

WARHAMMER®

ANCIENT BATTLES



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ANCIENT BATTLES

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FOREWORD

I'm very pleased to be able to introduce this new version of Warhammer Ancient Battles (WAB). I do so in the full realisation that it is the result of many years of development and a great deal of painstaking effort on the part of Martin and teams of developers and play-testers. So the first thing I should say is a hearty well done and thank you to all those involved and especially to Martin himself who has given up so many hours of his time to make this book a reality.

This new edition represents a sensible and well thought out development of the game with many significant and innovative improvements to play. Old hands will find that our game is still very much WAB – but those same sturdy veterans will immediately recognise the changes and hopefully approve. It would be impossible to list all the changes – and in any case such a list would be meaningless to new players – but I shall briefly mention the improved rules for flank charges, the tidied up sequencing, more realistic combat resolution, improved rules for skirmishers, improved and codified special rules, new rules for fighting from buildings... the list goes on.

The world of ancient wargaming has certainly changed a great deal since Jervis Johnson and I sat down to write the original Warhammer Ancient Battles. When we began there were few ranges of ancient models available in the 28mm size – and many of those were rather old and tired designs. Since then many new manufacturers have sprung up – bringing us an almost bewildering choice of first class models covering a wider range than ever before. I don't think it'd be immodest to say that the original WAB was, at least in part, responsible for this surge in popularity of ancient wargaming – and it'd be nice to imagine that with the publication of this second edition, we stand at the dawn of another golden era for our marvellous hobby!

Rick Priestley

The game of Warhammer Ancient Battles has been played by an ever-increasing number of people around the world for over a dozen years. It has given a great deal of pleasure, but many have formed an urge to tinker with it; for the works of men, be they ever so stellar, will always be felt capable of improvement. And, at length, the authors decreed that a new edition should be attempted.

When asked to approach this task, I felt some trepidation; for when many take something to their hearts, those who seek to alter it will find them difficult to satisfy, and, should they fail in the task, will be held culpable forever. Gulp!

The brief for the new edition was encouraging in that it was made very clear that this was to be an evolution not a revolution; the rules should not be changed so much that the game was no longer recognisable. So I have sought to mend those areas generally felt to be in some way broken, and to gently push the game slightly in the direction of historical simulation, without losing the important fun factor that draws so many players to the system: for that reason, some areas have been left untouched. If you are looking for the changes, then I would suggest that cavalry and light troops should be slightly more effective, and skirmishers less so, while battle formations will generally be wider than before.

As well as providing my own ideas as to what could be done, I have also mined the body of opinion available on various internet forums, both to help identify what might be in need of alteration, and occasionally for good ideas as to how to achieve it. I also noted, on several occasions, things that I had decided to incorporate into the work being suggested on websites; this is hardly surprising, as there are only so many sensible ways a thing can be done.

The die of change is now cast. May you enjoy your games with this new edition of Warhammer Ancient Battles as much as your past triumphs – and disasters – with the old one.

I would like to dedicate my contribution to this edition to the memory of my late wife Hazel, who was always supportive of my efforts, even though they related to the incomprehensible subject of toy soldiers rather than to something more useful. I am only sorry she was not able to share in my relief at its completion.

Hazel Gibbins Brown
3rd December 1951 – 9th October 2008

Martin Gibbins



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THE GAME

Warhammer Ancient Battles allows two or more players to fight out an entire battle in miniature on the tabletop using model soldiers, dice, tape measures and the game rules in this book.

The greater part of this volume is concerned with the rules of play, but we have also included as much information as we can about collecting armies and how to prepare and paint troops ready for combat. Most readers will doubtless be familiar with the wargames hobby, and will have already amassed a collection of models that can be formed into armies ready to do battle. Others may be newcomers, in which case the photographs and information contained in this book will hopefully inspire them to ready their own armies and enter the fray.

A battle is usually fought between two sides and each side is assumed to be represented by one player who controls his entire army. In fact, many devotees prefer to play with two or more players on each side, with each player controlling part of a larger force. The game works equally well whether it's just one player per side or if there are several players on one or both sides. In the game rules and descriptions that follow, we invariably assume that each side is controlled by one player as that makes things easier to explain, but bear in mind this is just a matter of convenience. Many a memorable battle has raged over a sociable evening's play between two teams of three or four a side.

Battles take place on a tabletop – preferably as large as possible and ideally festooned with realistic terrain representing the scene of conflict. Of course, many real ancient battles were fought over relatively flat and featureless landscapes, so your unadorned kitchen table might be pressed into service without serious risk of compromise.

You will need an area about 4' deep by 6' wide for a smallish battle and preferably somewhat larger. Gamers fortunate enough to have a substantial space to dedicate to their hobby generally favour tables 5' or 6' deep and 10' or wider. This is enough to play a very large game with hundreds of models and several players a side. Of course, it is not always practical to have such a large table permanently set up and ready for play, so many gamers resort to improvising using tables or boards that can be taken down and reassembled as required.

The armies themselves can be anything from a handful of models on each side to many hundreds. Most players assemble their armies by choosing troops according to an army list. Numerous lists are available as supplements for the Warhammer Ancient Battles game, and you'll find a couple of examples in this book to give you an idea of how they work. As well as telling you how your troops are armed and armoured, army lists assign a points cost to individual troopers reflecting their fighting worth and allowing armies to be built to a pre-determined value. This facilitates players meeting up to play games between armies of equal value. Of course, you don't have to choose armies in this way, two players can simply agree to field roughly equal numbers and get on with it, and this is certainly the best way to start playing if you are a beginner approaching the game for the first time.

For those contemplating their first army the choice is enormous and perhaps a little bewildering. Much fun can be had perusing the catalogues of model manufacturers and fondly imagining your completed army fully painted and ready for battle. The choice ranges from the earliest armies of the Pharaohs, through the classical world of Greeks and Romans, to medieval times and the armies of the Ottomans.



It might seem curious that our game stretches somewhat beyond what might be strictly thought of as the 'Ancient' era and into the 'Medieval' period. Indeed, as new authors have contributed to our range of supplements, the scope of the original game has grown beyond that originally intended. This is good news if you take your inspiration from the armies of the Crusades, or from the Hundred Years War, to consider just two popular examples from the Middle Ages.

Whatever era you choose, bear in mind that some players will prefer to stage strictly historical conflicts between armies that fought in reality. So, Roman armies of the early centuries AD are a popular choice because they can be matched against a wide variety of opponents including Gauls, Germans, Britons, Dacians, Sarmatians, Parthians, Numidians, Jews and each other. Most players are willing to stretch things a little. This is generally accepted and will cause no problems in play, although purists may wince to see classical Greeks of the 5th century BC pitched against Romans of the 1st century AD. On the whole it is best to

avoid match-ups that appear ridiculously fanciful – such as Medieval knights taking on the massed chariots of ancient Egypt! Battles that openly defy history in this way can end up very one sided and unsatisfactory. Ideally, the prospective collector will have a colleague who is able to field an appropriate opposing army, or who is willing to start one. Failing that, many players simply resolve to collect multiple forces from the same historical period and find this by far the most enjoyable way of building a collection.

As well as a tabletop, model armies, and an opponent to fight, you will need a number of ordinary six-sided dice and at least one tape measure marked in inches. You may find a pencil and notepad useful for recording incidental details during play, though most players seem to manage perfectly well without. We leave the matters of musical accompaniment and suitable refreshment up to you, observing only that rolling dice and pushing model soldiers around is surprisingly thirsty work.





THE RULES



Using the rules and ideas in this book you can join the great commanders of the ancient world and relive again their dreams of conquest.

Stand beside Rameses the Great at the Battle of Kadesh as he fights to rescue his armies from a devastating Hittite ambush. Chariots roar and crash as the two greatest empires of biblical times struggle to establish their dominion over the Near East.

Stride across Asia with Alexander and his Macedonians as he wrests control of the Persian empire from Darius, the king of kings. Carry the battle into India or westwards against Rome, fight the wars Alexander would have fought had he lived.

Pit your wits against the greatest strategists of the Punic wars. March with Hannibal across the Alps and see if you can topple the power of Rome where the Carthaginians failed.

If your sympathies lie with the Romans themselves then what greater adventure than Caesar's conquest of Gaul. Or perhaps you'd take the fight to the north German frontier with Germanicus... the greatest emperor Rome never had... until now!

BASIC CONCEPTS

We shall begin by looking at the basic concepts behind the Warhammer Ancient Battles game. We will be making good use of these concepts in the rules that follow, so you may find it useful to occasionally refer back here to check things like troop characteristics, arranging units into formations, making measurements and so on. Experienced players will, of course, know all this stuff already, but even so it is probably worth while reading this section through at least once before tackling the rules themselves.

CHARACTERISTICS

The armies of the ancient world include many types of warriors amongst their ranks including half-naked barbarians, heavily armoured horsemen, fierce nomads riding nimble ponies, and innumerable others; all armed and armoured after their own fashion. As well as these infantry and cavalry, there are warriors riding camels, carried aloft upon the backs of elephants, or else borne by clattering chariots. In addition we must consider the role of artillery pieces whether torsion powered stone-throwing engines or perhaps even primitive cannons.

To represent all of these troops, beasts and things such as chariots and war engines, we have nine **characteristics** which describe their physical and, in some cases, mental make-up. For the most part these characteristics are measured on a scale of 1 to 10 with 1 being the lowest or least effective value and 10 being the highest and most effective. We occasionally have reason to allot a value of 0 to something, by which we mean it has no ability in that characteristic what-so-ever. These are usually quite obvious – for example, a horse has a Ballistic Skill value of 0 because it is plainly unable to shoot a bow or throw a javelin!

Movement Allowance (M)

Often simply called 'move', this shows the number of inches a warrior can move on the tabletop in normal situations. For example, an infantryman with a Move of 4 can move up to 4" per turn. This distance might be reduced if he is encumbered by heavy equipment or if he is struggling through close woodland, or increased if he is marching or charging, and we shall deal with these things in due course.

Weapon Skill (WS)

Defines how accomplished or skilled a warrior is with his weapons, or how determined and vicious a combatant a beast might be. The higher the value the more likely a warrior is to strike a blow against an opponent. A typical warrior has a value of 3 whilst a battle-hardened veteran might have values in the region of 4, 5 or 6.

Ballistic Skill (BS)

Shows how good a warrior is with ranged weapons such as bows, crossbows or even thrown rocks. The higher the value the more likely a warrior is to hit his target when he shoots or throws. A typical warrior has a value of 3.



Hittite Spearman



Strength (S)

Shows how strong a warrior is or the strength of impact of a weapon such as an arrow or thrown javelin. A puny warrior might have a Strength of 2 whilst a mighty elephant could have a Strength of 7, but most warriors have a value of 3. The higher the Strength, the greater is the chance of slaying an opponent that has been struck in combat or by a missile.

Toughness (T)

Toughness is a measure of how easily a man, beast, or object can resist physical damage or withstand pain. The tougher a warrior the more easily he can withstand his enemy's blows. A typical warrior has a value of 3.

Wounds (W)

This is how much damage a warrior can suffer before he dies or is so badly hurt he can fight no longer. For the vast majority of troops this value is always 1, but large and robust creatures and objects are likely to have more wounds, for example, elephants and war engines.

Initiative (I)

Indicates how fast a warrior can react or how energetically he fights. Warriors with a low value are cumbersome and slow whilst those with a high value are nimble and agile. This is an important consideration in a fight as quicker warriors will strike before their slower opponents. A typical value is 3.

Attacks (A)

Shows the number of times a warrior can strike when fighting in hand-to-hand combat. For almost all warriors this value is 1 but some warriors of exceptional skill may be able to strike several times.

Leadership (Ld)

A warrior with high Leadership is courageous, steadfast and self-controlled. A warrior with a low value is the opposite! Leadership becomes important during a fight when troops with poor values are likely to give up and run away. Typical troops have a value of 7.

Profiles

Every warrior in an army is given a characteristic profile which lists the value of all his characteristics. The following example shows the profile for a typical combatant – this is the standard profile for well-trained or experienced troops and represents the capabilities of a human warrior in most circumstances.

	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	3	3	3	3	1	3	1	7

Generally speaking all of the troops in the same unit will have the same characteristic profile, so it is usual to speak of a unit of troops having a profile as a whole. This simply means all the warriors in that unit have the same characteristic values.

INFANTRY AND CAVALRY

Most armies of the ancient world are made up of troops fighting on foot – infantry – but very few armies are altogether devoid of horsemen or other kinds of troops. Cavalry are an especially important part of some armies, especially in later antiquity and medieval times. For the sake of convenience when we refer to cavalry we also include troops mounted on camels as are found in some Near Eastern and Asiatic armies. Although horses and camels can be allotted their own profile where required, we usually treat the mount and rider as a single model with a single profile. In all respects it is the rider who shoots and fights, and all enemy fighting is directed against the rider rather than his mount. As only the Movement (M) characteristic of the mount has any bearing on the game, it is convenient to amalgamate the profiles of horse and man into a single combined profile along the lines shown below.

	M	WS	BS	S	T	W	I	A	Ld
Mounted Warrior	8	3	3	3	3	1	3	1	7

Should the rider be slain, the whole model is removed from the battle as a casualty. This saves endless paperwork keeping track of inconsequential dismounted warriors and stray horses.

In the case of war engines, chariots and such like, we sometimes employ a single profile for the whole model including its crew, whilst in other cases we have separate profiles for crew members, engines and chariots. These exceptional instances are dealt with in their own separate rules sections so we shall ignore them for the moment.

WEAPONS AND ARMOUR

All warriors carry weapons of one kind or another and most are equipped with armour even if only with a shield. Some have bows or other missile weapons that enable them to fight at a distance whilst others are equipped with spears or swords to use at close quarters. Later we shall see how these affect the way troops fight and we will describe rules for these and other examples of weapons and armour. For now it is enough to know that different kinds of troops may be armed and armoured in different ways offering a range of tactical possibilities on the battlefield.





BASES

Model warriors must be fixed upon bases to take part in the game – you will observe that all the models shown in this book are mounted in this fashion. This means that every warrior occupies a standard space which in turn affects our troops' ability to move over the battlefield and fight in combat. In practical terms bases also stop models falling over. Most collectors regard the basing of the models as an important part of their appearance.

Different kinds of troops utilise bases of difference sizes. We recommend the following base dimensions for the '28mm' size models shown throughout this book – this is the usual size of models used by Warhammer Ancient Battles players and the most popular amongst serious gamers and collectors. It is possible to buy plastic or pre-cut wooden bases of the sizes required, but many players prefer to cut their own from card, thin wood or plasti-card. The thickness of bases and style of their decoration is entirely a matter of personal preference and you will see various examples throughout this book.



A Roman cavalry model based on a 25mm by 50mm base.

TYPE OF MODEL

INDIVIDUAL BASE SIZE

	Width	Depth
Infantry	20mm	20mm
Cavalry	25mm	50mm
Light Chariots	40mm	80mm
Heavy Chariots	60mm	80mm
Elephants	60mm	80mm
War Wagons	60mm	120mm
Small Artillery	40mm	60mm
Large Artillery	60mm	80mm
War Engines	60mm	80mm

Although base sizes for infantry and cavalry are pretty important, those for the larger pieces are less critical and can be regarded as minimums should models prove uncooperatively large or overly dramatic. Similarly, things like wagons, carts, civilians, and other ancillary or decorative models can be based as seems most sensible.

Although we specify base sizes for individual models, many players like to mount their troops into 'multiples' of two, three, four or more models on a single base. For example, three infantry models on a base 60mm wide and 20mm deep. This is a convenient way of basing large formed units and saves moving all the models one at a time, but it is important to leave sufficient individually based models to facilitate formation changes and removal of individual models as casualties.

The world of model soldiers being an endlessly diverse place, it is possible to obtain models in different scales or sizes, from tiny models 6mm tall to giants 60mm tall or more, and it is perfectly possible to play with models of any size should you feel so inclined.



A Roman infantry unit displayed on a movement tray.



UNITS AND FORMATIONS

On the battlefield most troops don't fight as a disorganised mob of individuals. They fight in properly ordered military formations with officers to lead them. We generally refer to these formations as 'units'. Bear in mind that nations of every era would have their own bewildering array of military terminology – we simply employ the cover-all term 'units' for purposes of describing our game.

Units of infantry and cavalry must always start the battle with at least five models. Chariot units must comprise at least three models. Other special kinds of troops can have units of just one model for the most part as described in their own rules sections. There is no maximum size for a unit, though very large units will prove cumbersome and most players aim for units of around 20 close fighting infantry and 10 cavalry as this combines a degree of manoeuvrability with effective fighting power.

Most of our units take to the battlefield in serried ranks and are accustomed to move and fight as solid blocks. We refer to a line or block of infantry, cavalry or chariots as a **formed** unit because such troops are 'formed up' into a regular formation of one or more ranks. In Warhammer Ancient Battles games almost all infantry, cavalry and chariots fight in this way. It is the standard kind of unit and by far the best formation for fighting at close quarters.

Making a Formation

Formed units must be arranged into a block with one, two or more ranks all facing in the same direction. Each rank must contain the same number of models apart from the rearmost rank in cases where there are too few models to make a

complete rank. Formed units that have second and third ranks gain advantages in combat due to the weight of their ranks pressing forward, as described later in the rules.

Units of troops usually have a distinctive commander model to lead them. Often units will include a musician and standard bearer as well. It is usual to refer to these collectively as the unit's command models or commanders because they represent its senior staff and leaders. In a formed unit these are placed as near as possible to the middle of the unit.

In the vast majority of cases a unit consists of troops of the same type all armed and armoured in the same way – for example, it might be a unit of infantry armed with bows or a unit of cavalry carrying spears and shields. Even though these units may also include leaders, musicians, and standard bearer models, we allow these command models to fight exactly as if they were armed and armoured as the rest of their unit.

Some units combine differently armed or armoured troops into the same unit, for example, spearmen in the front rank and archers in the rear. These are unusual and exceptional troops and we shall not worry too much about them at this stage.

Chariots are formed units but they are treated somewhat differently to other formed units, especially in the case of light chariots which are permitted to move in looser formations. Chariots are unusual enough to merit their own rules section, so rather than worrying too much about them, we refer the reader to p114.



Infantry and Cavalry Order

We further divide all formed infantry and cavalry units into one of two types: **close order** troops and **open order** troops. These descriptions refer to their preferred mode of fighting. Close order troops like to close ranks and get stuck into hand-to-hand fighting. Open order troops prefer a more fluid style of warfare, allowing them to move and manoeuvre more easily.

Both types are arranged into formation in exactly the same way, so it's important to know what kinds of troops you command and what types your opponent has to oppose you. Most players will quickly come to recognise hard-fighting close order troops from mobile and often more lightly armed open order troops, but if there is room for doubt, make sure you are aware of which is which before the game begins.

Close Order is the default order type for all infantry units and all cavalry, and camel riders whose mounts are equipped with barding.

Open Order is the default order type for all other cavalry and camel riders, and for all chariots.

Formed units that do not conform to their default type are indicated in the various Warhammer Ancient Battles supplements and army lists. The most common exceptions are light infantry fighting in open order as noted below.

Many of the Warhammer Ancient Battles supplements and army lists define some troops as light troops – specifically as either **light infantry** or **light cavalry**. These are units that have the choice of either fighting as formed open order units or as skirmishers. See the Skirmishers section for more details about these on p75.

Units that Fall below Minimum Strength

If casualties reduce a formed unit to fewer than five models (including any characters that have joined its ranks) then it can no longer count as formed – it is simply too small. This means it loses all the advantages that normally accrue to formed units as explained throughout the rules. It must still be arranged into a formation – usually a line – it simply doesn't get any of the usual benefits for a formed unit.

Once units have fallen below minimum strength they lose formed status permanently. Such units cannot regain formed status even if joined by character models that bring their numbers back up to five or more.

Temporary Loss of Formation

Units can also lose their formation in some situations as discussed throughout the rules. The most common situation is if they **flee** – when every trooper runs as fast as he can away from the enemy in an attempt to save his own skin! A fleeing unit abandons all semblance of order and becomes a frightened mob of individuals. Needless to say, formed units that flee are formed no longer and lose the various benefits that normally accrue to formed units as described throughout the rules.

Skirmishers

There are some types of troops that don't fight as formed units. The most common examples are **skirmishers**. Skirmishing troops fight in a loose formation where models are spaced apart so that individuals have plenty of room to duck and dodge or to take the odd pace forwards as they throw javelins or the like. Most ancient armies include at least some skirmishers, and they form an important part of some armies as we shall discover. See Skirmishers on p75 for more about these.





Individual characters from the Roman and Celt armies.

An Elephant and crew model is counted as a group.

Individual Models

Some models represent individual characters such as the army's commander, senior officers and tribal chieftains. These can move and fight on their own and they are obviously not formed units as we have described them, but often a character will join a formed unit and becomes part of it.

Groups

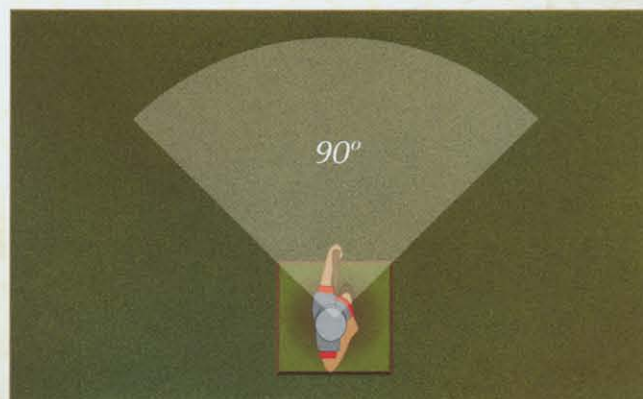
Other models represent engines of war such as stone throwing or bolt throwing artillery, scythed chariots and elephants. These have their own special rules and are not formed units as described above. Usually they operate on their own or in relatively small groups of two or three models.

FACING

All models are assumed to face directly forward from the front of their base. This is important because a model can only 'see' things that are in front of it, and we allow our troops to react only to enemy that are visible to them. In this sense when we talk about what a model can see, or what is visible, we are using the term in a specific and somewhat restricted sense. By 'see' we mean that troops are not only aware but able to react in a properly coordinated or coherent fashion as a body. This is important when it comes to shooting weapons or directing a charge against a foe, as well as for many other aspects of the game, as we shall discover.

A model is assumed to see within a 90 degree arc projected from the front edge of its base as shown in the diagram (right).

Obviously, a model's ability to see can sometimes be compromised by the terrain, by buildings, and by other models in front of it. If there is something in the way between the model and whatever he is looking at, then his line of sight may be blocked. For example, if one model is placed directly in front of another in the second rank of a formation then the model in the rear rank is unable to see at all because it is impossible to draw a line of sight from his front base edge without going through the model in front. Remember, it is not good enough to be able to draw line of sight from a corner of a model's base – it must be possible to see from the front edge as we have described. Sight can also be blocked by woods, hills or other units between the observer and his target, and in all cases such as this we must endeavour to make a judgement by positioning ourselves for a 'model's eye view' of the battlefield.





DICE

A number of ordinary six-sided dice will be required when playing. You will need at least ten and preferably something like 20 or 30. These are used to determine the results of fighting and shooting, and at various times to see if units flee away or otherwise behave in some random or unfortunate manner.

If your army includes artillery, you will also need a couple of special dice: the **Artillery dice** and **Scatter dice**. These are used to determine where artillery shots land. As both dice are only used by artillery pieces, we'll describe what these are and how they work later on in the Artillery section of the rules (p127).

Dice Notation

In the rules we often refer to an ordinary dice as a 'D6'. So when the text tells you to roll a D6, it simply means roll an ordinary dice to generate a score of between 1 and 6. When the text tells you to roll 2D6, this means roll two dice and add the scores together to get a result of between 2 and 12. Similarly, 3D6 is three dice added together, 4D6 is four dice added together and so on. Sometimes these results will be modified by a further number, for example, 2D6+1 is the score of two dice added together with 1 added, giving a result of 3-13. This short hand way of referring to dice saves space and constant explanation in the rules.

Re-rolls

During the course of play you will sometimes be allowed a 're-roll' – which means you can take a failed roll and roll it again. Think of this as a second chance! The important thing to remember with re-rolls is that you can only re-roll a failed result **once**. Even if two or more rules allow the same dice throw to be re-rolled, only one re-roll is ever permitted – you cannot re-roll a re-roll in any situation.

MEASUREMENT

You will need one or more tape measures marked in inches. These are used to measure distances for movement, shooting and in some other situations as described throughout the rules.

Note that the game utilises inches as a standard measurement – this being the unit most commonly understood by the writers and the vast majority of English speaking gamers. There is nothing wrong with using metric measurements if you prefer, in which case we would simply recommend doubling the indicated distances. This results in moves and ranges that are slightly shorter but not to any degree that affects game play.

Measuring Distances

In general, players are not allowed to measure distances except when and where the rules specifically require it. For example, players are not allowed to measure before declaring charges or nominating targets for missile weapons – in these cases it is necessary to estimate the ranges and, where the distances prove greater than the maximum permitted, charges will fail and shots will fall short of their aim.

When measuring the distance between two models always measure from the bases of the models and not from the models themselves. The actual models will vary enormously in their size and pose, but bases are of standard sizes as already explained.

Although it is only right and proper to take care to move models accurately, it is foolish to imagine it is possible to do so with absolute precision. Therefore it is only fair to check important or marginal measurements with your opponent and, if it really is a borderline case, the proper thing to do is 'roll a dice for it'.



Here the player measures from his model's base to the base of the enemy model.



THE MOST IMPORTANT RULE

We have tried very hard to provide comprehensive rules that are as clearly written as we can reasonably make them. Even so, in a game of such complexity and covering armies that are so diverse, it is impossible to describe every single eventuality and to provide all-encompassing rules. Sometimes a query will come up during a game and players may find themselves at loggerheads over how to apply a particular rule or, in some cases, where to find it in the book. The best thing to do in all these instances is for players to agree a suitable course of action and move on – you can always check up on a rule later or come up with a more considered interpretation ready for the next game.

