

# Neil Thomas – Biblical rules

<p><b>Play sequence</b></p> <ol style="list-style-type: none"> <li>Charges</li> <li>Movement</li> <li>Shooting &amp; morale if not Heavy or Auxiliary infantry</li> <li>Hand to hand &amp; morale for all troops</li> </ol>	<p><b>Charges</b></p> <ol style="list-style-type: none"> <li>Declare charges</li> <li>Measure distance</li> <li>Move into contact</li> <li>Defensive shooting if charge started over 8 away and defender uses Javelins</li> <li>Morale if not Heavy or Auxiliary infantry</li> </ol>	<p><b>Movement</b></p> <p>24 Lt Cav &amp; Lt Chariots          20 Hv Cav &amp; Hv Chariots          12 Lt &amp; Auxiliary Infantry          8 All others</p>																																													
<p><b>Shooting</b></p> <p>Measure range          24 – Foot bow          16 - Horse Bow          16 – Sling          8 – Javelin          1 d6 per base. 4-6 hit          Woods half effect</p>	<p><b>Moving &amp; Shooting</b></p> <p>Light in with javelins can move then shoot or shoot then move.</p> <p>Light Cavalry and Lt chariots with bow can move then shoot or shoot then move</p> <p>Light cavalry and light chariots with javelins can shoot any point during move</p> <p>Cannot shoot if charging</p>	<p><b>Turning</b></p> <p>Lt Cav, Lt Chariots &amp; Lt infantry – No effect</p> <p>Others – All turns and deviation greater than 30° - half move</p>																																													
<p><b>Saving Rolls</b> (for each hit)</p> <p>4-6 Hv armour / Hv Chariot          5,6 Med armour / Lt chariot          6 Others</p> <p>Remove 1 base per 4 cas</p>	<p><b>Hand to Hand</b></p> <table border="1"> <thead> <tr> <th>Attacker</th> <th>Hv Inf</th> <th>Bib/Aux Inf</th> <th>Hv Arch</th> <th>Lights</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td colspan="3">Hv Cav &amp; Chars</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> </tbody> </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	<p><b>Difficult Terrain</b></p> <p>Hills – No effect</p> <p>River – 1 move</p> <p>Woods – Heavy &amp; Biblical Infantry and heavy archers – half move.          Cavalry and chars may not enter woods</p>
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<p><b>Hand to Hand Notes</b></p> <p>All chariots roll 1 extra dice per base -1<sup>st</sup> round</p> <p>Units uphill roll 1 extra dice per base - 1<sup>st</sup> round</p> <p>Troops defending river bank roll 1 extra dice in 1<sup>st</sup> round</p> <p>Attacking flank / rear roll 1 extra throughout.</p> <p>Turn to face flanking attackers in second round if not engaged frontally</p> <p>Cav, Lt Chars, Lt Inf may withdraw after one round of melee if</p>	<p><b>Hand to Hand in Woods</b></p> <p>1 dice per base irrespective of type unless auxiliary fighting other troops in which case 2 dice per base</p>	<p><b>Hand to Hand</b></p> <p>4-6 on dice is a hit</p>																																													
<p><b>Morale Tests</b></p> <p>All troops test morale each time a base is removed in Hand to Hand.</p> <p>Only test morale each time a base is lost for shooting if the troops are not Heavy infantry or auxiliary infantry</p>	<p><b>Morale Test Procedure</b></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																																								
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