

INTRODUCTION.

These rules are the result of some six months discussion and testing, embodying research and experiment covering just over two years. We regard them as a step forward in realism and interest, and are confident that they can cover Ancient Wargaming needs in the period, approximately 1,000 B.C. to 500 A.D. We do not regard them as the last word by any means, and will always be glad to receive criticisms and suggestions based on a reasonable amount of playing experience.

The rules have been adopted by the Worthing Group for the 1969 Wargamers Championship, and references to the particular requirements of the Championship will be found in the text. We recommend that the basic points values system be adopted for choosing forces, without of course keeping to the 800 points maximum which is the limit for the Championship armies only.

Four particular aspects of the rules should be mentioned here:

(i) The factors affecting fire, close fighting, type of armour etc., have already been taken into effect when compiling the weapon factor tables, so that there is a minimum of calculation and dice throwing required.

(ii) The system of Command and Orders is, we believe, the first time that a published set of rules has contained provisions dealing with the reaction of individual units, and their effect on orders originally given.

(iii) Arising from (i) and (ii), greater weight has been given to the characteristics of the different peoples who formed the warrior types of Ancient Armies so as to bring out their varying fighting qualities and reactions to stress.

(iv) The accent throughout is on good generalship, and the ability to produce a plan of battle which will use ground to the best effect and take into account the qualities of the forces involved.

We hope that these rules will be played and enjoyed by many, and that wargamers will have as much pleasure out of playing the rules as we have had in devising them.

Ancient Wargames Research Committee.

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TROOPS

SCALES

As the recommended ground scale is 1" to 10 yards, each figure will represent 20 men, the number of men who would occupy the area covered by its base.

This is based on the Roman heavy infantry formation described by Vegetius with 3 feet frontage per man and 6 feet depth, and upon the base sizes for figures quoted later.

The formation is assumed to be 5 men wide by 4 deep.

Note: 1mm to 1 yard is also a possible scale, though with several disadvantages, but will not be used in these competitions.

Should it be desired to use it on other occasions, bear in mind that each figure will then represent 50 men.

TYPES OF FIGURE

Elephants, chariots and engines and their crews are treated as a single figure. Troops will be assumed to be armed with the weapons depicted by the figure representing them, with two exceptions.

1. Officer, standard bearer and musician figures will be assumed to represent the majority type of the rank-and-file in their unit, as they represent 1 special figure and 19 others.

The Generals figure in a similar way includes the great man himself and 19 members of his inner guard.

2. Figures apparently armed only with a sword are assumed to have throwing weapons as well. These will be the normal weapons for their type, i.e., Legionaries will have Pila, Britons light javelins.

3. Engines are divided into stone throwers with a crew of 4, heavy dart throwers more than 1 3/4" across their throwing arms, also with a crew of 4, and light dart throwers with a crew of 2.

They are also classified by their standard of protection and normal mode of fighting, whether in close or loose order:

1. Light troops fight in loose formation as skirmishers, They will usually have a light shield, and may have a leather jerkin.

2. Medium troops fight shoulder to shoulder. They will usually wear leather body protection, but may instead have a larger than normal shield or be assumed to have

special skill in using it. The formation is the most important characteristic.

3. Heavy troops are mediums with the addition of metal armour covering the torso.

4. Super heavy cavalry are heavy cavalry whose horses are also clad in metal armour.

5. The standard of protection of chariot and elephant crews and their animals is not relevant to these rules.

Camel riders in most circumstances are treated as cavalry of equivalent type.

Light, medium or heavy troops may be found without shields. This is penalised in the rules, but does not affect their classification.

A distinction is also drawn between regular troops in formed units fighting under officers and wearing uniforms, and barbarians fighting under tribal leaders. For the purposes of these competitions, only Greek, Roman and Roman auxiliary troops under Roman officers will be regarded as regulars, also 1/3rd, (points) of a Persian, Carthaginian, or an Assyrian army.

It should not be assumed that barbarians are necessarily inferior; in many circumstances they will be found to be more effective than regulars.

BASE SIZES

Figures must be fixed on bases of specific sizes. Frontages must be rigidly kept to, depths are recommendations only.

Light infantry	3/4" front	3/4" depth
Medium and heavy infantry	1/2"	3/4"
Light cavalry	1 1/8"	1 1/2"
Medium, heavy and super heavy cavalry	3/4"	1 1/2"
War engines, Chariots and Elephants	1 1/2"	As required

In case you do not already use bases, they can be cut from beer mats, which do not warp, or from card or sheet lead.

It will be found convenient to mount figures in multiples, with sufficient single figures to facilitate removing casualties.

For example, 3 heavy or 2 light infantry can be mounted on a base 1 1/2" wide by 3/4" deep.

