

**Go tell the Spartans, you who pass us by
That here obedient to their laws we lie...**

(translation of a Simonides epitaph at Thermopylae)

The Persian King Xerxes, heading an army of 200,000, was bent upon conquering Greece. He met a roadblock at the pass of Thermopylae. King Leonidas of the Spartans stood between the cliffs and the ocean with about 7,000 soldiers and would not give way to the larger force. Leonidas arrived at the "hot gates" with a picked bodyguard of 300 Spartans, each one leaving a son at home so no Spartan line would die out. Perhaps he had consulted the Oracle at Delphi, or he simply knew that his force was a sacrifice to buy time for the mobilization of the rest of Greece in response to the invasion. As they approached the pass, the 300 Spartans were supplemented, not always willingly, by levies from the towns and settlements on their path; thus, the Battle of Thermopylae pitted 200,000 Persians against 7,000 Greeks, although we remember it more dramatically in terms of "the 300 Spartans" making a heroic stand against incalculable odds.

The Greeks held out for two complete days of battle, and were done in on the third day by treachery and a secret pass through the mountains. Herodotus tells us 20,000 Persians died. Leonidas fell in the front, early on the third day, precipitating a series of back-and-forth bloody melees over his body. Then the Persian Immortals appeared behind the Greek lines. There were few Greek survivors, and only two Spartans left the field; one later hung himself in shame, the other sought and found death and honor next year in the front lines at Plataea.

As Xerxes scouted the protected pass before the battle, he could see the Spartans carefully attending to their long tresses and scarlet tunics in the streams that flowed into the ocean- it was Spartan custom to clean and dress well for a battle. Thinking them a bit too vain to be sturdy fighters, he sent a messenger to Leonidas, demanding the surrender of his arms forthwith. Leonidas' reply was brief and elegant- "Molon labe" - "Come and Take them".

Now, if we can just simulate 7,000 Greeks holding off 200,000 Persians for more than two days at a narrow pass....

Caveat, Game Scale, and Unit Basing

Historical tabletop gaming requires two things of a rules set. First, there must be some attempt to satisfy the needs of an historical simulation. Players who wish to game a particular era will always be looking to correlate their conception of historical elements and actions with unit interactions and results on the tabletop.

The second requirement is playability and fun. Yes, part of the “fun” is still wrapped up in the historical simulation- the painting, basing, and testing of troops on the tabletop. Hence, there is always compromise in tabletop gaming that will fray the edges of an historical tapestry. A successful rules set for a historical game will satisfy both simulation and gaming needs.

The author of these rules believes that gaming is most fun when a player is constantly forced to make decisions, testing the wisdom of choices made on the anvil an opponent’s reactions while flaunting the whimsy of the dice gods. Accordingly, these rules may err a bit on the side of unit and command flexibility for an ancients game. Consider it part of the compromise for playability, although the design of the game does try to maintain the flavor of unit interactions before the advent of gunpowder.

The game scale is based upon 1” = 50 yards. Unit basing was selected to be mostly compatible with DBA, WRG, and WAB. Each stand has a 40 mm frontage, (~ 80 yds) and depths of 20 mm (~ 40 yds), 30 mm (~60 yds) and 40 mm. The number of figures on a stand does not directly reflect the number of troops. Instead, base figures in a manner that is consistent with the type of troop. A phalanx stand would have more figures, densely packed, than an archer or peltast stand.

Each stand represents troop numbers as follows:

Close Order Troops: ~80 files, 5-6 ranks deep; ~400-500 soldiers

Open Order Troops: 300-400 soldiers

Chariots: 50-100 chariots, depending upon size of the chariot.

Elephants: 10-20 elephants

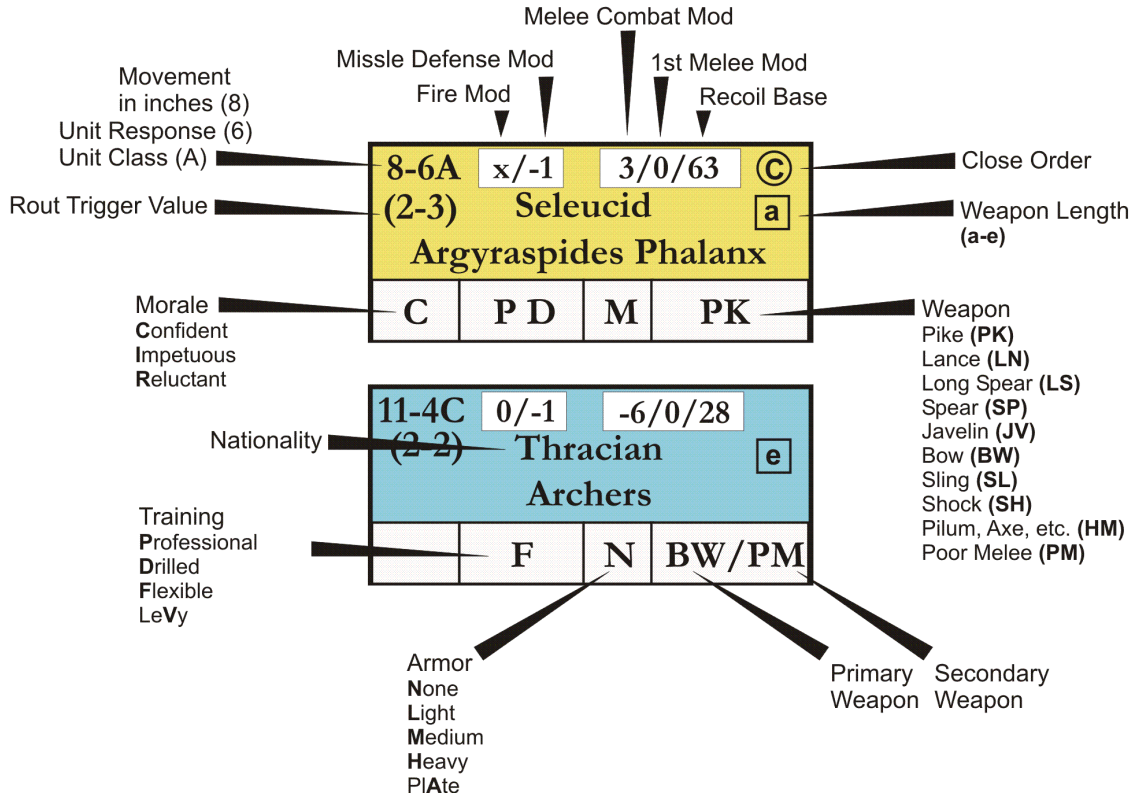
Cavalry: 250 mounts

Engines: 10 to 20 ballistae; 5-10 catapults.

At this scale, a 1500-man Macedonian phalanx would be represented by a unit composed of four stands.

