methods used for doing so, but it appears from their reactions in this battle that such training must have been hasty at best. In any case, Roman methodology on handling elephants had advanced to such a point that these magisterial beasts were more harm to the side they were on than against the enemy. Their rampage and destruction of Scipio's wing at Thapsus was so great that Thapsus is the last recorded appearance of war elephants in the classical era of western warfare.

To reflect the apparent poor and/or incomplete training, the following rules are in effect:

1. An Elephant unit that receives 2 Cohesion Hits from Missile Fire Rampages.
2. Elephant units may not use Orderly Withdrawal.

Optional: Do you want to add a little spice to Caesar's life? Assume that Scipio did have enough time to train these elephants. Ignore this rule.

9.95 Cavalry vs. Elephants

Cavalry units may never voluntarily move into the ZOC of an enemy Elephant unit. They may move into or through an enemy Elephant's flank or rear hexes without penalty. Cavalry may never Shock attack an enemy elephant unit through the latter's front hexes; they may Shock attack, which is voluntary through the Elephant unit's flank or rear hexes, but they do not gain the usual Attack Superiority for such an attack. All cavalry, except for Barbarian Cavalry, are equipped with Darts solely for anti-elephant use.

If an Elephant unit moves adjacent to an enemy Cavalry unit from a non-adjacent hex, the Cavalry must attempt Orderly Withdrawal. The Cavalry unit cannot use any form of Reaction Fire if it can withdraw. If the Cavalry unit cannot withdraw, it must undergo an immediate TQ check. If the DR is higher than a unit's TQ, it incurs Cohesion Hits equal to the difference between the DR result and its TQ with a minimum result of 1 Cohesion Hit. If the Cavalry unit is routed, it is automatically eliminated.

9.10 PHALANXES

This rule applies only to the Chaeronea scenario.

PLAY NOTE: Chaeronea features the Macedonian-style phalanx formation that was front and center in the *Great Battles of Alexander* and *SPQR*. The key rules for Phalanx units, mostly in how to handle the large counters, are covered here. For further clarification and examples of their use, please refer to those volumes in the series.

9.101 Facing: The Facing and ZOCs (7.0) rules apply to Phalanx units with the following adjustments to accommodate the double-sized counters.
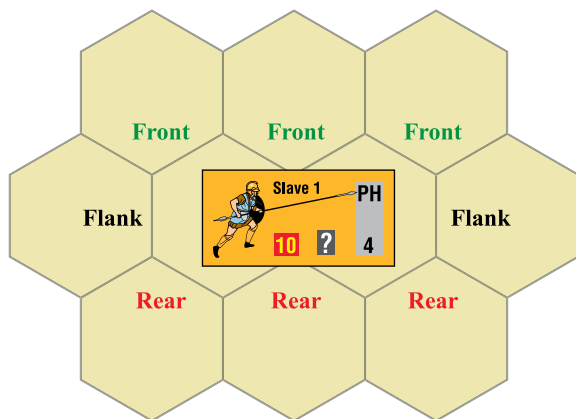
- Phalanx units change the direction in which they are facing by moving one side of the counter forward, thus pivoting the counter.
- At a cost of 3 MP, a Phalanx unit may be re-faced in the opposite direction (180°) in the same two hexes, but not if any part of the unit is in an enemy ZOC or in Rough Terrain.
- A Phalanx unit may be re-faced as in the bullet above once per Orders Phase when an enemy unit moves into one of its Rear hexes. Use the procedure described in 7.14 to determine the number of Cohesion Hits incurred.
- If a Phalanx shock attacks a unit through the vertex between different facings, that defending unit gets the benefit of the most advantageous facing.

9.102 Movement: The Movement (6.0) rules apply to Phalanx units with the following adjustments to accommodate the double-sized counters:

- A Phalanx unit can either go forward, with both halves of the unit entering new hexes (terrain, other units, etc. permitting), or one half of the unit can enter a hex while the other half pivots in the space it occupies, changing the facing of the unit. When pivoting, a Phalanx unit incurs 1 Cohesion Hit in addition to any other terrain costs.
- If one-half of a Phalanx unit is in an enemy ZOC, the other half may still move forward by pivoting as described in the preceding bullet. In addition to the cohesion cost for pivoting, the unit must undergo a TQ check after completing the pivot. If the DR is higher than the unit's TQ, the unit incurs Cohesion Hits equal to the difference, with a minimum of 1 Cohesion Hit, regardless of the DR. If the only enemy unit exerting the ZOC is a Skirmisher, the preceding TQ check is not performed.
- When a Phalanx unit enters 2 hexes of different terrain or elevation it expends the higher of the two MP and cohesion costs. Whenever one half of the unit would receive Cohesion Hits, the entire unit suffers the effect. However, if one-half of the Phalanx has already entered a hex that would cause Cohesion Hits, moving the other half into the same type of hex does not cause additional hits.
- When entering column formation, the owning player places the In Column marker on one of the two hexes to designate which end of the counter is its Front. When leaving column the marker is removed. Unlike other units, a Phalanx unit's facing is not changed in any way.
- A Phalanx In Column unit may move into either its front hex or the flank hexes adjacent to the front hex, and only those hexes. To enter a front-flank hex, the counter is turned while moved so that the front half of the counter ends up in the front-flank hex while the rear of the counter occupies the hex formerly occupied by the front half of the counter. There is no MP cost or cohesion penalty for making these facing changes.
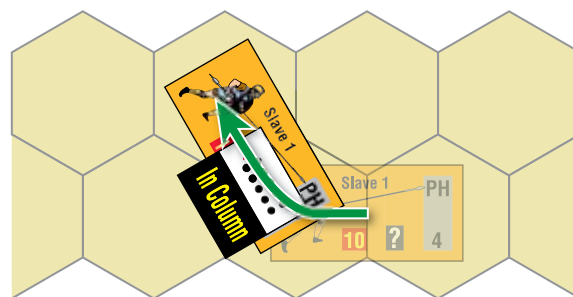
9.103 Rout: If a Phalanx unit would rout from a Pre-Shock TQ check, the owning player first rolls the die, adding to that DR the number of Cohesion Hits that unit has incurred greater than its TQ, and an additional 3 if that unit was an attacker in the combat. If the modified result is higher than the unit's TQ, the unit routs per 10.22; otherwise, it stands in place with its Cohesion Hits set equal to its TQ minus 1.

Similarly, if a Phalanx unit would rout in the Collapse segment (8.47 #1), the owning player uses the procedure described above to determine whether the unit routs or stands. However, if the Phalanx unit is a defender and the attacker has Position Superiority, there is no die roll; the defender routs per 10.22. Skip the check in 8.47 #2 for Phalanx units that stand as result of a check in 8.47 #1.

9.104 Advance After Combat: An advancing Phalanx unit must move forward with both halves of the unit into hex(es) vacated by enemy unit(s) provided that it is able to do so. If the unit cannot move forward as a whole, it does not advance. However, if there is an enemy unit in either its left or right front (not both), and the only vacated hex was its center front, the Phalanx unit must instead pivot (9.102 bullet #2 above) into the vacated center front hex paying all the associated cohesion costs from that maneuver. If it would rout, 8.51 applies.

When using the optional Engaged rule (10.5), a Phalanx unit that advances only one hex (i.e., pivots as above) retains its Engaged marker.

9.105 Phalanx Defense: In any Shock Resolution in which a Phalanx unit is attacked from one of its front hexes, it earns a 2L shift on the Shock Combat CRT for each of its flank hexes either occupied by another friendly Phalanx unit or in the ZOC of a friendly Phalanx unit. This applies only to moving attacks, not to attacks in which the attacking unit started adjacent to the Phalanx unit and stayed in that hex to shock.

9.106 Hit Allocation: As an exception to 10.13, if a Phalanx Shock attacks two or more units, the attacking player chooses how any Cohesion Hits will be distributed among the defenders. Such distribution may be uneven, if so desired. This does not apply to defending Phalanx units.

9.107 Slave Phalanxes

> **DESIGN NOTE:** In their march across Greece preceding the battle at Chaeronea, the Pontic army "recruited" a large (but truly vague) number of slaves for their Phalanx. Plutarch remarks on the condescension the Legions originally had for these units, an opinion that appears to have changed during the battle. In the same breath, he also then chimes in with his Boolean Loss numbers mentioned in the scenario introduction.
>
> Given the scanty information on these units and the battle, but noting that some of them do appear to have acquitted themselves rather well, the lack of any Roman casualties notwithstanding, and knowing how difficult it is to train an individual to work within a phalanx, we offer the following (hopefully interesting) rule.

Slave PH units have a TQ of "?" on their counters. The first time the player uses a Slave PH unit's TQ, the player rolls the die and consults the table, below, to determine that unit's TQ for the game.