POINTS VALUES

As different troops cost more or less to equip and maintain than others, points values have been allocated to each classification.

These should be multiplied by the number of figures to give the points value of the army.

Where regular troops have a higher value than barbarians, it is because their drilling and training costs money, where the reverse is the case, it is because metal armour is much harder to come by for a barbarian who has no government arsenal supported by tax payers backing him up.

	Regulars	Barbarians
General	100	100
Elephant		25
Heavy war engine	25	15
Light war engine	15	
Super heavy cavalry	12	15
Heavy cavalry	10	12
Light and medium cavalry	8	6
Heavy infantry	8	9
Light and medium infantry	4	3

COMPETITION ARMY

This is limited to 800 points with completely free choice, provided that the army does not include any troops that its ancient prototype did not.

For instance, if you wish to use elephants, the rest of your troops must be Hellenic, Persian or Indian. If super heavy cavalry, Persian or late Roman, or if of the right type, Sarmation. If chariots, Persian or British, depending on the type of chariot. Only Romans, Greeks, or late Sassanid Persians can use artillery.

If in any doubt about the validity of your choice, the Committee will be glad to advise.

The same army must be used in all rounds of the finals.

The winner of the battle, in case any doubt exists, will be the side with the highest points value at the end. This will be made up from the values of all remaining figures, plus up to 200 points awarded by the umpire for control of specified terrain features.

A feature is defined as under control if a friendly force is occupying it or blocking

direct enemy access to it, and if no enemy is able to charge that force next period. If an enemy is able to charge next period, the occupying or blocking side may claim half the points, the other side, none.

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ORDERS

A battle will commence with each general writing down the orders that each unit will normally follow until they are changed by fresh orders, or as a result of forced action following attack, or a positive reaction from a test.

Orders should take the same form that they would in real life, and should be as concise as possible while still conveying properly the action that is required, In competition games, or any games where an umpire is employed, any ambiguity will be exploited by the Umpire as a matter of duty, as the prime aim of these rules is to encourage skill in generalship, by bringing out some of the difficulties of Command and placing more emphasis on production of a reasonable Battle Plan, rather than each General moving each unit as though he were present on the spot in each case. As examples, the order "Move South West" may result in troops leaving the field completely, while "Take the wood in front" could be unfortunate if there are two woods:

Commencement and General features of Orders.

1. Unless specifically stated in orders, each unit may adopt any formation that it pleases, and will move at its full normal speed.
2. A unit cannot be ordered to move to a feature that it cannot "see" from its starting point, although it can be told to move in a direction which will eventually take it to the unseen feature.
3. Unless the route is stated in Orders, a unit will proceed direct to its objective, or in the direction told.
4. A unit may at any time Halt, provided it is not subject to any forced reaction effect, including any forced move after combat, Having halted, it may adopt any defensive formation it pleases, It will still be subject to the latest order received, and may at any time try to carry it out.
5. Missile troops without definite orders can at all times be assumed to use their missile power against any target to their front, and can adjust their formation so as to bring the most men to bear.
6. Cavalry, unless their orders specifically forbid it, may always countercharge

attacking frontal cavalry, provided their final Reaction Test score totaled 6 or more.

7. Light infantry, unless specifically forbidden in their orders, may always evade if possible, and will always attempt to evade attacking cavalry, They may (orders and Reaction permitting) attack standing cavalry.

8. Light troops may be ordered to skirmish, which means that they will close to within their own missile range and fire, but will evade if enemy tries to close. They may then return to skirmish in the next period, and so on. They may evade when skirmishing where an enemy unit would otherwise make contact with them, even though the enemy may not be carrying out a charge move.

Change of Orders:

1. Fresh orders may be issued at any time, but must be justified by events visible to the General figure, or reported to him by messengers or patrols. These orders must be passed to the unit(s) concerned by means of messengers traveling at normal speed for their type, except that they can gallop for one period during each trip, The same applies to the General. The messengers count as 20 men for fighting purposes and can form a body guard when not employed otherwise.

2. Simple pre-arranged visual signals can be arranged, action to be assumed to be set off by signalling from the standard. Such signals are assumed to be effective at up to 25 inches from the General's standard to a unit standard; but a player who intends to use this system will have to limit the prearranged orders to four, and must write down their type beforehand, to be able to satisfy both his opponent and the umpire when he makes use of the signalling system during the battle. When this is used it must be remembered that a signal will apply to all units that can "see" it unless the original definition stated that it would apply to certain unit(s) only.

3. The C in C may order *direct* any unit to which he may at any time attach himself. He and his Standard must be placed in the centre of the unit and it can then be moved exactly as he himself moves. Such a unit is still subject to the usual Reaction Tests, but is "steadied" considerably by his presence.