Each unit in the game should have a command base that is identifiable by a paper tag that contains essential information (and variation in figure types if you are so inclined). An OB-tag maker Excel spread sheet will be available with the rules. Tags contain the following information:

Tag Color
Indicates Command



Most items are self-explanatory. The alpha-numeric in the upper left bears some explanation at this point. The first numeral (11 for the Thracian Archers) indicates the response number for that unit. The letter indicates unit class (A-E). The A and B class units will absorb 5 “hits” per base. Hits are marked with pips, caps, or a d6, and the fifth hit causes removal of a stand from the unit. C class units absorb four hits per base, and D and E class units can only absorb 3 hits per stand. The hyphenated numbers in the parentheses represent the Terminal Rout Trigger in terms of the number of remaining stands (1st number) and number of pips or hits marked on the unit (2nd number). When casualties reduce a unit to these values, that unit can no longer recover from Rout. Note that a unit may breach this trigger while not routed, but any subsequent Rout is permanent.

Weapon length (a-e) is classified according to the Primary Weapon. Pike = a, Lance = b, Long Spear = c, Spear = d, all others = e. This information will be important when considering Cavalry charges.

The combat modifiers (the “mods”) are applied to a comparative d10 roll-off in fire or melee combat. Note that 1st Melee Mod is not an addition to the base combat mod, it is the mod for that unit in its first melee action. A Fire Mod of “x” means that the unit lacks missile capability. The Recoil Base is a used in a d100 roll-off during the Recoil step of each melee combat (see Melee and Recoil rules). Other unit specifications, like Morale, Weapon Type,

and Armor are on the labels for game information purposes. Their relative impact on unit interactions is factored into the unit's numerical qualities.

Note on Dice: the die defines the upper and lower limit of possible outcomes. On a d10, with all modifiers incorporated, the highest value is 0 (or "10") and the lowest value is 1.

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0.0 Game Turn Sequence

A. Command Phase

- a. Place leaders on the table who have recovered from wounds or have been replaced
- b. Make all rally attempts; units that rally assume Attack Formation.
- c. Move each phasing routed unit as straight towards friendly table edge as possible, maximum move + panic dice; ignore terrain unless impassable; make any attempts at voluntary Rout movement.
- d. Execute all frenzied elephant movement and combat, phasing and non-phasing, alternating for each side if necessary.
- e. Check for phasing Army break point. If yes, phasing player has this turn to drive opponent to break point; otherwise, game is over with victory for the non-phasing player.
- f. Assign command chits for each Army and Wing general

B. Movement Phase

- a. Phasing player moves all non-routed units desired; this includes:
 - i. Movement
 - ii. Placement of a unit in reserve (only Flexible Infantry and Cavalry units can be placed in reserve)
 - iii. Units that did not move and are not in combat contact recover from Disorder
- b. Reserve Movement Phase: Non-phasing player may commit the Reserve (once only per battle)

C. Fire Phase

- a. Non-phasing player fires where possible; all casualties are applied immediately
- b. Phasing player fires where possible

D. Melee Phase- Combats are resolved in sequence determined by alternate sides, beginning with the phasing side; all recoils and routs are resolved immediately for each combat

E. End of turn; mark a game turn if this is the end of the 2nd move side; go to (A) above for the non-phasing player, who then becomes the phasing player

1.0 Command

- 1.1- Formed units (any unit not Routed or in Skirmish formation) cannot move or change formation in GTS unless they are given command by a leader.** This intentionally attempts to simulate the fact that ancient military formations were not as freewheeling and flexible as units on a Napoleonic battlefield might be.
- 1.2- Leaders:** There are two types of Leaders in GTS: Army General and Wing General. Each general has a Personal Command (PC) Rating (a number from 1-5), a Tactical Skill (TS) Rating (Excellent, Good, Average, or Poor) and a Personal Valor (PV) Rating (+2, +1, +0, -1, or -2). The PC rating is the minimum number of command points available to a general in each Command Phase. The TS Rating determines what die that general uses to augment his personal command points during the Command Phase, as shown below. If the command die roll exceeds the PC rating of the general, that general has command points equal to the die roll for that phase. Command points cannot be saved- they must all be assigned during command phase or they are lost.

E-Excellent	d10
G-Good	d8
A-Average	d6
P-Poor	d4

When a leader is attached to a unit, the PV Rating is a die roll modifier in cases of melee combat, recoil, and SLMC, and it is a unit response modifier in all other cases (rally, cavalry charge, etc.).

- 1.3- The Army General can command any unit (or Wing General) in the army by expending a command point on that unit (or Wing General).** An Army General has a command radius of 15", and any unit/Wing General in that radius can receive command from the Army General. A typical leader tag would be:

**Army
Leonidas
3(E) +2**

When an Army General spends one of his command points on a Wing General, the Wing General may then attempt to generate Wing command points based on the value of his command die roll. If a Wing General does not receive a command point from the Army General, his command points are equal to his PC rating.

- 1.4- Wing generals can command any unit in their wing that is within a 10" radius.** They cannot command other leaders.
- 1.5- Leading from the front:** A leader may forego command during the command phase, allowing him to attach to one unit within his command hierarchy by moving to contact. That unit is then allowed to execute movement and formation changes, and the leader must stay attached to that unit until the next command phase. Leaders who are attached at the start of a Command phase may execute their movement in the Command phase in order to detach and give command to other units for that phase.
- 1.6- Personal Valor ratings** are used to affect Morale Checks, Rally Rolls, Recoil, SLMC, or Melee Combat, and can only be used to affect attached units. Morale Checks and Rally rolls are made against the unit response number as modified by the leader Personal Valor value. Recoil and Melee Combat die rolls are modified by adding the leader PV value. SLMC results are modified by subtracting the leader PV value from the SLMC die roll.
- 1.7- The following unit actions always require a command point expenditure:**
- (a) most movement (this can include a formation change)
 - (b) most changes of formation (without movement)
 - (c) withdraw from combat (Drilled units only)
 - (d) recovery of Shock capability for SH units
 - (e) placing a unit in Reserve (this can only be done once in a game, only by an Army general, and it costs 3 command points)
- 1.8- The following unit actions are conducted without expenditure of a command point:**
- (a) Facing change without movement or Formation change
 - (b) Fire and melee combat
 - (c) Skirmisher movement
 - (d) Rout movement
 - (e) Rally of a unit from a Rout condition
 - (f) Frenzied elephant movement
 - (g) Some actions when leaving March formation
- 1.9- Leaders can be casualties of a combat.** Any general attached to a unit must conduct a Leader Casualty test if that unit Routs, or if the unit loses a stand in combat while already Routed. A d10 roll of 1-3 forces the Leader to consult the table below with a second d10 roll. See Table 1.10.

1.10- When two leaders are involved in a combat, any instance of a Leader Casualty check requires BOTH leaders to conduct a check. The leader of the Routed units that cause the check applies a -1 modifier to the d10 roll against a 1-3. The general on the “victorious” side applies a +1 to his d10 roll against 1-3.

1.11- Special Note: Costing out Generals

When creating armies based upon points for competition purposes, unit costs, per stand, are presented in the GTS Unit Roster Excel Spreadsheet, which does not calculate the price of leaders. A [1(P) -2] general costs 10 pts. Each improvement in any value costs another 10 pts. As example, Leonidas, at 3(E) +2, would cost 90 pts.