The recommended and entirely fair way of resolving any contention is to allow the gods of chance to determine what happens – roll a dice to decide.

In situations where a measurement is either just in or just out, or in any other marginal position where a millimetre either way suddenly becomes critical, then it helps to smooth things along by rolling a dice to decide. This considerate approach enables the game to progress in an even-handed manner without any hard feeling on either side.

Most importantly of all – remember that we game to enjoy the company of our fellow enthusiasts as much as to enjoy the game itself. If we want to continue to take pleasure in our hobby then we must learn to take the odd defeat in our stride and not to strive for success at the expense of our opponent's enjoyment. Remember, a really great game is a game where all the participants have a good time – regardless of whether we find ourselves on the winning or losing side.



THE TURN

Battles are fought between two opposing sides – two armies pitting armed might and cunning against each other. The forces represented by the models are commanded by kings and generals. Their metal counterparts are commanded by you – the players.

In a real battle lots of things happen at once and it is practically impossible for anyone to tell exactly how the battle is progressing at any moment. The fortunes of each side may sway throughout the battle as one side charges and then the other: rival combatants roaring with fury and blood lust as they hurl themselves upon their foes. At the same time mighty war engines lob their cargoes of death towards cowering foes and clouds of arrows darken the turbulent skies.

In Warhammer Ancient Battles we represent the maelstrom of action in turns in a similar way to a game of chess or draughts. Each player takes one complete turn after the other; one player takes a turn, then his opponent takes a turn, and then the first player again, and so on until the battle is over.

Within the turn, actions are taken in a fixed order which we refer to as the **turn sequence**. Each turn is divided up into phases during which the player whose turn it is moves all of his units, shoots all of his missiles, resolves hand-to-hand combat, and so on.

Exceptions to the Sequence

There are exceptions to the general turn sequence when things are worked out as they occur rather than in a strict order. This is really a matter of common sense and convenience, and such occasions are noted throughout the rules where they occur.

THE TURN SEQUENCE

When it is your turn it is up to you to keep track of where you are in the turn sequence. If you forget, your opponent should be able to remind you. Each turn comprises four phases as follows. These are always completed in the order given, and all actions must be resolved before moving on to the next player's turn.

1. Start of the Turn

The rules often call upon a player to make tests or take actions 'at the start of the turn'. These are mostly Leadership (Ld) based tests as discussed in the various rules that follow, and they determine what the unit will do that turn.

2. Movement (p19)

During the Movement phase you may move your troops.

3. Shooting (p41)

During the Shooting phase you may fire any missile weapons.

4. Hand-to-hand Combat (p51)

During the Hand-to-Hand Combat phase, all troops engaged in hand-to-hand combat will fight. Note that this is an exception to the normal turn sequence in that both sides fight, not just the side whose turn it is.



Greek Hoplite

MOVEMENT



THE MOVEMENT PHASE

During the Movement phase, or Move phase if you prefer, you can move your forces about the battlefield. The Movement phase proceeds in a strict order as described below.

1. Declare Charges and Disengagements (p31)

If you want any of your troops to charge or disengage from combat you must declare this now at the very start of the Movement phase. Some troops have no choice when it comes to charging – they must charge if they can – charges must still be declared for these troops now. Once all charges are declared, the opposing player must announce how his units will respond.

2. Rally Fleeing Troops (p30)

If any of your troops are fleeing you may attempt to rally them now.

3. Compulsory Moves (p30)

Move all of your troops that are subject to a compulsory movement rule including any fleeing units that have failed to rally and any units that have successfully disengaged from combat. Units making a compulsory charge are moved along with other chargers in the following part of the phase.

4. Move Chargers (p32)

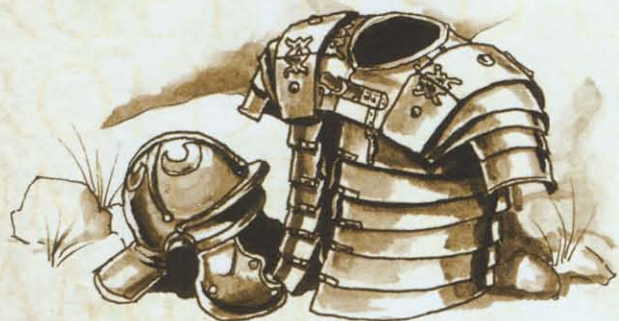
Move charging troops and make any further aligning moves and response moves resulting from charges.

5. Remaining Moves

Move the rest of your troops.



The rules for declaring and making charges, rallying, and compulsory moves all assume a basic understanding of the general rules for moving troops about the battlefield. Therefore we shall deal with these rules first and return to the specific procedures for charges, fleeing troops, and such-like later on. In the majority of cases all the rules for moving units also apply to units that are charging, fleeing, or making compulsory moves. Exceptions where special rules override the basic version are discussed later. If you already have a good understanding of the basics, and wish to look up or remind yourself of the rules for charges, fleeing troops, etc, go to the relevant sections of the rulebook as indicated on the Sequence chart.



MOVING TROOPS

Before we begin it is important to remind ourselves that we are playing a game using dramatically sculpted models upon scenic terrain that may be far from straight and level. In such a situation it is impractical to be mathematically precise when it comes to moving troops over the tabletop. The odd fraction of an inch will inevitably disappear as lines are neatened and precarious individuals edged carefully together. We must endeavour to be sanguine about these things and not worry ourselves too much over the inevitable imprecision – lest we drive ourselves mad! So that we may preserve both our sanity and our enjoyment of the game, it is suggested that, where a move is especially important, or where an exact measurement suddenly becomes critical to the outcome of the battle, it is sensible and polite to agree what you are doing with your opponent before moving units. Marginal cases should be put to a dice roll if that is the fairest thing to do.

The 1" Rule

To keep things as clear as practical, we have a simple principle that units are not permitted to move to within 1" of the enemy unless they are deliberately attempting to engage them. This is most likely to happen during a **charge**, when a unit moves into a fight, but it can also happen after combat when a unit **pursues** a defeated enemy, for example.

The 1" rule allows us to visibly separate units that are not fighting from those that are, and it also helps to give units a little room for manoeuvre in some situations.

Movement Rate

The basic movement rate is defined as the Movement (M) characteristic value of a model minus any reduction applied to represent the encumbering effects of armour as explained later. The value shown in army lists will usually be the unmodified characteristic value not taking into account any reduction for armour. This is because many troops have options to wear more or less armour and their basic movement rate may therefore vary.

During their own side's Movement phase each unit can move up to its basic movement rate in inches. For example, most warriors on foot will typically have a Movement value of 4 and may therefore move 4", whilst most mounted warriors have a Movement value of 8 and may move 8". This is the maximum distance that can be moved in each case – you can move a unit less if you wish or even not at all if that is your choice.

Some units may move further than their basic movement rate in some situations. For example, troops that are **marching** or **charging** can move 'at the double', ie, they can move up to double their basic movement distance. On the other hand, **fleeing** troops will move a variable distance depending on a dice throw. We will deal with these, and other, exceptions in due course.

There are also situations where units are not allowed to move at all. Units engaged in hand-to-hand fighting are not allowed to move unless they wish to **disengage** as described later. Units already in combat are otherwise obliged to stand toe-to-toe with their foe until one side is either destroyed or flees in defeat. There are some further exceptions to this rule, but once again these instances can be safely ignored for now.

Encumbrance Penalties

The chart opposite shows the appropriate reduction to the basic movement rate for different categories of armour. The more armour worn the greater the reduction – as you would naturally expect. Do not worry about the actual types of armour for the moment. The effect of various armours is explained later when it comes to shooting and fighting. A complete list of armour together with rules and encumbrance penalties is given on p95-98.

Note that carrying a buckler (a type of very small shield) does not count as a shield for these purposes, and no penalty is applied on account of it. Similarly, no penalty is applied to mounts protected by cloth barding as this is considered to be relatively light weight and unrestrictive.

For example, a Knight on horseback has a Movement (M) characteristic of 8 but suffers a penalty of -1" for his plate armour and shield, and a further -1" because his steed also has metal barding, giving him a basic movement rate of 6" and an 'at the double' rate of 12" for marches and charges.

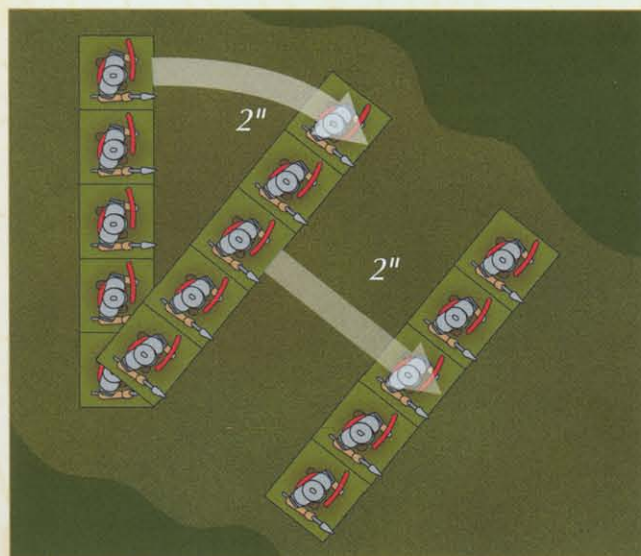


ARMOUR	MOVEMENT REDUCTION
• Shield only	None
• Light armour only	None
• Light armour and shield	None
• Heavy armour only	None
• Heavy armour and shield	-1"
• Cataphract armour with or without shield	-1"
• Partial or full plate armour with or without shield	-1"
• Lamellar or metal barding for mount	-1"

MANOEUVRES

Most of our troops move and fight in a tight formation of one or more ranks, forming a unit which we might like to think of as a battalion of infantry, a squadron of cavalry, or whatever antique equivalent best fits your choice of army! Some troops do fight in a less organised fashion as skirmishers – and we shall deal with these with their own special rules later in the section on **Skirmishers** p75.

When a unit moves it does so as a single body in formation – the various individuals that make up the unit are not free to wander about but must maintain their position in the unit's formation of ranks and files. This formation can move straight ahead as a body without any difficulty, but if it wishes to change direction or alter its formation it must make a manoeuvre. There are four types of manoeuvre permitted to our troops, these are: **wheel**, **about face**, **change formation**, and **reform**.



To avoid difficult terrain this infantry unit wheels 2" and then moves 2" forward, using a total move of 4".

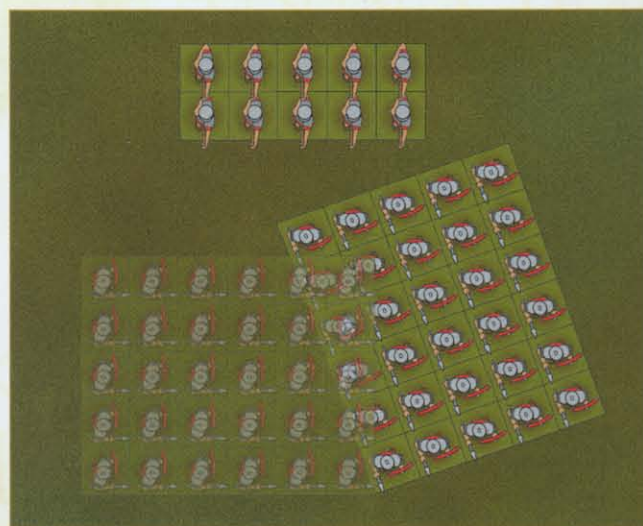
1. Wheel

The wheel allows our troops to change the direction the unit faces and is the most common manoeuvre on the battlefield. To execute a wheel one leading edge of the formation moves forward, pivoting upon the opposite front corner. The unit swings round rather in the fashion of a spoke in a wheel, as should be obvious enough if you look at the accompanying diagram below.

When a unit wheels, the entire formation counts as having moved as far as the model on the outer edge of the wheel. If the unit has any movement left after the wheel is complete then it can make use of it to continue moving if desired.

During normal movement a unit can wheel several times during its move so long as it has sufficient movement left. For example, a unit could wheel to its left, move straight ahead, and then wheel to its right if you wished.

If a unit is arranged into more than one rank, as will often be the case, we assume the second and all subsequent ranks follow the path of the first as they move. In practice most players will be happy to move the entire unit in one go, especially where large units are mounted onto a single large movement tray to facilitate this. However, bear in mind troopers in rear ranks are assumed to follow the front rank and pivot at the same point, as they would do in reality. The reason this becomes important is that when very deep formations pivot on their front corner, it may appear that the rear ranks swing wildly into the path of other units or intermingle with their formations: this is specifically forbidden in some situations, such as during a charge, so it is necessary to remember that rear ranks are always assumed to follow the path of the front rank even where it is practical to move the unit as if it were a rigid formation.



Here a unit appears to swing its rear ranks through the path of another unit. However, what actually happens is the rear ranks follow the path of the front rank, avoiding the other unit.



2. About Face

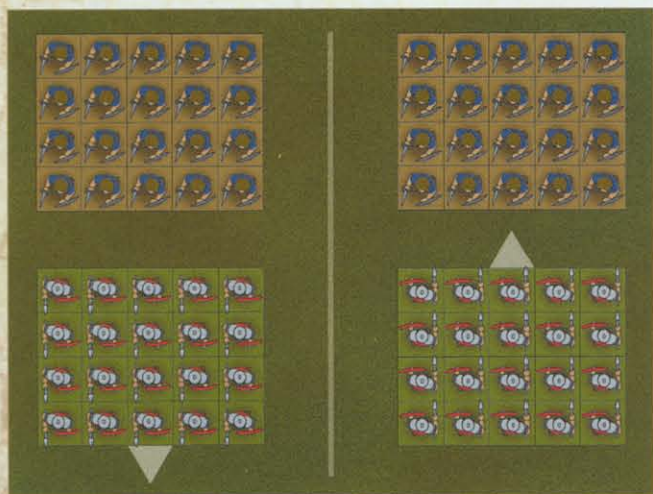
The about face manoeuvre won't be needed very often but it is very useful if your army becomes surrounded as it allows a unit to turn right round to face the rear.

To execute an about face move, simply take the unit and turn it through 180 degrees to face the opposite direction. Any command models including musicians and standard bearers are moved to the new front rank facing the opposite direction. Similarly, if the unit has different types of troops in different ranks, spearmen in the front and archers in the rear, for example, then the spearmen must be moved to the new front rank and the archers must move to the new rear rank.

It takes a unit a quarter of its available movement distance to execute an about face manoeuvre as described. For example, a unit with 4" movement must surrender 1" to about face, leaving 3" remaining for further movement.

A unit in open order is able to manoeuvre more quickly and adroitly. Therefore we allow such units to make up to two about face manoeuvres for free, for example, to turn away from the enemy, move a full move, and then turn to face their enemy once more. If such a unit wishes to make more than two such manoeuvres then it must give up a quarter of its movement to execute each additional manoeuvre as described above.

Although it might appear a unit pivots a huge distance to face about in this fashion, in fact the ranks have simply marched through each other in an orderly fashion so that those at the front are now at the rear and visa versa. In more modern armies this was sometimes accomplished company-by-company by what was called 'countermarching'. We shall not worry too much about the drill involved – suffice to say that ancient drill masters were doubtless every bit as effective, and most likely as popular, as their modern descendants.



The defending infantry unit completes an about face to avoid a rear charge from the enemy unit close by.

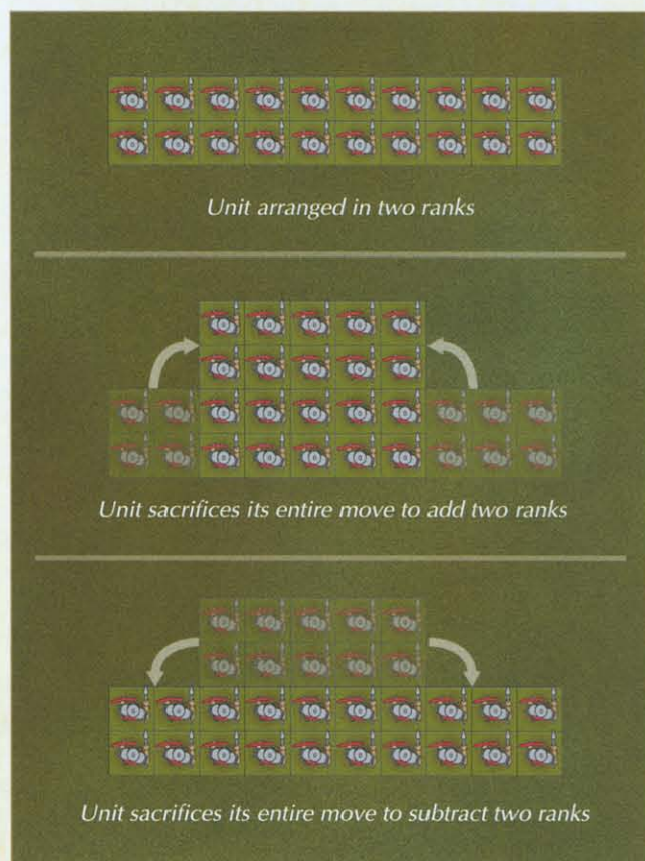
3. Change Formation

This manoeuvre allows a unit to either add to or reduce the number of ranks by rearranging models accordingly. This is occasionally useful either because of restrictive terrain that means a unit must reduce its width to affect a passage, or because a large unit has suffered so many casualties that it has become disproportionately lengthy whilst losing the benefit of supporting rear ranks.

A unit can add or deduct a rank from its formation by either redistributing models from a rear rank into the ranks in front, or taking models from the flanks to form a new rank behind. In all cases the new formation must be a proper formation with the same number of troops in each rank bar the rearmost which can always have fewer troops if there are insufficient models to fill it completely.

It takes a unit half of its available movement to add or deduct a single rank. A unit could potentially do this twice during its move, surrendering the entire move and adding two ranks, for example.

A unit in open order is able to manoeuvre more quickly and adroitly. Therefore we allow such units to add or deduct up to two ranks for free. If such a unit wishes to add or deduct more than two ranks then it must give up a half of its available movement to add or deduct each additional rank as described above.





4. Reform

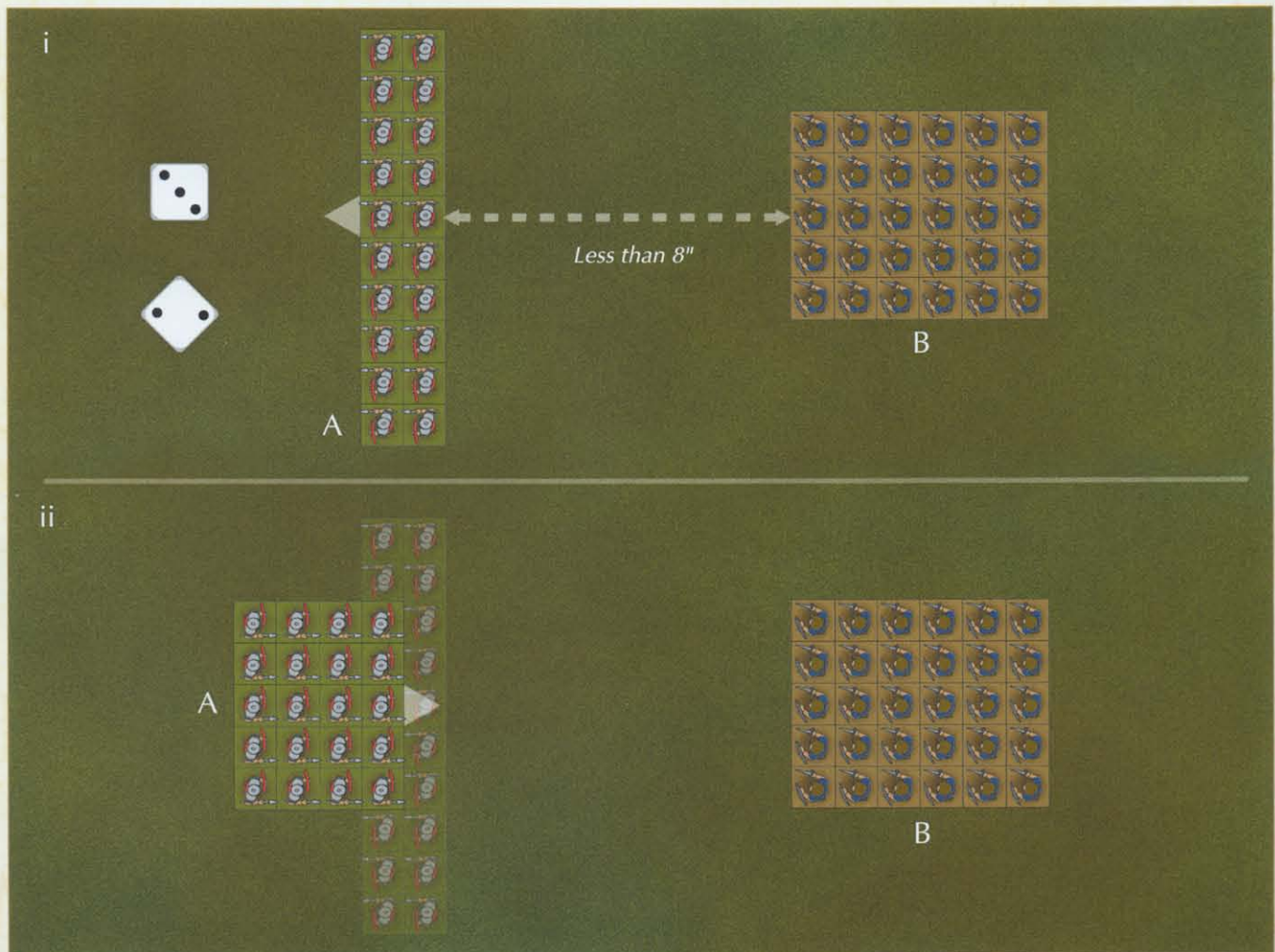
This is the most drastic manoeuvre of all, enabling a unit to change its formation and the direction it faces all at once. Because it is risky and takes all available movement to execute, it is not a manoeuvre that will be employed very often. However, it does allow a unit to face about to confront an incursion upon the army's flank, or to present a fighting front to a foe that has punched his way behind the battle lines.

A reform manoeuvre may only be attempted by units that include a musician model – representing a degree of cohesion and organisation consistent with the ability to perform such a complex task. Before executing the manoeuvre the player must take and pass a **Leadership test** for the unit. We shall describe the role of Leadership tests more fully later, for now it is only important to know that the higher a unit's Leadership (Ld) characteristic, the better chance it has of passing the test. If the test is passed, the unit can complete its reform manoeuvre. If the test is failed, the

unit cannot make its manoeuvre, cannot move further that Movement phase, and cannot shoot during the following Shooting phase either.

If there are enemy troops within 8" when the unit attempts to reform, the Leadership (Ld) value of the unit is reduced by -1 to represent the disarray and loss of cohesion in the face of impending disaster!

If successful the unit can adopt a new formation facing any direction so long as no individual model moves further than double the unit's normal movement rate. The centre of the unit's front rank must occupy the same point on the new formation as the original formation – ie, this point remains fixed although the unit may be facing a different direction of course. The unit must surrender its entire movement to reform and is not allowed to shoot in the following Shooting phase either, its troopers being assumed too busy to do so.



i) The defending unit (A) attempts a complete unit reform. The attacking unit (B) is within 8" of the defenders so this reduces the defender's Leadership value by 1, in this instance from 7 to 6. ii) The defenders pass the Leadership test so are able to reform. They spend their entire movement on reforming to face the attackers and create a unit four ranks deep, ready for combat!



THE EFFECT OF TERRAIN

This section provides practical rules for the effects of different kinds of terrain from hills, woods and waterways, to areas of cultivation, buildings and urban environments. Before we continue to discuss the rules themselves it is worth remembering that most players will choose to make their own scenery to stage their battles, resulting in all kinds of designs, shapes and sizes, making it necessary to adapt the rules that follow to suit the battlefield you have constructed. If you are playing a game on an unfamiliar tabletop, or if you are staging a game for guests, it is a good idea to make sure all players understand what kinds of terrain are represented and what rules will apply. Don't wait until a vital moment in the game to explain that a wood is impenetrable to your opponent's archers – make sure everyone understands any limitations at the beginning of the game.

Terrain Penalties

Players are entirely at liberty to apply whichever of the following terrain rules they wish to make use of, or to agree on the effects of particular features amongst themselves. So long as all concerned are agreed and understand what is represented by the model scenery, there is no need to be overly dogmatic about such things. With that in mind, let us look at the rules governing terrain.