4. One period is required to dictate an order, listen to a report, or for a unit to digest a newly received order.

5. When fresh orders are issued, they are to be written down on the order sheet or card at once, but are not to be implemented until the messenger reaches the unit, this implementation to be shown on the order sheet by underlining the order. In the case of a flag signal implementation is on the actual signal. The unit will then act on the new orders in the period after the messenger reached the unit's standard, or

the visual signal was given. When the order has been carried out and completed, or altered, or displaced by a Reaction order, or the unit breaks, the current order must be crossed out with a diagonal line, and the unit (after it has rallied where necessary) will wait in the final position it has reached, until it receives further orders, or has a positive result from a reaction test. It will still be subject to enemy action and may act as in 5, 6 and 7 under General features of Orders.

6. Apart from receipt of fresh orders, a unit may have its current order displaced by:-

(i) a positive result from a Reaction Test (see table)

(ii) a break from close action (see After Combat)

Unit/Troops types.

The classification of troops according to arms and equipment is given elsewhere in the Rules. Shown here is an attempt to classify the type of unit for the purposes of varying reaction on the field.

A Guard and Household troops of the highest calibre.

B Elite regulars, personal followings of barbarian war leaders.

C The great bulk of trained troops other than those above, including most Auxiliaries and mercenaries, but not "native" levies.

E Levies, barbarians, etc. of known fighting value, but not highly organised or disciplined.

F Levies, peasants, etc. loosely organised, and of doubtful fighting value.

The tables will show that differing types have different reaction values, so that the probability of Guard troops carrying through an order would be many times greater than Group E, who would be likely to break and run with only small or moderate factors affecting reaction.

THE REACTION TEST

The object of this Test is to simulate the pressures and stimuli that may affect a unit's actions on the field, taking into account the type of men in the unit, and the orders that it may have been given.

1. The Test *can* be taken at any time, at the discretion of the player, except when the unit is -

(i) engaged in close fighting OR

(ii) Broken and running OR

- (iii) Pursuing, for the first period of pursuit only OR
- (iv) Carrying out a positive reaction table direction which may continue for two or more period, in some cases.

2. The Test *must* be taken in the following circumstances -

- (i) The first time only when the unit comes within 15 inches of enemy troops.
- (ii) When being charged - ON EVERY OCCASION.
- (iii) Before attempting to come to close quarters fighting, if so ordered - ON EVERY OCCASION.
- (iv) When any friendly unit breaks, within 15 inches - ON EVERY OCCASION (this test cannot be taken where the unit under consideration is itself engaged in close quarter fighting)
- (v) Where a unit loses 3 or more figures to missile fire (including skirmishers) in one period - ON EVERY OCCASION.
- (vi) When a unit falls below 50% strength - IMMEDIATELY this happens. This test overrides all considerations in 1 above, so that it can be taken when at close quarters, or in any of the situations shown where it does not normally apply. If engaged in close fighting it will only count any friendly unit(s) within 3 inches, and no others. A unit getting any result worse than Halt will continue off the field, and will not return. If it is prevented by enemy action from leaving, and is engaged in close fighting, it will surrender, (i.e. where surrounded where enemy units can prevent a move away.)
- (vii) When standing infantry with orders to hold a position or feature have thrown back an infantry attack, (i.e: attackers have lost most and go back 2 1/2 ins.) If victors do not wish to follow up they must score lower than the score for uncontrolled advance for their type - rest of chart is ignored for this purpose.

3. All Tests, except 2(ii) & (vi) will be taken at the end of a period, and the result will govern action for the following period, and for any further periods, according to the chart.

4. Test 2(ii) will be taken at the point where the attacking enemy unit has completed its normal move distance and is starting on its charge bonus. If contact has already been made within the attacking units normal move distance (allowing for any obstacle factor) then no Test need (or can be) taken by the unit receiving the attack. This is always subject to the provisions of Rules 6 and 7, under General features of Orders, for Cavalry and Light Troops.

5. Procedure.

Throw three dice - use 233445 dice for regular troops, normal dice for barbarian and Asiatic levies. Add or deduct factors in the following tables, read final score on Reaction chart and follow the instructions in the appropriate Unit type column.

When unit strength falls below two thirds in figures, use two dice only, when below one half, one dice only.

NOTE - ALL ADDITIONS OR DEDUCTIONS ARE CUMULATIVE.

Addition of ONE for the following -

Each friendly unit within 15 inches, and in view.

Any other friendly units in sight.

Any friendly unit(s) advancing within 15 inches.

Any friendly unit(s) charging within 15 inches.

Each flank secure.

Rear support.

Any enemy unit retiring or retreating within 15 inches.