DR	Slave PH TQ
0-3	3
4	4
5	5
6	6
7-9	7

Those of you who wish to ignore this extra work, give all Slave PH units a TQ of 5.

10.0 COMBAT EFFECTS

Combat units incur cohesion Hits from excessive movement and/or combat. Too many Cohesion Hits produce a rout. Routing units run away and head for their Retreat Direction (see specific scenario instructions). A routed unit can be rallied in certain circumstances.

10.1 COHESION

Cohesion is a measure of how organized and effective a unit is at any point during the battle. The loss of cohesion is measured in Cohesion Hits, which are applied against a unit's Troop Quality Rating (TQ), sometimes automatically, sometimes after a die roll. The Cohesion Hit and TQ Check Chart (8.75) summarizes when these hits occur.

10.11 TQ Checks: The Cohesion Hit and TQ Check Chart gives the occasions during the game when a unit must undergo a TQ check. These instances have also been noted throughout the rules. A TQ check consists of rolling the die, comparing it to the unit's printed TQ rating, and applying the result given on the chart—usually one or more Cohesion Hits if the DR exceeds the rating. Routed units use a TQ of 1 for all TQ checks instead of the printed TQ.

10.12 Cohesion Markers: Each time that a unit incurs a Cohesion Hit place a numeric marker, representing the total number of hits taken, on (or under) the unit counter. Cohesion Hits do not affect a unit's combat strength or capabilities in any way, other than to show how close it is getting to falling apart. Thus, a unit with a TQ of 6 and 4 Cohesion Hits has the same combat effects as one with no Cohesion Hits. It is just more likely to rout.

10.13 If there are multiple units involved in a single combat resolution, Cohesion Hits must be divided as equally as possible among those units (treat a stack as a single unit for this purpose), with any excess Hits given to the unit/stack:

1. used to gain Superiority (AS or DS)

2. used to determine the Shock Column on the Clash of Swords Chart

Owning player's choice if more than one unit/stack qualifies in either category.

Hits allocated to a stack are distributed based on the type of stack (see 6.68, 9.17, and 9.43).

EXAMPLE: A CO stack and another CO receive 1 Hit as a result of their attack. The Hit cannot be divided equally so it is excess. There was no superiority and all units have the same Type which was used to determine the Shock column on the Clash of Swords chart. The attacking player gets to choose whether to give the Hit to the stack or the lone CO. If he chooses the stack, the top CO would incur the Hit.

10.14 When a unit has absorbed Cohesion Hits equal to or more than its TQ rating, it automatically routs (10.2).

10.15 If, during Shock resolution (8.43, 8.47), all attacking and defending units would rout, the following occurs:

1. The attacker adds to his total hits the number of Cohesion Hits (if any) that he would incur were he to Advance after Combat (8.5).

2. All units on the side with the unit that has the greatest discrepancy between hits and TQ rating rout (10.2). The units on the other side do not rout. The Cohesion Hits on all units on the side that did not rout are adjusted to the units' TQ minus 1. If the attacking side did not rout, the attacker Advances after Combat per 8.5. If the defending side did not rout, those units remain in place.

3. If the difference between the hits and TQ is the same for both sides, the defender routs. The Cohesion Hits on all attacking units are adjusted to the units' TQ minus 1 and the attacker Advances after Combat (8.5).

> **IMPORTANT:** #1-#3 above only apply if all units involved would rout.

If one (or both) sides have more than one unit involved, and at least one unit has less Cohesion Hits than its TQ, then all units with Cohesion Hits the same or more than their TQ rout per 10.2.

EXAMPLE #1: [Pharsalus] A Caesarian CO, TQ of 6 with 4 hits, attacks a Pompeian CO, TQ of 5, that has 1 hit. The Pompeian unit is in clear terrain, no elevation. The Shock result is '2(2)', but the Pompeian hits are doubled because the Caesarian CO is Attack Superior due to a flank attack. This means that the Caesarian CO now has 6 hits and the Pompeian CO has 5 hits. There would be no added hits were the Caesarian CO to advance since the terrain is clear and level. They both have reached their rout threshold, but, in this case, since the difference between hits and TQ are the same, the defending Pompeian CO Routs, the Caesarian CO has its hits set to 5 (TQ minus 1) and advances after combat.

10.16 Recovery: During an Orders Phase, an Individual Order may be given to remove 2 Cohesion Hits from a unit in a Clear terrain hex provided it is not:

• adjacent to an enemy combat unit, or

• within range and LOS of an enemy unit that has missiles (this includes H&D fire) and is not Engaged (10.5).