Table 1.10- Leader Loss in Battle

<u>D10</u>	<u>Consequence</u>
1	No effect. The Leader shrugs off the light wound and fights on.
2	The Leader is dazed by a blow to the head; his stats are reduced to P -1 for the duration of one complete turn.
3	A painful and bloody wound still allows the Leader to continue fighting as an inspiration to his men; reduce his Effectiveness by one grade, but increase the PV value by +1.
4	Unhorsed or Unhelmed, the leader is removed from play for one complete turn while he re-horses or recovers.
5	A serious wound allows the Leader to stay on the field for one complete turn before passing out for lack of blood.
6	Pierced by a stray arrow while consulting with lieutenants, his quiet death is not noticed by the troops; remove from play immediately.
7	Captured by skirmishers and escorted to the tent of the enemy commander. Remove from play immediately.
8	Before all of the nearby troops, the leader trips and falls on his own sword while leading a charge. Remove from play; -1 to melees/command tests, all units within 6", for 1 turn.
9	Captured alive in the heat of battle.
0	Killed in the heat of battle.

2.0 Units and Their Properties

2.1- There are six classes of unit in GTS: Infantry, Cavalry (which includes Camelry), Elephants, Chariots, Engines, and Wagons. The first four classes will be rated according to their Morale (Confident, Impetuous, Reluctant) and Training (Professional, Drilled, Flexible, Levy). Absence of any of these ratings indicates a “standard” troop quality for that property. Units are also rated for the weapons they use and the armor that protects them. All of these ratings will combine to affect the set of unit modifiers that will be applied to d10 rolls for that unit. Table 2.10 defines how each rating affects the following unit properties: Response, Quality, Movement, Fire Range, Fire Attack, Fire Defense, Melee, 1st Turn Melee.

2.11- Response The unit Response Number controls how the unit responds to game events like rally and cavalry charge. Modifiers are added to the Response Number (see Table 2.12), which then determines the range of a successful roll on a d10 for the game event. A d10 value equal to or less than the response number is a successful test. Response is tested in the following situations:

- (a) Rally from Rout condition
- (b) Disorder from cavalry or elephant charge
- (c) Disorder from broken terrain
- (d) Ordered unit activity after recoiled or rout of enemy

2.12- Quality Unit quality determines how many casualties a unit can take before it completely flees the battlefield when it achieves a Routed condition. Each stand of a unit can take five (A or B units), four (C units), or three hits (D and E units), the final one eliminates the stand. The unit quality will also define the terminal rout number for a unit. Reaching this number in casualties does not itself cause Rout, but being simultaneously in Rout condition and in breach of the trigger value prevents any Rally attempt during a Command phase. See Table 2.11.

2.13- Fire Modifiers Fire Attack modifiers (Table 2.13) are added to the attacking unit’s d10 while the Fire Defense modifiers are added to the defenders d10 in the roll-off for that event.

2.14- Melee Modifiers In addition to the unit melee modifier, the d10 values for a melee action are modified by a number of conditions (see Table 2.14). For example, +1 for a longer weapon and -1 for each level of lesser armor (i.e. non-armored Persian cavalry with bows vs. medium-armored Greek cavalry with lances- Persians are at -2 (N vs M for armor) and Greeks are +1 (lances are lots longer than bows). 1st Turn Melee modifiers (HM and SH units) apply in the first turn of a unit-on-unit

combat only. The HM modifier is good only once per battle per unit. The SH modifier for a unit disappears after the first use in combat, but can be recovered by expenditure of a leader command point during a command phase when the unit is not in combat contact and is not routed or disordered. Unit markers, such as black pips, can be used to track the presence of the SH or HM capability.

Table 2.10- Unit Qualities

<u>Morale</u>	<u>Key</u>	<u>Rsp</u>	<u>Qual</u>	<u>move</u>	<u>fire rng</u>	<u>Fire att</u>	<u>fire def</u>	<u>wp class</u>	<u>melee</u>	<u>melee 1st T</u>	<u>recoil</u>
Confident	C	2	1	~	~	~	~	~	1	~	6
Impetuous	I	-1	0	1	~	~	~	~	~	~	2
Reluctant	R	-1	-1	~	~	~	~	~	-1	~	-3
<u>Training</u>	-										
Professional	P	1	1	+1"	~	2	~	~	1	~	6
Drilled	D	1	1	+1"	~	~	~	~	1	~	4
Flexible	F	~	~	+2"	~	~	~	~	~	~	2
Levy	V	-1	-2	-1"	~	-1	~	~	-2	~	-2
<u>Armor</u>	-										
None	N	~	~	+3"	~	~	-2	~	-3	~	0
Light	L	~	~	+1"	~	~	-1	~	-2	~	2
Medium	M	~	~	~	~	~	0	~	-1	~	4
Heavy	H	~	~	-1"	~	~	+1	~	+1	~	6
Plate	A	~	~	-2"	~	~	+2	~	+2	~	10
<u>Elephant</u>	ELE	~	~	~	~	~	~	~	+1	~	23
<u>Weapon</u>	-										
Pike	PK	~	~	~	~	~	~	A	+2	~	7
Lance	LN	~	~	~	~	~	~	B	+1	~	5
Long spear	LS	~	~	~	~	~	~	C	+1	~	3
Spear	SP	~	~	~	~	~	~	D	0	~	2
Javelin	JV	~	~	~	1.5"	~	~	E	0	~	1
Bow	BW	~	~	~	1.5"/3"/5"	~	~	E	0	~	~
Sling	SL	~	~	~	2"/4"/6"	~	~	E	0	~	~
Shock	SH	~	~	~	~	~	~	E	0	3	3
Pilum, Axe, etc	HM	~	~	~	~	~	~	E	0	2	~
Poor melee	PM	~	~	~	~	~	~	E	-2	~	-3
Ballista	BL	~	~	~	1F/3"/8"	-1/+1/0	~	E	-2	~	~
Catapult	CT	~	~	~	3"-12"	1	~	E	-2	~	~
<u>Close Order</u>	©	~	~	-1	~	~	-1	~	1	~	6
<u>Open Order</u>	o	~	~	~	~	~	~	~	-1	~	~

Base qualities: Rsp = 4, Qual = C, Inf Move = 6", Cav Move = 12", fire att = 0, fire def = 0, melee = -1, recoil = 20
Recoil base is also modified by unit quality: A = +15, B = +9, C = +5, D = +3, E = 0.