Any enemy unit within 15 inches presenting flank or rear.

Uphill from any enemy within 15 inches.

"Friendly" cover within 10 inches.

Addition of TWO for the following -

Each enemy unit routing within 15 inches.

Deduction of ONE for the following -

Every enemy unit within 15 inches and facing.

Any other enemy unit(s) in sight.

Any enemy cavalry within 15 inches.

Any enemy unit(s) advancing and within 15 inches.

If under fire by at least 10 figures

Any enemy unit(s) on flank .

Any enemy unit(s) in rear

If downhill from enemy.

Any friendly unit(s) retiring or retreating within 15 inches.

If disorganised.

For every four figures already lost.

If own unit retiring or retreating.

Deduction of TWO for the following -

Each friendly unit routing within 15 inches.

Any "unfriendly" cover within 10 inches.

Special Situations

C in C with unit to be tested - plus OR minus 3.

C in C within 15 inches (unless -retreating or routing) - plus OR minus 1.

Behind cover or field defences - plus OR minus 2,

In square - plus OR minus 2.

Definitions -

Support to rear = friendly unit within its normal move distance, immediately in rear, not disordered, and at least half own strength, and not engaged in close fighting. It must be capable of moving up to support, (i.e, it is not Support if the other side of an impassable river)

Flank secure = either friendly cover within 1 inch of unit flank or flank resting on an impassable obstacle, or a friendly unit on flank and within its own move distance - same conditions as rear support.

"friendly cover" **Known** to be occupied by own unit(s) or known to be free of enemy troops.

"unfriendly cover" **Known** to be occupied by enemy troops, or about which nothing is known.

the expression "within" in the factors above means measurement from from standard to standard, always with the proviso that the other units or features are also in view. Also, any units that may be taken into account for reaction purposes, must not have an impassable obstacle between them and the unit being tested - e.g, an enemy unit on the other side of an impassable river does not count as minus 2, as it might normally do, but is ignored by a unit it cannot be expected to reach in the normal course of events.

REACTION EFFECT CHARTS.

1. Unit still subject to current order.

A	B	C	D	E	
-2	-1	1	2	3	Break and run if under fire or being charged - otherwise retreat (backs to enemy) for 3 periods.
-1 to +2	0 to 2	2 to 3	3 to 4	4 to 5	Retire disorganised, but will face attack - 2 periods.
3	3 to 4	4 to 5	5 to 6	6 to 8	Halt 2 periods.
4 to 13	5 to 13	6 to 13	7 to 12	9 to 12	Carry on with current order, or take any permitted optional action.
14 to 16	14 to 15	14 to 15	13	13	Act as C in C would wish - write new order and implement at once.
17 +	16 +	16 +	14 +	14 +	Uncontrolled advance in attempt to contact - 2 periods - and consider current order cancelled.

2. Unit no longer in possession of current order, or order completely carried out and not replaced.

A	B	C	D	E	
-2	-1	1	2	3	Break and run if under fire or being charged - otherwise retreat (backs to enemy) for 3 periods.
-1 to +3	0 to 4	2 to 5	3 to 6	4 to 8	If pursuing, halt - disorganised - 1 period. If already halted - retire for 2 periods.
4 to 7	5 to 8	6 to 9	7 to 10	9 to 11	Move towards nearest friendly troops but away from enemy - or move towards nearest cover or hill in rear - 2 periods.
8 to 12	9 to 12	10 to 13	11 to 13	12 to 13	Move towards nearest enemy - 2 periods.
13 to 15	13 to 15	14 to 15	14	14	Act as C in C would wish - write new order and implement at once.
16 +	16 +	16 +	15 +	15 +	Uncontrolled advance in attempt to contact - 2 periods.

MOVEMENT

GENERAL

Both sides move simultaneously, before any firing or hand-to-hand fighting takes place.

The normal move for close order troops, that is, super heavy, heavy and medium, is based on walking speed for infantry and a slow sitting trot combined with walk for cavalry.

The move for light troops, who are always in loose order, is based on a jog trot for infantry and an easy canter for cavalry.

Charging; evading enemy charges; and crossing obstacles or bad terrain are dealt with under separate headings.

The time period during which the movement takes place is 30 seconds.

NOTE: When using the alternative mm scale, it is advisable to double this.

CHARGING

A charge is any move intended to result in hand-to-hand combat during the same period.

It starts at normal speed, but assumes that cavalry gallop the last 150 yards, and that infantry run the last 25 yards.

NOTE: For this reason, if using the mm scale, do not double the charge move, but **add** one normal move.

The gallop or run portion of the charge must be in a straight line at right angles to

the charging units front.