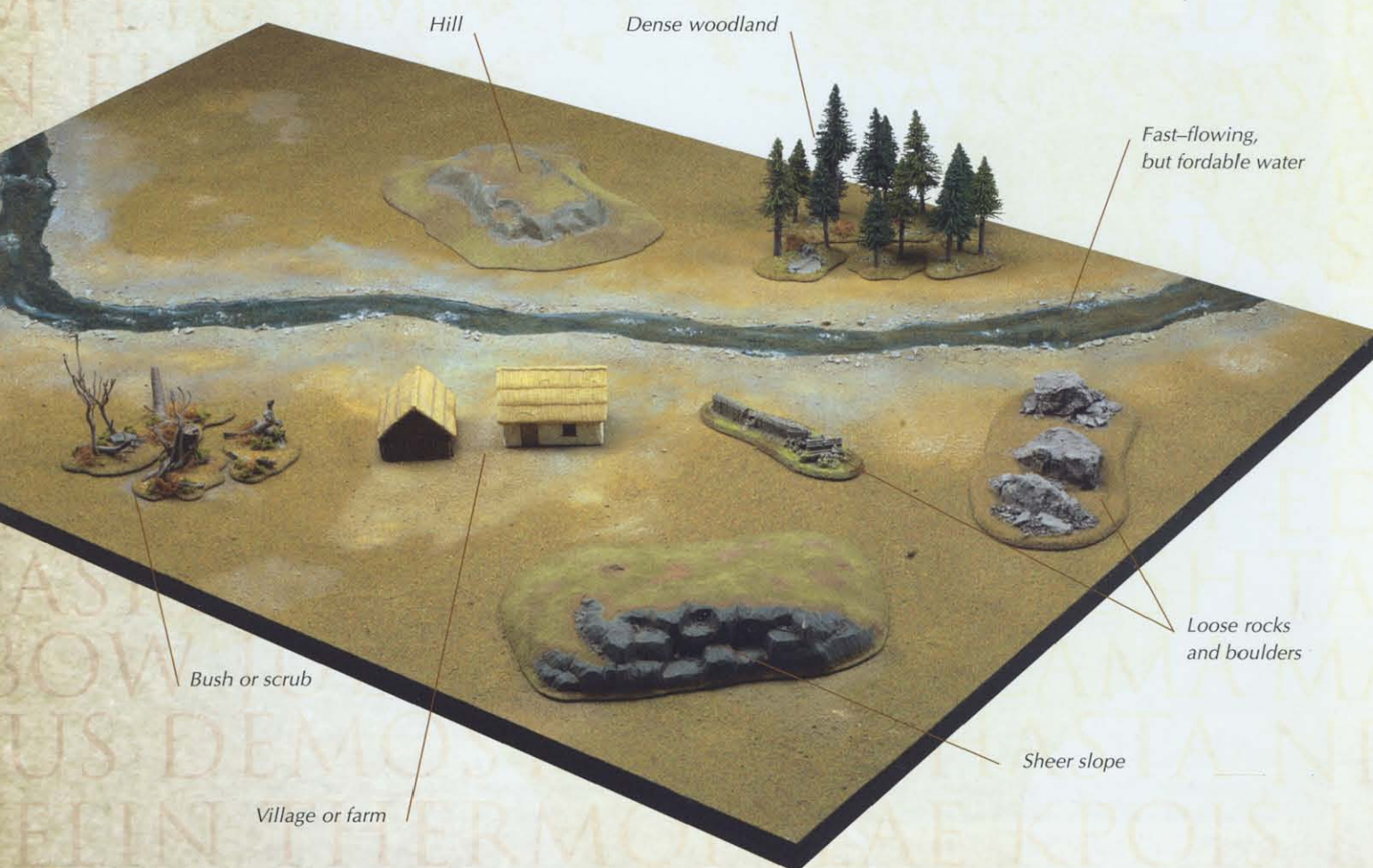
When troops move over terrain of various kinds their speed may be reduced. Usually this reduction takes the form of the unit moving at either half speed or quarter speed. If any part of a unit occupies restrictive terrain then the entire unit moves at either half or quarter speed so long as at least part of one model remains within the area covered by that type of terrain.

For example, a unit moves through a bog at half speed, so a unit with 4" of movement available moves only 2" through a bog – effectively each inch moved counts as 2".

If a unit travels part of its move through restrictive terrain and part over open ground then the penalty only applies to the part of the move spent moving through restrictive terrain.

For example, a unit with a move of 4" might move 1" through a bog, counting as 2", leaving 2" of unrestricted movement remaining.

In practice you may find units moving inconvenient fractions of an inch through restrictive terrain. In such cases all penalties are rounded up to the nearest half inch to save excessive wear and tear on the mathematical abilities of the players.





TYPES OF TERRAIN

There are three basic types of terrain: **difficult**, **very difficult**, and **impassable**. In addition, there is a further category of features which we refer to as **obstacles** and some specific rules that apply to unusual kinds of scenery that warrant special note at the appropriate point.

The basic ground of the battlefield is sometimes referred to as open ground, open terrain or easy going. Obviously, no special rules apply to open ground, but be aware that we shall sometimes employ the term in order to distinguish movement over impeding terrain from ordinary unhindered movement over open ground.

1. Difficult

Troops moving over difficult terrain do so at half speed – each 1" of movement counts as 2". The following are typical examples of what are normally considered to be difficult terrain:

- Bush, scrub, and other clinging vegetation
- Debris, ruins, and loose rocks or boulders
- Fords, streams, and other shallow water
- Marshes, bogs, and flooded or saturated ground
- Soft or loose sand
- Stairways, steps and ladders
- Steep, rocky, or treacherous slopes
- Woods
- Heavily cultivated areas including orchards, copses, and recently ploughed land.
- Generally built-up areas including villages, amongst farmstead, and such like.
- Hills are normally considered to be open ground with no terrain penalties, but some hills, or parts of hills, can be treated as steep or treacherous if you wish. To avoid confusion during the game any hills that are difficult ground must be clearly established as such before play begins – so take a moment to agree such things with your opponent at the start of the game.
- All roads and bridges are also considered to be open ground with no terrain penalties, unless the players agree otherwise. Shallow fords are usually considered difficult ground, but can be open ground if the players prefer. Once again, the important thing is to make such things clear before the game begins.

If desired, areas of settlement can be designated as passable only to troops in skirmish formation, thereby representing dense or urban areas. Battles do not usually take place amongst heavily built-up settlements, but we allow for this option should players feel the need.

Any area of difficult terrain can include pathways through it to allow unimpeded movement to troops arranged into a formation one model wide – ie, with the unit forming a long march column behind the model in front as described on p28. Such a unit can follow the route of indicated pathways and suffers no hindrance to its movement. In the case of an orchard or copse, trees are assumed to be spaced apart with numerous paths between, allowing units arranged as described to move through the entire area without penalty. Lightly built-up areas, scrubland, and ruined areas or debris could be treated exactly the same way if players wish to do so.

2. Very Difficult

Troops moving over very difficult terrain do so at quarter speed – each 1" of movement counts as 4". The following are typical examples of what are normally considered to be very difficult terrain:

- Dense wild woodland packed with briars and thorns
- Almost sheer slopes that must be ascended on hands and knees
- Fast flowing, treacherous, but still fordable water

These things don't normally play much of a part of the battlefield, but there will doubtless be occasions when players will want to make use of them.

3. Impassable

This one is quite easy – impassable terrain is simply impassable – troops may not move over it at all. Typical examples of such features are given below:

- Deep, fast-flowing, or otherwise unfordable water
- Impenetrable swamps
- Sheer cliffs

Some players prefer to treat all buildings of any significant size as impassable, especially where such models are fastened immovably to the gaming table or if they do not readily admit the placing of troops inside. Once again this is a matter for players to sort out for themselves, there is no right or wrong method, nor is it necessary to be entirely consistent in these affairs. A separate discussion of rules for buildings is included later on, being adjudged to be of interest only to especially ambitious players – see p133 for these.



4. Obstacles

Obstacles are things like hedges, fences, walls and ditches – ie, things that troops must clamber over to cross. Obstacles also include improvised barricades or lines of stakes deliberately placed on the battlefield to form obstructions. As well as forming barriers to movement, obstacles can also form defensive barriers affecting combat as described later. More substantial fortifications and prepared defences form much more formidable barriers and are dealt with separately in the section on Buildings and Fortifications on p133.

“The Spartans in their heavy armour could not press the pursuit...”

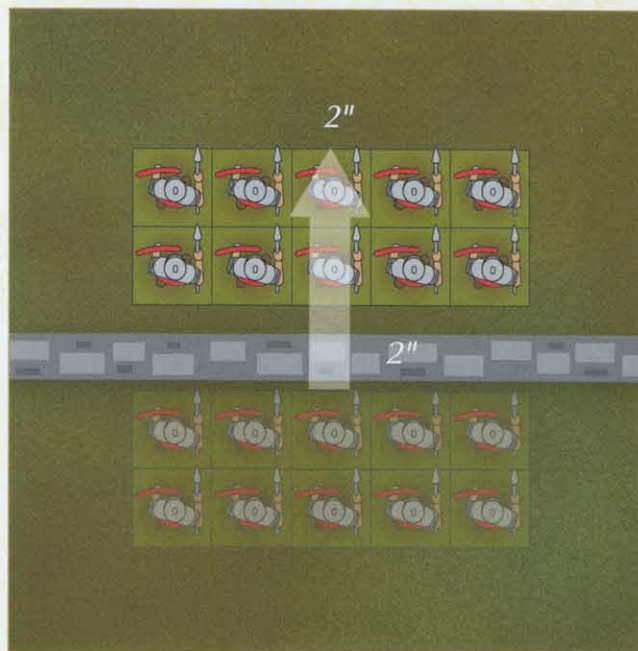
- Thucydides, The Peloponnesian War

It takes a warrior half of his available movement to cross an obstacle. So if a warrior has a move of 4", he must surrender 2" to cross a wall or ditch. If a warrior has insufficient movement left to cross an obstacle when he reaches it then he cannot cross - he will halt in front of it instead, losing any movement remaining. Note that a warrior with 4" of movement cannot 'half cross' an obstacle if he has 1" left – he halts in front of the obstacle and the remaining 1" is lost. This obliges troops to approach and cross obstacles at a steady pace.

Where a unit of troops several ranks deep is attempting to cross an obstacle then the penalty continues to apply to the whole unit whilst it is divided by the obstacle. In such a case, part of a unit will lie on one side of an obstacle and part on the other – this is perfectly acceptable even though the two parts are no longer touching. However, whilst straddling an obstacle in this way, a unit cannot claim its usual bonuses for its rear ranks or for being in close order – these bonuses are discussed later and mostly affect combat.

Most walls, field ditches, hedges and other day-to-day obstacles of this kind will have gateways or gaps to afford passage. If your scenery features gates they can be assumed to be open and represent no hindrance to passage if the players wish – make sure you establish such matters before the game begins. For the sake of convenience, all gates and such like are assumed to be at least 40mm wide, affording passage to two infantry side by side or a single cavalryman – once again it is recommended that players agree how wide such passages are before play begins as model terrain is likely to vary somewhat.

Bear in mind that the penalties for difficult and very difficult ground affect the speed of movement, whilst the penalty for crossing an obstacle is simply half of whatever movement is available. Thus a unit moving at half speed through a freshly irrigated field (difficult ground) would have its movement reduced from 4" to 2". If this unit were to cross a ditch in the same field, it must surrender half of its available move of 2" ie, it would give up 1", leaving 1" for further movement.



The unit has a basic move of 4". It spends 2" moving over a small wall and the remaining 2" moving forwards.

TERRAIN AND TROOP TYPES

Some troops are less effective at moving through difficult terrain, and the examples of chariots and artillery spring to mind immediately. We will deal with these rather unusual cases in their own rules sections on p114 and p123. Other troops are more effective at moving through woods and wild heath because they are operating in a loose formation and are able to move around patches of undergrowth or uneven ground.

The most common exceptions to the standard rules are open order and skirmishing infantry units, both of which are able to move through some kinds of terrain at their basic movement rate without penalty. Other exceptions are covered as part of the rules for skirmishing troops on p76.

Open order infantry units can move at their basic rate through difficult terrain without hindrance, and they can move through very difficult terrain at half speed rather than at the usual quarter speed. They are able to move over obstacles without suffering any penalty to their movement.

Note that open order infantry units moving at the double, for example when they march or charge, are not exempt from the usual penalties. When these units charge or march, they suffer the standard penalties to their movement over terrain and obstacles. Only movement at the basic rate is exempt.

Skirmishing infantry units have various special rules and these are covered in detail in their own section on p75. For now it is enough to know that skirmishing infantry follow the same rules as open order infantry as given above.



MARCHES

Troops that are somewhat removed from the fight are permitted to increase their movement rate by marching. This allows us to move reserves into place rapidly and helps prevent units getting stranded away from the fighting for too long.

Only units that include **musician** models are allowed to march in this way. The presence of a musician is representative of a degree of training and organisation that allows troops to be marshalled for rapid movement. Units without musicians cannot march.

Marching units are not prepared for combat – most likely they have shouldered their weapons and slung their shields across their backs to effect rapid progress. Because of this, troops are only allowed to march if there are no enemy units within 8" at the start of their move.

Some enemy units can be ignored for this purpose: fleeing units, which obviously offer no threat; artillery, similarly unlikely to spring upon the marching unit; and character models, which are only single models and may be assumed to pass unnoticed.

Cavalry and chariot units are also allowed to ignore units of enemy infantry. I.e, cavalry and chariots can march if there are units of infantry within 8" at the start of the move – it being assumed infantry units are too slow to pose any immediate threat to nimble horsemen.

Elephants, artillery, wagons and other large engines such as siege towers are not allowed to march. Note that camels are 'cavalry' as we have already discussed and are allowed to march as described.

March Rate

Marching units move 'at the double' i.e, at twice their normal rate. Although a unit may be unable to march if within 8" of the enemy at the start of their move, a marching unit is otherwise free to move within 8" of enemy as it moves. So long as it does not move closer than 1" of course, see p20.

A marching unit cannot manoeuvre other than to wheel in the normal fashion. In some instances units may be obliged to wheel – if marching along a curved road, for example.

A marching unit cannot move through difficult or very difficult terrain or cross obstacles, other than by pathways or gaps which facilitate unimpeded movement as noted under Terrain on p25.



March Column

As described above, a unit in any formation can march thereby doubling its move rate. A formed unit can march faster still by adopting a formation more suitable for rapid movement – this is called a **march column**. Troops in a march column at the start of their turn can make a **fast march** instead of a normal march, enabling them to move at triple rate, ie, three times as fast as their basic movement rate.

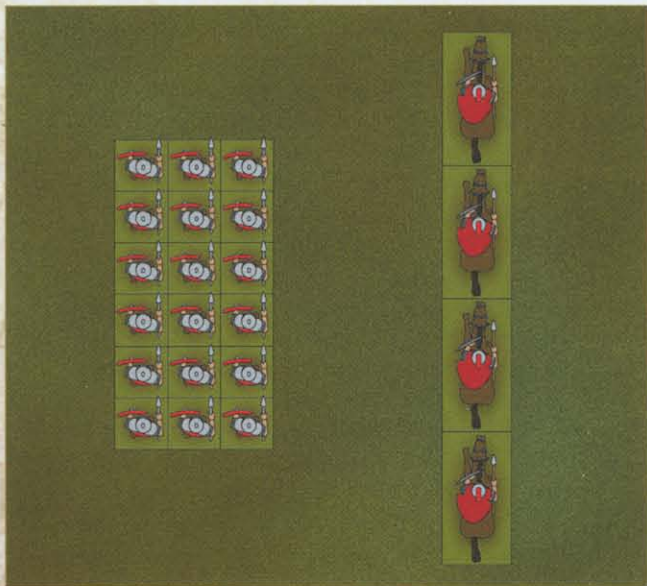
In the case of infantry and cavalry, a march column is a formation no more than three models wide and at least as many ranks deep as it is models wide. In the case of a chariot unit, a march column is a unit arranged into a formation one model wide with at least two ranks deep.

Note that light chariots arranged as a formed unit are allowed to form a march column. Units arranged into a dispersed group formation are not allowed to make a triple-speed march as they are moving as individuals rather than as a neatly ordered column. See the Chariot rules for a description of how these dispersed groups work (p115).

Troops are only allowed to make a fast march if there are no enemy units within 8" at the start of their move. In the case of a fast march there are no exceptions to this. Not even fleeing enemy can be ignored when fast marching. Other than this the same rules apply to fast marches as to marches.

A unit that is in a march column formation at the start of its turn is not allowed to declare a charge.

A unit that is charged whilst in march column is not allowed to respond with a countercharge where it would otherwise be allowed to do so (see Charge Responses p31).



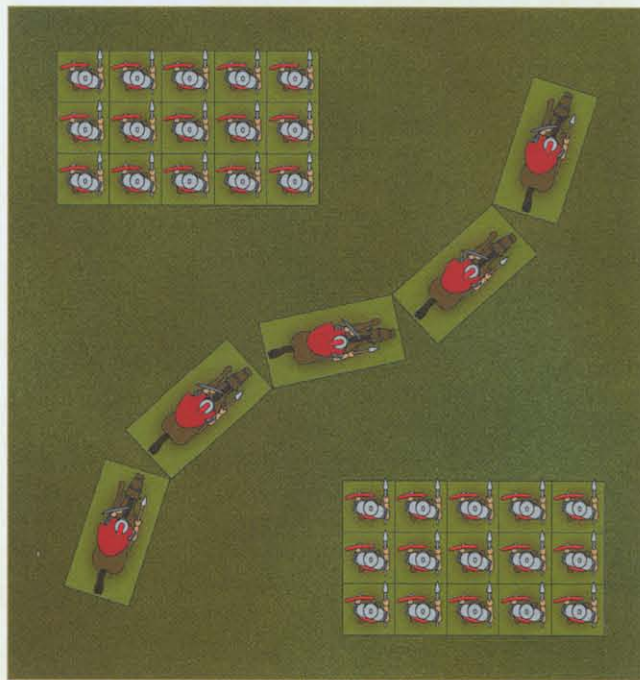
Here are two examples of marching formations – an infantry unit three columns wide and a cavalry unit of a single column.

Should the unit find itself in combat, its ill-preparedness will be a considerable hindrance and therefore rear rank models that would normally be entitled to fight because of their armament are not allowed to do so. See the Weapons and Armour section for details of such weapons on p87. Needless to say, players should be wary of deploying their units in march columns anywhere near the enemy, especially if you anticipate fighting any time soon!

A march column consisting of a long line one model wide can be arranged into a curving shape to move round buildings, other units, along paths or roads, or other situations as required. This kind of ‘snaking’ column isn’t a practical formation for fighting, but can be a useful way of threading small units of cavalry around obstructive terrain or through the army’s battle lines.

Marching Characters

We shall return to the rules for characters at a later point but it is worth saying a few words at this juncture. Individual character models are free to move unrestricted by ranks and files as are ordinary troops, so we shall allow them to march at **three times** their basic movement rate, ie, at what would be a fast march for units of troops. Obviously, we do not necessarily imagine our characters to be marching around on their own in formal fashion as that would be eccentric to say the least. Nor would we wish to oblige them to carry musical instruments to accompany their progress, as that might look somewhat incongruous. Rather we must picture them making haste in whatever fashion we deem appropriate to their physique and dignity. See the Characters section for more about these fellows on p79.



Here a cavalry unit ‘snakes’ between two units.



FLEEING

Our troops are only human and will occasionally remind us of this fact by turning tail and fleeing away from the enemy whereas we might prefer them to stand heroically and give of their best. The most common cause of such sorry behaviour is defeat in hand-to-hand combat, but troops can also flee if friends are defeated or destroyed nearby and in other circumstances where their nerve may be sorely tested. Troops can also choose to flee from an enemy charge rather than face up to them in a fight – sometimes this is the only sensible thing to do!

Fleeing units don't really have a formation – they form a disordered mass of individuals scrambling over and into each other in their attempts to escape. If it is convenient to do so arrange the fleeing unit into a rough square to represent this – but don't worry too much if your models are based in a manner that makes this impossible – just jumble the unit about a bit to make it look 'out of shape'.



There are two situations where troops are likely to begin to flee. The first is if they flee away when charged by an enemy – in which case their initial move will take place during the enemy player's turn as a charge reaction (see p31). The other case is if they fail a Leadership (Ld) test in some situations. A common example is if the unit panics as explained on p69.

Units that flee from a charge are moved immediately before the chargers. Units fleeing at other points during the turn will move as soon as their test is failed. This can happen at various times throughout the turn sequence. The fleeing unit's initial move is made as and when required.

Once a unit flees, it continues to flee in its own turn until it either leaves the table altogether or until it is rallied. Units that are already fleeing at the start of their Movement phase can attempt to rally at the beginning of the phase as described below. Units that fail to rally will continue to flee in the Compulsory Movement part of the phase.

Aside from attempting to rally, fleeing units cannot do anything but flee. They cannot shoot or fight and if charged by the enemy they can only respond by fleeing. They are not required to take any further tests for whatever reason; including Leadership (Ld) based tests that might otherwise cause them to flee, for example, Panic and Terror tests (see p69 and p101).

Fleeing units move a random distance determined by rolling dice every time the unit moves. If the unit has a basic movement rate of 6" or less, roll 2D6 to establish how far it flees. If a unit has a basic movement rate of more than 6", roll 3D6 to see how far it flees.

The result is the distance the unit moves irrespective of terrain or obstacles. No penalties for terrain or obstacles are ever applied to fleeing troops except that impenetrable terrain remains impenetrable. Fleeing units are just an unstable mob of scattered individuals, so we randomise their movement and allow them to flow through or around obstructive terrain as well as other units, as explained below.

Fleeing troops will usually take the most direct route towards the table edge, but they can move around friendly units, enemy units, and blocking terrain where necessary. Because they move as a mob, the models are simply moved individually around such obstacles without the need for manoeuvre.

Once units are fleeing, they must endeavour to leave the battlefield as swiftly as they can and by their own side's table edge if possible. If the route to their own table edge is blocked by enemy troops, they may attempt to leave via either side edge if this presents a more practical means of escape. They may not attempt to leave via the opposing side's edge in any circumstances.

Fleeing troops will only move towards enemy units if they have no other choice. They will try to move around enemies if they can. They will halt 1" away if their movement would otherwise take them into contact with enemy.

Fleeing units are removed from the battle in their entirety once any models have left the table. The unit is assumed to have scattered beyond hope of recovery at this point and it is therefore considered to have been destroyed.

Hector looked up, and saw him, and began to tremble. He no longer had the heart to stand his ground; he left the gate, and ran away in terror.

But the son of Peleus, counting on his speed, was after him in a flash. Light as a mountain hawk, the fastest thing on wings when he swoops in chase of a timid dove, Achilles started off in fast pursuit.

Homer, The Illiad

Troops Fleeing from Combat

Units that are broken in a fight will flee away from their enemy and will be destroyed completely if the victors pursue and catch them. This is described in the section on Hand-to-hand Combat (see p62).

Rallying Fleeing Units

A player can attempt to rally fleeing units in the allotted part of the Movement phase by taking and passing a **Rally test**. Successfully rallied units cease to flee. Rallied units will spend the rest of their turn reordering their ranks and preparing to fight but will be unable to move further, shoot or fight. To show that it has rallied, the unit is rearranged into a fighting formation facing whatever direction the player wishes – exactly as described for a reform manoeuvre. The unit is free to move and fight normally from the end of the turn.

If a unit comprises fewer than five models it cannot attempt to rally. No Rally test is permitted for such units. They will continue to flee until they leave the table or are destroyed by enemy action.

To take a Rally test, roll 2D6 and compare the result to the unit's Leadership value. If the dice score is equal to or less than the Leadership value then the unit has passed the test. If the dice score is greater than the Leadership value, the test is failed and the unit continues to flee in the Compulsory Movement part of the Movement phase.

If a unit has been reduced to half or less of its original number then it will be harder to rally successfully. Deduct -1 from the Leadership value of the unit when making a Rally test.

If there are one or more enemy units within 8" of the fleeing unit then it is harder to make a successful Rally test. Deduct -1 from the Leadership value of the fleeing unit in this situation. Enemy units that are also fleeing are ignored – only non-fleeing enemy are considered for these purposes.

COMPULSORY MOVES

Generally speaking, a player can move his troops how he wishes within the confines of the rules governing movement. However, sometimes troops go out of control for some reason. This could happen because warriors are overcome by timidity, or they might be disoriented or exhausted, or possibly they have become over-confident and aggressive. These troops are always moved before the rest of the army in what we call the **compulsory movement** part of the phase.

By far the most common type of compulsory movement occurs when units flee as described above. Such units will behave by attempting to leave the battle altogether, and the player has little or no control about what they do.

Other instances when troops are subject to a compulsory movement rule will crop up throughout the game rules. This includes **Special Rules** (see p99) that affect particular types of troops. For example, warbands of ill-disciplined barbarians will automatically surge forward towards the enemy in some situations. Compulsory moves encompass all obligatory moves that don't specifically take place out of the usual sequence. Note that a compulsory movement rule can also forbid movement altogether, for example, when units **rally** as described above.

Units that are bound by a compulsory movement rule must move as described and cannot move otherwise. Unless specifically permitted to do so as part of their compulsory move (as is the case with rallying units), the unit will be unable to change formation or make any other kind of manoeuvre even if otherwise stationary.

Sometimes troops are obliged to charge an enemy whether the player wishes them to do so or otherwise. In these cases, the charge must still be declared in the usual way, and the charge still takes place in the Charge section of the Movement phase. This is because all the rules that affect charges are specific to that phase – for example, the Crossing the Charge Path rule on p35. However, compulsory charges should always be worked out before other charges to reflect a sense of priority over ordinary charge moves.





CHARGE DECLARATIONS

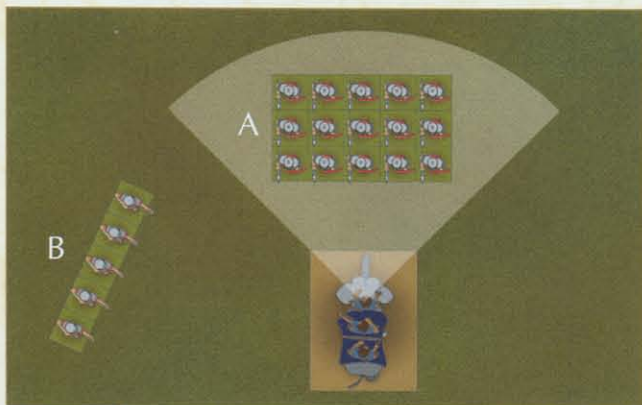
Before we look at the rules for moving chargers we shall explain the rules for how charges are declared and the various response options available to the enemy unit that is being charged. Some of these responses also involve further movement as we shall see.

Declare Charges

If you wish a unit to move into hand-to-hand fighting against an enemy then you must declare a charge at the start of your Movement phase. You must indicate which unit is going to charge and which enemy unit you wish it to attack. You may not measure the distance before declaring a charge but must rely upon your judgement to ensure your unit has sufficient movement to reach the enemy. Note there are some units that are obliged to charge in some situations, but don't worry about this for now; these units must still declare charges as described here.

A unit can only declare a charge against an enemy unit that is visible to at least one model in its formation. If an enemy unit cannot be seen then it cannot be charged either. It is not necessary for every model in the charging unit to see the enemy. If one model can see then the whole unit is assumed to be able to see too. As already described on p15, a model can see within an arc drawn from its front edge, and in the case of a formed unit, that arc will extend across the whole of the front rank as shown below.