Provided a unit is not adjacent to an enemy combat unit, 1 Cohesion Hit may be removed from a unit in Clear terrain regardless of the presence of non-adjacent enemy missile units. A player may not remove more than 2 Cohesion Hits per Orders Phase per unit. Routed units and units that have Rallied (10.35)

this Game Turn may not have Cohesion Hits removed. A unit that has Cohesion Hits removed cannot move/fire in the same Orders Phase, and a unit that has moved or fired may not have hits removed.

Exception: Tribal combat units cannot use Recovery—they were far too brittle for that.

> **PLAY NOTE:** The no recovery restriction is balanced somewhat by the generally higher TQ ratings on most tribal units. If play balance is a concern, we suggest allowing the Tribal combat units to use Recovery to remove 1 Cohesion Hit.

> **PLAY NOTE:** The ability to remove 1 Hit in the presence of ranged missile units is a departure from the prior games in the series and can be retrofitted if so desired. The feeling here is that long range fire would have less of an impact on a unit's ability to recover its cohesion.

10.2 Rout And Retreat

10.21 What happens to a unit when it routs depends on its Type:

• Skirmisher, Scorpio, Ballista, and Depleted Tribal combat units are eliminated

• Elephant units Rampage (9.93)

• All other units rout move per 10.22

10.22 A unit that must rout move is immediately faced and moved 2 hexes in its Retreat Direction as defined in the scenario rules (10.23). The unit must take the most direct path in its Retreat Direction that is not blocked. A rout path is blocked by:

• an enemy occupied hex, *or*

• impassable hexes or hex sides, *or*

• an enemy ZOC unless occupied by a friendly unit.

When given a choice of unblocked hexes, the unit will take the path of least resistance in the following order:

1. Vacant hex not in enemy ZOC (even if terrain is Rough); *then*

2. Friendly-occupied hex not in an enemy ZOC; *then*

3. Friendly-occupied hex in an enemy ZOC.

The routing unit will always enter a '1' before a '2', etc., always with an eye towards its Retreat Direction. If the potential paths have the same priority, then the owning player chooses the path.

If both hexes in the direction of its Retreat Direction are blocked, the player adjusts the facing of the routing unit, in either direction, by one vertex at a time until the unit can move into an unblocked hex. If there is no such hex, the unit is eliminated. After the retreat, place a Routed marker on the unit to indicate this status, remove any Cohesion Hit markers, and for infantry units (only) any Missile Low or Missile No markers.

EXAMPLE: A routed combat unit's only possible retreat path is into a friendly occupied hex in an enemy ZOC. The routing unit must stop due to the ZOC and then follow the instructions on the Stacking Chart for Stopping in a friendly occupied hex. Regardless of the type of unit in the hex, the unit must retreat

one more hex (costing the stationary unit at least 1 Hit). Unless that hex is unoccupied, passable, and free of enemy ZOC, the unit would be eliminated.

PLAY NOTE: Routing units have one thought in mind: getting out of the area as quickly as possible. If there are people standing in their way, that's their problem. Therefore, routs in ancient warfare often took other troops with them, especially if they were rear echelon troops of minimal value. While routing/ retreating units usually move directly towards the rear of their lines, instances will occur where that is not feasible or even possible. In such instances, common sense (admittedly in short supply during many games), along with the knowledge that these units are trying to get away from the enemy, should guide your movements. So, if a routed unit must first move away from its Retreat Direction due to enemy units, enemy ZOC, or impassible terrain, that's the way it's done. However, don't take this as an invitation to meander around the map trying to avoid moving in the Retreat Direction.

10.23 Retreat Direction: The Retreat Direction differs depending on the scenario and the armies present but will be one or more of the following:

1. In scenarios where Aquilae are used as rally points (10.33), Cohorts will retreat towards their Legion's Aquila. They may stop when they get within 1 hex of their Aquila, and, having achieved that location, do not have to undergo any other form of Rout Movement. If there are no vacant hexes within 1 hex of the cohort's Aquila, the cohort retreats to the Camp per #2 below. If there no Camp, the unit moves per #4 below.

2. In scenarios where that side has a Camp, non-Cohort Roman units will retreat towards their Camp. Once inside the Camp, they do not have to undergo any other form of Rout Movement.

3. In scenarios where that side has a lager, Tribal units retreat towards their lager. Once inside the lager, they do not have to undergo any other form of Rout Movement.