If it is necessary to wheel the line, therefore, the maximum distance that the outside figure can move to do so is full charge distance minus 150 yards or 15" for cavalry, or minus 25 yards or 2 1/2" for infantry.

The inside figure will not move during the wheel.

This feature of the rules makes small cavalry units much more manoeuvrable than large ones.

EVADING

The evade is an automatic turn and rapid retreat, possible only to chariots, light cavalry, (but not camels) and light infantry.

It must follow an enemy charge directed at the evading troops, and troops go straight back at right angles to their front for 100 yards or 10".

If an impassable obstacle intervenes, subtract 50 yards from their remaining movement, while they change direction to go round it.

If evading troops cannot move far enough to get beyond reach of the attacking units remaining charge distance, they will be caught with their backs turned and cannot defend themselves.

Evading light infantry can pass through another unit without penalty to either. Other evading troops will disorganise any close order troops they pass through.

TERRAIN FACTORS

If the move includes crossing an obstacle such as a stream, ditch, hedge or wall, deduct 3/4 of the move for mounted troops and 1/2 for foot. Wheeled vehicles must be man-handled across by at least 5 figures taking one complete period.

Fords are no obstacle. All streams are crossable unless otherwise stated.

Movement up or across a slope, through woods, through villages except along roads, or over boggy or broken ground, counts as 4 times the actual distance for mounted or wheeled troops, or twice normal distance for foot.

There is no bonus for moving along roads, except in so far that obstacles will not be met.

MANOEUVRING

Changes of direction are carried out by wheeling one flank figure forwards or backwards, the opposite flank figure remaining stationary.

Changes of formation must not involve moving the unit standard which should remain in the centre of the unit.

After the change has been carried out, the unit may move, first deducting the distance moved by the figure with furthest to go while changing formation.

A unit may move up to 30 yards or 3" straight back, without turning round.

MOVE DISTANCES

	Normal	Charge
Super heavy cavalry	60 yds or 6"	160 yds or 16"
Heavy cavalry	80 yds or 8"	180 yds or 18"
Medium cavalry	80 yds or 8"	200 yds or 20"
Light cavalry	160 yds or 16"	200 yds or 20"
Chariots	80 yds or 8"	180 yds or 18"
Camels	80 yds or 8"	180 yds or 18"
Elephants	40 yds or 4"	60 yds or 6"
Heavy infantry	40 yds or 4"	60 yds or 6"
Medium infantry	60 yds or 6"	80 yds or 8"
Light infantry	80 yds or 8"	100 yds or 10"
Light dart-throwing engines:		
Man-handled	40 yds or 4"	(Terrain F. as Inf)
Mule drawn	60 yds or 6"	(As Cavalry)
Other engines, Ox-drawn	20 yds or 2"	

FIRING

GENERAL

The results of firing are evaluated after all moving has been completed and before hand-to-hand commences, but the firing can be assumed to take place at any suitable time within the period.

AMMUNITION SUPPLY

This is not taken into account. Initial issues and replenishment at unit level, together with salvaged enemy mashes, are assumed to be sufficient.

ARCS OF FIRE.

Light horse archers, camel riders and elephant and chariot crews can fire all round.

Other light troops and light dart-throwing engines can fire within 45 degrees of straight ahead. All other troops and engines can fire within 22 1/2 degrees of straight ahead.

RANGES

Hand-hurled weapons	30 yards or 3"
Mounted self (wooden) bows.	60 yards or 6"
Mounted composite bows	90 yards or 9"
Slings	120 yards or 12"
Foot self bows	150 yards or 15"
Foot composite bows	180 yards or 18"
Staff-sling (Fundibalus)	180 yards or 18"
Crossbows (Scorpion or Manbalista)	210 yards or 21"
Light dart-throwing engine	300 yards or 30"
Heavy dart or stone-thrower	360 yards or 36"

FIRING ON THE MOVE

All troops except engines, staff-slings and crossbows can fire while moving forward but not while charging.

Light horse archers, chariot and elephant crews can fire behind while retreating as well.

FIRING OVERHEAD

All troops can fire over intervening troops at a lower level without penalty. In the same way, elephant crews can fire over cavalry but cavalry cannot fire over infantry. A contour block is higher than an elephant.

Regular heavy or medium foot archers can fire over intervening troops on the same level, but not on to an engaged front rank in melee.

So far as the Championship is concerned:-

(i) Overhead fire can only be delivered over **one** friendly unit onto the foremost enemy unit in front.

(ii) No more than two ranks of figures, all of which must be in the same unit, can deliver overhead fire.

CREW-SERVED WEAPONS

Elephants at long range shoot as 3 foot archer figures with self bows.

Chariots count as 1 composite bow horse archer if Asiatic, or 1 javelinman if Celtic.