If enemy units are positioned adjacent to each other in such a way that it is impossible to charge one unit without also contacting the other, then the charge must be declared against each and every unit that will be contacted. This will be obvious enough in most situations, and once you have played a few times, you will learn to recognise instances where this is likely to happen. Some examples of these situations are discussed later (Charges Against Multiple Targets, see p34).



An elephant charges against infantry unit (A). The infantry lie within the 90° arc of sight of the elephant, so it can see them to charge. However archer unit (B) is out of the sight arc so cannot be charged and is safe from the elephant!

CHARGE RESPONSES

Once you have declared all of your charges, the opposing player must declare how his charged units will respond. He must do this before making any measurements and before the charging units are moved. A charged unit can respond with one of the following actions: **hold**, **countercharge**, **stand & shoot**, **flee** and **fire & flee**.

1. Hold

The unit simply stands where it is and receives the charge at the halt – this will be the usual response of units that are not armed with missiles they can use before contact.

2. Countercharge

If a cavalry or light chariot unit is charged to the front by an enemy cavalry or light chariot unit that it can see then it can respond by a countercharge. Countercharges must be worked out at the same time as enemy charges so the rules for this are described along with those for charging (see Countercharges p39).

3. Stand & Shoot

If the charged unit is armed with missiles, and the chargers are more than half their charge distance away, the charged unit can shoot at the chargers as they advance into contact. Should the chargers be within half their charge distance of their target, the unit cannot shoot and will automatically hold instead. The rules for this are covered along with those for shooting (see Shooting p44).

4. Flee

The charged unit decides to flee away from the enemy rather than face them in a fight. This is rather a desperate thing to do as fleeing troops will tend to keep on going and are likely to leave the battlefield altogether!

Enemy units that declare a flee response to a charge are moved directly away from the charging enemy unit either 2D6" or 3D6" as described in the rules for fleeing troops (see Fleeing p62). If charged by several enemy units, the fleers will attempt to take a middle path that allows them to flee from all their chargers as equally as possible.

5. Fire & Flee

The unit attempts to shoot at the approaching enemy before fleeing away – combining the effect of both the stand & shoot and flee responses. Work out the shooting exactly as for a stand & shoot response. Once shooting has been calculated, the unit flees directly away from the enemy as for a flee response except that its move will be reduced because time has been spent preparing to shoot at the enemy. The unit will therefore roll one less dice than for a normal flee move, ie, either D6" or 2D6" rather than the usual 2D6" or 3D6".

CHARGES ON ENGAGED ENEMY

Sometimes a unit will want to charge an enemy unit that is already involved in a combat engagement. In such cases, a charge must still be declared, but there is no need for the charged unit to respond. Units engaged in combat are too busy to react to a charge and must simply remain where they are.

OVERLONG CHARGES

Players are supposed to declare charges against enemies they believe their troops can reach. If a player declares a charge that his opponent is confident is out of range then the charged unit can choose to ignore the declaration. In such a

case the 'charged' unit takes no account of the charging enemy what-so-ever. We allow this response to avoid situations where special rules otherwise oblige troops to behave in certain ways when charged and to discourage sharp players who might otherwise be tempted to make silly or unreasonably charges. Shame on you! However, if a unit ignores a charge and the charge is found to be within range, then the charged unit must take a Panic test before the chargers are moved. If the Panic test is passed, the unit is considered to have held its ground. If the Panic test is failed, the unit will flee as if it had declared a flee response. See Panic p69 for more about Panic tests and how they work.

CHARGES

All units that have declared a charge are moved once any compulsory movement is complete and before moving the rest of your army. If several units are charging, the player can decide which to move first. Bear in mind that charges, and for that matter all movement, would in reality happen all at once. It is obviously not practical for us to move all of our models at the same time, so for the sake of convenience we move units one after the other, leaving the simultaneous press of troops to our imaginations.

Charging troops move at the double, ie, at twice their basic movement rate, and they must make the usual deductions for terrain and crossing obstacles in most cases (see Terrain and Troop Types p26 for common exceptions).

For example – mounted knights have a movement rate of 6" and can therefore charge up to 12", ie, double their basic move. If such a unit were charging over a muddy field, it would move at half speed for difficult ground, reducing its move back to 6".

Before moving chargers, check that the target enemy unit has declared its response and either shot or fled away if required – see the section on Charge Responses p31.

To begin the charge, it is first necessary to measure to make sure the charger has sufficient movement to reach its target. As already explained, charges are declared prior to measuring. It is therefore possible to misjudge the distance and declare a charge upon an enemy who is too distant to reach. A charger can also be out of reach because the enemy has fled away as a charge response.

If the charging unit is unable to reach its declared target then the charge has **failed**. If a charge is failed, the charging unit is moved at its basic movement rate towards the intended target and then comes to a halt.

For example - a unit with a charge distance of 16" finds its enemy is 17" away and consequently the charge is failed. The unit therefore moves its basic movement rate of 8" towards the enemy and halts.



Crusader Knight



Moving into Contact

Assuming a charging unit has sufficient movement to reach its foe, it moves towards the intended target until they touch. Once the charger has touched the enemy, it has successfully charged. The charger is then aligned against the enemy as shown in the diagram below. This extra alignment move happens automatically and is free! It does not matter if the charger has already expended all of its available movement, so long as the charger can contact the enemy unit, the charge is deemed successful and the charger aligns to the target as shown below.

Manoeuvre during a Charge

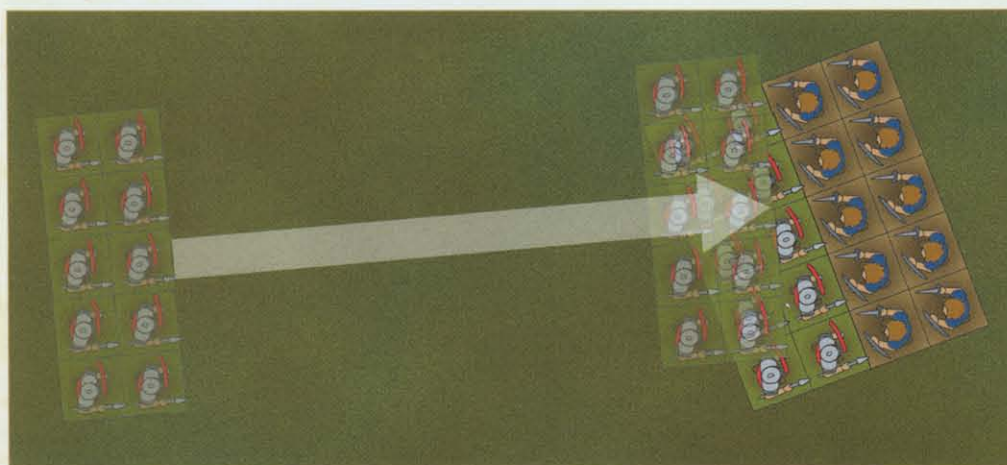
A charging unit is not allowed to manoeuvre during a charge, except that it can wheel at the start of its move in order to more directly face the enemy and therefore bring more models into contact as described in the following section.

Aside from any initial wheel, a charging unit cannot make any manoeuvres, cannot turn, and cannot change its formation. It simply moves straight forward towards the enemy. A notable exception to this rule is made for **drilled** troops, but these need not concern us for the moment. See the Special Rules section p106 for more about drilled troops.

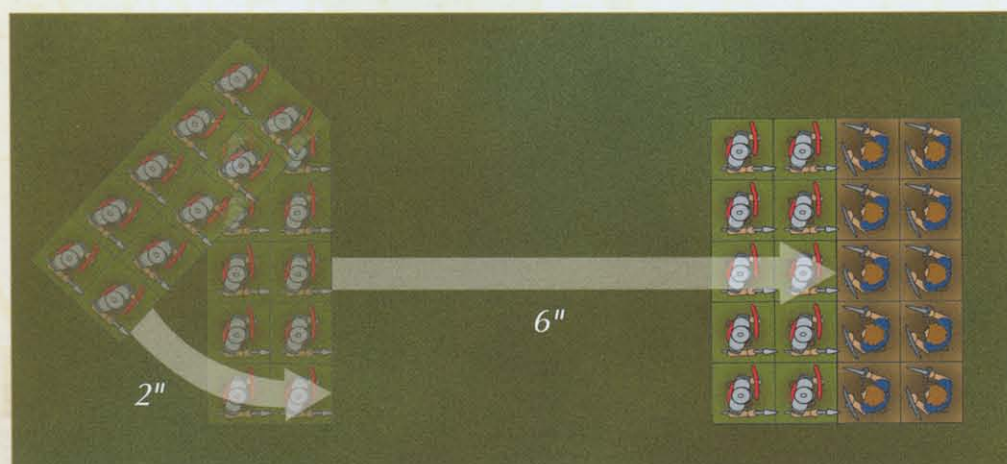
Maximising Contact

When a unit charges, the player must endeavour to get the greatest number of models from both sides touching base-to-base once the units align. These models will fight in the ensuing combat. Sometimes this can be achieved by moving straight forward into enemy ranks. Often, however, more models can be brought into contact by wheeling to face the enemy at the start of the charge. If it is possible to bring more models into touch by wheeling at the start of the charge then the unit **must** wheel along the lines shown in the diagram below.

Because the charger can only move up to its maximum permitted distance, the amount of movement available for this initial wheel will depend on how far the charger is from the target. This can be a bit fiddly to measure. The best approach is to take the model from the outside of the wheel and measure its move whilst leaving the rest of the unit in place. That way you can always go back and readjust the wheel slightly if required. Don't worry too much about trying to be exact. Remember the principle is that we are trying to get as many models into contact as possible.



Once the charging unit touches the enemy, it halts and is aligned against the enemy unit without any additional movement penalty.



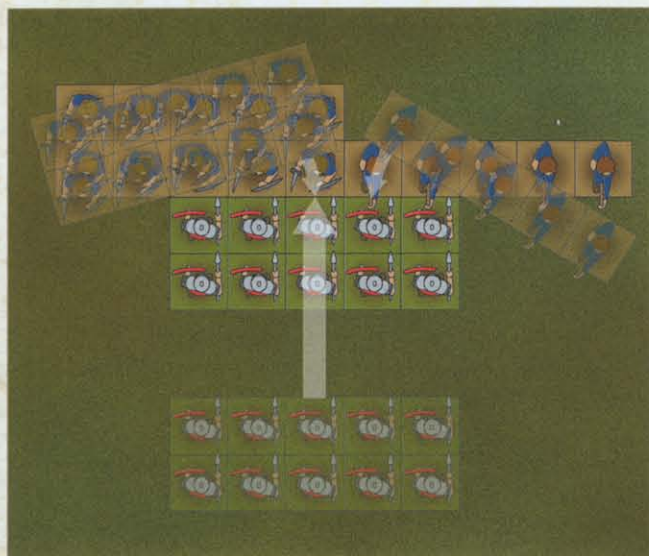
The charging unit wheels 2" so it is facing the enemy. It then charges 6" to make base contact with the enemy unit, completing the charge.



Charges against Multiple Targets

As we have already seen (Declare Charges p31) it can happen that charging one enemy unit results in several enemy units coming into contact. This can happen because two enemy units are arranged next to each other, for example, or it might happen as chargers attempt to align to their target.

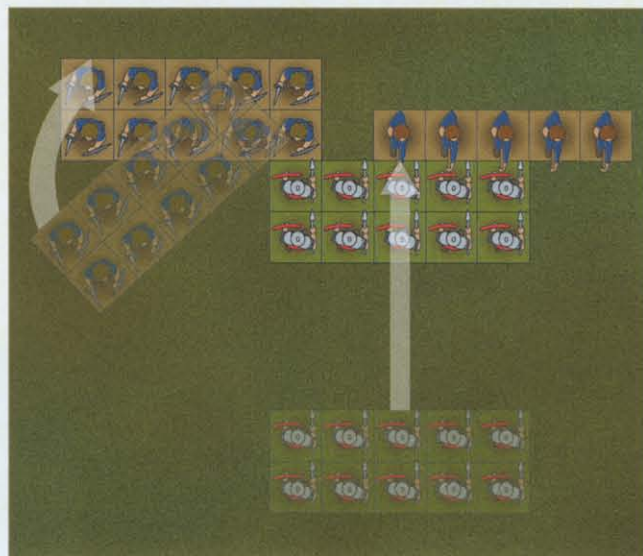
If a charge will inevitably result in contacting two or more enemy units then a charge must be declared against each of these units and each must make its own separate response. Each unit can make a different response if you wish. There is no obligation for all to react the same way just because they are charged by the same enemy.



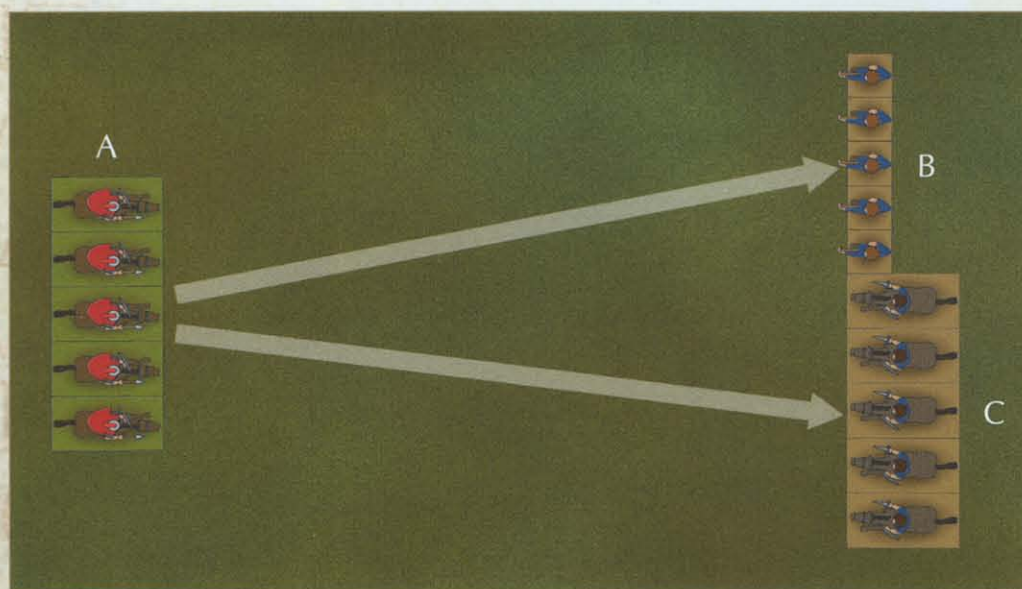
Chargers must maximise the number of models in contact with all enemy units they touch. This may require moving the charged units as shown here.

If several enemy units are arranged next to each other so that two or more enemy units are contacted by a charge, then the obligation to maximise contact extends to **all** the enemy units contacted in so far as this is possible.

Where several enemy units are contacted, it is quite likely that it will prove impossible to align exactly as described. If two enemy units are not arranged in a straight line, it will not be possible to align to both, for example. In these situations it is necessary to move all the charged units into alignment with the chargers in a mutually agreeable manner.



The chargers contact a second unit as they move into alignment – in this case the enemy unit is pivoted round to bring it properly into base-to-base contact.



The attacking cavalry unit (A) declares a charge on the enemy archers (B). But, as it will touch the enemy cavalry (C) as it maximises contact, it must also declare a charge against the cavalry (C).

Both enemy units must make a charge response.



Multiple Charges upon the Same Target

It can also happen that several units declare a charge against the same enemy unit or against different enemy units that are adjacent to each other. In both these cases, it is possible for more than one charger to contact the same enemy unit. The unit that is charged must make a single charge response. It cannot countercharge one enemy unit and flee from another, for example!

In these cases we should remember that charges would, in reality, happen at the same time, even though practicality dictates that we must move one unit after the other. If we were to move one unit first and maximise contact with the enemy as already described, this would leave less room for the second unit to contact.

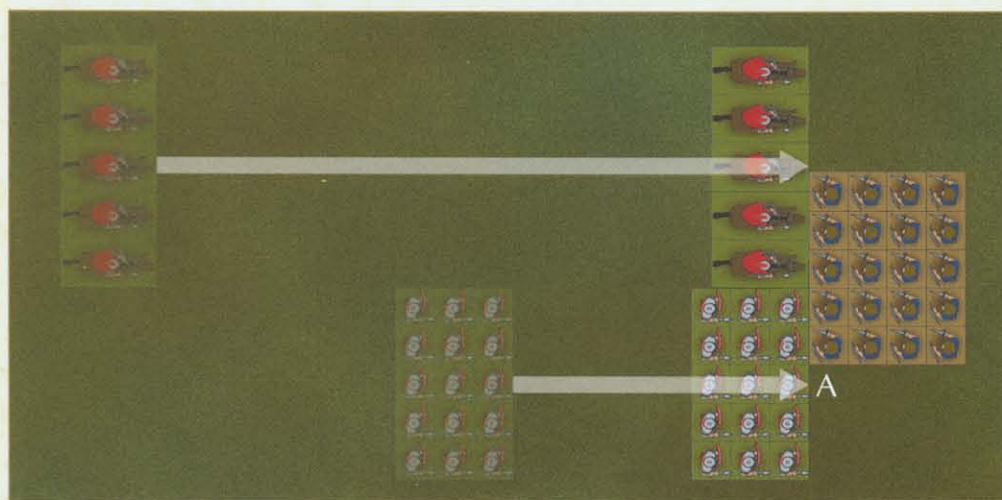
To compensate for this, chargers must endeavour to divide the target/s between them as near equally as is practical, whilst getting as many models into contact as they can from both units. This sometimes requires a little judgement and on occasions it will be possible to fulfil the basic requirement of the rule in more than one way.

Crossing the Charge Path

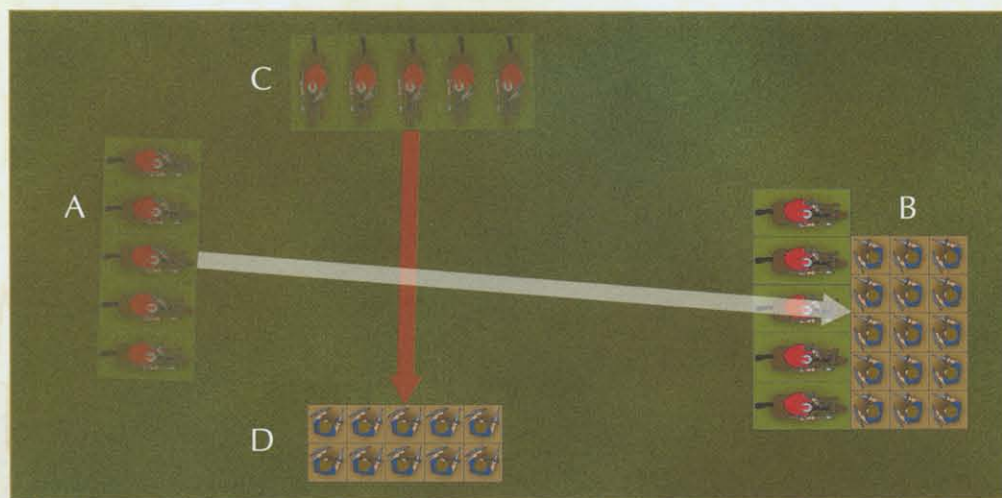
Although charging units are moved one at a time, we should recall that the movement of our armies is really a constant affair – reality is not broken into discrete turns and phases after all! It would obviously be impossible for two bodies of troops to occupy the same space at the same time, so we do not allow our charging units to cross paths as they move.

If any charging units would otherwise cross or move into each others' paths when they move, then the charges of all these units **fail** as already described. Because their charge fails, these units move forward towards the enemy at their basic movement rate, and they must halt immediately if they would otherwise touch or interpenetrate each other.

Bear in mind that this rule is only intended to prevent obviously silly situations where chargers would thunder into each other creating a humungous pile-up. Where two units are charging side-by-side against the same or adjacent targets, the chargers will divide the target between them as described above, rather than moving into each others' path as they attempt to maximise contact.



Two chargers strike a single unit. The defending unit faces two separate combats; one with three cavalry and another with three infantry, (A) as the corner of the models are touching, they are counted as being in contact.



In this example the attacking player declares only one charge. Unit A will charge the enemy unit B. The attacking player doesn't declare a charge for unit C into unit D, because he knows this charge line will cross the path of unit A's charge.



Charging an Enemy in the Flank

In the majority of cases, our troops will engage face-to-face, but occasionally a charger will have the opportunity to engage an enemy unit in its flank. This can be especially advantageous, potentially throwing the enemy into a panic as well as giving the attackers a bonus in combat. The rules for these things are covered separately (see Panic p72 and the Hand-to-hand Combat section p53). For now we will deal only with the rules governing when these moves are allowed.

We only permit a unit to charge into an enemy's flank if the chargers begin their move from a position at least partially **behind** their target's flank as explained below. If a charging unit begins its move entirely in front of its target then it **must** charge the front of the enemy formation and it is not allowed to charge the flank in any circumstances. This might mean a unit is unable to charge altogether – for example, if the enemy's frontage is already covered by another unit, or if a charger only has sufficient movement to reach a flank but is obliged to charge to the front.

All three of the attacking units are to the front of the target unit, so can only choose to charge against the unit's front. In this example the attacking player can only use two of his units to charge as there aren't enough troops in the enemy unit for all of his units to line up with.

In this example two of the attacking units are behind the target unit's front so they are able to declare flank charges, whilst the remaining attacking unit charges to the front.

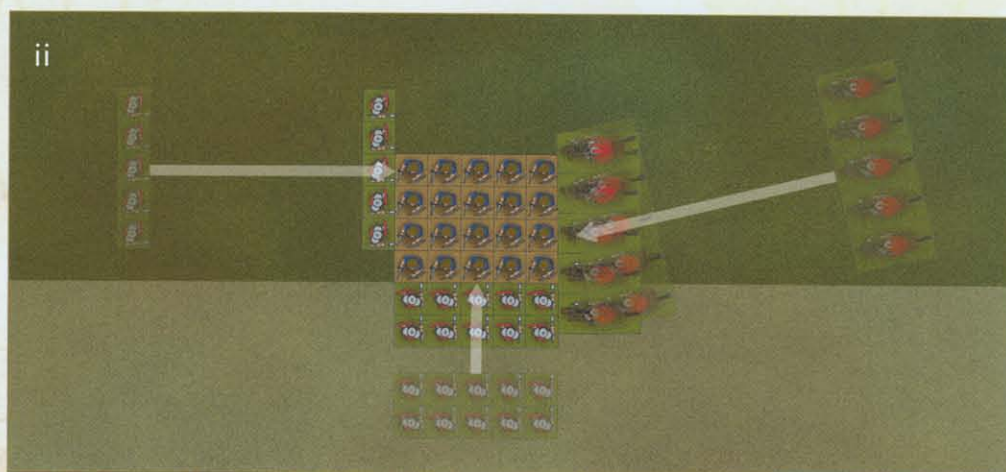
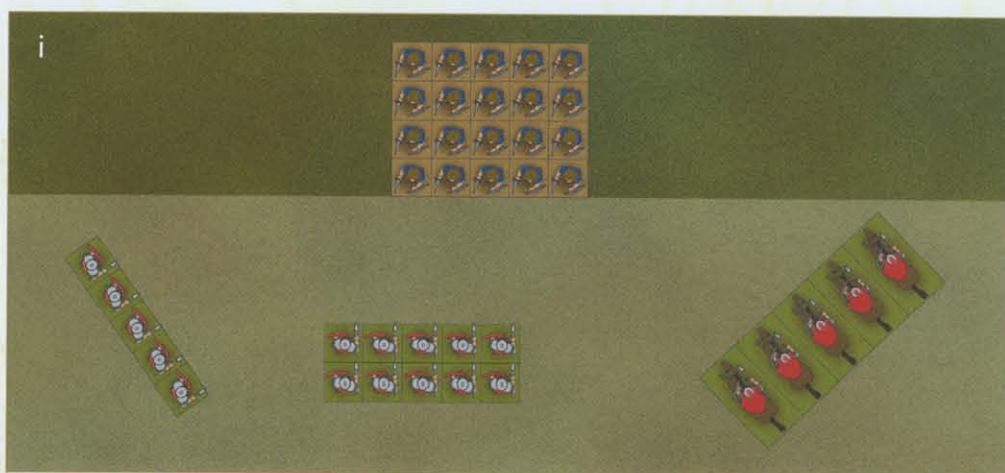
Diagram (i) below illustrates what we mean when we refer to a target's front and flank – a unit's front extends either side of its front rank in a straight line. All the enemy units shown lie to the front of the target and can only charge against the unit's front.

Units that charge an enemy to the front will automatically align to the front if they contact at a corner.

A unit is only allowed to charge an enemy's flank if it begins its charge move at least partially behind the target unit's frontage **and** if no part of the charging unit lies directly forward of the target unit as shown in diagram (ii). In this case the charger moves into the target's flank and is obliged to maximise contact against the flank in the usual way.

