

1. Initial Phase

1. Test for loss of Cohesion due to fleeing friends within 4"
2. Terror test for mounted units within 8" of elephant
3. Test units outside 12" for death of general previous turn
4. Impetuous/Warband tests (Charge or Take Cohesion Test)
5. Cohesion test for troops to return from off table
6. Remove Discouraged markers from units not in combat or fleeing

Take Cohesion test when:

1. Fleeing friends within 4" at the start of the turn
2. Friends break or are destroyed in hand-to-hand combat within 12"
3. Charged in the flank or rear
4. The Army General is slain
5. The unit suffers 25% casualties from shooting in one turn

Modifiers

Discouraged	+1
Depleted (<= half bases)	+2

2. Shooting Phase

1. Shooting is simultaneous
2. Declare all targets to be shot at
3. Resolve shooting
4. Test for Commanders killed (12 on 2d6)
5. Take any cohesion tests
6. Award momentum tokens

Target Priority

1. Closest enemy able to charge
2. Closest enemy
3. If two or more enemy units are equidistant from the shooters and covering an equal amount of their frontage, then shooting is split equally
4. Only Skirmishers in rear or flank of enemy engaged in combat which has a 2nd row of bases can shoot into combat

Defence modifiers for shooting	
Weapon	Modifier
Crossbow, Long Bow at short range	+1
Handguns at short range (9")	+2
Handguns at long range (18")	+1

Cumulative Award of Momentum tokens for Shooting Results		
Casualties (round up)	Result	Tokens
10% of Units figures	Formed Unit is Discouraged	1
25% of Units figures	Formed Unit is Discouraged, All units take a Cohesion Test	1

# Shooting Dice			
Unit Type	Weapon	# Bases	#dice per base
Formed Infantry	Bow, Long Bow	First two rows	1 per Base +1 per 2 in 2nd row
Formed Mounted*	Bow, Long Bow	First row only	1
Foot Skirmishers	Any	First two rows	1
Mounted Skirmishers	Any	All bases	1
All other Units	Hand hurled weapons, Slings, Handguns, Xbow	First row only	1
Elephant, Chariots	All	All	1

*Mounted: Cavalry, Camels and Chariots

Shooting ranges		
Weapon	Short	Long
Hand Hurlled Weapons**	6	-
Handgun	9	18
Light Crossbow	9	18
Sling	9	18
Bow, Longbow, CrossBow	12	24

** Includes: Rocks, Javelins, Darts & Throwing

Axes

A to hit of 7 automatically misses

To hit target modifiers	
Factor	To Hit
Superior Shooters	+1
Inferior Shooters	-1
Long Range (except Handguns)	-1
At Skirmishers	-1
Soft Cover	-1
Hard Cover	-2
Handguns at Long Range	-2
At Light Chariots	-1
Front of Phalanx, Shieldwall, Spara	-1
Parthian Shooters	-1

3. Movement Phase

1. Roll initiative (allocate Momentum Tokens)
2. Declare Charges, Charge Responses and Disengagements in order: cavalry, camelry & chariots first for each player, then infantry & elephants for each player
3. Rally Fleeing Troops (if in command radius)
4. Compulsory Moves
5. Move Chargers (allocate momentum tokens)
6. Remaining Moves including returning troops

Rally Test (Use Cohesion)	
Type	Modifier
Fleeing Unit	+2
Non Fleeing enemy unit within 8"	+1
Non Fleeing enemy unit within 8" that outnumbers fleeing unit	+2
Army General within command radius (excludes Skirmishers)	Generals Cohesion

Disengagement from combat process

1. Cannot Disengage from combat if:
 - Fighting more than one facing
 - Contacted by pursuing enemy unit previous turn
2. Take Cohesion Test, +1 if unit Fell Back previous turn
 - If disengaging unit Breaks and Flees then enemy may pursue
3. Cavalry fighting enemy with slower movement rate do not take Cohesion test, otherwise they must
4. Disengagement and Pursuit moves due to failed Cohesion Test take place during the Compulsory Moves part of the Movement phase

Movement Rates	
Unit Type	Movement
Commanders: Horse, Camel, Chariot	16"
Commanders: Foot, Elephant	12"
Cavalry, Light Chariots	16"
Barded Cavalry, Heavy Scythed Chariots, Camels, Elephants	12"
All foot figures	8"
Close Order foot within 8" of enemy	4"
All units other than straight ahead	75% Move
Single about face	½ Move
2 nd about face (except Open Order, Non Barded Cavalry)	¼ Move
2 nd about face for Open Order, Non Barded Cavalry	Free
Add/Subtract one base depth	¼ Move
Open Order Add/Subtract one base depth	Free
Add/Subtract two base depths	Full Move
Difficult Terrain (except Open Order units and Skirmishers)	¼ Move
Difficult Terrain -Open Order Units and mounted Skirmishers	¼ Move
Obstacles	¼ Move
Form Shield Wall	¼ Move

Cumulative award of Momentum Tokens	
Unit successfully charges (not counter charge) into contact with an enemy	One
Enemy fled from your charge and you could not contact it	One
Impetuous (warband) unit successfully charges into contact with an enemy	Two
Causing an Elephant to stampede from shooting	One