Regardless of the actual size of their crew, which will normally be 2 figures for a light dart-thrower, and 4 for others, engines will have the same effect as 5

crossbow figures if dart-throwers or 3 if stone throwers. Stone throwers do not, however, have deductions when firing at enemy within cover.

For the purpose of return fire, casualties are computed as elephants, chariots, engines etc., not as individual crew members.

Elephant and chariots as targets are mentioned in the weapon factor table, engines have the same vulnerabiLty as light infantry.

WEAPON FACTORS.

These are used in conjunction with tactical and random factors and the number of figures engaged, to calculate enemy casualties.

There is another set of weapon factors for hand-to-hand fighting.

As the method of calculating casualties is the same in both instances, it is given elsewhere in the rules instead of duplicated.

Weapon factors for fire on various targets are as follows:

	SHC	HC	MC	LC	HI	MI	LI	El	Ch
Crossbows	1	1	1	0	1	1	0	1	0
Darts, javelins, all slings and bows	0	3	4	1	2	3	1	1	1

CASUALTY CALCULATION

Having added the appropriate weapon factor, and tactical factors that apply, and the random factor, read down the column on the extreme left of the table below until you come to the equivalent number. Then read across until you come to the column corresponding to the number of your troops firing or fighting.

The box where row and column meet gives the number of enemy casualties in men. Divide by 20, remove that number of figures, carry the remainder forward.

NUMBER OF OWN FIGURES

Total of Factors	NUMBER OF OWN FIGURES																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
-5	0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3
-4	0	0	0	0	1	1	1	1	2	2	2	2	2	2	3	3	3	3	4	4
-3	0	0	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	5	6	6
-2	0	1	2	2	2	3	3	3	4	4	4	5	5	6	6	6	7	7	8	8

-1	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10
0	1	1	2	3	3	4	4	5	6	6	7	7	8	9	9	10	10	11	12	12
1	1	2	2	3	4	5	6	6	7	8	9	10	10	11	12	13	14	14	15	16
2	1	3	4	5	6	8	9	10	11	13	14	16	17	18	19	21	22	23	24	26
3	2	3	5	6	8	9	1	13	14	16	18	19	21	22	24	25	27	29	30	32
4	2	4	6	8	1	1	1	16	18	20	22	24	26	28	30	32	34	36	38	40
5	3	5	8	1	1	1	1	20	23	25	28	30	33	35	38	40	43	45	48	50
6	3	6	9	1	1	1	2	25	28	32	35	38	41	45	48	51	54	57	60	64
7	4	8	1	1	2	2	2	32	36	40	44	48	52	56	60	64	68	72	76	80
8	5	1	1	2	2	3	3	40	45	50	55	60	65	70	75	80	85	90	95	100
9	6	1	1	2	3	3	4	50	57	63	69	76	82	88	95	10	10	11	12	126
10	8	1	2	3	4	4	5	64	72	80	88	96	10	11	12	12	13	14	15	160
11	1	2	3	4	5	6	7	80	90	10	11	12	13	14	15	16	17	18	19	200
12	1	2	3	5	6	7	8	10	11	12	13	15	16	17	18	20	21	22	24	252
	3	5	8	0	3	6	8	1	4	6	9	1	4	6	9	7	4	7	0	

If number of figures involved exceeds 20, read the chart in multiples of 10 + remainder, i.e. 32 figures at factor of 3 is $3 \times 10 + 2 = 32$.

Example:

10 slingers exchanging fire with horse archers galloping past their front.

Slingers weapon factor against light cavalry is 1.

Tactical factors are -1 because cavalry are moving more than 60 yards, +1 because horse archers cannot use shields while firing.

Red dice scores 3, black dice 5. Black is higher, so add 1

Total of factors is 2.

10 men firing with factor of 2 cause 20 casualties.

No figures removed, carry 20 casualties forward.

AFTER HAND-TO-HAND FIGHTING

If the fighting was between cavalry, camelry or chariots and infantry, infantry with higher casualties and at least one per figure in the unit, will break.

If the infantry do not break, the cavalry will rally 100 yards (10") back next period. If the fighting did not include infantry, the side with twice its opponents casualties and at least one per figure will break.

If neither side has broken after 3 periods fighting, both will rally 50 yards (5") back next period.

If the fighting included no troops other than infantry or elephants, the side with higher casualties and at least one per figure is pushed back 30 yards, its opponents following up. A unit pushed back 3 periods in succession will break.

If, when a unit breaks, it cannot immediately run (e.g. surrounded, or backing an impassable obstacle) half the unit will surrender, and the other half will be assumed to break out and be pursued as in Rout and Pursuit below. If the General is involved, he will surrender if his personal figure has had 10 or more losses.