4. In all other cases, a unit retreats towards its Retreat Edge, as defined in the scenario rules.

10.24 In the Rout Movement segment of the Rout and Reload Phase, all Routed units other than those meeting the criteria in 10.23 #1-3, are moved their full, printed MA in the same direction and manner as in 10.22—even if they moved previously during the Game Turn. Routed units use normal movement rules, except that they may not enter enemy ZOCs unoccupied by friendly units. They do not incur Cohesion Hits from movement.

10.25 A unit that either moves off the map (for whatever reason) or cannot complete its rout movement because of the presence of enemy units/ZOCs or impassible terrain is permanently removed from play and considered eliminated for Army Withdrawal purposes.

10.26 The movement of routing units through or into other units is covered on the Stacking Chart (6.69). The main premise is that Routed units may move through a friendly unit but may not end their move stacked with one. If a Routed unit were to finish its rout movement in a friendly-occupied hex (including one in an enemy ZOC), instead, and per the chart, it continues one more hex (with penalties to the non-moving unit per the chart). The routing unit is eliminated if that hex is occupied, in an enemy ZOC, or is impassible terrain. If the hex is occupied by a friendly unit, that unit suffers the "Stopping In" penalties noted on the chart.

10.27 If a leader is stacked with a routing unit, that leader may rout move along with that unit. He is otherwise unaffected by the rout.

10.28 The effects of Rout are:

- Routed units have an automatic TQ of 1. All other ratings are unaffected.
- Routed infantry missile units are automatically "Missile No". This does not apply to mounted missile units.
- Routed units may not receive or use orders other than Rally, nor may they fire missiles for any reason.
- Rout-moving units do not pay any cohesion penalties due to terrain effects.
- Routed units that incur any additional Cohesion Hits are immediately eliminated and removed from play.

10.3 RALLY

PLAY NOTE: The rally rules in Caesar are somewhat more involved than other games in the series to account for the variety of army types and the presence of camps and other fortifications.

10.31 Leader Rally: During an Orders Phase, a leader may use an Individual Order attempt to Rally a Routed unit occupying a Clear hex and not:

- adjacent to an enemy combat unit, *or*
- within range and LOS of an enemy unit that has missiles (this includes H&D fire) and is not Engaged (10.5).

For units in tribal armies, the Routed unit must be located in or adjacent to the rallying leader's hex. For all other armies, the Routed unit must be in the rallying leader's Command Range. The range or adjacency may *not* be traced through fortified hexsides (except for friendly gates), across rivers (of any kind), or through woods. It may be traced into a woods hex.

A Routed unit stacked with the rallying leader rallies automatically, no die roll required. Flip its ROUTED marker to its RALLIED side. In all other cases, the player rolls the die:

- If the DR is the same as or lower than the leader's Charisma Rating +1, the unit is Rallied. Flip its ROUTED marker to its RALLIED side.
- If the DR is higher than the leader's Charisma Rating, the unit rout moves per 10.24, unless the DR was also higher than the unit's printed TQ in which case it is instead eliminated.

An individual leader may attempt to rally a given unit only once per Game Turn. The limitation applies to the leader, not the unit, which may be rallied by another leader in that same Game Turn.

> **DELUXE EDITION NOTE:** The "Rally or Die" method used in *Caesar:COG* is not used in this edition. If both players agree, however, they can use that approach by simply eliminating a unit that fails to rally.

EXAMPLE: Caesar, with a Charisma of 5, can rally routed units within his range on a DR of 5 or lower. At the other end of the scale, most Chiefs would need a DR of 2 or lower.

10.32 Camp Rally: In the Rout & Reload Phase (F/1) players may attempt to Rally units inside a camp/lager. To do so, a friendly leader must have started the Game Turn inside the camp/lager and have remained there. The player may then DR for each unit inside, as per 10.31. Treat a failed attempt as no effect—the unit remains where it is. The leader may rally any unit regardless of command and any one leader meeting the preceding requirements may be used.

10.33 Aquila Rally: If Section Commanders are not being used, the Roman player may use a Legion's Aquila to rally its cohorts. This type of Rally requires that the Legion's Legate or the OC use his entire Orders Phase as a single Rally Order; he may not issue any other Orders. The Aquila must be within Command Range of the leader to receive the order. The Rally Order rallies all routed cohorts from that legion that are stacked with or adjacent to that Aquila.

10.34 When a unit is rallied by any method, the player rolls the die, consults the Rally Table (10.36), and gives the unit the Cohesion Hits listed, according to that DR and the unit's printed TQ.