4. Combat Phase

1. All Combats are simultaneous
2. Declare Momentum tokens per combat (max 3)
3. Who strikes first & Which models Fight
 - Pikes fighting to front
 - Cavalry armed with Kontos to front
 - Units that charged that turn
 - Superior Fighters
 - All other simultaneous
4. Fight combat
5. Combat results Differential
6. Moderate Combat result by Line of Battle
 - 2 units divide by 2 (round up)
 - 3 units divide by 3 (round up)
7. If casualties suffered - death of Commanders roll 2d6:
 - Winning or drawing units
Army General killed on a roll of 12
Commander killed on a roll of 11 or 12
 - Falling Back & Breaking and Fleeing units
Army General killed on a roll of 11 or 12
Commander killed on a roll of 10, 11 or 12
8. Apply Combat results
 - Fall Back Units & Break Tests
Roll 2d6 for Cohesion, Commanders Cohesion may be used
Modifiers: Combat Result Differential—variable, Discouraged +1, Depleted +2
 - Cohesion tests for units within 12" of broken units & death of General
9. Award Momentum Tokens
10. Flee & Pursuit Moves

Combat Result Modifiers	
Type	Bonus
Close Order (Except Levies)	+1
Depth Bonus	+1
Army General Attached	+1
High Ground	+1
Flank Attack	+1
Rear Attack	+2
Overwhelming Numbers	+1
Discouraged	-1
Nervous (i.e., Flanked)	-1
Disorganised after Pursuit	-1
Momentum Tokens	Max +3
Tethered Camels	+1

Commanders & Command Radius

1. Command radius:
Army General 12", Commander 8"
2. A commander attached to a unit is assumed to be front centre figure of unit, make all measurements from this position not where model is
3. Isolated command figures cannot be shot at
4. Commanders on elephants count attacks as crew and any casualties roll 2d6 on 11 or 12 Commander dies
5. Units within 12" of Army General may re-roll failed Break tests
6. Units within 12" may use Army Generals Cohesion value for Cohesion Tests

Movement & Measurement

1. You can measure distances at any point during the game
2. Movement is measured from the centre front of the unit to the new desired placement of its centre front.
3. The desired placement of its centre front must lie within the units

Defence Values	
Armour Type	Defence Value
Light	6
Heavy/Partial Plate	5
Plate/Cataphract	3
Shield	-1
Large Shield/Spara	-2
Mounted on Horse/Camel/Elephant	-1
Any Barding	-1
Howdah or Chariot	-2

To Hit	
Type	To Hit
Superior vs Non Superior	3
Inferior vs Superior	5
All others	4
Defended Obstacle,	-1
Phalanx, Shield wall	-1
Elephant vs Skirmishers	-2

# Combat Dice	
Unit Type	#Dice per Base
Cavalry, Camelry, Skirmisher	1
All formed Foot	2
Light Chariots	2
Heavy Chariots	3
Scythed Chariot (1 st Turn only)	5
Elephant / Crew	2 Elephant / 1 Crew
Base in Corner to Corner Contact	1
Bases fighting to Flank or Rear*	1/2 Rounded Up
Heavy/Throwing Spear**	+1 per 2 Bases round up
Charging/Counter Charging Shock cavalry **	+1 per 2 Bases round up

*Bases fighting to Flank or Rear do not receive any Weapon modifiers and cannot use Pike or Kontos

** Only during the first round of a combat, overlapping bases do not count in this calculation

Weapon Defence Modifiers	
Weapon	Defence Modifier
Charging/Counter Charging with Lance	+2
Charging/Counter Charging with Spear or Kontos	+1
Halberd armed Infantry	+1
Heavy Throwing Spears (First round only)	+1
Double handed Swords or Axes armed Infantry	+2
Scythed Chariot	+1
Elephant (not crew)	+2

Combat Results Differential	
Difference in CR score	Loser's Action
0-1	Continue fighting
2-3	Fall back 4", continue fighting. Discouraged
4-5	Take Break Test. Pass fall back 4", Discouraged, continue fighting. If fail Discouraged, Break and Flee
6+	Discouraged, Break and Flee

Combat Results Differential

1. If required moderate Combat Result by Line of Battle
2. If fighting to Flank or Rear read Combat Result one line lower after Battle Line Moderation
3. Units fighting Elephants read the result one line lower after Battle Line Moderation
4. Losers non fighting friends in Line of Battle read their result one line higher than loser
5. Shock Cavalry - against first formed enemy unit that is charged or counter-charged at any time in the game by a Shock Cavalry unit and beaten will calculate the combat result as normal, but read the result off the table one line lower after Battle Line Moderation
6. The first time Stubborn troops lose a round of combat by 4 or 5 (after Line of Battle moderation) and fail their break test, they will Fall Back 4" instead of breaking
7. Losers charged by Warband read Combat Result one line lower after Battle Line Moderation
8. Unformed units read the result two lines lower than usual

Cumulative award of Momentum Tokens for Combat	
Event	# Tokens
Win a round of combat without forcing the enemy back, or unable to follow up If you force an enemy unit to take a Break Test If your unit runs down in pursuit a unit it was in combat with, and which broke and ran due to a Cohesion Test result	One
If your unit follows up an enemy that it forces to fall back in melee If you reduce an enemy unit to or below half strength	Two
If your unit breaks its enemy and forces it to flee. If your unit runs down a unit that fled from or Evaded its charge	Three

45° arc of vision at start of move

4. During movement a line drawn from each front corner to the same front corner of desired placement must not cross each other
5. There must be a sufficient space for the unit to move in a straight line to desired placement