

Neil Thomas – Classical rules

Play sequence 1. Charges 2. Movement 3. Shooting 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	Movement 24 Lt Cav, Lt & Scythed Chariots 20 Hv Cav & Hv Chariots 12 Elephants, Warband, Lt & Auxiliary Infantry 8 All others Artillery – no move																																																																		
Shooting Measure range 48 – Artillery 24 – Foot bow 16 - Horse Bow, 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 Infantry and heavy archers – half move. Elephants, cavalry and chars may not enter woods. Lights, auxiliary inf and warband unaffected.																																																																		
Saving Rolls for Hits (if eligible) 3-6 Elephant / ExHv Armour 4-6 Hv armour / Hv Chariot 5,6 Med armour / Lt & Scythed chariot 6 Others Remove 1 base per 4 casualties	Hand to Hand 4-6 on dice is a hit																																																																			
Artillery Shooting Roll 1 dice to find number of shots Roll a dice for each shot, 4-6 hits No saving throws allowed Artillery shoot every other move.	Hand to Hand {Artillery automatically eliminated} <table><tr><td>Attacker</td><td>Elephant</td><td>Hv Inf</td><td>Warband/Aux Inf</td><td>Hv Arch</td><td>Lights</td></tr><tr><td colspan="6">Hv Cav & Chars</td></tr><tr><td>Elephants</td><td>4</td><td>8</td><td>8</td><td>8</td><td>8</td></tr><tr><td>Scythed Chars</td><td>4</td><td>8</td><td>8</td><td>8</td><td>8</td></tr><tr><td>Hv Infantry</td><td>1</td><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>Warband</td><td>1</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>1</td><td>2</td><td>3</td></tr><tr><td>Hv chariots</td><td>1</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>1</td><td>2</td><td>3</td></tr><tr><td>Hv Archers</td><td>1</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><td>1</td></tr></table>		Attacker	Elephant	Hv Inf	Warband/Aux Inf	Hv Arch	Lights	Hv Cav & Chars						Elephants	4	8	8	8	8	Scythed Chars	4	8	8	8	8	Hv Infantry	1	1	2	3	4	Warband	1	1	1	2	3	Auxiliary Inf	1	1	1	2	3	Hv chariots	1	1	1	2	3	Hv cavalry	1	1	1	2	3	Hv Archers	1	1	1	1	2	All Lights	1	1	1	1	1
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Hand to Hand Notes Warband and 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 Scythed Char eliminated after 1 st round No saving roll for hits caused by elephants / scythed chars Artillery eliminated on contact.	Hand to Hand in Woods 1 dice per base irrespective of type unless warband/auxiliary 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.																																																																			
	Withdraw Cav, Lt Cav Lt Inf may withdraw 1 move after 1 round of combat	Morale Test Procedure Each morale test roll 1 dice. Failure to achieve score loses an additional base <table><tr><td>Elite</td><td>3-6</td></tr><tr><td>Average</td><td>4-6</td></tr><tr><td>Levy</td><td>5-6</td></tr></table>		Elite	3-6	Average	4-6	Levy	5-6																																																											
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