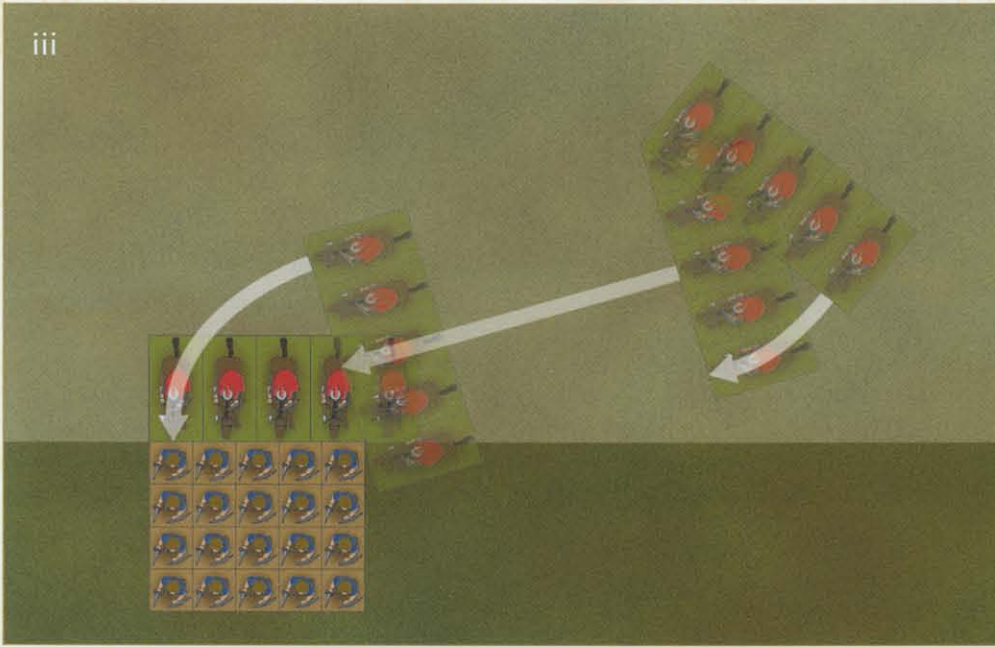
Charging an Enemy in the Rear

If you get right round an enemy formation you may have the chance to attack enemy units in the rear, as shown in diagram (iii). This doesn't require special rules – just treat the rear of the unit as you would the front for purposes of deciding whether the charge is to the rear or flank. Just like a charge in the flank, a charge in the rear can also throw an enemy into a panic with distressing results! See Panic p72.





iii



The attacking player's cavalry unit has manoeuvred around the target unit and now charges to the rear wreaking havoc!





Revealed Charges

If a unit declares a charge and its target elects to flee away, this is likely to result in the target moving beyond the reach of the charger. Sometimes a unit will flee from a charge exposing a further enemy unit that was deployed behind. A typical situation would be something like that shown in diagram (i).

In cases such as this, the newly exposed target is referred to as a **revealed** target. The charging unit is permitted to redirect its charge if it will contact the revealed target by charging straight forward once any initial wheel against the original target has been made, as shown in diagram (ii). In this situation the charge is not 'failed' and the chargers continue to move at double-rate towards the revealed target.

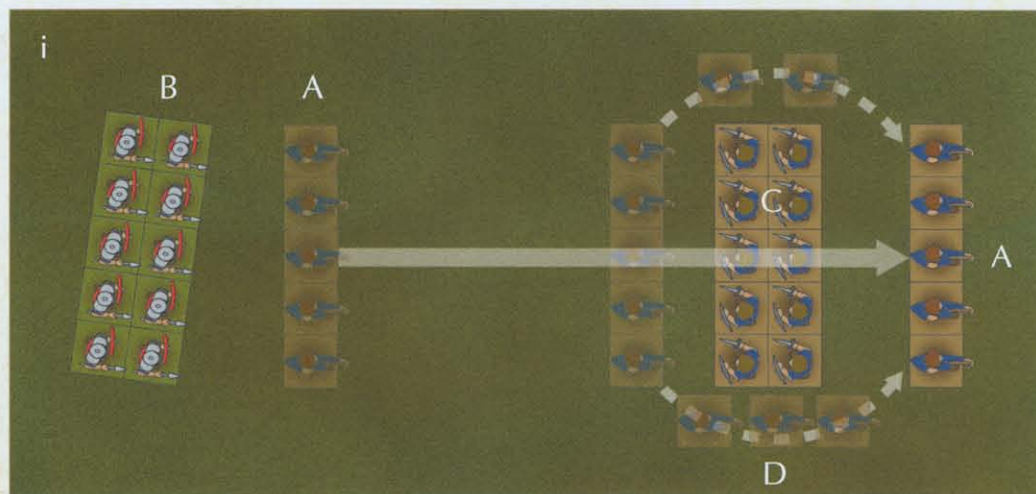
Treat the situation like a newly declared charge, except that the charging unit moves straight forward once it has made any obligatory wheel to maximise contact against the **original** target of the charge, as it was before fleeing away. The charger **does not** make a further wheel to maximise contact against the revealed target. This may result in only a portion of the two units coming into contact, depending on how much of the revealed target lies to the front of the charger.

Lastly, the revealed target is only allowed the options of either **fleeing** or **holding** – there being insufficient time remaining to shoot or take other actions.

The target unit (A) flees away from the charging unit (B), revealing another enemy unit (C).

Unit (A) is counted as fleeing straight through unit (C) for measuring purposes, but in practice the models manoeuvre around unit (C) as shown (D).

The chargers (A) can now redirect onto the revealed target (C) if the player wishes.



The original target (A) has now fled, revealing the second enemy unit (C).

The charging unit (B) declares that it will redirect its charge towards the revealed target. It first wheels to face where the original target (A) would have been, then charges straight forward into base contact with unit (C).





Countercharges

If a cavalry or light chariot unit is charged to its front by an enemy cavalry or light chariot unit then the charged unit can respond with a **countercharge**. Note that it is not possible to respond to an infantry charge in this way or to a charge from a mixture of cavalry and infantry units. A countercharge allows the unit to ride forward to meet the enemy on practically equal terms!

A countercharge can only be successfully mounted if the enemy charges from at least half their permitted charge distance away, ie, if the unit can charge 16" in total it can only be countercharged if the enemy are 8" or more away. If the chargers are closer than this, there is insufficient opportunity to mount an effective countercharge and the charged unit will hold instead.

Counterchargers are moved once it has been established that chargers can reach their target but before the charging unit is moved. The countercharger is moved half of its basic movement distance towards the chargers, wheeling at the start of the move where necessary in the same way as for a charge. The chargers then complete their move into contact as normal.

Counterchargers count as charging for all purposes except for deciding which unit strikes first. When it comes to deciding which unit goes first, chargers still have priority over counterchargers. This is still very useful for the counterchargers, as it means they will receive all appropriate bonuses in combat just as if they had charged.

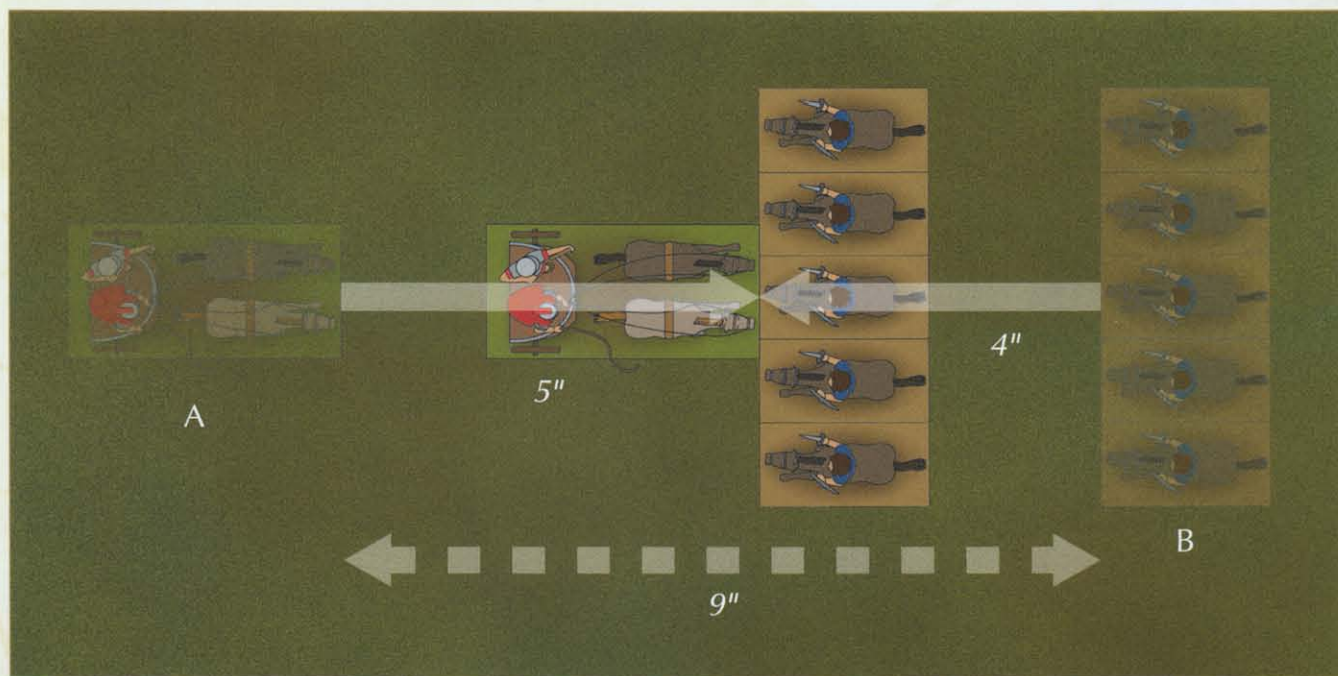
If a countercharge is impossible because of blocking terrain, units, or some other hindrance then the move is not permitted and the unit's charge response is assumed to be to hold instead.

If the unit that has declared a charge is found to be out of reach of the enemy then the countercharging unit is moved forward 1". No contact will ensue and the charge will fail as already described.

Note that there will be occasions where a charge is declared against two or more enemy units at the same time, one of which is able to countercharge whilst others cannot.

For example, if a unit of cavalry charges an enemy unit of archers and an enemy cavalry unit. The archers might respond with stand & shoot, whilst the cavalry might countercharge.

In such a situation, the archers would shoot before the chargers are moved (as described in the Shooting section p44) and the rival cavalry would then charge and countercharge as described above. The end result would be that the countercharging cavalry intercept the chargers before they contact the archers. The archers would not be contacted at all and would not have to fight in combat even though they have already shot. This is something to bear in mind when declaring charges, as countercharges can bring an intended charge up short of your preferred target.



The attacking chariot (A) declares a charge against the defending cavalry (B). The charge distance is 9" which is more than half of the chariot's full charge distance of 16". This allows the defending cavalry to countercharge half of their basic movement, in this case 4", towards the chariot which then charges 5" to meet the cavalry.



DISENGAGING

Units that are already engaged in hand-to-hand combat at the start of their turn cannot normally move, they must remain where they are and continue fighting in the Hand-to-hand Combat phase. However, we allow units to try to disengage from combat in some circumstances as explained in this section. It is assumed troops are taking advantage of a momentary lull in the fighting to withdraw in the face of their enemy. This requires nerve. Troops that fail to withdraw successfully will break and run instead, so this is not a matter to be taken lightly.

The value of this rule will only become apparent once you are familiar with the game as a whole, so do not worry if it all appears a little baffling on first encounter. It is a rule that can be safely ignored by anyone attempting to learn the game, and which can be introduced later on once players are good and ready.



Roman Legionary

Who can Disengage?

Units can attempt to disengage if they are fighting entirely to their front.

Units are not allowed to disengage if they are fighting enemy to more than one facing, to their front and side, for example. Such units are in no position to mount a successful disengagement and must fight on regardless.

Units are not allowed to disengage if they are fighting an enemy who contacted them as a result of a pursuit in the previous turn. In these cases neither side will have fought as yet, and it is necessary to resolve the fight in this turn to determine what happens next. The rules for pursuits and other aspects of combat are covered later, on p63.

Declare Disengagements

If you wish units to disengage from combat you must declare their intention of doing so at the start of the Movement phase at the same time as you declare charges. To show that the unit is disengaging, turn it around so that it faces away from the enemy. This turn is free and has no further effect on the unit's movement as described below.

Move Disengaging Units

Units that are disengaging are moved in the compulsory movement part of the Movement phase. Cavalry units that are disengaging from enemy units that are all slower than itself, can do so without making a test. In all other cases, before each unit moves, it must take a Leadership test to see if it disengages successfully. Roll 2D6 and add the scores together, if the result is equal to or less than the unit's Leadership (Ld) value the test is passed. If the result is greater than the unit's Leadership (Ld) value the test is failed.

If successful, the unit turns away from the enemy and moves at double rate directly away from the combat. No deduction is made to the unit's move on account of the turn, but the usual penalties apply for terrain and obstacles where present. The unit can make no other manoeuvres. Note that the unit will end its move with its back to the enemy.

If unsuccessful, the unit is deemed to have **broken** in combat, and **flees** from its enemy immediately as described in the Hand-to-hand Combat rules on p59.

If all of a unit's foes disengage successfully from combat then it can do nothing. The unit remains where it is ready to move, shoot and fight on like other units in their own turn.

If all of a unit's foes attempt to disengage but fail to do so and flee instead, then the unit can immediately pursue just as if the enemy had been beaten in hand-to-hand combat and broken. The rules for this are described in the Hand-to-hand Combat section on p62.



SHOOTING



THE SHOOTING PHASE

During the Shooting phase, you can shoot with any suitably armed troops against targets that are in range. Like the Movement phase, the Shooting phase also takes place in a specific sequence – although this is a fairly simple affair as illustrated below.

1. Nominate Targets (p42)

Begin by nominating which of your units will shoot at which enemy targets.

2. Artillery (p123)

If you wish to shoot with artillery pieces you must do so before other shooting. These are somewhat specialised weapons and for this reason the rules for them are given later in their own section.

3. Shoot (p44)

All remaining units shoot at their nominated targets. It doesn't really matter which order the units shoot in, but where several units are shooting at the same target you will find it convenient to work out all these shots before dealing with other targets.

4. Panic (p50)

Units that suffer a great many casualties from missile fire can potentially panic and flee. This is resolved once all shooting is complete.



The rules for shooting are covered in this section and apply equally to shooting that takes place outside of the Shooting phase, for example, as a reaction to charges. The rules for shooting artillery are covered elsewhere as these form exceptions to the basic rules and it's necessary to understand how basic shooting works before considering the effect of these powerful war machines.

TARGETS

At the start of the Shooting phase, you must begin by nominating which of your missile-armed units will shoot at which enemy targets. A unit can only nominate one enemy unit as a target, obeying the commands of its leader who is directing the shooters' fire. A unit is not allowed to divide its fire between different enemies.

Targets are nominated without measuring, relying upon the player's judgement to ensure that the enemy lies within range and sight of the shooters. Models that lie beyond range or out of sight of their target are unable to shoot that turn – their fire is wasted!



Mounted Mongolian archer

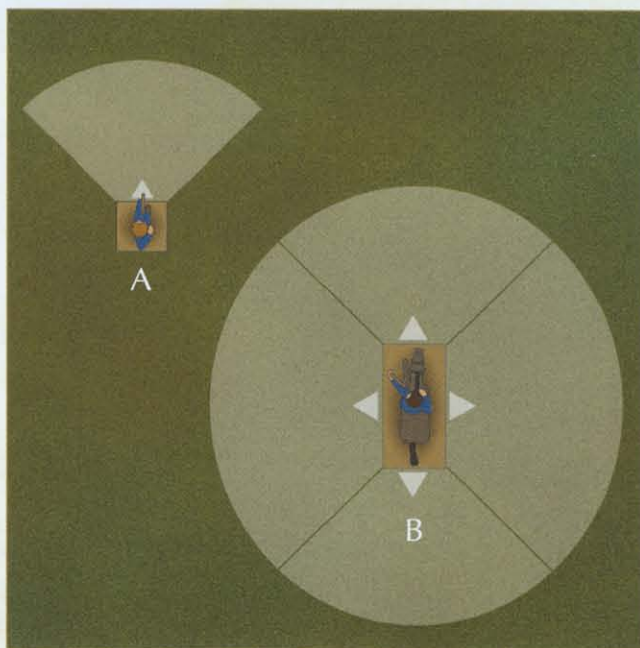
WHO CAN SHOOT

When a unit shoots, only individual models within range and able to see the target will actually fire. Models unable to see or whose weapons are out of range cannot shoot that turn. In most instances players will endeavour to bring all of their troops into sight and range of the target – but sometimes this is not possible and only a proportion of the troops in a unit will be able to shoot.

Target in Sight

We have already described what we mean when we talk about what a model can 'see' (p15). A shooter can see a target that lies within a 90 degree arc of sight projected from his front base edge as shown on the diagram below. During a game it is easy enough to picture this arc by simply imagining a line that bisects the corners of a model's base. However, some players like to use a set-square or cardboard template to help visualise a model's arc of sight and this is perfectly fine if that is preferred.

Cavalry models and troops mounted on elephants or in chariots are also allowed to shoot at targets that lie to their sides or rear – in these cases we assume warriors are able to face about momentarily to draw a bead on their enemy as they gallop past or even away from the target. These models are therefore allowed to see a target within a 90 degree arc of sight projected from **any** base edge as shown on the diagram below. Note that just because a model is assumed to be able to see a missile target all round, this doesn't also apply for other purposes, such as charging, for example. For all other purposes the model can only see to its front.



The archer (A) can only shoot within a 90° arc from the front of his base as shown, however the cavalry archer (B) can shoot within a 90° arc from any base edge.



Blocked Line of Sight

A shooter's line of sight, and therefore his shot, is blocked if there is anything between him and his intended target. Interposing scenery or other models on the tabletop will therefore block a model's line of sight as described below.

The easiest way of checking if a model can see another is to get down over the table and take a model's eye view. It is important to remember that a real battlefield is likely to have folds or dips in the ground and may well be obscured by mist or clouds of dust. It would be far harder for a real warrior to see what was happening on a real battlefield than it is for us to observe our relatively small, flat and perfectly lit wargames table. Positioned as best you can to make a judgement, the following rules are intended to guide you towards a decision.

The blocking effect of other models is easy to provide rules for and should present no problems or surprises. Troops of all kinds, friendly or unfriendly, block a model's line of sight. It is not possible to shoot through one model at another.

This means that if a missile armed infantry unit has two or more ranks of troops, those models positioned directly behind others will not be able to draw a line of sight because their front base edge is covered by models to their front. However, note that if armed with bows or darts they may still be allowed to shoot in some circumstances as explained.

When considering the effect of scenery, we must try to imagine our battlefield as real, with its contours, morning mists, or haze of dust. Picture the woodlands and hedgerows that obscure vision, the sudden fall of ground that hides your enemy, and distances that blur friend and foe. Towering over our miniature battlefield we are unaware of these things, but the troops represented by our miniatures are not so lucky. Just as their real-life counterparts are unable to see through hillsides or hedgerows, we must assume that our models cannot see beyond corresponding features on the tabletop and make a judgement accordingly.

Elevated Positions

Troops occupying elevated positions such as hills or the tops of buildings, can see to shoot over the heads of models on lower ground, over lower buildings, over woodlands and over intervening obstacles. We assume they can see over these lower features even if this is not obviously the case because the model terrain is especially tall or elaborate.

Troops that can see from elevated positions can conversely be seen, because they are stood in plain view, probably exposed clearly against the sky, and quite frankly asking to be shot down without mercy!

In the case of troops mounted on elephants, we also allow these to see over the heads of troops on the ground, although not over woodlands or buildings. These are likely to be taller than an elephant in reality, even where our model terrain suggests otherwise.

TERRAIN AND LINE OF SIGHT

Hills, buildings, and especially large boulders block sight over level ground. It is plainly impossible to see through an interposing hill or house, so we do not permit models to draw a line of sight through such features.

Walls and tall hedges are obstacles that also block sight over level ground. However, a model placed directly behind such an obstacle, ie, into touch, is assumed to have taken up a position where it can see and shoot over the top.

Such a model is assumed to expose at least part of his upper body to view regardless of the actual height of model warriors or terrain. He can both see to shoot and can be seen and shot at, although he will benefit from cover as explained in due course.

Wooded areas block line of sight through them if both shooter and target lie on opposite sides. The actual position of trees and undergrowth is not considered. We assume that the whole area of the wood presents a

dense mass of trees and tangle of undergrowth that largely obscures vision. For this reason, a model can see through a maximum of 2" of woodland either to draw a line of sight to a model within a wood, or where a model already within a wood is drawing line of sight to a target outside.

This enables models positioned close to the edge of a wood to see out; obviously they can be seen as well, but they benefit from cover as explained later.

Orchards, copses and areas of scattered ruins do not block line of sight because they are assumed to be largely open areas with numerous paths and lines of sight between trees or tumbling masonry. It is necessary to find some manner of distinguishing between such lightly wooded areas and proper dense woods, and between areas that are ruinous as opposed to buildings. This should not prove beyond the wit of all concerned, but where there is room for doubt, make sure such distinctions are clearly made at the start of the game.



RANGE

All missile weapons have a maximum range which is the greatest distance a model so armed is able to shoot. If the declared target lies beyond this maximum range then shots are presumed to miss automatically. If you have underestimated the distance when nominating targets, you may find some or all of your shooters are out of range.

For example. A unit of archers is equipped with short bows which have a range of 18". The player nominates the nearest enemy unit as a target. When it comes to checking the range he discovers the enemy are 19" away. His hail of arrows therefore falls short of the sneering enemy troops.

Bear in mind that it is common for some shooters in a unit to be within range whilst others are out of range or out of sight of the target. In these cases only those models that are within range and sight of the target can shoot and the remainder automatically miss. The chart below lists maximum ranges for common missile weapons. A comprehensive list and further rules can be found under Weapons and Armour p87.

WEAPON	MAXIMUM RANGE
Thrown Rocks or Stones	4"
Javelins	8"
Darts (loaded javelins)	12"
Handgun	18"
Light Crossbow	18"
Short Bow	18"
Sling	18"
Composite Bow	24"
Staff Sling	24"
Crossbow	30"
Longbow	30"

Missiles lose power and accuracy over distance so most weapon ranges are divided into **short range** and **long range**. Short range is up to half the maximum range of the weapon, and long range is between half and maximum range. Targets are harder to hit if they are at long range as described later. Some weapons forego this penalty, mostly because they have very short ranges such as javelins, as described in the Weapons and Armour section.

The exercise of the loaded javelins, called *martio-barbuli*, must not be omitted. Every soldier carries five of these javelins in the hollow of his shield. And thus the legionary soldiers seem to supply the place of archers, for they wound both the men and horses of the enemy before they come within reach of the common missile weapons.

Vegetius' *De Re Militari*

SHOOTING AND COMBAT

Troops engaged in hand-to-hand fighting are far too busily occupied to use missile weapons and therefore are not allowed to shoot. Units engaged in combat will instead fight in the hand-to-hand combat part of the turn as explained in that section of the rules.

Shooting at Engaged Troops

On occasion players may wish to shoot at targets that are engaged in hand-to-hand combat. This is permitted – but generally recommended as you are as likely to hit your own troops as the enemy. Bear in mind that troops engaged in combat are taking part in a vast swirling *mêlée* where warriors become readily intermixed and the battle lines ebb and flow in tumultuous fashion!

If you insist on shooting at troops engaged in hand-to-hand fighting, then all hits scored must be divided as equally as possible between **both** sides. Odd hits can be randomly allocated by rolling dice to determine which side is hit (for example, 1, 2 or 3 you are hit and 4, 5 or 6 the enemy).

Shooting at Chargers

As we have already described in the rules for charges, a unit that has been charged can **stand & shoot** or **fire & flee** in response. These units shoot out of the normal turn sequence, in the other side's Movement phase before chargers are moved.

Units electing to stand & shoot or fire & flee can only shoot if the chargers begin their move **at least half** of their permitted movement distance away. If the chargers begin their move closer than this then the shooters do not have time to launch their missiles.

Units electing to stand & shoot or fire & flee can only shoot from the facing that the chargers will contact. If the shooters are not able to shoot from that facing, then they cannot stand & shoot or fire & flee. For example, a unit of infantry archers is unable to shoot if charged in the back.

If a unit that has declared a shooting response is found to be unable to shoot then it will hold instead if attempting to stand & shoot. If trying to fire & flee the unit foregoes its shooting and flees as described for a fire & flee response. Usually it will be obvious whether the charger is within or beyond half a move away. In some other cases it will be necessary to measure and work out whether shooters are allowed to fire.

Regardless of the range of the weapons employed, all shooting at charging targets is assumed to take place at **short range**. However, we impose a penalty on the firers because of the unnerving effect of having your enemies pounding determinedly towards you weapons in hand. Models shooting at chargers therefore suffer a -1 penalty on dice rolled to score hits. The rules for scoring hits and working out their effect are covered later – for now it is sufficient to know that shooters are less likely to hit their targets when said targets are charging menacingly in their direction.



There is one more thing that is worth mentioning at this point. When shooting at a charging unit, it is possible that your aim is so good and missiles so deadly that inordinate numbers of the foe fall dead before your feet. If enough casualties are suffered, it is possible for the chargers to panic and flee away without ever initiating hand-to-hand fighting. This joyous possibility is covered by the rules for panic on p72.

MASSED MISSILES

This rule applies to infantry and cavalry armed with bows, short bows, longbows or darts and allows models in rear ranks to shoot over the heads of their comrades in front in some circumstances. Troops armed with other kinds of missile weapon cannot use the massed missiles rule unless they are shooting from elevated positions as noted below.

Assuming that shooters in the front rank can shoot, models behind them in second, third, and subsequent ranks are also allowed to shoot at the same target. Although unable to see the target, we assume they are trained to shoot into the air so that their missiles rain down upon the enemy as directed by their leaders.

Infantry and cavalry units armed with bows, short bows, longbows or darts are allowed to use mass missiles. Units armed with bows, short bows or longbows must remain stationary in their Movement phase to use mass missiles in their Shooting phase – archers that move cannot use mass missile fire. Troops armed with darts are allowed to move and shoot with massed missiles as they would throw their weapons as they advanced. Note that although shooters do not have to be able to see their target, they must still be in range of it. If a model at the rear of a formation is out of range, it cannot shoot even if the model in front is within range.

Troops otherwise entitled to do so can use mass missiles when they stand & shoot against an enemy charger, but not if they fire & flee.

Troops in woods cannot employ massed missiles for reasons that should be self evident.

When using massed missiles the number of shooters from the rear ranks is halved and rounded down when working out how many models are shooting. For example, if five models are shooting from the front rank and five from the rear rank, this counts as five (from the front rank) plus two (from the rear rank) for seven shooters in total. This takes into the account the reduction in accuracy from troops who are shooting blind.

Some armies have units that combine archers with troops armed only with close combat weapons into the same unit. Generally speaking the archers are arranged into the rear most ranks and the other troops into the forward ranks. In such a case, the archers at the rear can use mass missiles so long as the models at the front have line of sight to the target. See the rules for Combined Formations p105.