2.11- Unit Quality and Terminal Rout Triggers

# stds:	1	2	3	4	5	6	7	8	9	10	11	12
Quality												
A	1-3	1-2	1-0	2-3	2-2	2-0	3-3	3-2	3-0	4-3	4-2	4-0
B	1-3	1-1	2-4	2-2	2-0	3-2	3-0	4-3	4-1	5-4	5-2	5-0
C	1-2	1-0	2-2	2-0	3-2	3-0	4-2	4-0	5-2	5-0	6-2	6-0
D	1-1	1-0	2-1	3-2	3-0	4-2	4-0	5-1	6-2	6-1	7-2	7-0
E	1-1	2-2	2-0	3-1	4-2	4-0	5-1	6-2	6-0	7-1	8-2	8-0

2.12- Response Modifiers

Event or Condition	Response # Modifier
Personal Valor of Leader	Variable
Unit is Disordered	-2

2.13- Fire Modifiers

Event or Condition	Fire modifier to attacker roll
Firing unit is Disordered	-2
Skirmish or Escort/Runner Fire	-2
Target is in Skirmish Formation	-2
Short Range (1.5" BW, 2" SL; 3" BL)	+2
Target is Elevated	-1
Target is in Cover (exc. Stone Arty)	-2
Secondary Weapon	-1
Fire on Flank/Rear	+2

2.14- Melee Modifiers

Event or Condition	Melee d10 Modifier
Elevation	+1
Unit is Disordered/Routed	-2/-5
Attached Leader Personal Valor	Variable
Flanked	-2
Mass Advantage	+1/unit increment
In March Formation	-3

2.0 [Unit Formation, Unit Order, and Unit Condition](#)

3.1- Formation is the structure that a unit has upon the field of battle and will define how a unit behaves. There are only three unit formations in GTS (see Table 3.1).

3.11- Attack- This is the standard unit formation that is assumed in the absence of any other marker or status. The organization of stands in an attack formation is up to the player. Any configuration, with all stands facing in the same direction, is possible. Each stand must strictly

maintain its aspect with all other stands in the unit during movement. Any formed unit can rearrange stands within an Attack formation if they use a command point, as this is considered a Formation Change. Units in Attack formation, if they move, must move forward and towards the enemy in effort to engage in battle (see Movement rules), and they have defined front, rear, and flank aspects.

3.12- Skirmish- Units that are not Close Order and that are armed with bows, slings, or javelins as primary weapons can assume Skirmish formation prior to battle. Skirmish formation eliminates the formed unit from the battle by replacing it with a number of skirmisher stands equal to the number of stands in the formed unit. These stands should be identifiable by type if there are skirmishers of different capacities in the battle (or each stand can be labeled as to type). This change is permanent; skirmish stands cannot reform into an ordered unit. Skirmish stands have all around facing for fire combat, they move independently of each other (see Movement rules), and do not require a command point in order to move. Skirmish stands can never move into combat contact.

3.14- March- Unit stands are arranged in a single column in March formation and move 2" for 1" of allowance on roads. March formations cannot move into combat contact. March formations have complete freedom in their movement directions (they can wheel 180 degrees without going disordered) and do not require a leader command point in order to move. March formations cannot execute fire and they are severely compromised in combat. Coming out of March formation into Attack usually requires expenditure of a command point from a leader.

3.15- Executing Formation Changes- A Formation Change includes the following:

- (a) Attack to March Formation, and vice versa
- (b) Rearrangement of stands within a unit

The movement cost of a formation change is equal to (10 - unit response #) in inches, but a unit can always conduct a single formation change by using all of the available movement allowance at the beginning of the move, regardless of cost. It usually requires a Command Point to change formation. Most formation changes must be executed at the start of the movement phase for that unit, and a unit cannot be in combat contact during a formation change. ***Any formation changes that are attempted within 2" of a non-routed, non-Skirmish enemy combat unit require a roll against the Response Number. Failure of this test leaves the unit Disordered and prevents the formation change.***

Special Cases

3.151- March Formation- All units can assume March formation if they are at least 10" away from any formed enemy unit. Units can enter March formation only if given a leader command point.

3.1511- All units in March formation cannot advance any closer than 8" (in LOS) to a formed enemy unit, unless they are in or touching a Dense woods terrain feature.

3.1512- Units that are both Professional *and* Drilled may enter Attack formation from March formation *at the end* of their move (there can only be one formation change per move, however).

3.1513- Drilled units may enter Attack formation from March at the end of their move if a general expended two command points on that unit during the command phase.

3.152- Facing changes- A unit may execute a facing change of up to 90 degrees in one movement phase under the following conditions:

- (a) the unit does not move or change formation that turn
- (b) the unit is not in combat contact
- (c) the unit is not disordered
- (d) Facing change within 2" of a formed enemy requires a Response test, failure of which prevents the change in facing and disorders the unit

This facing change does not require command point expenditure (we assume here, possibly in error, that a unit leader will deploy his men to best meet any local threat).

3.16- Mixed Formations are possible for Chariots and Elephants. One stand of light infantry, or specialized runners/escorts, may be attached to one stand of Chariots or Elephants. Some army lists will contain specific runner units, which must be used. In other cases, any Light or Non-Armored infantry unit can be used.

3.161-The runner/escort stand is always placed at the rear of the chariot or elephant, but is considered to be defending the periphery of the elephant/chariot. This unit moves at the rate of the slowest unit, and is neither Open or Close order (see 3.23).

3.162- Runners/escorts can be abandoned during the movement phase at any time if the unit is not in combat contact. Simply remove the stand from the table.

3.163- The resolution of fire combat against mixed units depends upon the die roll of the unit that is firing at the mixed unit. An even die value is applied against the escort, using the escort modifiers for the battle; an odd die value is applied to the elephant/chariot vs. the appropriate elephant/chariot modifiers. Runners/escorts may execute fire combat through the frontal arc

of the Chariot/Elephant stand, and they do so with a -2 modifier. Hits that eliminate an escort are not carried over to the escortee.

3.164- In melee combat, the Chariot or Elephant is always the attacking and modifying unit. The presence of the infantry stand will affect melee combat modifiers, as the mixed unit is 2 stands deep rather than 1.

3.165- Runner/escort stands are removed from the table when casualties reach three, four, or five, based upon unit quality.

3.166- Elephant escort stands are removed from the table at the instant an Elephant becomes Frenzied (see 4.46) or eliminated by melee or missile combat.

3.2- Order defines the manner in which a unit fights based upon tactical practice; order will affect melee combat.

3.21- Close Order describes units that are trained to fight as densely packed troops. This would include units like phalanx, hoplites, legions, and Persian foot guard. Units that operate in Close Order are indicated by a "©" in the unit type column on the unit properties chart. Some Heavy Cavalry can be Close Order units.

3.22- Open Order units are not trained to fight as a densely packed mass of men and weapons and are indicated by the absence of the Close Order symbol on the unit properties chart.

3.23- Elephants are neither Open order or Close Order. Melee combat modifiers for unit order (or for Elephants) are already factored into the Melee Combat Mods, Fire Defense Mods, and the Recoil Base for each unit.

3.3- Condition is a status that can be applied to a unit as a result of battle or tactics; it will affect combat, fire, and movement. Each condition is mutually exclusive of the other.

3.31- Reserve condition is marked by placing a Reserve chit upon a Flexible Infantry or Cavalry unit during a command phase. This can only be done once per game and requires 3 command points from the Army commander. A unit in Reserve condition may move during the enemy player's turn, and move again in the following friendly player turn. The reserve chit is lost for good upon any movement, at any time, even during a friendly movement phase.

