

Neil Thomas – Classical rules

<p>Play sequence</p> <ol style="list-style-type: none"> Charges Movement Shooting Hand to hand & morale for all troops 	<p>Charges</p> <ol style="list-style-type: none"> Declare charges Measure distance Move into contact Defensive shooting if charge started over 8 away and defender uses Javelins 	<p>Movement</p> <p>24 Lt Cav, Lt & Scythed Chariots 20 Hv Cav & Hv Chariots 12 Elephants, Warband, Lt & Auxiliary Infantry 8 All others Artillery – no move</p>																																																												
<p>Shooting</p> <p>Measure range 48 – Artillery 24 – Foot bow 16 - Horse Bow, sling 8 – Javelin 1 d6 per base. 4-6 hit Woods half effect</p>	<p>Moving & Shooting</p> <p>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</p>	<p>Turning</p> <p>Lt Cav, Lt Chariots & Lt infantry – No effect Others – All turns and deviation greater than 30° - half move</p>																																																												
<p>Saving Rolls for Hits (if eligible)</p> <p>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</p>	<p>Hand to Hand</p> <p>4-6 on dice is a hit</p>	<p>Difficult Terrain</p> <p>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.</p>																																																												
<p>Artillery Shooting</p> <p>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.</p>	<p>Hand to Hand {Artillery automatically eliminated}</p> <table border="1"> <thead> <tr> <th>Attacker</th> <th>Elephant</th> <th>Hv Inf</th> <th>Warband/Aux Inf</th> <th>Hv Arch</th> <th>Lights</th> </tr> </thead> <tbody> <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> </tbody> </table>		Attacker	Elephant	Hv Inf	Warband/Aux Inf	Hv Arch	Lights	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
Attacker	Elephant	Hv Inf	Warband/Aux Inf	Hv Arch	Lights																																																									
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																																																									
<p>Hand to Hand Notes</p> <p>Warband and all chariots roll 1 extra dice per base -1st round Units uphill roll 1 extra dice per base - 1st round Troops defending river bank roll 1 extra dice in 1st round Attacking flank / rear roll 1 extra throughout. Turn to face flanking attackers in second round if not engaged frontally Scythed Char eliminated after 1st round No saving roll for hits caused by elephants / scythed chars Artillery eliminated on contact.</p>	<p>Hand to Hand in Woods</p> <p>1 dice per base irrespective of type unless warband/auxiliary fighting other troops in which case 2 dice per base</p>	<p>Elephants Go Berserk on 4 Casualties</p> <p>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.</p>																																																												
<p>Morale Tests</p> <p>Infantry, cavalry and chariots test morale for each base lost in Hand to Hand. No morale test if base lost from shooting</p>	<p>Withdraw</p> <p>Cav, Lt Cav Lt Inf may withdraw 1 move after 1 round of combat</p>	<p>Morale Test Procedure</p> <p>Each morale test roll 1 dice. Failure to achieve score loses an additional base</p> <table border="1"> <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																																																						
Elite	3-6																																																													
Average	4-6																																																													
Levy	5-6																																																													