Massed Missiles from Elevated Positions

If a unit of missile armed troops is arranged on the slope of a hillside, models in the rearward ranks will be able to see over the heads of the ranks in front of them. This is because models on high ground are allowed to look over models on lower ground as explained in the section on elevated positions p43.

Regardless of what kind of missile weapons they are armed with, infantry and cavalry units positioned in this way can employ massed missiles as described above if rearward ranks are able to see the target over the heads of the ranks in front.





TO HIT MODIFIERS

Shooting isn't simply a matter of pointing your weapon at the enemy and letting fly. Factors other than the shooter's skill affect the chance of scoring a hit. For example, it is harder to hit a target that is farther away or sheltering behind cover. To take account of this we have the following modifiers. These modifiers apply to the dice rolled, so a +1 modifier makes it easier to hit – you add +1 to the dice, whilst a -1 modifier makes it harder to hit. All modifiers are cumulative – so add all the modifiers that apply together. For example, a skirmisher target at long range is -2 to hit in total, so a shooter with BS of 3 would require rolls of 6 to hit.

+1 Shooting at a Large Target

A large target is anything that in real life would stand over approximately 10 feet tall or which is especially bulky. Elephants are large targets, for example, whilst the vast majority of other troops are not. Cavalry models and chariots are not considered to be large targets. Big artillery pieces are usually large targets, as would be various types of siege machinery and constructions such as buildings, although such things won't concern us a great deal.

-1 Shooting whilst Moving

If the shooter moved during the Movement phase then his chance of hitting is reduced. Even manoeuvres such as an about turn or formation change are enough to reduce concentration and so counts as movement.

-1 Shooting at a Charging Enemy

If troops elect to stand & shoot, or fire & flee, when charged by an enemy unit, then their chance of hitting is reduced. Their aim may be distracted or their shooting hurried as missile weapons are hastily cast aside and swords drawn at the last moment.

-1 Shooting at Long Range

If a target lies at over half the maximum range of the shooters, they are less likely to hit. Sometimes you will find some shooters are within short range and some are at long range. Where this is the case, you will have to roll two batches of dice – those for short range and those for long range with the modifier.



-1 Shooting at a Character Model

If the target is a man-sized character model either on foot or horseback then this penalty applies. See the section on Characters for a complete explanation of rules regarding shooting and characters.

-1 Shooting at Skirmish Formation

This penalty applies when shooting at any unit in skirmishing formation. Skirmishing units are difficult to hit as individual men are dispersed over an area and easily able to see and dodge or parry incoming missiles. See the section on Skirmishers for a complete explanation of rules applying to them.

-1 Shooting at a Moving Light Chariot

Light chariots move quickly, making it quite hard to hit them with missile fire. Therefore, this penalty applies when shooting at a light chariot unit that moved in its own turn – ie, in the previous turn. Note that this penalty doesn't apply when shooting at lumbering heavy or scythed chariots as described later, or when shooting at wagons and similar things such as wheeled war-machines and carts, and it doesn't apply if a light chariot unit is shot before it has taken a turn at the start of the game – as it won't have moved previously!

-1 Target is Behind Soft Cover

This penalty applies if your target is sheltering behind or within soft cover as discussed elsewhere. Note that soft cover typically includes all vegetation such as woodland and copses, orchards and hedgerows – ie, many of the common features on a battlefield.

-2 Target is Behind Hard Cover

This penalty applies if your target is sheltering behind or within hard cover as discussed elsewhere. Hard cover includes things like walls and buildings as well as most formal defence works.

For example: Ten archers are shooting with short bows. They have a BS of 3 and their targets are 10" away – ie, at long range with their short bows which have a maximum range of 18". Their target is sheltering within a copse – which counts as soft cover. With a BS of 3 the archers need 4s to hit, but with a -1 modifier for long range and 1 modifier for soft cover this is reduced to a 6. So ten dice are rolled and let's say they score 1, 2, 2, 3, 4, 4, 4, 5, 6 and 6 which equals two hits.



HITTING THE TARGET

The chance of a shooter scoring a hit on his target depends on his Ballistic Skill (BS). The higher the individual's BS, the greater his chance of hitting.

To determine whether a hit is scored, the player rolls a D6 for every model shooting. Count how many models in the unit are shooting and roll that number of dice. It is easier to roll all the dice at once, although you don't have to do so. If you have lots of models shooting, it may be more convenient to roll several batches of dice. The following table shows the minimum D6 roll required to score at hit.

BS	1	2	3	4	5	6
Score required to hit	6	5	4	3	2	1

Each dice that rolls the score required or greater has hit the target, dice that roll less have missed.

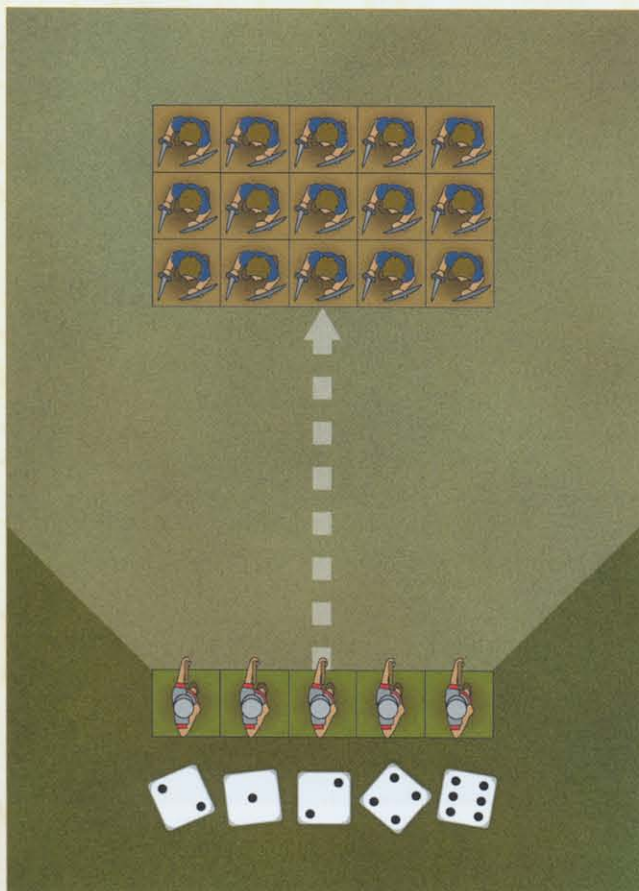
Although the table includes scores of 1, the minimum dice roll needed to hit once any modifiers have been taken into account is always at least 2. Rolls of 1 **always** miss – there is no such thing as an automatic hit.

7+ To Hit

It can sometimes happen that you need to roll a score of 7 or more on a dice to score a hit when shooting. For example, a skirmishing target within a copse and at long range would be -3 to hit – so troops with BS of 3 would need 7s.

Where a score of 7 or greater is needed, a dice roll of a 6 will hit but the Strength of the attack is reduced by -1 for each additional pip of dice score required to score the hit in the first place. This is summarised on the chart below. If the Strength is reduced to less than 1, the shot can have no further effect and is ignored.

TO HIT	MODIFIER
6 or less	No modifier
7	-1 Strength
8	-2 Strength
9	-3 Strength
10	-4 Strength
11 or more	-5 Strength



Five archers with BS3 shoot at a target – five dice are rolled needing scores of 4 or more to hit. The scores are 1, 2, 2, 4, and 6, which equals two hits and three misses.



Anglo-Saxon warrior



WOUND CHART

Toughness of Target

	1	2	3	4	5	6	7	8	9	10
Strength of the Hit	1	4	5	6	6	N	N	N	N	N
2	3	4	5	6	6	N	N	N	N	N
3	2	3	4	5	6	6	N	N	N	N
4	2	2	3	4	5	6	6	N	N	N
5	2	2	2	3	4	5	6	6	N	N
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

WOUNDS

Not all hits will inflict significant damage – some may glance off armour or clothing, others may inflict minor cuts or superficial wounds that will be ignored in the heat of battle. Creatures such as elephants are so tough that arrows do not easily pierce their flesh, and they may be able to survive many hits from weapons that would easily slay a more vulnerable creature.

Once you have worked out how many shooters have hit their target, you must roll further dice to determine how many wounds are suffered. To do this, refer to the Wound chart above and compare the weapons' Strength value with the target's Toughness value – this indicates the minimum dice score required to score a wound. Roll a dice for each hit scored. Each dice that rolls the score required or greater inflicts a wound – dice that score less than the score required have failed to wound and are ignored.

Weapon Strength

When rolling for wounds it is necessary to compare the Strength value of the weapon with the Toughness of the target. The Toughness of the target will be indicated on the profile for the unit that is being shot at. The Strength values of different weapons are given in full in the section on Weapons and Armour (see p87). Strength values for common missile weapons are provided opposite by way of examples. As you can see, most common weapons have a Strength of 3. In fact even the most powerful missile weapons likely to be found on a battlefield don't exceed a Strength value of 7. Our table makes provision for vast siege engines whose appearance goes somewhat beyond the scope of our game.

STRENGTH 2	STRENGTH 3	STRENGTH 4
Dart	Short Bow	Handgun
	Bow	Crossbow
	Light Crossbow	
	Longbow	
	Sling	
	Javelin	
	Staff Sling	



In the diagram on p47, the archers have already scored two hits on their enemy. Short bows have a Strength of 3 and the opposing troops have the standard Toughness of 3. Referring to the chart, the shooters will need to score 4 or more to wound their targets. Two dice are rolled, scoring 3 and 6 – which equals one wound.



ARMOUR

Combatants that are wounded still have a chance to avoid damage if they wear armour or carry shields. Mounted troops are also allowed to avoid damage even if they are otherwise unprotected, as their horse or camel is assumed to afford some degree of protection. In all these cases we give troops a chance of avoiding a wound, which we call an armour saving roll or **armour save**. It doesn't matter that some individuals don't literally have armour, or are protected by a shield or mount, we still refer to these saves as armour saves for convenience.

For each wound inflicted, the player whose unit it is rolls a D6. If the dice score equals or beats the model's armour save the shot has been absorbed or deflected and has no further effect. Wounds that are saved in this way are ignored for all other rules purposes and calculations – only wounds that are not saved are ever taken into account.

Armour saves are not included on the characteristic profile because they vary a great deal. The same types of troops can often be equipped with more or less armour, giving them higher or lower armour save values. When playing, it is a good idea to note down the armour save value of your troops alongside their profile. We will provide detailed rules for calculating armour saves later, but for now it is worth summarising the values for common combinations of armour as shown below. See the Weapons and Armour section on p87 for a full list and descriptions.

ARMOUR	SAVING ROLL
Infantry carrying a shield only, or wearing light armour only	6+
Cavalryman with no armour or shield	6+
Infantry with a shield and light armour, or wearing heavy armour only, or carrying a large shield only	5+
Cavalryman carrying a shield only or wearing light armour only	5+
Infantry with a shield and heavy armour, or a large shield and light armour	4+
Cavalryman carrying a shield and wearing light armour	4+
Infantry carrying a large shield and wearing heavy armour	3+
Cavalryman carrying a shield and wearing heavy armour	3+

Armour Save Modifiers

Some weapons are better at piercing or smashing armour than others so we apply a modifier onto the armour saving throw. The values of these modifiers are given together with other details of weapons in the Weapons and Armour section (see p87). As a general principle, these modifiers are based on the weapon's Strength value, the higher the value the greater the modifiers, but there are some exceptions and special cases as we shall discover. The following chart illustrates how these modifiers work in principle.

STRENGTH OF HIT	ARMOUR SAVING THROW
3 or less	No modifier
4	-1 reduction
5	-2 reduction
6	-3 reduction
Per +1	Reduce by a further -1

CASUALTIES

The vast majority of models have only 1 Wound (W) on their characteristic profile indicating that once they have suffered 1 wound they fall casualty. Casualties are removed from play and take no further part in the game. Some exceptional models have a value of 2, 3 or more and can take a corresponding number of wounds before they fall casualty.

Where troops have only a single Wound (W) on their profile, casualties are removed as follows. For each wound suffered by the unit, and not saved as described above, remove one model. These casualties are not necessarily dead, they represent combatants rendered unable to fight on because they are unconscious, badly hurt, or slain. For our purpose, the result is the same and we remove all casualties from play.

The player who has suffered the casualties always removes models from his own unit. Although we might imagine casualties from missile fire would fall mostly amongst the leading ranks, it is convenient to remove casualties from the rear of the unit's formation. This keeps the unit neat and represents troops closing ranks to retain their formation. If units are deployed in a single rank, remove the casualties roughly equally from either end, representing troops gathering around their leader and standards.

If a unit contains different types of troops, for example, spearmen and archers, or troops armed with different weapons, remove casualties from each type in such a way as retains their proportion within the unit as closely as possible. For example, if there are 20 spearmen and 10 archers remove casualties so that the proportions remain as close to 2:1 as possible.

In the case of units in skirmish formation, or units that form loose groups such as chariots which we will describe later in their own section, casualties can be removed as the player wishes. It is best to remove casualties in such a way as does not break the unit's formation, as otherwise the unit will be obliged to move back into a permissible formation as soon as it can.



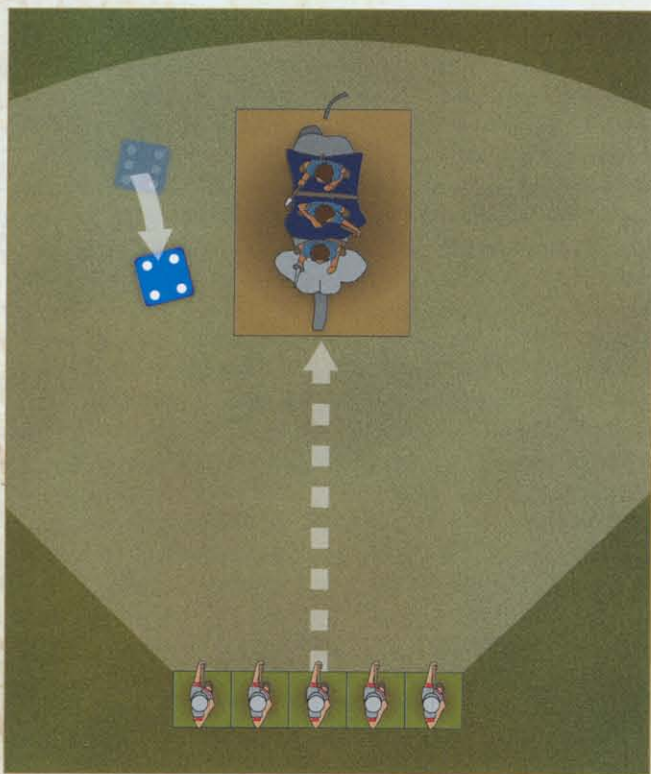
Cavalry Casualties

Cavalry models are treated as a single model even if the horse has its own separate profile; for example, as with warhorses that have their own separate Attack and Strength values. All shots are worked out against the rider. The benefit of his mount is taken into account by the armour save – cavalry always have an armour save 1 greater than infantry as you can see from the examples of armour saves already given.

Multiple Wound Casualties

Some models are sufficiently resilient to have a Wounds (W) value of 2 or greater on their characteristic profile. Elephants typically have a value of 5 or 6, for example. The rules that follow apply to all models that have more than 1 Wound (W) including elephants, particularly resilient character models, and other substantial targets.

A model's Wounds (W) value shows how many wounds it can take before it falls casualty. If such a model takes fewer wounds than required to remove it altogether, note down how many wounds it has suffered and keep a running score. Once the total number of wounds suffered reaches the model's Wounds (W) value, remove it as a casualty.



Here an elephant takes two wounds from arrow fire. This is not enough to slay the elephant outright so the player notes down that the elephant has suffered two wounds. The elephant has a Wounds (W) value of 6 – so now it has only 4 wounds left – once it takes another four wounds it will fall casualty. A good way of keeping track of wounds is to use different coloured dice next to the model as shown above.

PANIC

Units that suffer a great many casualties from shooting can panic and flee away as a result. This is unlikely to happen unless units are already quite badly mauled or if they are very small – but such occasions are steps on the path to victory none-the-less!

If a unit suffers 25% or more of its number as casualties to missiles from shooting during a single phase then it must test its Leadership (Ld) value to determine if it panics. All required tests are taken after all shooting is finished and casualties are established. The same test must also be taken by chargers if they suffer 25% casualties before contacting their enemy, in which case the test is taken immediately before the chargers move.

If a unit fails the test and panics, then the unit will flee away as described in the section on Panic (see p69) and subsequently the rules for fleeing troops (see p62).

FAST DICE ROLLING

You will have gathered by now that it is necessary to roll quite a few dice to resolve shooting – whole handfuls at once in fact! This doesn't take as long as might be imagined because all the dice are rolled together at each stage.

The most practical way of going about this is to take as many dice as you have troops shooting and roll them all at once to see how many hit. So, if you're shooting with ten archers roll ten dice. Pick out all the dice that score hits and roll them again to see how many score wounds. Finally, pick out all the dice that score wounds and hand them to your opponent to make any armour saves.

This is also the best way of dealing with hand-to-hand fighting where you will also be rolling dice to score hits, to resolve wounds, and to take account of any armour saves in much the same way.

Ten dice are rolled to hit, four are successful.



Four dice are rolled to wound, two are successful.



Two dice are rolled to check for armour saves. One is a successful save, the other represents a dead soldier.



HAND-TO-HAND COMBAT



HAND-TO-HAND COMBAT PHASE

1. Fight Combat (p52)

Each unit involved in hand-to-hand combat fights as explained in the following rules. Fight all the separate combats before working out results.

2. Combat Results (p58)

Establish who has won each combat by working out the combat result scores for each side. The side with the highest score value has won and the side with the lowest value has lost.

3. Break Test (p59)

Each unit that loses in combat must take a **Break test**. Any unit that fails its Break test is deemed to be broken and will turn and flee at the appropriate juncture.

4. Panic Tests (p61)

If units have broken, then other friendly units within 12" must take a Panic test to determine if they panic and run. Any Panic tests due to the results of combat are taken now, including tests required because the General has been killed in combat. See the separate section on Panic for full rules about these tests (p69).

5. Flee! (p62)

Defeated units that have been broken in combat and units that have failed their Panic tests must flee now. Troops broken in combat turn their back on their foes and run as fast as they can away from them.

6. Pursue (p63)

Units whose enemies have broken and fled that turn are allowed to pursue and may catch and destroy them if they are fast enough.

7. Redress Ranks (p68)

At the end of the phase, formations can be adjusted in preparation for the following turn as described in the rules that follow.



Once all shooting has been resolved, it is time to deal with the brutal cut-and-thrust of hand-to-hand combat, close combat or *mêlée*, as it is sometimes known. Units engaged in hand-to-hand combat cannot move or shoot, but must stand toe-to-toe with their enemy until one side is destroyed, forced to flee, or disengages as explained in the Movement section (see p40).

Regardless of whose turn it is, all models that are in contact with the enemy must fight. The Hand-to-hand Combat phase is an exception to the normal turn sequence in that both sides take part in the fighting regardless of whose turn it is.

Like the Movement phase, the Hand-to-hand Combat phase follows a set sequence or order as explained below. For a detailed explanation of the rules governing each part of the phase, refer to the pages indicated.

COMBATS

Work out the combats one at a time – resolve the fighting for all the troops involved in one combat before moving to the next. A combat is usually a fight between one unit from each side; however, it is also possible for several units from one or both sides to become embroiled in the same combat as shown in the diagram below.

WHO STRIKES FIRST?

Troops that strike first have a distinct advantage in that any foes they slay will be unable to fight back. We therefore allow better trained, determined warriors to strike before others, and we give first priority to troops that have the added impetus of a charge behind them. This is why charging is so important in the game – it is far better to charge an enemy than allow him to charge you.

Troops who have charged that turn will normally strike first. Otherwise, all blows are struck in the order of Initiative (I). Models with the highest Initiative value strike before models with a lower value. If troops have the same initiative, and assuming neither side has charged that turn, then priority goes to the side that won the previous turn's combat. This represents the momentum gained as the winning side pushes upon their enemy. If neither side can claim priority then both sides will strike simultaneously that turn.

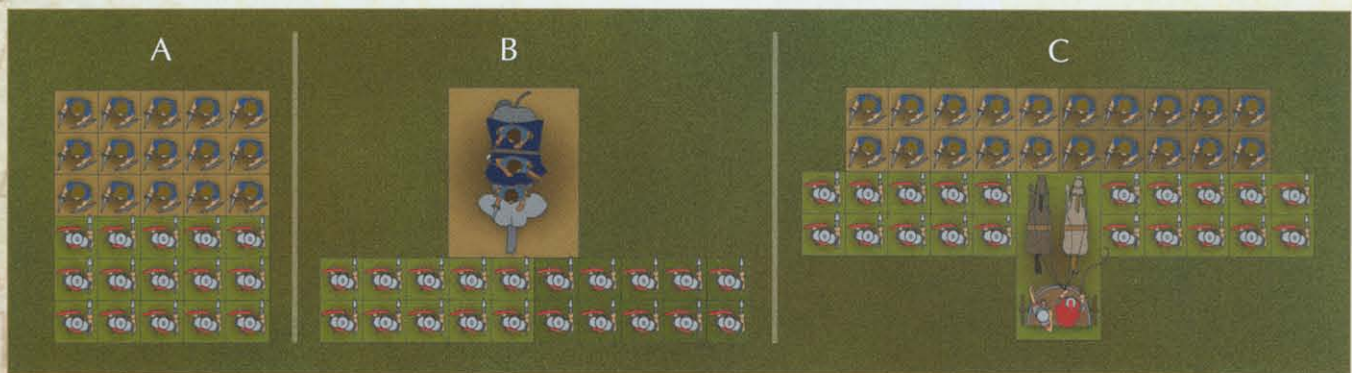
WHICH MODELS FIGHT?

A model can fight if its base is touching an enemy model – whether edge-to-edge or even corner-to-corner. It does not matter which direction a model is facing in – even models touching an enemy to their side or rear can fight. We assume that individuals are capable of turning to face their attackers, but it is not necessary to turn the models themselves, it is enough to simply imagine they turn to face.

If a model is touching more than one enemy model the player can choose which to attack. For example, if faced with an enemy character and an ordinary trooper, you might decide to attack the trooper because you stand more chance of harming him, or you could take the outside chance of fighting the character and trust to luck.

Some cavalry mounts can also attack in some instances. For example, the rider may be mounted on a fierce warhorse which is trained to kick out against the enemy. These attacks are worked out separately using the mount's own characteristic values. This means that some cavalry have two lots of attacks: the rider's attacks and the mount's attacks as well.

Some troops are also able to fight if they are standing behind a friendly model that is facing the enemy and if they are armed with long spears or other weapons that allow them to reach forward through the ranks. These cases are described in the rules for Weapons and Armour on p93-94.



Conflict (A) is between one unit from each side. Combats frequently involve more than one unit on each side, especially if they last for several turns when troops pile in to support each other. In conflict (B) two units of Romans are fighting an elephant. In conflict (C) there are two Barbarian units fighting two Roman units plus a chariot. The important thing to remember is that all the units in each conflict are interlinked – that is what defines the distinct combats.

TO HIT CHART

Weapon Skill of Opponent

Weapon Skill of Attacker		1	2	3	4	5	6	7	8	9	10
	1	4	4	5	5	6	6	6	6	6	6
	2	3	4	4	5	5	6	6	6	6	6
	3	3	3	4	4	5	5	6	6	6	6
	4	3	3	3	4	4	5	5	6	6	6
	5	3	3	3	3	4	4	5	5	6	6
	6	3	3	3	3	3	4	4	5	5	6
	7	3	3	3	3	3	3	4	4	5	5
	8	3	3	3	3	3	3	3	4	4	5
	9	3	3	3	3	3	3	3	3	4	4
	10	3	3	3	3	3	3	3	3	3	4

Rear Ranks and Side Attacks

The rearmost rank of a unit will often have fewer models than the ranks in front. This commonly happens because casualties are normally removed from the rearmost ranks first as described later.

If a unit is fighting against the flank of an enemy unit, then it is possible that the rearmost rank of enemy is not touching because these models happen to be arranged on the other side of the unit. When this happens just shuffle the rearmost rank into contact so that models can fight. If this is not possible because of the way the models are based then just imagine it is so and allow models to fight accordingly.



The defending player slides two of their rearmost warriors into contact with the attacking flank unit. This means the defender now has three warriors in base contact along the flank, rather than just two.

HITTING THE ENEMY

To determine whether you score a hit, roll a D6 for each model fighting. If models have more than one Attack (A) then roll a D6 for each attack.

The score needed to inflict a hit on your enemy depends on the relative Weapon Skill (WS) of the attacker and his foe. Compare the Weapon Skill of the attacker with the Weapon Skill of his opponent using the chart below to find the minimum D6 roll needed to hit. For example, if you and your opponent both have Weapon Skill of 3, you will require a roll of 4 or more to score a hit.

“The clash of their maces produced loud peals like thunderbolts.”

- The Mahabharata

Cavalry

If you are fighting against cavalry, all blows are struck against the rider using the rider's own Weapon Skill. If a rider's mount is a warhorse, it will have its own attack and will fight using its own Weapon Skill, but return blows must still be struck against the rider and not the warhorse.

Penalty for Defended Obstacles

If you are fighting enemy infantry behind a defended obstacle, such as a wall or ditch, then you suffer a -1 penalty on your dice rolls to score a hit. This penalty applies until your side wins the combat, after which we assume your troops have forced their way over the barrier and the penalty ceases to apply.

Further rules for fighting over defended obstacle are included on p56.