3.32- Disorder is a condition of unit frailty due to casualties and interaction with other units in combat or movement. Units become Disordered in three ways:

- (1) Failure of an SLMC (see 7.0)
- (2) Unit interactions, like Cavalry charge, Elephant contact, interpenetration, etc.
- (3) Engines and Chariots become permanently Disordered upon receiving their second hit (they only take 4 hits)

Units in Disorder will be less effective in combat and more likely to Rout or Recoil as battle continues. Units can recover from Disorder at the end of the Movement Phase if they are not in combat contact (see Game Turn Sequence).

3.33- Rout condition reflects a complete loss of unit cohesion- the troops are fleeing the battlefield and will conduct Rout movement (4.31) until rallied. Rout can only occur through failure in an SLMC (see 7.0). All units have a dispersal trigger that is determined by unit size and quality. Once the number of hits remaining in a unit reaches the dispersal trigger, that unit will never recover from Rout. Reaching this number in casualties does not itself induce Rout. A Routed unit that is not past its dispersal trigger in casualties can recover from Rout (it can Rally) by passing a leader or independent command test during the Command phase. The rallied unit assumes an Attack formation and Disordered status. The Disorder marker is removed at the end of the next Movement phase if the unit did not move during that phase.

Table 3.1- Formation Properties and Functions

Property/Fxn:	Movement	Fire	Combat
Formation			
Attack	Normal move, forward, with wheel at start of move	180° fire arc from center point of unit frontage	-----
Skirmish	Normal movement allowance, without restrictions on wheel or facing	All around fire arc from any point on the stand	Cannot move into combat contact
March	1:2 on roads; must stop if not in cover and if within in 8" LOS of FE.	Not Allowed	-3

FE = Formed Enemy unit; LOS = Line of Sight.

3.0 Movement

4.1- General Movement: Units move according to their movement allowance in the unit properties table. Units in Attack and March formation can move forwards or they can wheel. Units executing Withdrawal can only move backwards. Some units (non-close order cavalry, elephants, and chariots) can execute sideways movement. Units can be formed or not, which will affect movement. Formed units must

move according to rules 4.11-13 and 4.21-22. **Skirmisher stands and Routed units are not formed; all other units are formed.**

4.11- Forward movement, without any wheel, can occur anywhere within a 90° arc defined by two 45° rays that project from the center point of the unit frontage. A unit may move the full movement allowance with alterations based upon terrain interactions and unit formation.

4.12- Withdrawal movement can only be conducted by Drilled units that are in combat contact (see Withdrawal, 4.23). It costs 2:1 in movement point expenditure and occurs in a manner similar to Forward movement, but in retrograde. Any formed unit conducting Withdrawal movement cannot conduct any other type of movement in that phase.

4.13- Wheeling can occur only once in a move and must occur at the start of the move, *unless a wheel is required to make combat contact that turn, in which case the only wheel for the unit occurs at the end of the move (see Move to Contact rules)*. The cost to wheel, in inches, is (1"/front stand)/45° turn (or increment thereof). As example, a cavalry unit with a 3 base frontage would pay 3" to wheel 45°, and 6" to wheel 50°. The following units can execute a 90° wheel in one phase without automatic disorder: Cavalry, Flexible Infantry, Elephants, Chariots. All other units may execute a wheel greater than 45°, but automatically become disordered at the end of the wheel. No formed unit may execute a wheel greater than 90° in a single movement phase.

4.14- Sideways movement for formed units is limited to cavalry (open order only), elephants, and chariots (including the escorts and runners with elephants and chariots). These units may, at the start of a move, execute a sidestep of up to 3", paying 2:1 in movement costs. This move cannot bring the unit into combat contact. Any remaining movement allowance can be spent on standard movement.

4.2- Special Cases of Formed Movement

4.21- Attack Formations move according to rules 4.1x, but are somewhat limited in their movement options:

- (a) a unit may always hold its position
- (b) a unit may move directly straight ahead regardless of enemy proximity
- (c) a unit that deviates from the straight path of forward advancement by moving "in echelon" must move towards the nearest formed enemy unit *that is within its remaining movement radius*; enemy units outside of movement range do not affect unit

movement; a unit may wheel to remove an enemy from the front movement arc in order to advance in a flanking maneuver

(d) wheeling can be executed without regard to enemy proximity, but any subsequent movement must follow rules (b) and (c) above

4.22- Withdrawal is backwards movement that allows Drilled units to break combat contact while still maintaining a defensive posture versus the enemy. A unit must be given a command point and pass a Morale Check in order to Withdraw, unless it is also Professional, in which case it only need pass the Morale Check. Failure of the test leaves the unit still in combat contact with no penalty. If successful, the unit may execute backwards movement at a 2:1 cost ratio. A Withdrawing unit that interpenetrates a friendly formed unit at any point immediately becomes disordered and disorders the interpenetrated unit and displaces it if necessary. In this case, any interpenetration at all causes this result.

4.3- Unformed Movement: Routers and Skirmishers

4.31- Rout Movement occurs at the start of every movement phase, before all other units move. Routed units head towards the nearest friendly table edge in the most direct fashion, ignoring terrain costs and using full movement allowance plus panic movement, and they may disrupt any units they move through if their frontage penetrates more than one net stand of the ordered unit's frontage.

4.311- Voluntary Rout A unit may attempt a Voluntary Rout during the Rout Movement phase. This requires that the unit pass a Morale Check. Failure of the test has no consequence unless within 2" of a formed enemy unit, in which case the unit is disordered. Success in the test allows the unit to change facing towards the friendly table edge, take a one hit casualty, and execute a Rout move (normal move plus panic dice, ignoring terrain).

4.312- Routing Off of the Table will occur immediately when any part of a unit leaves the table edge. If the unit is in permanent Rout, this unit is not recoverable for game purposes. If the unit has not yet reached the dispersal trigger, it has one turn off table to Rally. During the next Rally segment of a Command phase, successful Rally will allow the unit to enter the table at the point it left in the next Movement phase, and it does so in Attack formation. Note that leaders can exit the table for purpose of assisting in the Rally of off-table units and can re-enter at their point of exit. Rally failure at the first chance leaves the unit permanently in Rout for the game. It will not return.

4.32- Skirmish Stands move as independent stands. They can move in any direction up to their movement allowance. All properties of skirmish stands are derivative of the parent unit from which the stands were taken. Skirmisher stands have no facing for movement or fire purposes. Skirmish stands can move sideways, backwards, forwards, any direction, and they wheel at no cost, only paying terrain costs for distance moved. Skirmish stands can only take casualties by failing a morale check upon enemy pass-through (see below), and two hits eliminates a skirmish stand from the battle.

4.323- Friendly formed combat units may pass through Skirmish stands without any consequences, unless the Friendly formed unit stops on space occupied by a Skirmish stand, in which case the Skirmisher displaces a minimum distance to the side or rear to relieve unit interpenetration.