ROUT AND PURSUIT

BROKEN TROOPS

These will run with their backs to the enemy until met by their General, or until they have passed or been passed by fresh troops, or until they outdistance pursuit. They travel at charge speed where this is possible, minus 20 yards (2") for the first and each subsequent period.

They go straight back at 90 degrees to their front.

If they meet an impassable obstacle they will swerve round it, losing 50 yards (5") from their remaining move.

If they meet friendly troops, they will swerve as if for an impassable obstacle towards any gap at least 3 figures wide and within 50 yards (5") of the swerving point.

If no such gap exists, they will burst directly through the other unit, disorganising it, unless the routed troops are light infantry. Barbarian troops burst through in this manner will be swept away and join the rout.

PURSUERS

These will follow the routed at charge speed, minus 30 yards (3") for the first and each subsequent period. They will strike without receiving return blows, at the moment the enemy turn their backs, and at the end of any period if they are still in contact.

They may therefore strike twice during the first pursuit period.

They will cease pursuit when the routed rally for any of the reasons given above, or when they themselves come to any obstacle. They will then rally 100 yards (10") back from the farthest point they reached.

BREAKING OFF FROM CLOSE COMBAT

Troops engaged in hand-to-hand fighting can break off and retire. They will receive blows without reply as they turn, and must immediately outdistance pursuit or be treated as routed.

TROOPS LEAVING THE FIELD

Troops who leave the table for any reason will reappear at the same point if at the beginning of any of the next three periods a 3 or 4 is thrown, using a probability dice for regulars or normal dice for barbarians.

4 indicates an immediate return.

If the score is 3, throw the same dice again, the score indicating this time the number of periods delay before the force, which is assumed to be visible in the distance, returns.

Troops pursued off the table will not return.

RISK TO THE GENERAL

The figure representing the General and his 19 inner bodyguards must take a proportional share of casualties when fighting hand-to-hand or under fire.

The General is assumed to be the last of the 20 to fall, his devoted companions protecting him at the sacrifice of their own lives!

Fire can be concentrated on this figure only if it is more than 50 yards (5") from one of its own units.

ADDITIONAL POINTS.

Skirmishing

Light troops, both horse and foot, when ordered to skirmish, can, if they wish, lap around flank or rear of an enemy unit where this is possible. They will, of course, count as disorganised, and be subject to the -1 tactical factor.

Evading

This need not be carried out by the whole unit where only a part is threatened. For example, where say four medium cavalry charge a 12 strong light infantry screen the attacked player need only evade with the four figures directly threatened, and may, if orders otherwise permit, close around and skirmish against the attackers with his unengaged flanks. He may, of course, choose to evade the whole unit in conformity with those directly threatened.

Stream

This, with its rocky bed, and surround, is an actual 6" of obstacle factor, over which foot move at 1/2 speed, and horse at 3/4 speed, so that medium cavalry, for example, will take three moves to cross from edge to edge.

There is no height advantage to troops fighting or firing from the edge of the stream bed against enemy actually in the centre of the stream.

Bridge

There is no height advantage given to troops fighting from, or firing from the bridge, except in the case of an attack from the stream bed, when the defenders of the bridge count as "uphill" for fighting factors.

Visibility

There is no limit on visibility in open on championship tables. On level ground, cavalry are assumed to be able to see other cavalry, even though these are behind an infantry formation. Elephants can be seen by all troops despite intervening unit(s). Any infantry on level ground are an effective screen to infantry on all occasions. Visibility in wood is taken as 3", that is range of hand hurled missiles. Visibility range along path in wood (single figure only) is 10".

Prisoners

These must have a guard of one figure per 5, with one figure to any odd men after counting fives. Captured cavalry are assumed to be relieved of their horses and can therefore be guarded by infantry.

Disorganisation

Disorganised troops can carry out, subject to reaction where necessary, any current order, or any optional action, but will be subject to -1 on both tactical and reaction factors. However, cavalry rallying back cannot countercharge in the period during which they are forced to do this, and can therefore be caught disorganised (and possibly in the rear), if charged during this period.

Time Limit - Championship Games

Playing time will be 2 1/2 hours, not 2 hours, but no move should be commenced within 10 minutes of the time limit.

APPENDIX I. FORMING AN ANCIENT ARMY.

These rules favour the General who acts offensively, seizes valuable terrain features, uses a wide-ranging screen of light troops to cover his deployment and embarrass his opponents, who believes in closing with his enemy to obtain a decision, and who keeps a strong reserve under his hand to exploit opportunities and redeem failure.

This calls for intelligent selection and combination of types of troops.

Since some players may be taking part in ancient wargames for the first time, here is a quick and very rough guide to selecting an army.