WOUND CHART

Toughness of Target

Strength of the Hit		1	2	3	4	5	6	7	8	9	10
	1	4	5	6	6	N	N	N	N	N	N
	2	3	4	5	6	6	N	N	N	N	N
	3	2	3	4	5	6	6	N	N	N	N
	4	2	2	3	4	5	6	6	N	N	N
	5	2	2	2	3	4	5	6	6	N	N
	6	2	2	2	2	3	4	5	6	6	N
	7	2	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	2	3	4	5
	10	2	2	2	2	2	2	2	2	3	4

7+ To Hit

It can sometimes happen that you need to roll a score of 7 or more on a dice to score a hit in hand-to-hand fighting. For example, troops that normally require a 6 to hit might be fighting across a defended obstacle as described above. The rule for this is the same as for shooting, but we shall repeat it here for the sake of completeness.

Where a score of 7 or greater is needed, a dice roll of a 6 will hit but the Strength of the attack is reduced by -1 for each additional pip of dice score required to score the hit in the first place. This is summarised on the chart below. If the Strength is reduced to less than 1 then the attack is ignored and has no further effect.

TO HIT	MODIFIER
6 or less	No modifier
7	-1 Strength
8	-2 Strength
9	-3 Strength
10	-4 Strength
11 or more	-5 Strength

Automatic Hit

If your opponent has a Weapon Skill rated at 0, or if modifiers reduce your opponent's Weapon Skill to 0, then your blows automatically hit and no dice are rolled. This isn't very likely, although we may occasionally wish to apply such a low value to innocent creatures and inanimate objects, but we shall make provision for it just in case.



Norman warrior

WOUNDS

Not all successful hits will harm the enemy – some may rebound from armour whilst others might cause superficial wounds that are ignored amidst the clamour of battle. Once you have hit your foe, you must roll again to determine if hits inflict mortal wounds.

The procedure is basically the same as already described for shooting and utilises exactly the same Wound chart as shown opposite. Cross reference the attacker's Strength (S) with the defender's Toughness (T). Both values appear on the warrior's profiles (see p11). The chart indicates the minimum score on a D6 required to inflict a wound.

Where the chart shows an 'N', this indicates that the target is simply too tough for you to hurt. N stands for no effect – or no chance!

“ He hit the centre of Achilles' shield,
but his spear rebounded from it. ”

- Homer, The Illiad

Weapons Modifiers

Unlike shooting, where the weapon itself has an associated Strength value, in hand-to-hand fighting it is the warrior's own Strength (S) that counts. Most troops have a Strength and Toughness value of 3. These are the standard values for ordinary warriors. Higher values are ascribed only to appropriately stronger combatants, for example, elephants and chariots.

Some weapons carried by our troops confer a bonus on the attacker's Strength. These bonuses are described in full in the section on Weapons and Armour (p87), but some examples are included below by way of illustration.

For example: Cavalry armed with lances receive a +2 Strength bonus when charging over open ground. Infantry armed with halberds gain a +1 bonus to their Strength, whilst those armed with heavy double-handed axes gain +2.

Regardless of these modifiers, no human warrior can ever have a Strength value greater than 5 in total. This is the highest value a man can possibly attain, and bonuses in excess of this are simply treated as 5. Strength values of 6 or more are deemed super-human and apply to appropriate combatants such as elephants.

Astute players will have gathered by now that in most circumstances, where no bonuses apply, average troops with S3 and T3 will score wounds on the roll of a 4+. After a few games, most players find it a simple matter to remember the scores required.

ARMOUR

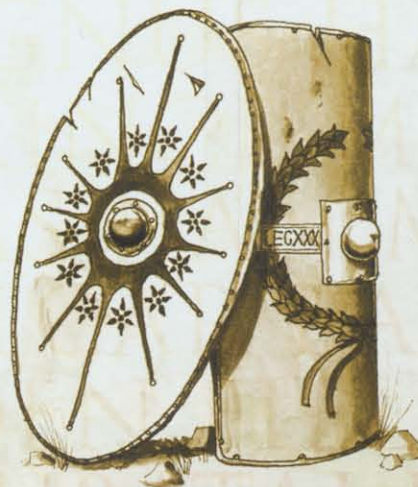
Combatants that are wounded still have a chance to avoid damage if they wear armour or carry shields. Mounted troops are also allowed to avoid damage even if they are otherwise unprotected, as their horse or camel is assumed to afford some degree of protection. These models are allowed an armour saving roll or **armour save**. This is exactly the same as already described for shooting and the same rules apply.

For each wound suffered the player rolls a D6. If the dice score equals or beats the model's armour saving throw, the blow has been absorbed or deflected and has no further effect. See Shooting p41 and Weapons and Armour p87 for full details.

Armour Save Modifiers

The higher the strength of the attack, the more easily blows will pierce armour. If a warrior's strength is augmented by bonuses from his weapons then this will increase his Strength (S) value and make it harder for his enemy to save any wounds he inflicts. If an attack has a Strength value of 4 or more, the enemy's armour save is reduced by -1 for each 'pip' in excess of 3. This has already been described for shooting and the same rules apply (see p49). For convenience the chart below summarises the modifiers that apply to saving throws for Strength values in excess of 3.

STRENGTH OF HIT	ARMOUR SAVING THROW
3 or less	No modifier
4	-1 reduction
5	-2 reduction
6	-3 reduction
7	-4 reduction
8	-5 reduction
9	-6 reduction
10	-7 reduction





DEFENDED OBSTACLES

Infantry lined up behind a wall, hedgerow, or other comparable linear obstacle can defend it. Note that only infantry can defend an obstacle in this way, not cavalry, chariots, elephants, artillery and so on. The unit must be positioned so that its front rank is right up against the obstacle to show this. An enemy that wishes to attack the defending unit can do so by charging them as normal.

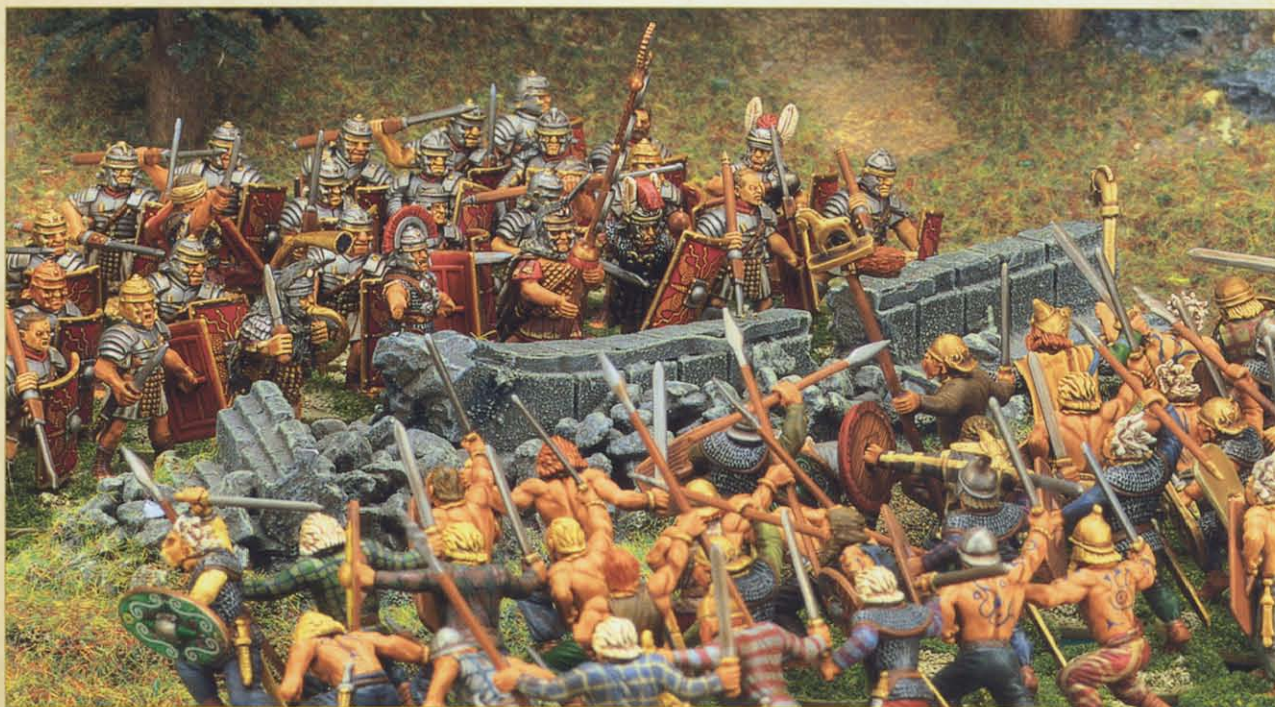
When charging an enemy that is behind an obstacle, it will be physically impossible to move the models into touch as you normally would. Instead, the chargers are aligned against the opposite side of the obstacle and we imagine both sides fight over it. Chargers must still be able to reach the position occupied by the enemy models in order to charge, and they must endeavour to maximise contact as if they were actually touching the enemy in front of them.

When charging against an enemy defending an obstacle, the charging unit strikes first as chargers normally do, but no other combat bonuses associated with **charging** apply. So, for example, any bonuses that derive from charging due to the charger's weapons do not count. Some troops also have other bonuses of one kind or another that apply specifically when they charge, as described later in the Special Rules section on p99. None of these bonuses apply if the enemy are behind a defended obstacle.

Troops attacking an enemy behind an obstacle suffer a **-1** dice penalty when they roll to score hits. Note that this penalty only applies to the attacking side and not to the defenders, even though both units are separated by the same barrier. This is because the defenders have the advantage of having taken up positions behind the obstacle with their weapons poised to strike against enemy foolish enough to try to press forward. This penalty ceases to apply once the attacking side wins a round of combat. Once the attackers have won a round of combat, they are assumed to have pushed their way through or over the defences, rendering the obstacle useless for the remainder of the combat.

Units fighting over a defended obstacle, whether defending it or attacking as described above, receive no combat result bonuses for **ranks** or for **close order** as indicated on the Combat Result Bonus table. This is because the formation of these units is disrupted whilst they are fighting over an obstacle, making it impossible for troops in rear ranks to lend their weight to the fight. See Combats Results Bonus p60.

As described later, there are some special rules for **formations** that confer bonuses or advantages of one kind or another, for example pike-armed units gain special advantages due to the extraordinary length of their weaponry and density of their formation. None of these bonuses and benefits from formation rules apply to **either** side when fighting over an obstacle – see Special Rules p99.



CASUALTIES

Close combat casualties are removed in a comparable way to those caused by shooting. Although casualties would really fall amongst the models touching the enemy, it is convenient to assume that as warriors are slain, others step from the rear or sides and take their place immediately. This means that when removing models as casualties it is usual to take models from the rearmost rank as this is easier and saves time rearranging the unit after every combat. Just remember that models which 'step up' to fill gaps in a fighting rank cannot fight that turn whether the casualty they replace has already fought or not.

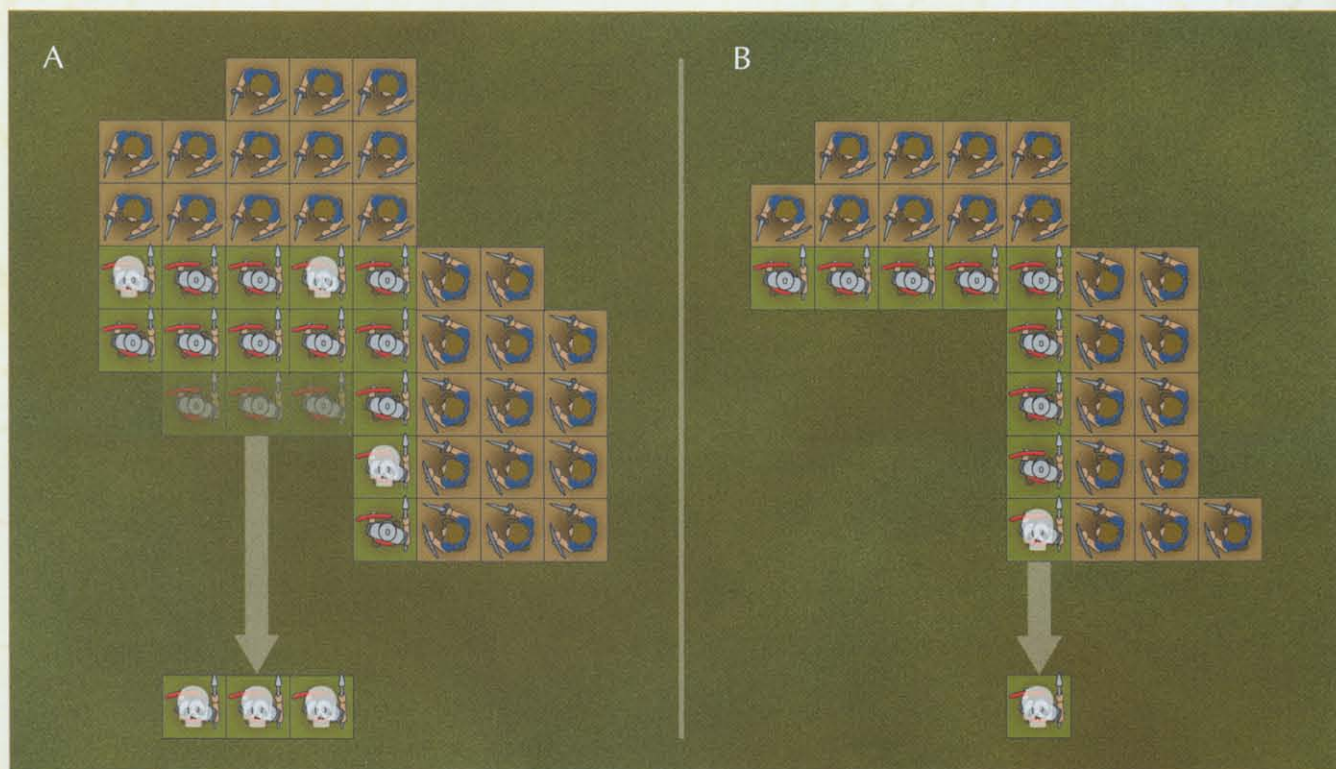
If units are fighting to their front then it is a simple matter to remove casualties from the rear rank, reducing the size of the rear rank until it has all gone, when further casualties can be removed from the next rank, and so on. Obviously, once all of these 'reserves' are used up, any further casualties must be removed from amongst models that are fighting, though often troops will have lost hope and run away long before that happens.

If units are fighting enemy to their sides as well as their front then any models already touching the enemy should not be removed as casualties even if they are the last models in

their rank. Instead, these models continue to be replaced by non-fighting rear rankers 'stepping up' in the same way as those fighting at the front. Only once there are no remaining reserves of non-fighting troops to step-up in this way are models removed from amongst those fighting.

If units are fighting to their rear as well as their front, then you will face a problem as removing casualties will often result in one or other enemy unit losing touch with the foe as the unit 'shrinks'. To deal with this, casualties should be removed from amongst non-fighting models in intermediate ranks where possible, and if an entire rank should be destroyed the rearmost rank is retreated back into formation and the enemy are moved forward back into touch. This is a common sense way of dealing with what is a rather rare and usually catastrophic situation!

As a general principle, if you are obliged to remove casualties from amongst models already touching the enemy then you should endeavour to do so in a way that keeps as many models in contact as possible. If a unit is fighting two or more enemy units, then don't remove a casualty if it would mean an enemy unit loses touch with the combat, unless you have no other choice.



(A) Here a defending unit is battling against units on its front and flank. At the end of a round of combat the defending unit has lost three more warriors. Rather than removing the engaged troops, the player removes three warriors from the rear of the unit.

(B) Shows the final stage of the same conflict. This time the defending unit suffers a wound to a warrior involved in combat, but has no troops in its rear ranks. Therefore the player must remove the killed warrior as shown.



Counting Casualties

The number of casualties inflicted in combat is important – the more casualties you inflict and the fewer you suffer, the more likely you are to win! So, when removing casualties do not take them away altogether but place them behind their units until the combat results have been worked out. This makes it much easier to calculate which side has won the combat as it will be immediately obvious how many casualties each side has suffered. If your enemy is striking first, it also enables you to see at a glance how many of your fighting warriors have been replaced by troopers ‘stepping-up’ and who are not entitled to fight that turn.

RESULTS

For each separate combat, you must determine which side has won. Do this once all the units engaged in combat have fought.

Begin by adding up all the wounds suffered as casualties by each side. Remember we are talking about actual wounds suffered – wounds that are saved by armour do not count. If several units are fighting in the same combat it does not matter which particular units suffered the casualties, just add up the number of wounds taken in total. Add any individual wounds suffered by models such as elephants or characters, which start with several wounds apiece and which are therefore not removed as casualties until all their wounds are gone.

Where a unit has been struck with more wounds than it can take, as can often happen in the case of character models, for example, then ignore these excess wounds – only wounds actually suffered as casualties count. The side which has inflicted the most wounds has won the combat. The other side has lost. If both have inflicted the same number of wounds then the result is a draw.

Combat Result Bonuses

Each side can claim extra bonus points to add to its result score in certain circumstances. These bonuses give advantages to troops fighting from higher ground, or attacking the enemy in the flank or rear, for example. These bonuses can mean that a unit which has suffered more wounds than it has inflicted can sometimes draw or even win a combat if it has sufficient bonuses to back it up. These bonuses are given on the Combat Result Bonus table on p60.

Compare Scores

Once each side has added up the number of wounds it has inflicted and applied any combat results bonuses, compare the total scores for each side. The side that has the highest score wins. The bigger the difference between the winning score and the losing score, the bigger the degree of victory! The difference in scores is important because it is used when working out whether defeated troops stand and continue to fight or break and flee from their foes. See Breaks opposite.

If both sides score the same then the result is a draw. If the combat is a draw then neither side wins or loses and no further action will be necessary. All troops remain where they are and continue to fight in the next turn.

The foremost should hold their spears at the ready, in order that when the enemies near them, they can thrust the iron points of the spears at the breasts of the horses.

Arrian, Order of Battle against the Alans

WARHORSES

As we have described already, most cavalry are dealt with using a single profile that combines the horse's Movement (M) value with the profile of the rider – this is by far the most common way of representing cavalry in the game.

Some mounted troops are allowed to ride **warhorses** – horses trained for battle and capable of kicking out against an enemy to break limbs and hurl combatants to the ground. Warhorses have a separate profile because they have their own Attack (A), Weapon Skill (WS) and Strength (S) characteristics. However, in all other respects rider and horse are treated as a single model just like other cavalry – the warhorse is only treated separately when it comes to striking blows in combat. When the rider falls casualty, the entire model is removed: rider and warhorse together.

When fighting combat, work out the warhorse's blows separately using its own profile. This may mean the warhorse strikes before or, more likely, after its rider utilising its own characteristics. All wounds inflicted by warhorses are treated exactly like other wounds inflicted by riders when it comes to working out which side has won the combat. Troops mounted on warhorses have a significant advantage and many a fight has swung decisively in favour of cavalry thanks to their fierce warhorses!

“ He was a big horse,
high spirited, a noble creature. ”

- Arrian on Bucephalus



BREAKS

Every unit that has lost a round of hand-to-hand fighting must take a **Break test** to establish whether it continues to fight or turns and flees from the enemy. Each unit tests separately, so it is possible for two units to lose the same combat and for one unit to stand and fight whilst the other turns and flees.

Break tests are taken once **all** combat results have been worked out for all the hand-to-hand combat engagements on the table. This means that when you are fighting two or more combats in a turn, you will have to record the results of each combat as you go. When you have finished all the combats, go back and make Break tests for all losing units. The reason why it is important to wait until all combats are over is that troops which break and flee can spread panic in units nearby, and this can sometimes affect other units already engaged in combat. However, in practice many players do like to resolve Break tests and move fleeing troops as soon as a combat is over – as this is a very dramatic and satisfying conclusion to the fight. This is a perfectly acceptable alternative so long as players are confident that no other combats will be affected by the result.

If the army's General is leading a defeated unit then take the Break test for that unit before any other, using the General's Leadership (Ld) value. If the General passes the test then both he and the unit are deemed to have passed, and the player will be able to make use of the General's higher Leadership value for other units as explained in the section on Characters – see p86.

Aside from the General and unit he is with as noted earlier, the player can take Break tests in any order he wishes. It will be easier to take the tests for all the units from one combat before moving on to another, although this is not mandatory. All tests are taken by rolling 2D6 and comparing the score to the unit's Leadership (L) value.

Nominate which unit you wish to test. Roll 2D6, adding the scores together to get a result of between 2 and 12. Now add the difference between the winning side's combat result and the losing sides combat result. If the total is greater than the testing unit's Leadership (Ld) value then the unit has failed its Break test and is deemed to be **broken**. When all required Break tests have been taken, broken units will turn tail and flee from their enemy, in the meantime turn round a few rear rank models to indicate the unit's broken status.

For example, a unit of archers is fighting a unit of spearmen. The spearmen inflict 3 wounds on the archers who manage to inflict 4 wounds on the spearmen. The spearmen have three ranks and they are a close order unit, so they receive +2 for their ranks and +1 because they are close order, giving them a total of 3+2+1=6. The archers have therefore lost the combat by 6 to 4 even though they have fought well and caused more casualties than their enemy – the mass of close fighting spearmen has overwhelmed them! The archers must take a Break test, adding +2 to their dice roll. The player rolls 2D6 scoring 7, adding the +2 from combat results, for a total of 9. The archers have a Leadership (Ld) value of 7 – so they fail their test and are broken!



COMBAT RESULTS BONUS

+1 Close Order

Units receive this bonus if they are formed close order infantry in a formation at least four models wide. Only one +1 bonus can be claimed in any combat no matter how many close order units are fighting.

Note that the close order bonus can be cancelled out in some situations as noted in the separate boxed section. Bear in mind that close order cavalry never get this bonus – only infantry as described.

+1 Rank Bonus

Units receive this bonus if they are formed infantry in a formation at least four models wide and have additional ranks behind. A unit receives a bonus of +1 for each rank of four or more models behind the first up to a maximum bonus of +2. For example, a close order infantry unit three ranks deep would receive a +2 bonus, if the same unit were four ranks deep it would also receive +2 as this is the maximum rank bonus allowed.

If several units are fighting a combat then only the unit with the greatest bonus adds it to the combat result. Only one bonus can be claimed in a single combat no matter how many infantry units are fighting.

Note that rank bonuses can be cancelled out in some situations as noted in the separate boxed section.

+1 Standard

If any of your units has a standard bearer then add +1 bonus to your combat result. Note that it does not matter how many of your units have standards – the bonus is still +1 whether you have a single standard or more. Rules for standards are described in the section Leaders, Standards and Musicians on p74.

+1 Army Standard

If the army standard is carried in a unit that is fighting in a combat, or if the Army Standard Bearer model is fighting in the combat even if he hasn't joined with a unit, add a further +1 to your side's combat result. Note that this is in addition to any bonus from a unit's standard, so it is possible to have a +2 bonus from standards, +1 from regular standards and +1 from the army standard.

+1 High Ground

If you are fighting from a higher position than your enemy, add +1 to your combat result. The whole unit must be on higher ground to claim this bonus. If you are defending a hill and several units are involved, some higher than others, the bonus goes to whoever has the unit in the highest position.

+1 Momentum

This bonus applies in second and subsequent rounds of combat and gives a +1 bonus to the side that won the previous round. The side that won the previous round is described as having the **momentum**.

There are some other situations in which momentum can be gained or lost. If your opponents **gave ground**, as explained later, then you also count as having the momentum so long as you maintain contact with the enemy – see p66.

If cavalry, camels, or chariots are fighting in difficult terrain, they never gain the advantage of momentum even if they win a round of combat.

+1 Flank Attack

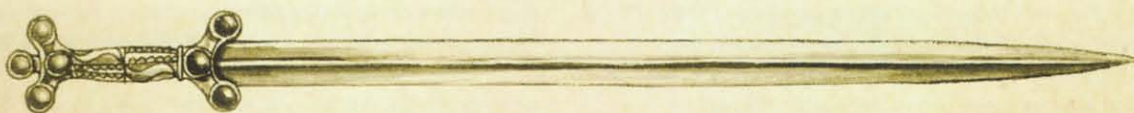
If you are fighting an enemy unit in the flank, add +1 to your combat result so long as your unit comprises five models or more once casualties have been removed.

If both sides can potentially claim this bonus because there are several units fighting to the flanks of an enemy, the side that has the greater number of flanking units gets the bonus. If both have the same no bonus applies. This bonus only ever applies to one side and is only applied once no matter how many flanking units are involved.

+2 Rear Attack

If you are fighting an enemy unit in the rear add +2 to your combat result so long as your unit comprises five models or more once casualties have been removed.

Where both sides can potentially claim this bonus, the same comments and rules apply as for flank attacks. The bonus from rear and flank attacks is cumulative, so if one side is fighting against an enemy's side and rear the bonus is +3.





RANK AND CLOSE ORDER BONUS

The ranks bonuses for formed infantry in multiple ranks and the close order bonus for formed infantry in close order are cancelled out in some situations. As these are the same in both cases, they are given here rather than encumber the Combat Result Bonus table with excess text.

Once these bonuses are lost during a combat, they cannot be regained whilst that combat continues, or whilst the unit remains within difficult terrain if it has fought combat in difficult terrain. They cannot be regained in these circumstances even if the situation that caused the bonus to be lost is otherwise removed.

“ The pursuit went on until night fell and our soldiers were tired of killing. ”

- Tacitus, The Agricola

These bonuses are cancelled out if:

1. A unit is charged in the flank or rear by a **formed** enemy unit of five models or more.
2. A unit drops to fewer than five models strong. Such a unit is no longer formed and cannot therefore claim these bonuses as they apply only to formed units.
3. A unit is fighting across an obstacle regardless of whether it is attacking or defending – see Defended Obstacles p56.
4. A close order unit is fighting wholly or partially within difficult terrain. Note that open order units do not suffer this penalty and can continue to claim a rank bonus in difficult terrain.
5. A unit is fighting in a combat engagement that includes an elephant. Note that it doesn't matter which side the elephant is on – these bonuses are lost to all if there is an elephant fighting in the combat! See p121.

UNITS REDUCED TO LESS THAN FIVE

If a unit loses a round of combat and consists of fewer than five models, it is broken automatically. No Break test is taken and no special rules that affect the Break test or otherwise save the unit apply. Even troops that would normally be immune to Break tests are broken in this situation. The unit is simply too small to continue to fight on.