10.35 Rallied units may not receive or use orders until the next Game Turn; however, they may be refaced at no cost in MP or Cohesion Hits when rallied. Rallied units are automatically Depleted (10.4)—flip the counter to its reverse side; infantry missile units receive a Missile No marker.

10.36 The Rally Table: Use this table to determine the number of Cohesion Hits a Rallied unit receives.

10.4 Depletion

> **DESIGN NOTE:** Depletion reflects the actual loss of manpower.

10.41 Any time a Routed unit is Rallied, it automatically becomes Depleted. In some scenarios, certain units may start the game Depleted. Units that are already Depleted do not suffer additional Depletions. To indicate Depletion, flip the unit to its reverse side. Once Depleted, a unit remains so for the remainder of the game.

10.42 Depletion affects combat as follows:
- If any Depleted unit is involved in a shock attack, there is a 1L column adjustment on the Shock Results Table.
- If any Depleted unit is defending against a shock attack, there is a 1R column adjustment on the Shock Results Table.
- When a Depleted unit uses Missile Fire, there is a +1 DRM to the Missile Fire DR.

10.43 When attempting to Rally (10.3) a Depleted unit, there is a +1 DRM to the Rally die roll. When consulting the Rally Table, there is a +2 DRM to that DR. This does not apply to newly-depleted units, only those that were Depleted prior to the Rally attempt.

10.44 The 1st cohort (#1) of any Legion never becomes Depleted. This reflects the often expanded size of this cohort.

10.5 Engaged (Optional)

10.51 Units and any leaders stacked with them become Engaged due to Shock combat (see 8.47). An Engaged marker is placed on each unit to indicate its status. Engaged units (and this includes leaders):
- cannot voluntarily move or change facing under any circumstances, *and*
- may not use Missile Fire, nor may they be the target of Missile Fire, *and*
- must, if possible, receive a Shock-No TQ Check marker in the Shock Designation segment (8.41) if within Command Range of the active leader.

> **PLAY NOTE:** Engaged units with no units in their ZOC or those not capable of Shock do not receive Shock-No TQ Check markers.

10.52 Cavalry, Skirmishers, and Light Infantry engaged with units whose MA is less than their MA may retreat 1 hex maintaining their current facing, instead of receiving the Shock-No TQ Check marker. Non-Shock capable units must retreat if possible. That hex:
- must be vacant and one that the unit could enter by normal movement, *and*
- cannot be in an enemy ZOC, *and*
- cannot be adjacent to a unit with which the retreating unit is Engaged.

A Shock capable unit that cannot retreat must instead be given the Shock-No TQ Check marker.

10.53 An Engaged marker can be removed because of unit eliminations, advances, and rout moves during the Collapse (8.47) step, or at any time if an Engaged unit finds itself with no enemy Engaged units in its ZOC and is not itself in the ZOC of an Engaged enemy unit.

11.0 FORTIFICATIONS

Several maps have some sort of fort or camp on it, and Dyrrachium is just loaded with them. The following section—and the Fortification Effects Chart—covers the effect of these man-made obstacles. The rules essentially expand what is on the chart.

> **DESIGN NOTE:** As specifically applied to the battles in question, it is very difficult to tell from the sources exactly of what the forts and camps were comprised. We have tried to use educated guesses, as well as the general predilections—and camp-building dogma—of the Romans.

11.1 TERRAIN FEATURES

Fortifications include the following items of terrain:

Walls: What usually surrounded the camps the Romans always built. These were (usually) packed dirt walls lined with wooden palisades, in front of which was a deep ditch.

Ramparts: A reinforced wooden wall, along the inside of which has been constructed a series of walkways so that troops can man the walls at the top as well as reach any point along them without leaving the wall. Usually built only for permanent siege work lines, such as appear at the north end of Dyrrachium

Towers: Built at various intervals along ramparts and walls to act as strongpoints, redoubts, etc. Higher than the walls they supported and used for missile-throwing troops and artillery. In camps, the towers were usually built to guard the entrances.

Berm/Ditch: Earthen walls, maybe 6-8 feet in height, with a ditch in front, a basic defense line. At Dyrrachium, Caesar's hastily-built, extended lines of contravallation and circumvallation were of this sort.

Gates: Obviously, how one got in and out of a camp, fort, etc. However, they were not really doors; they were more barriers, often consisting of several oblique turns to make defense easier, to which the Romans also added an item called the "hedgehog", a series of spikes which made passing or removing the barrier/gate from the outside a bit touchy.