For the General whose forces are to be formed round the Airfix legionary, a medium infantryman aimed with the pilum.

Between a third and a quarter of your army should be cavalry.

It can be in metal armour, scale or mail, or in leather jerkins.

It can be armed in conventional style with short spear or javelin, or mainly with the bow.

We recommend relatively few mounted archers, all open order skirmishers.

If you expect your opponents to rely on horse archers, light horse with javelins boldly used are a good answer.

If they are likely to be Gothic lancers, then you should emphasise armoured heavy cavalry, and keep your infantry formation solid.

Between a quarter and a half of your infantry should be light spearmen or slingers in open order, or archers.

Archers are best in close formations, firing over the heads of the legionaries from behind. The Airfix Roman archer is best painted as if his scales are leather.

The light troops can skirmish in front of the legionaries, then retire through their ranks as the enemy approaches.

To convert your Airfix legionaries to the later type with metal armour may pay if your opponent emphasises archers.

If he doesn't, you may be sacrificing too much in numbers and mobility.

If you do use metal armour, paint the archer with bronze scales to go with him.

As regards formations, there is a lot to be said for the traditional style with cavalry on the wings, and infantry in a solid block in the centre with no gaps between units, but you must keep a strong reserve in hand.

If your forces are formed around the Ancient Briton set, well, under these rules you could make a worse choice.

Try to keep your units large, and supplement the chariots with light horsemen. The slingers will be valuable, but do not rely on a long range fire fight.

Try to arrange a mass downhill charge led by the General in one screaming rush.

Under these rules, it will be very hard to stop.

You are not likely to find yourself short of troops, so avoid defiles that stop you bringing your numbers to bear.

Other possibilities are Asiatic armies with camels and elephants, or barbaric German ones based on infantry or charging cavalry.

To be successful, the Asiatic army will need a very high proportion of cavalry, who, together with the infantry, should nearly all be archers.

Their best tactics are to envelope the flanks by destroying the cavalry screen, then

overwhelm the infantry with arrows and charges from the rear. However, this takes time to do.

Gothic lancers are very hard to beat, but have an unfortunate tendency to charge without orders which can be embarrassing.

Having selected your army, you have to paint it, so a few tips here are desirable.

The best lasting dye in the ancient world was madder, giving a dullish red. Wool was often left its natural colour or banded with strips of red. It ranges from white to light brown.

Leather armour is always shown in Roman paintings as a light yellow-brown, Leather for belts, scabbards, harness is mostly dyed maroon, Ordinary leather tunics were red-brown.

Shields in the Roman army were painted in bright geometrical patterns of three or four colours, each unit its own pattern. The back could be one of these colours or pink undercoat. The boss was of bronze, and the edges bound with red leather, not metal. The pattern was painted, not bits of metal stuck on.

Humbrol flesh colour is improved by mixing in a little red.
British flesh should be striped with medium blue woad.

British shields owned by chieftans and noble warriors were of polished bronze decorated with coloured enamel.

One tribe, the Brigantes, painted their cheaper wooden shields blue.
Clothing was brightly coloured, with much use of checks and stripes.

Celts should be red haired, blonde or dark.

Germans mainly blonde, shaggy and slightly smelly, and in dull colours, navy blue being very popular.

Some German tribes fighting on foot painted their shields white, but otherwise fancy patterns with severed heads, dragons, horses were fashionable.

Of course, they made no pretence to uniformity.

Spearshafts should be a pale yellow-grey, almost an off-white.

The pilum is metal from the point as far as, but not including, the hand guard.

Horses should really be mixed in colours, except that black was considered unlucky.

The commonest was bay, which is red-brown, with black mane, tail and lower leg.

The next chestnut, usually red-brown all over.

Then grey, which could be the same all over or with black markings like bay. Any of these would normally have white markings on the forehead of variable size, and one or more white feet.

Metal armour can be difficult. For iron helmets and segmented cuirass strips, and metal part of pilum shaft, use tank track metallic grey. Scale armour is best as bronze, but officers and cavalry might have it silvered.

A thin wash of black makes the scales stand out better.

Weapon points and blades should be silver.

With the exception of the British chariot, which apart from its leather floor and wicker sides was highly decorated, wheeled vehicles should be a rather dirtier shade than spear shafts.

Now that the troops are painted, they must be organised.

Most Roman cohorts and alae had a full strength of 480 men, though some were double the size, However, they were usually considerably under strength.

Barbarian units varied greatly, being the personal following of a petty chief. Under these rules it pays to have them large.

So make regular units about 20 strong, including an officer and a standard bearer figure, all in uniform costume though not necessarily all with the same weapons.

Barbarians should be mixed in position, weapon, costume and colour, but still require a commander and standard. How about a Roman head on a spear?