4.324- Enemy Infantry units in Attack formation can pass through Skirmish units, forcing a Morale check against the skirmish stand response (which is that of the parent unit). This event can only occur once per phase per enemy unit. Passing the Morale Check allows the Skirmishers to remain in place (or displace to the side) and it may immediately fire at the pass-through unit (note that a Skirmish stand can only fire once during the enemy movement phase, regardless of how many times it is passed through by an enemy; Skirmish stands that fire during enemy movement phase can still conduct fire combat in the subsequent defensive fire phase). If the Morale Check $d10 = 10$, the skirmish stand is immediately eliminated. Otherwise, failure of the morale check places a casualty hit on the Skirmish stand and forces an immediate **Fall Back** move. How a Skirmish stand conducts the fall back depends upon whether it can take cover behind a formed friendly unit or not.

4.3241- Skirmishers that can fall back behind a formed unit *may* move their full movement to reach their destination.

4.3242- Skirmishers that cannot fall back behind a formed unit must spend all of their movement allowance plus panic dice moving towards the nearest friendly table edge, paying all terrain costs.

4.4- Movement into Combat Contact

4.41- Combat: All combat units in Attack formation that are conducting formed movement can move into Combat Contact, except for Engines, which can never advance into contact with enemy units. Skirmish stands and Routed units can never engage in combat. Absent combat contact, for whatever reason, no unit, formed or skirmish, may

advance closer than 1" to a formed enemy unit of any type. Disordered units can advance into combat.

4.411- Combat contact is achieved by (a) placing at least one whole stand of the attacking unit in complete contact with an enemy unit; or (b) contacting one complete side of an enemy unit [this case can occur when a shallow unit is contacted on the flank].

4.412- When moving into combat contact, a unit may execute a wheel at the start of the move, or at the end of the move upon making contact, but not both. *It is only in the case of trying to achieve combat contact that a unit may wheel at the end of its move.* A unit must always have available the movement points required to execute a wheel, regardless of when or where that wheel occurs.

4.413- In order to execute a wheel at the end of a move (the terminal wheel), the attacking unit *must first* make a corner-to-corner contact with a front stand and any corner of the enemy unit. Points remaining in the movement allowance can then be used to wheel the unit up to 90°.

4.43- Cavalry Charges: Generally, Cavalry can not make combat contact with Close Order formed Infantry that have a primary weapon of equal or higher class (the letter classes represent relative weapon lengths; "A" equals the pike found in a Macedonian phalanx. There are three exceptions to this rule: (1) the infantry unit is Disordered; (2) the infantry unit is in or touching rough terrain; or (3) the Cavalry fail their Unit Response test after an enemy Rout (see 6.26). Otherwise, Cavalry can charge into contact with all other combat units. Cavalry in good order (they are not Disordered) that charge into combat against formed Infantry units induce a Morale check against Response on the Infantry. Failure of this test puts the charged unit immediately into Disorder status. A unit may have to face a cavalry charge from multiple enemy horse units. Each charge induces a Morale Check until the charged unit becomes Disordered, at which point there are no more consequences of facing a charge.

4.45- Elephants: Elephants that make combat contact in good order (or in a state of Frenzy) immediately cause a Morale check against the response number of the target unit. Failure of this test causes Disorder.

4.46- Frenzied Elephants: Elephants that are in a state of Frenzy randomly determine their direction of movement on the eight points of a compass by rolling a d8, using the Elephant unit facing as North on the compass. The elephant faces in that direction and moves in a straight line the maximum distance plus panic movement, paying terrain costs,

or to any type of contact with any unit, which ever occurs first. Upon contact with a unit, the Frenzied Elephant moves into combat contact if possible, regardless of the amount of movement allowance remaining. If nearby units or impassable terrain prevent true combat contact, the elephant will still engage in a combat against the contacted unit. Elephants can only combat one unit at a time when in Frenzy status.

4.47- Camelry: Camels that make combat contact with Cavalry (in either offensive or defensive phase) immediately induce Disorder upon the Cavalry unit.

4.5- Movement and Terrain: There are two general types of terrain-clear and rough. Rough terrain is further classified as dense, sparse, or water.

4.51- Clear terrain is anything that is not rough or steep. This includes Hills in general.

4.52- Steep hills cost a unit 2/1 in movement as long as any part of the unit is touching the perimeter of a Steep Hill terrain feature.

4.53- Rough terrain costs 2/1 in movement as long as the unit is touching any part of a Rough terrain feature. March movement along a Road negates all Rough terrain costs.

4.54- Movement through Rough terrain does not automatically disrupt a unit. However, any formed unit touching any part of a rough terrain feature is Disordered upon making any kind of combat contact with a formed enemy unit. Immediately upon exit of a Rough terrain feature, all formed units must conduct a roll against Response number, failure of which immediately induces a Disorder status.

4.6- Reserve Movement: In the Reserve Movement phase, non-phasing unit in Reserve can move according to the rules of normal movement. This may bring the unit into combat contact, or it may not. Units making a Reserve move are assumed to have leader command points for the Reserve move and the subsequent regular move (recall that 3 command points were expended on this unit to create the Reserve).

4.7 Interpenetration of Units and Disorder: Formed units can always move through skirmishers without suffering disorder (see Skirmish rules). Interpenetration of formed units during movement, recoil, withdrawal, or rout can cause disorder. For units that are moving *through* others, as in Movement or Rout, a one stand gap between other units is sufficient to prevent disorder due to interpenetration. If that gap does not exist, one of the units on either side of the gap must become Disordered due to interpenetration. In cases of Recoil or Withdrawal or displacement movement forced upon a unit, any interpenetration at all causes

immediate disorder of both units and minimum displacement. This process can force a chain reaction of disorders and displacements.

4.0 Missile Combat

5.1 - Who can fire and when: Only units that have a value (in inches) in the **Range** column on the Unit Properties Tables can execute fire combat. Javelins can be thrown to a maximum range of 1.5". Bows have a short range of 1.5", and maximum ranges of 3" for Horse Archers, and 5" for Foot Archers. Slings have a short range of 2", and maximum ranges of 4" (stones) and 6" (lead shot). All defensive fire is executed first in a given fire phase, with immediate application of casualties to the affected units. Then offensive fire is executed. A unit must have **LOS/LOF** to the target in order to conduct Fire combat. LOS/LOF is determined by a vector from the center of the missile unit to any point on the target unit, except for skirmish stands, where any vector through at least a 1" gap between units will constitute LOS/LOF. **Hills** of any type block the LOS/LOF if they are between the missile unit and the target and neither unit is on the Hill terrain feature. **Dense woods** completely block LOS/LOF for fire that must pass *through* the terrain feature. Fire *into* a Dense woods terrain is completely blocked for Javelins, blocked for Bows and Slings after 1" depth, and blocked for Engines after 3" depth.

5.11- In either fire phase, all units or stands that are not in combat contact may fire at enemy units that are not in combat contact.

5.12- Units in combat contact at the start of the fire phase may execute fire against the unit they are fighting in either fire phase of the player turn of initial combat contact. Only **Sparabara** units in good order may continue to fire in subsequent rounds of combat with the same unit. All other units have expended their initial round of missiles and are engaged in hand-to-hand combat and pushing until one unit breaks contact by recoil, withdrawal, or rout.

5.13- Units that are not in combat contact may fire at units that are in combat only if their fire vector (from the center of the unit) intersects a unit side that is not in combat contact at any point.