Wagon Lager: The Gallic lager was formed of a circle of wagons from their train. Only Gallic units may move across a Wagon Lager hexside.

> **PLAY NOTE:** The Gergovia scenario includes some additional fortification types.

Each of the above has its own MP and Cohesion costs to cross, as listed on the Fortification Effects Chart (11.28). For the most part, fortifications are expensive to cross. It is usually easier to cross a fortification hexside from within the camp/fort than from the outside; this is most evident with the Towers. Movement through the gates is most efficiently accomplished In Column.

11.2 FORTIFICATION EFFECTS

11.21 Wall and Rampart hexsides (not Gate hexsides) are impassible to routing, retreating, or withdrawing units. Cavalry units may not cross a Wall or Rampart hexside, though they may cross a Gate hexside. Elephant and Chariot units are prohibited from entering a camp. Moreover, if a unit does not have the necessary MP to cross a given fortified hexside, even if such hexside is directly adjacent, it may not do so.

Exception: Tribal infantry units may retreat, withdraw, or rout across a Wagon Lager hexside.

EXAMPLE: At Thapsus, a cohort in 3428 could not move directly into the Tower in Scipio's camp in 3527 because it has a MA of 5, and the cost to so move would be 6:1 to enter the hex, +1 for elevation, +1 for the Tower, and +3 for the Wall.

11.22 Units outside a fortification hexside do *not* extend a Zone of Control (7.2) across/through fortification hexsides of any type. Units inside fortifications that are adjacent to a fortification hexside exert a special Fort ZOC into adjacent hexes outside the fortification. Fort ZOC are like standard ZOCs with the following exceptions:

- While in a Fort ZOC unit may change facing and/or leave the Fort ZOC without restriction.
- A moving heavy unit (7.31) is not required to Shock attack across a Fortification hexside, though it may do so. Engaged units must Shock attack if required to do so.

> **PLAY NOTE:** This is a major rule *vis a vis* attacking fortified positions, as it means no unengaged unit "Must" attack.

11.23 Tribunes/Legates inside camps and fortifications may issue Legion Commands without being within the range of a SC/OC (4.51 #2, 4.52 #2) and an SC may enable his Tribune's to issue a Legion Command without being within range of the OC (4.55 #4).

11.24 Camp Movement: Individual combat units inside camps whose leader (Tribune/Legate/Praefect) is not inside the camp, or those combat units without a specified leader, that have not received orders earlier in the Game Turn, may move, fire, and/or conduct Shock combat in the Camp Movement Phase, no leader necessary. First, move and fire with all eligible units, then conduct Shock combat. These units cannot leave the camp or fort.

> **DESIGN NOTE:** Units defending inside a camp would rely mostly on time-honored drill, training, and dogma—as well as their lower-level leader—to defend the camp.

11.25 Missile fire in and out of camps across Walls/Gates involves significant DRM penalties, mostly because of sighting problems. See the Fortifications Effects Chart (11.28) for the effect on each missile type.

- **Walls/Gates:** The penalties apply for fire in either direction.
- **Ramparts:** The penalties only apply to fire from outside the Rampart.
- **Towers:** The penalties apply at any fire directed at the Tower and are not cumulative with the Wall/Gate penalties. Fire from a Tower earns a beneficial modifier and extended range.

Note that there are no adverse modifiers for Scorpios and Ballistae.

For the battles occurring in Gaul, players may optionally treat Walls/Gates as Ramparts for purposes of this rule.

DESIGN NOTE: For purposes of missile fire, a gate hexside is considered a Wall (or whatever the gate is going through). The labyrinthic configuration of the barrier-gates effectively precluded missile fire through them.

11.26 Missile units, including Scorpios and Ballistae, in Tower hexes increase their Missile Range by 1 hex. At the Extended Range, they need an (adjusted) missile fire DR of 0 or less to obtain a Hit.

11.27 One of the basic defense mechanisms for all fortified camps, etc., was that anyone could throw a rock at someone, and that these rocks could have a deleterious, if not exactly decisive, impact at short distances. Therefore, *any* non-skirmisher infantry unit firing from a Tower or across a Rampart from the inside has Slinger capability into an adjacent hex with an automatic +1 to the DR.

HISTORICAL NOTE: The use of rock-throwing was even more commonplace than we have shown here, especially in such terrain as could be found in Illyria. We have restricted it to pure siege situations so that the game doesn't become an exercise in stoning. If you feel you can pooh-pooh this sort of thing as "how quaint of those merry classicists", read a description of the Confederate defense of the railroad cut at 2nd Manassas.

