

Neil Thomas – Dark Ages Rules

Play sequence 1. Charges and defensive shooting 2. Movement 3. Normal Shooting 4. Hand to hand & morale for all troops	Charges 1. Declare charges 2. Measure distance 3. Move into contact if in distance 4. Defensive shooting if charge started over 8 away and defender uses Javelins 5. Remove casualties due to shooting and enter melee	Movement 24 Lt Cav 20 Hv Cav 12 Elephants, Warband, Cataphracts & Lt Infantry 8 All others																																													
Shooting Measure range 24 – Foot bow & crossbow 16 - Horse Bow & crossbow, sling 8 – Javelin 1 d6 per base. Crossbow 5-6 hit. Others 4-6 Woods - half effect	Saving Rolls for Hits 3-6 Elep / ExHv Armour / S-Wall 4-6 Heavy armour 5,6 Medium armour 6 Others -2 from dice if shot by x-bow No saving roll if hit is from elephants Remove 1 base per 4 casualties	Turning Lt Cavalry, & Lt infantry – No penalty Others – All turns, wheels and deviations greater than 30° away from directly ahead - half move																																													
Moving & Shooting Light infantry with javelins & Light cavalry with bows can move then shoot or shoot then move. Light cavalry with javelins can shoot any point during move All others must be stationary to shoot. Chargers cannot shoot	Hand to Hand {4-6 on dice = hit}	Difficult Terrain Hills – No effect River – 1 move Woods – Dark Age Infantry and Heavy Archers – half move. Elephants, cavalry and Cataphracts may not enter woods. Lights, and Warband unaffected.																																													
Hand to Hand Notes Warband roll 1 extra dice per base - 1 st round only Units uphill roll 1 extra dice per base - 1 st round only Troops defending river bank roll 1 extra dice in 1 st round Attacking flank / rear roll 1 extra dice every round while still on flank. Turn to face flanking attackers in second round if not engaged frontally Cav & Lt Inf may withdraw from melee after 1 move (if faster than opponents). See also special rules in lists.	<table><tr><th>Attacker</th><th>Elephant</th><th>Warband/DA Inf</th><th>Hv Arch</th><th>Lights</th></tr><tr><td></td><td></td><td colspan="3">Hv Cav & Cats</td></tr><tr><td>Elephants</td><td>4</td><td>8</td><td>8</td><td>8</td></tr><tr><td>DA Infantry</td><td>1</td><td>1</td><td>2</td><td>3</td></tr><tr><td>Warband</td><td>1</td><td>1</td><td>2</td><td>3</td></tr><tr><td>Cataphracts</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	Elephant	Warband/DA Inf	Hv Arch	Lights			Hv Cav & Cats			Elephants	4	8	8	8	DA Infantry	1	1	2	3	Warband	1	1	2	3	Cataphracts	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 warband fighting other troops in which case 2 dice per base																																														
	Elephants Go Berserk on 4 Casualties 1-2 Moves Left, 3-4 Moves right, 5-6 moves to rear. Elephant moves full distance and will melee with anything encountered for 1 move.																																														
	Morale Tests All troops test morale each time a base is removed in Hand to Hand. Note: Morale test not used in shooting Test morale when leaving shieldwall																																														
Shieldwall Movement = 4 Can't enter wood or cross river Saving roll = 3-6 irrespective of original roll but no saving roll at all if hit by elephants Morale test when leaving shieldwall.		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																																													