5.2- Fire Arcs (Formed units): Each formed missile unit has a fire arc that is defined by the 180° arc centered on the front edge of the unit, and extends to the fire range limits of the unit all along the front of the unit. The fire arc is further divided into two half-arcs of 90°. An enemy unit that is simultaneously within one half-arc and fire range (measured from any point on the missile unit frontage) is a target for missile

combat. The LOF must be clear of blocking terrain or other formed friendly units, and this is determined by a vector measured from the center of the missile unit frontage to any point on the target. If there is blocking terrain or a formed friendly unit in both half-arcs, closer than the target in each case, fire is completely blocked. A formed unit must always fire at the available target in either fire arc that is closest along the vector emanating from the front center of the unit.

5.3 Fire Arcs and Terrain (Skirmish units): Skirmish stands have an all around fire arc determined by measuring the fire range from any point on the stand. Skirmish fire simply requires a 1" gap between friendly units or terrain features that might block the fire arc to the target unit.

5.4- Targets of Fire: A formed missile unit must always fire if possible, and it must always fire, individually, at the closest valid target in its fire arc. Skirmish stands follow this rule as well, with the exception of fire at pass-through enemy units.

5.5- Resolving Fire Combat: *Formed Units*- Fire from formed units is resolved with a separate comparative d10 roll for each fire event, offensive or defensive; multiple units firing at the same target are resolved as independent fire events. ***Skirmish Fire***- When Skirmish stands combine their fire at a single unit, they roll 1 x d10 for each stand, and the defending unit can only roll a single d10 against which each Skirmish stand d10 value is compared. A single Skirmish stand can never cause more than 1 hit to a unit per fire phase.

5.51- The Firing unit or stand applies all appropriate modifiers from Table 2.13, plus the base Fire Mod, to its d10 result for that fire event and compares that value to the Target d10 result (which is modified solely by the Fire Defense mod). If the defending die roll is greater than or equal to the modified firing die roll there is no effect. If the modified fire die roll is greater than, but not double, the defending die roll, one hit is applied to the defending unit. If the modified fire die roll is at least double the defending die roll then two hits result. (*Exception: fire from a single Skirmish stand can never inflict more than one hit per fire phase*)

5.52- Each stand, depending on unit class, will absorb three, four, or five hits. A and B class units take 5 hits/stand, C class units take 4 hits/stand, D and E class units take 3 hits/stand. Pips are used to track the number of hits a unit has relative to a stand- white pip = 1 hit; yellow pip = 2 hits; red pip = 3 hits; blue or black pip = 4 hits. Upon absorbing a third (D & E), fourth (C), or fifth hit (A & B), remove the marking pip, if present, and remove a stand and apply remainder pips to the unit if necessary. Elephants absorb 6 hits per stand; Engines absorb 4 hits per stand.

5.53- At any point in any fire phase, the loss of a stand from a target unit induces a Morale check against unit response. Failure of the test Disorders a unit that was in good order, and Routs a unit that was already disordered (see Rout rules for executing an immediate Rout move).

6.0 Melee Combat

6.1- Melee combat occurs between units that are in combat contact according to the rules in section 4.4. The sequence of melee combats in a phase is determined by alternating sides, beginning with the phasing side calling the first combat.

6.11- Only units in combat contact can count their stands in a melee combat. Stands of one unit cannot be split in combat against different units, and every unit in combat contact must engage in combat with at least one enemy unit. Multiple unit combats are split into the smallest possible combinations of multiple battles. Addition of new units into a fray can pull units from one contact into a new combat contact, thereby altering the odds of the original combat.

6.12- The major Melee Combat modifiers that derive from unit properties are already incorporated into the Melee Combat Mod (see Table 2.11). Additional modifiers are listed in Table 2.14. Melee is resolved in a comparative d10 die roll by applying all appropriate modifiers to each side's d10 value. When multiple units are attacking one unit, use the unit characteristics of the largest unit (by number of stands) in the combat for each side. Equal sized units in a combat provide choice of modifier for that battle.

Any d10 difference is then applied, in the form of hits, to the modifying unit of the losing side. If the modified d10 roll-off was a tie, casualties are applied according to the following, based upon the net d10 modifiers:

Both sides negative:	no effect
One side negative, other not negative:	1 hit each side
Both sides in "+2 to +3" range:	2 hits each side
Both sides in "+4 or greater" range:	4 hits each side
All other cases:	1 hit each side

6.13- Losing a stand during melee combat does NOT itself invoke Disorder, but absorbing a number of hits equal to the strength of one stand in a single melee phase does cause Disorder. Disorder occurs upon absorbance of 5 hits for A and B class units, 4 hits for a C class unit, and 3 hits for D or E class units.

6.14- After resolving Melee combat casualties for a single battle, the units involved in that battle must immediately check for Recoil according to the Recoils rules (below).

6.15- Units that are still in combat contact at the end of a melee combat phase will remain so until the next combat phase, unless one of the units is able to execute a Withdrawal movement. Other units can be added to the fray in subsequent movement phases.

6.2- Special Cases in Melee Combat

6.21- Routed units can be the subject of melee attack, but cannot themselves move into combat contact. After the melee combat results are applied, a Routed unit immediately executes another rout move instead of partaking in a Recoil roll.

6.22- Disordered units can move into combat contact and be attacked in melee combat, with application of appropriate modifiers.

6.23- Elephants can be flanked or hit in the rear in combat only if they are attacked on more than one side.

6.24- Engines are always considered to be flanked in melee combat. They cannot enter into combat, but can be attacked.

6.25- Leaders are moved anywhere within 10" if they come into contact with an enemy unit and are not themselves attached to a friendly combat unit of any type.

6.26- Cavalry are prone to loss of control in the event of a successful combat. Any Cavalry unit (phasing or non-phasing) that is in good order after the Rout of all enemy units with which it was in combat contact must make a test against Unit Response. A successful test leaves the unit in place, in good order. Failure of the response disorders the cavalry. If there are any enemy units within 6" of the movement arc of the disordered cavalry, it automatically charges to combat contact if space permits, ignoring wheeling and terrain costs of movement, and covers the minimum distance in doing so. In this one case, cavalry CAN attack a formed infantry unit with equal or better class weapons. The cavalry immediately execute a melee attack against that unit, using the Cavalry unit melee mod. If the enemy unit is in combat with other units, they will add their numbers and flanking mods to the Cavalry attack, executing their only combat for that round. It is entirely possible that friendly, out of control cavalry will disrupt the odds of a planned attack of a bigger unit.

7.0 Recoil and Elephant Frenzy

7.1- As units press against each other in melee, one side may waver in their commitment to the battle and start to give ground. The other side may advance, pressing home an attack that might eventually lead to a Rout of the opponent. Immediately after each combat round, each unit of both sides checks for recoil by rolling d100 percentile dice. The die value is modified for each unit as follows (d100 range limit = 1-100):

Your unit is flanking while not flanked	-20
Your unit has 6 or more stands	-20
Your unit has 3 or more stands	-10
Your unit has elevation advantage	-10
Your unit contacts 2x or more enemy stands	+10
Your unit is Disordered	+20
Your unit is in March Column	+30

Each unit compares the modified d100 (md100) to its Recoil Number (RN). If the md100 is equal to or less than the RN, that unit will not recoil. If the md100 exceeds the RN, that unit immediately executes a Recoil move, unless it meets one of the conditions below:

A. All units on both sides fail the recoil test-

No one recoils. Each unit absorbs two more casualties from being locked in fierce battle.