11.28 Fortification Effects Chart: See Charts and Tables.

12.0 ARMY WITHDRAWAL & VICTORY

DESIGN NOTE: The Army Withdrawal levels in the scenarios reflect the realities of each army's capabilities. Play balance may be adjusted by changing those levels, although this is something that should not be done until you are familiar with both the game and your opponent.

12.1 ROUT POINTS

In general, a unit is worth Rout Points (RPs) equal to its TQ, with the following exceptions:

- Skirmisher units are worth 1 RP
- Scorpio and Ballista units are worth 0 RP
- Overall Commanders, Section Commanders, and Tribal Chiefs are worth five times (5×) their Initiative Rating; Legates, Tribunes, Prefects, Chiefs, Replacement leaders, and other named leaders are worth 0 RP.
- Aquilae, see 9.84

12.2 ARMY WITHDRAWAL

In the Withdrawal Phase, each player totals the number of Rout Points he has accumulated from his eliminated units. This includes combat units that have Routed off the map. In some scenarios, routed units may be treated as eliminated for Rout Point purposes.

A player wins by causing his opponent's army to withdraw. An army will withdraw when it has accumulated Rout Points equal to or greater than its Withdrawal Level as given in the scenario. If both sides reach or exceed their Withdrawal Level in the same Withdrawal Phase, the player with the least number of RP above that level wins (but just barely). If both sides RP totals are the same, it's a draw.

"VENI, VIDI, VICI"

("I came, I saw, I conquered")
~ Julius Caesar

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A Major Nod of Thanks to veteran Roman Scholar, Gamer *non pareil*, and long-time friend, Al Nofi, for his help with Legion OoB.

In Memoriam
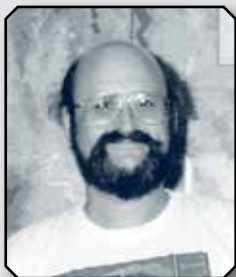
Richard H. Berg

Many thanks for your research, insight, and wit in breathing life into these battles from so long ago.

6.69 Stacking Charts

Voluntary Movement

	Moving unit is…	Moving through…	Stopping in…
	Basic	1 Cohesion Hit for both the stationary and moving unit	Not allowed
	Skirmishers (SK)	No penalty	**Artillery:** Allowed **All others:** Not allowed
	Light Infantry (LI)	**Artillery:** No penalty **All others:** Same as Basic	**Artillery:** Allowed **All others:** Not allowed
	Cohort (CO)	**Same Legion:** No penalty **Artillery:** No penalty **All others:** Same as Basic	**Cohort:** Allowed ‡ **Artillery:** Allowed **All others:** Not allowed
	Antesignani LI Cavalry	No penalty when moving through each other **All others:** Same as Basic	Allowed with each other **All others:** Not allowed
	Artillery	**CO/SK/LI:** No penalty **All others:** Not allowed	**CO/SK/LI:** Allowed **All others:** Not allowed

Rout Movement

	Routing unit is…	Moving through…	Stopping in…
	Basic	1 Cohesion Hit and TQ check for the stationary unit; no effect on moving unit	Moving unit continues to move one more hex* 1 Cohesion Hit and TQ check for the stationary unit; no effect on moving unit
	Light Infantry (LI)	Same as Basic	Same as Basic
	Cohort (CO)	**Same Legion:** No penalty **Different Legion:** 1 Cohesion Hit for stationary unit; no effect on moving unit **All others:** Same as Basic	Same as Basic
	Antesignani LI Cavalry	No penalty when moving through each other **All others:** Same as Basic	Same as Basic

* Moving unit is eliminated if the "one more hex" is occupied, in an enemy ZOC, or is impassable terrain. If occupied by a friendly unit, that unit also suffers the "Stopping In" penalties noted on the chart.

‡ Stacked units of different legions incur a +1 DRM to all TQ checks.

• A unit may move through or stop in hex occupied solely by a leader(s).

• A unit using Voluntary Movement may never stop and stack with a Routed unit.

• For the TQ check, if the DR is greater than the unit's TQ, the unit incurs Cohesion Hits equal to the difference.

• If the moving or stationary units are stacked, treat as Basic.

• Artillery, Skirmishers, and Chariots are eliminated when they Rout. A Routed unit that incurs a Cohesion Hit(s) is eliminated.

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