

Neil Thomas – Biblical rules

Play sequence 1. Charges 2. Movement 3. Shooting & morale if not Heavy or Auxiliary infantry 4. Hand to hand & morale for all troops	Charges 1. Declare charges 2. Measure distance 3. Move into contact 4. Defensive shooting if charge started over 8 away and defender uses Javelins 5. Morale if not Heavy or Auxiliary infantry	Movement 24 Lt Cav & Lt Chariots 20 Hv Cav & Hv Chariots 12 Lt & Auxiliary Infantry 8 All others																																															
Shooting Measure range 24 – Foot bow 16 - Horse Bow 16 – Sling 8 – Javelin 1 d6 per base. 4-6 hit Woods half effect	Moving & Shooting Light in with javelins can move then shoot or shoot then move. Light Cavalry and Lt chariots with bow can move then shoot or shoot then move Light cavalry and light chariots with javelins can shoot any point during move Cannot shoot if charging	Turning Lt Cav, Lt Chariots & Lt infantry – No effect Others – All turns and deviation greater than 30° - half move																																															
		Difficult Terrain Hills – No effect River – 1 move Woods – Heavy & Biblical Infantry and heavy archers – half move. Cavalry and chars may not enter woods																																															
Saving Rolls (for each hit) 4-6 Hv armour / Hv Chariot 5,6 Med armour / Lt chariot 6 Others Remove 1 base per 4 cas		Hand to Hand 4-6 on dice is a hit																																															
Hand to Hand Notes All chariots roll 1 extra dice per base -1 st round Units uphill roll 1 extra dice per base - 1 st round Troops defending river bank roll 1 extra dice in 1 st round Attacking flank / rear roll 1 extra throughout. Turn to face flanking attackers in second round if not engaged frontally Cav, Lt Chars, Lt Inf may withdraw after one round of melee if	Hand to Hand <table><tr><td>Attacker</td><td>Hv Inf</td><td>Bib/Aux Inf</td><td>Hv Arch</td><td>Lights</td></tr><tr><td></td><td></td><td>Hv Cav & Chars</td><td></td><td></td></tr><tr><td>Hv Infantry</td><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>Biblical Inf</td><td>1</td><td>1</td><td>2</td><td>3</td></tr><tr><td>Auxiliary Inf</td><td>1</td><td>1</td><td>2</td><td>3</td></tr><tr><td>Hv chariots</td><td>1</td><td>1</td><td>2</td><td>3</td></tr><tr><td>Hv cavalry</td><td>1</td><td>1</td><td>2</td><td>3</td></tr><tr><td>Hv Archers</td><td>1</td><td>1</td><td>1</td><td>2</td></tr><tr><td>All Lights</td><td>1</td><td>1</td><td>1</td><td>1</td></tr></table>	Attacker	Hv Inf	Bib/Aux Inf	Hv Arch	Lights			Hv Cav & Chars			Hv Infantry	1	2	3	4	Biblical Inf	1	1	2	3	Auxiliary Inf	1	1	2	3	Hv chariots	1	1	2	3	Hv cavalry	1	1	2	3	Hv Archers	1	1	1	2	All Lights	1	1	1	1			
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	Hand to Hand in Woods 1 dice per base irrespective of type unless auxiliary fighting other troops in which case 2 dice per base																																																
Morale Tests All troops test morale each time a base is removed in Hand to Hand. Only test morale each time a base is lost for shooting if the troops are not Heavy infantry or auxiliary infantry	Morale Test Procedure Each morale test roll 1 dice. Failure to achieve score loses an additional base																																																
	Elite 3-6 Average 4-6 Levy 5-6																																																