B. One or more units on either side pass the recoil test-

Each unit that fails a recoil test compares its md100 to the smallest md100 of any passed unit on the other side. If the failed md100 roll is at least 2x greater than the best enemy md100 (from a unit that passed the recoil test), the unit immediately Routs. Otherwise, the unit conducts a normal recoil.

7.2- A unit that recoils must move straight back 3" and conduct a morale check against response number with a d10. Failure of the test causes Disorder (if not already Disordered) or causes a casualty hit if already Disordered. Any Friendly units that are interpenetrated by a recoiling unit are displaced backwards a minimum distance and Disordered.

7.3- A non-Disordered unit that does not recoil itself, and forces a recoil of all enemy units in a combat, must make a command test. Failure of the test leaves the unit in place. A successful test forces the unit to advance to contact with one or more recoiling units by the shortest distance possible.

7.4- Frenzy in Elephants: Elephants can become frenzied as a result of taking hits from fire or melee combat. Frenzied elephants move and conduct combat during the Command phase of the turn sequence, and they do so in both phasing side turns, regardless of to which side the elephant is aligned. Frenzied elephant movement is defined in 4.46.

7.41- After one casualty, every hit on an elephant stand incurs a Frenzy test. If one round of combat causes more than one hit, the

elephant must test against Frenzy for each hit over the base of one (recall that elephant stands can take six hits before they are eliminated). Failure of the Frenzy test at any point immediately induces Frenzy status, which automatically eliminates any stand of escort troops. A roll of 1-3 on a d8 causes Frenzy in an Elephant. Apply a -1 modifier to the d8 roll for each hit over 2 on the elephant stand.

7.42- The driver of the newly Frenzied Elephant is immediately tested for his one chance to kill the Elephant before it goes berserk. A roll of 1-3 on a d10 means the driver was successful, and the Elephant stand is removed from play.

7.43- Failure of the driver to kill the Elephant causes the Elephant to immediately make a Frenzy move and attack according to 4.46. This attack is resolved before any other combat, fire or melee, and the consequences of the Frenzy attack are applied immediately.

7.44- All subsequent Frenzy movement takes place in each command phase until the Elephant is eliminated due to casualties, or it romps off of the table.

8.0 Army Break Point: Winning the Battle

Generally, for purposes of GTS, an Army will cease to fight and will flee the field when a set number of units have been eliminated or have been driven to permanent Rout status. That number is known as the **Army Break Point (ABP)**. The ABP can be scenario specific, but it is otherwise determined as follows:

ABP = 60% of the total number of units in the Army (FRU)

If the Army commander has been killed or captured, **or** if the Army baggage train has been looted by the enemy (this happens if the train has routed or has lost half of its stands):

ABP = 50% of the total number of units in the Army (FRU)

If the Army commander has been killed or captured, **and** the Army baggage train has been looted by the enemy:

ABP = 40% of the total number of units in the Army (FRU)

Once ABP for the phasing player has been breached during Command phase, the phasing side has that player turn to attempt to drive the opponent to ABP as well, thus rescuing a tactical Draw from the battle. Failing that, the other side is declared Victor.

The level of Victory is calculated thus:

Victor eliminated stands/Defeated eliminated stands = VR

If VR >= 0.9	Marginal Victory
If VR = 0.6 - 0.8999	Decisive Victory
If VR < 0.6	Strategic Victory

9.0 Special Rules

9.1- Hidden Deployment- A scenario may allow for hidden deployment of specific units. These units can be deployed as skirmishers or as formed units, according to scenario or player's preference. Hidden deployment is only possible in a terrain feature like woods, village, or even a depression in the ground. The positions of hidden units are marked on paper or map, and are only revealed when:

- (a) the unit fires
- (b) the unit exits the terrain feature (exiting rough terrain requires a check for Disorder)
- (c) a formed enemy unit first contacts the terrain feature that is hiding the hidden unit.

Once discovered, the hidden unit is immediately placed on the map in any facing or formation. If discovery occurs during the enemy movement phase, the revealed unit may execute one round of missile combat upon placement on the table, after which the enemy movement phase continues.

Skirmishers that stumble upon a hidden unit by contacting the masking terrain feature are immediately removed from the table without revealing the identity of the hidden unit. This occurs even if the hidden unit is itself in skirmish formation.

9.2- Catapults and Ballistae- These units are capable of indirect fire and are treated according to the following rules.

9.21- Mechanical Artillery units may fire twice during defensive fire phase at an enemy unit that has just contacted them in the preceding movement phase, and they may fire at two different units that are in contact; otherwise they fire once during any fire phase.

9.22- Mechanical Artillery may not fire after the first round of combat contact until said contact is completely eliminated.

9.23- Mechanical Artillery have a fire arc of 180° off of the front of their base. LOF is blocked by intervening elevation, woods, or village terrain for artillery on the lowest elevation. Artillery on higher elevation have LOF over intervening terrain on a lower elevation. LOF is a vector from the center front of the firing unit base to any part of a base of a target unit. Artillery can fire missiles into woods and villages, but the targets may gain a benefit for cover.

9.24- All units in the open assume a "+0" armor modifier when a target for mechanized artillery (ancient armor was of little use

against a 5 foot bolt or 60 lb. rock, but accuracy was also maybe not excellent either; ergo a "+0" fire defense modifier for each unit).

9.25- When the artillery LOF crosses woods, village, or wall terrain features to reach a unit where the point of LOF intersection is in or on those terrain features, the defender gains a +2 modifier to the fire combat roll-off

9.26- Catapults have a +1 fire modifier, cannot fire at a range less than 3", and only need any part of a unit to serve as target. Catapults can freely fire over friendly and enemy units, allowing choice of targets within their maximum range of 12". Upon rolling an unmodified d10 = 1 during missile combat, the catapult misses the mark. Roll a d8 to determine the compass direction of the errant missile (using the target side's table edge to register the North direction), translate 4" in that direction from the center front of the original target, and apply a "5" catapult shot to any unit (of any side) that is at the point of impact. The new target must roll a d10, +0 modifier, to determine if the catapult causes casualties.

9.27- Ballistae have a long range of >3" to 8" (0 modifier), and close range fire at 3" or less (+1 modifier). Ballistae can shoot over units as well, but do so using their indirect fire modifier (-1).

9.28- Disorder automatically occurs in any unit that suffers a double hit from a single artillery shot. Multiple single hits from multiple artillery shots do not cause Disorder. Disorder also occurs when Greek fire (or other fire-enhanced missiles) from a catapult causes a single hit on a unit. The number of Fire missiles available for a catapult will usually be limited by the scenario, if available at all.