Bear in mind that formed units reduced to fewer than five models (including any character models that have joined the unit) lose their formed status even if they win or draw a combat. This specifically means they lose any rank and close order combat bonuses, as well as no longer counting as a formed unit for other purposes described throughout the rules. See Basic Concepts p14.

Note that character models that have not joined units are also considered to be individual units of one model – and will therefore be broken automatically if beaten in combat. Elephants, chariots and artillery pieces count as a number of models depending upon their crew or overall size – this is discussed in further detail in the appropriate sections of the rules.

PANIC TESTS FOR BREAKS

If units are defeated and broken in combat then friends nearby might **panic** causing them to flee as well. This can result in swathes of your army turning tail and running away, so obviously it is an important moment that often decides the battle one way or the other.

The rules for taking Panic tests are given later in their own section, as they are taken in various circumstances and not just in the Hand-to-hand Combat phase (see Panic p69). For now it is enough to know that tests are required once **all** Break tests have been taken and **before** any broken units flee. This is because you need to determine which friends are within 'panic range' of broken units at the point where they are broken and before they move.

As already noted some players do like to get ahead of themselves and move broken units right away, rather than waiting until all the combats have been fought as is the technically correct way of doing things. So long as players are confident that this will not otherwise affect the course of play, it is a perfectly good way of doing things. Bear in mind that Panic tests due to friends breaking in combat must always be measured from the position of the broken unit **before** it flees away.



FLEEING TROOPS

We have already described the rules governing the movement of fleeing troops in the Movement section (see p29). Here we will consider how to work out the movement of fleeing troops only in the context of units breaking from combat.

How Far does the Unit Flee?

Once a unit has failed its Break test, it flees away during the **Flee** part of the Hand-to-hand Combat sequence. Begin by establishing how far the unit flees. As already discussed in the Movement rules, a fleeing unit moves 2D6" if its Movement rate is 6" or less and 3D6" if its Movement rate is more than 6".

Before moving the fleeing unit, establish whether the victorious enemy will **pursue**. If so, work out whether the pursuers catch and destroy the fleeing unit. If the pursuers do succeed in catching the fleeing unit, it is simply removed immediately – see Pursuit p63.

Assuming the unit has not been pursued and destroyed, move the fleeing unit directly away from the enemy unit it was fighting by the distance indicated. Note that this initial move is always made directly away from the enemy, rather than towards the player's base edge as is usual for fleeing troops, and this is an exception to the normal rules for fleeing units.

What if their Route is Blocked?

If there are other units, friend or foe, within the path of the fleeing unit then these block the route of the fleeing troops and the fleeing unit must attempt to move round them if possible. If there is impassable terrain within the path of the fleeing unit then this also blocks the route of the fleeing troops and the fleeing unit must also attempt to move round

where it can. As fleeing units are assumed to abandon their formation, troops can be moved through or towards any gaps between units sufficiently wide to allow models to pass without touching.

In the case of friendly blocking units, if there are no gaps to move through or around within 8" of the path of the fleeing unit, then fleeing troops will instead attempt to push their way through friends rather than go round. Where fleeing models would otherwise end up moving on top of friends as a result of pushing through, they are automatically moved the extra distance required to clear the friendly unit.

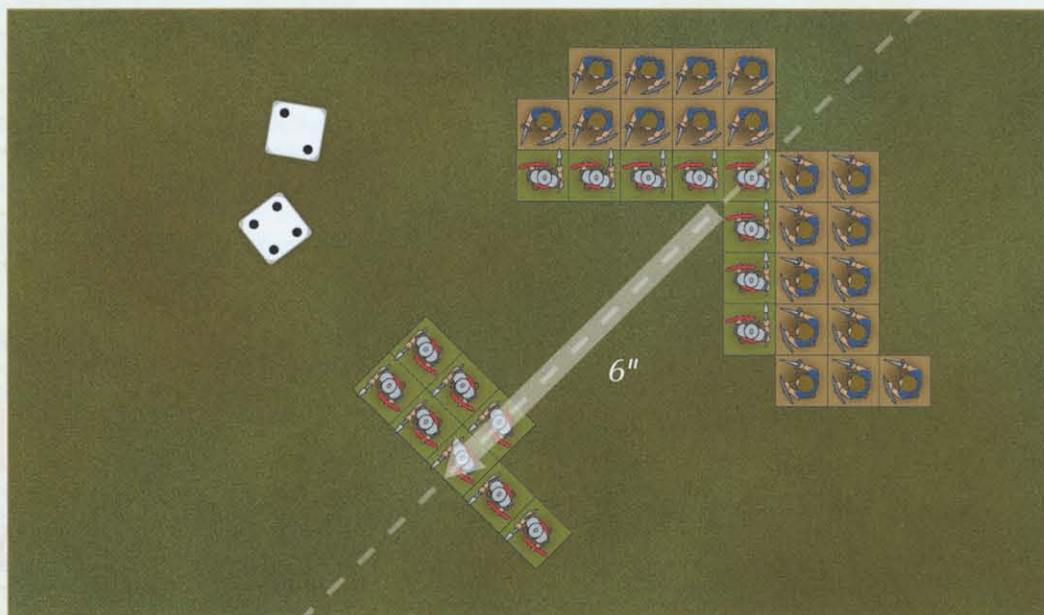
In the case of enemy blocking units or impassable terrain, if there are no gaps to move through or around within 8" of the path of the fleeing unit, then broken troops fleeing from combat are automatically destroyed. The whole unit is deemed to be scattered beyond recovery with individuals throwing themselves upon the mercy of their captors or being cut down as they run.

What if Fleeing from more than One Enemy?

Units normally flee directly away from the enemy, ie, a unit fighting to its front will flee to its rear, and a unit fighting to its side will flee in the opposite direction. However, a unit fighting to its side and front, or side and rear, must split the difference and flee at a diagonal. It doesn't matter how many enemy are fighting to the front or side, simply move the fleeing troops diagonally away from both enemy.

If a unit is fighting to its front and rear when it breaks then it cannot flee successfully and is automatically destroyed. If fighting to both sides when it breaks, a unit will flee to its rear applying the 'split the difference' rule. If completely surrounded, the unit is unable to flee and is destroyed.

The defending unit turns tail and flees. As it has attacking units on both its front and flank, it must flee diagonally away from the enemy. The defending player rolls a 6 on 2D6, so the unit flees 6".





PURSUIT

If a unit wins a combat and all the enemy units it is fighting break and flee, then the victorious unit will normally pursue. Troops triumphantly surge forward, hacking at their foes as their backs are turned, overtaking and cutting them down mercilessly as they run.

Note that a unit can only pursue where **all** the enemy it is fighting break and flee, or else where some are destroyed in their entirety whilst the remainder break and flee. If some enemy units break and flee whilst others stand firm then the victorious troops must remain where they are and continue to fight those enemy that remain in the following turn.

If enemy are fleeing from the sides or rear of a victorious unit, then the victors are not allowed to pursue, and in such cases the victors will not even pursue enemy that are also fleeing from their front. They are too busy reordering their ranks (and probably thanking the gods!) to mount an effective pursuit of the enemy.

AVOID PURSUIT

Units are obliged to pursue where they are allowed to do so, but a player may decide that he does not wish his unit to pursue for some reason. If a player wishes his unit to avoid pursuit then he must take and pass a Leadership test to succeed. Roll 2D6 adding the scores together, if the result is equal to or less than the unit's Leadership (Ld) value then the test is passed and the unit does not have to pursue. If the test is failed the unit must pursue regardless of the player's wishes.

Units that are defending walls, hedgerows, or other linear obstacles can choose to avoid pursuit and no test is required. Similarly, units placed within buildings or fortifications do not have to pursue if the player does not wish them to do so. Such units occupy secure positions that they would not necessarily want to abandon, so no test is needed to avoid pursuit. Note that the Special Rules section (see p99) introduces troops that are so poorly disciplined they are an exception to this rule – but these need not trouble us for the moment.



How Far does the Unit Pursue?

Work out pursuit moves as soon as fleeing enemy have established how far they flee but before moving fleeing units – see Flee p62.

A pursuing unit moves 2D6" if its movement rate is 6" or less and 3D6" if its movement rate is more than 6" exactly as already described for fleeing troops. Units flee and pursue in the same fashion, in both cases rolling dice to determine how far they move as indicated. As with fleeing troops no account is made for movement penalties when pursuing – the pursuers move the distance rolled irrespective of terrain or obstacles in their path.

“Men tried blindly to escape by any possible way.”

- Livy, The War with Hannibal

If the pursuers' score is greater than that of their fleeing enemy, then the fleeing unit is deemed to have been caught and is destroyed. Remove the fleeing unit from the table immediately. Move the pursuing unit the distance rolled directly along the path that the fleeing unit would have taken had it moved. This will usually be straight forward unless the enemy are fleeing away from enemies to both front and side as noted above (see p62). This represents the fleeing unit turning and running whilst their pursuers run after them, hacking and cutting them down as they try to escape.

If the pursuers' score is not greater than that of their fleeing foes, then they do not catch or destroy the enemy. Move the pursuing unit forward the distance indicated directly towards the fleeing unit, stopping 1" short of the enemy if they have both rolled equal scores or would otherwise end up touching.

The fleeing unit (B) rolls a 3 on 2D6 so moves 3" directly away from the attacking unit (A). The attacking player then rolls a 9 on 2D6, so his unit pursues 9", running down the fleeing unit and killing them instantly.

As the pursuing unit moved 9" this brought it in contact with a new enemy unit (C). The pursuing unit is wheeled into contact with the new enemy, which is considered to be a charge.

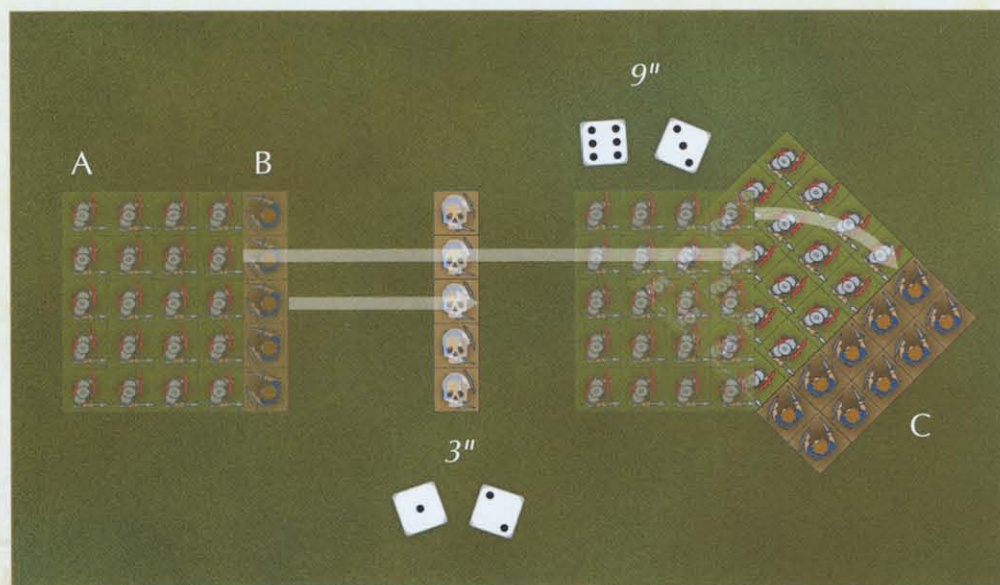
Pursuit into Fresh Enemy

It sometimes happens that pursuers move far enough so that they contact enemy units other than those they are pursuing.

Assuming the enemy unit is not already fleeing, then the pursuers are carried forward into contact in a way comparable to a charge. The unit that has been attacked is not allowed to declare a charge response as it has little time to do so amidst the confusion of flight and pursuit. It automatically reacts by holding its ground.

Because the pursuers are hurtling after fleeing enemy in a slightly out-of-control fashion, simply move them along their pursuit path as already described, until they touch the enemy unit. There is no need for the pursuers to attempt to maximise contact as they 'charge', nor do they need to charge to the front or sides as described in the section on Charges (see p32). Move the pursuing unit into touch and then align combatants against their enemies as you would for a charge. If the pursuers contact their enemy at the corner of a side base, then align the pursuing unit to which ever face allows the most pursuers to make contact with enemy models. Where this is an equal number either way, pursuers must align to the front of the enemy out of preference, and otherwise to the side.

This pursuit into contact is considered to be a charge and the usual bonuses and rules applying to charges also apply to pursuits except as noted above. For example, where charging troops instil **fear**, they can potentially **panic** enemies they charge, so the same applies when they pursue into an enemy, triggering a Panic test as described later – see the Panic rules on p69 and rules for Fear on p100. The resulting combat is worked out in the Hand-to-hand Combat phase of the following turn. Remember that the pursuers are considered to be charging and so any bonuses that accrue from a charge will apply in the first round of combat.



Pursuit into Fleeing Enemy

It can happen that the pursuers move far enough to contact a fresh enemy unit that is already fleeing.

If the unit began to flee that **turn** it is destroyed automatically and the pursuers complete their move. The fleeing unit has already moved that turn so it is judged unable to move further and escape its enemy. This can happen because a fleeing unit has outpaced its original pursuers or because their opponents did not pursue them for whatever reason. It can also happen because a unit has panicked and fled in the Shooting phase and finds itself in the path of pursuers in the Hand-to-hand Combat phase. Where such a unit is contacted by pursuers it is simply destroyed, even though the pursuers might come from a different combat entirely.

If the unit began to flee in a previous turn and just happens to be in the way, then it reacts like any other fleeing unit that is charged by the enemy. It flees away immediately!

Pursuit off the Table

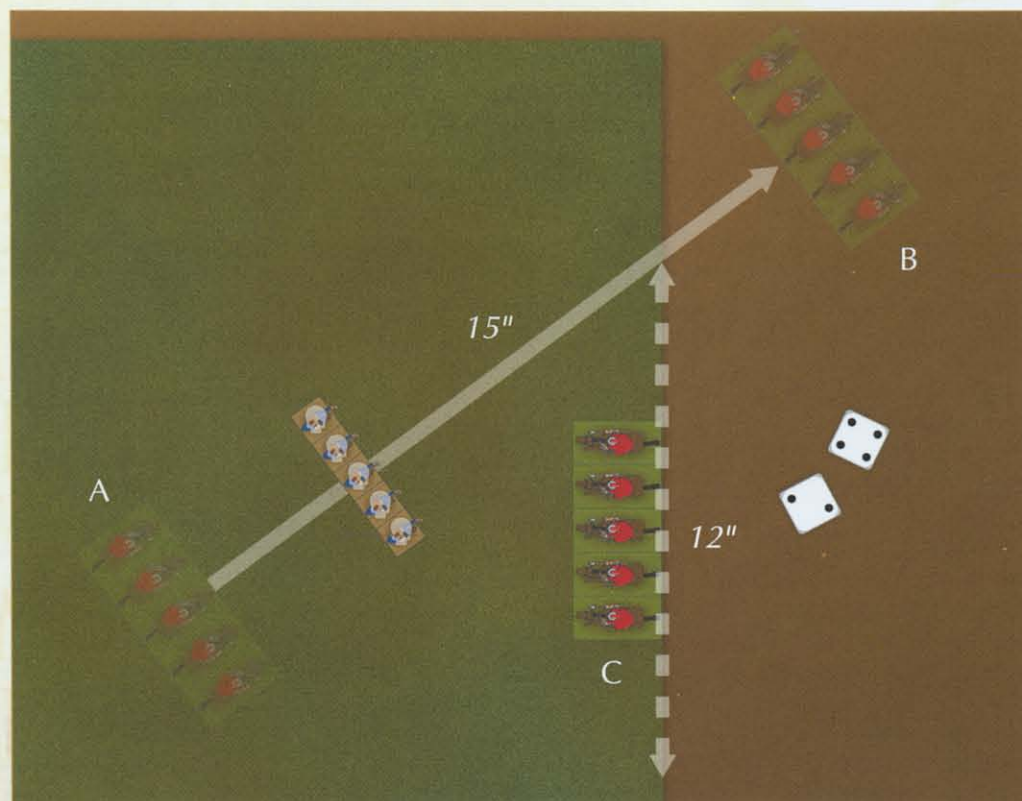
If any model in a pursuing unit leaves the table, even if only partially, then the whole unit is considered to have left the battlefield in pursuit of the enemy. Having left the battlefield such units may take a while to return. Pursuers might become scattered as they chase their enemies, or perhaps they will be tempted to loot the enemy's baggage train rather than conscientiously returning to the fight. To represent this, units that leave the table in pursuit of their enemy must take and pass a Leadership test to return.

Units that leave the table in pursuit of an enemy can attempt to re-enter the battle in their side's following turn. To re-enter the battle, units must take and pass a Leadership test at the start of the turn. Roll 2D6 adding the scores together, if the result is equal to or less than the unit's Leadership (Ld) value it has passed the test and returns. If the score is greater than the unit's Leadership (Ld) the unit does not return but can try again next turn.

Once it has failed two such tests, a unit is deemed to be scattered beyond hope of recovery and may not return to the battle. The unit is not destroyed and is not considered a casualty when it comes to deciding who has won the battle, but it takes no further part in the game.

When a unit pursues off the tabletop it is necessary to mark the spot where it has left in some fashion – any distinctive marker or token will suffice for this purpose, for example a small coin. Mark the spot where the mid-point of the unit's formation leaves the table – generally the position of the unit's leader assuming that it has one.

A unit can re-enter the table at any point within 12" of the spot where it left and along the same table edge. The unit enters the table in the Remaining Moves part of the Movement phase and measures its move from the table edge. As the unit is not on the table at the start of the Movement phase, it may not declare or make charges that turn, but it can otherwise move, shoot and participate in the game as normal.



The pursuing cavalry unit (A) rolls a 15 on 3D6, so moves 15" running down its enemy but also continuing off the battlefield (B).

On the player's next turn he makes a Leadership test for the cavalry unit. Rolling a 6 on 2D6 the unit is able to return to the battlefield within 12" of the point at which it left in the previous turn (C).



GIVING GROUND

If one side vastly outnumbers its enemy once casualties have been removed, then it is less likely to flee from combat. The troops have overwhelming odds on their side, and even though casualties may be high, they will continue to fight on! This is called the **giving ground** rule. Don't worry about this too much if you are playing the game for the first time or familiarising yourself with the rules – you can always ignore it to start with and introduce the rules for giving ground later once you have a fair grasp of the basic rules for combat.

One side in a combat is judged to have overwhelming odds if it outnumbers the other side 2:1 after casualties have been removed. If one side in a combat has overwhelming odds in its favour, then defeated units will **not** break and flee if they fail their Break test. They will **give ground** instead.

Units can normally only give ground if they are fighting to their **front** and not also fighting to their flanks or rear. There are some exceptions as noted below:

1. Units that are fighting both to their front and rear can never benefit from overwhelming odds and are always unable to give ground – they are automatically destroyed as already described for Fleeing units (see p62).
2. If a unit is fighting to its front and one or more flanks, it can still benefit from overwhelming odds if each of the flanking enemy units comprises fewer than five models. For example, where a flanking unit comprises a single character model, a unit can still qualify for overwhelming odds. In such a case the defeated unit is allowed to give ground to the enemy engaged to its front.
3. Units in skirmish formation do not benefit from overwhelming odds unless their enemy are other units in skirmish formation, or other units of fewer than five models.
4. Units unable to give ground because of interposing friends, enemies, impassable terrain or the table edge will flee instead.



Moving Units that Give Ground

A unit that gives ground is moved backwards D6" if its Movement rate is 6" or less and 2D6" if its Movement rate is more than 6". This is similar to that described for fleeing troops except that it is one dice less in each case. Units that give ground remain facing in the same direction and maintain their formation as they move. When a unit gives ground, the distance penalties for terrain and obstacles are applied in the usual manner as described in the Movement section (see p24).

If a unit is unable to move the distance indicated because of interposing friends, enemies, terrain or the table edge then the unit cannot give ground and will flee instead. Roll any additional dice required to give the unit its full quota for fleeing, add the score to that already rolled, and move the unit as described under Flee (see p62).

If all the enemies a unit is fighting give ground then victorious units must **follow-up** if able to do so. They will move up to a normal move, allowing for any penalties due to terrain or obstacles as usual, as they attempt to move back into contact with their enemy.

If victorious units succeed in re-engaging enemy that give ground, the combat continues in the next turn in the normal manner. The unit that has followed-up counts as having won the previous turn and so gains the combat results bonus for **momentum** where applicable, as explained on p60. Note that a follow-up move is not a charge or a pursuit. It represents the unit keeping pace with their foe as they give ground and can be thought of as a continuous fighting retreat over a period of time.

If victorious units fail to re-engage enemy that have given ground then the combat concludes. As neither the unit that is giving ground nor the units that are following-up are touching enemies, they are free to move, shoot and fight normally in their following turn, except that units that give ground are not permitted to declare a charge. They are simply too exhausted from combat and too fatigued to mount a charge that turn.

There are some situations where a victorious unit is not obliged to follow-up an enemy unit that is giving ground. These are fundamentally the same as already described for units which do not have to pursue fleeing enemy. Units can choose not to follow-up if they are defending walls, hedgerows, or other linear obstacles; or if they are placed within buildings or fortifications.

Giving Ground Voluntarily

All formed cavalry units are allowed to give ground even if they pass their Break test and would not otherwise have to flee. Such units do not have to have overwhelming odds in their favour – they can give ground regardless of whether they outnumber their enemy or not. This is exactly the same as already described, except that units choose to give ground rather than stand and fight in the following turn.

Note that skirmishing units of cavalry are not allowed to give ground voluntarily, though they may give ground against other skirmishers when they fail a Break test and where they have overwhelming odds as already described above.

There are some other situations where troops are allowed to give ground rather than flee or remain engaged in hand-to-hand combat. These are covered by the various special rules that appear either in this book or in the various Warhammer Ancient Battles supplements. The most common example is units with the **drilled** rule. This special rule is described in the Special Rules section on p106.

OVERRUN

This rule makes provision for units that destroy their enemy in a single, thunderous charge, and allows them to surge forward and attack other enemies just as if they were pursuing fleeing troops. This is a useful rule, but by no means a vital one. You should not worry too much about it if playing your first few games. If you remember then all well and good, but otherwise it is a rule that can be introduced once players are familiar with the basic rules for fighting hand-to-hand combat.

If a unit charges and all of its opponents are destroyed in the first round of hand-to-hand combat then it is allowed to make an **overrun** move. A unit does not have to make an overrun move. It is up to the player to decide to do so or not.

An overrun move is made in the same way as a **pursuit** and takes place at the same time as pursuits, and is treated in all respects as a pursuit move except as noted below. The unit moves straight forward as if it were pursuing an enemy fleeing directly away from it.

A unit is not allowed to overrun if its enemy fled from their initial charge and was subsequently caught and destroyed. In such a case the chargers have already expended extra effort chasing down their foes, and so no overrun move is permitted. However, note the following exception:

If skirmishing enemy flee from a charge and are caught and destroyed, then chargers are allowed to overrun by D6". Decide whether to overrun before rolling the dice to determine how far the unit moves.

The thirty-sixth...bore the onslaught of the winning forces bravely, and when they were surrounded by the large numbers of the enemy, with extreme presence of mind they formed a circle and so withdrew towards the foothills of the mountains with the loss of no more than 250 men.

Julius Caesar, The Civil War



Byzantine soldier



REDRESS RANKS

At the end of the Hand-to-hand Combat phase, both players have the opportunity to rearrange their fighting formations as described here. Remember that units engaged in combat cannot normally move in their Movement phase, so any permitted formation changes must be performed now. It is also a good time to neaten up any formations that have been disturbed during casualty removal or which have become a little ragged during pursuits or other moves.

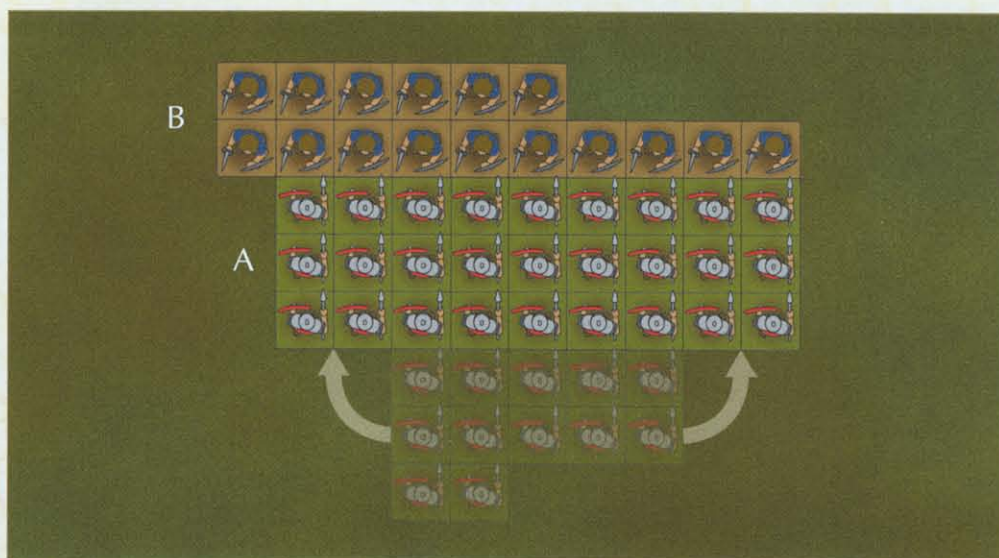
Regardless of whether you won or lost the combat engagement, you are allowed to move any leader or character models that have joined the unit if they are not already touching an enemy. This enables these individuals to fight in the following round and prevents them getting 'stranded' from the action. This might mean moving a character or leader into an appropriate gap in the unit's formation, or it might mean swapping the character or leader for an ordinary trooper.

If a unit wins a round of combat, it is allowed to change formation by expanding its frontage, thereby allowing more models to fight in the following round. When changing formation in this way, a unit can expand its width by up to two models on each flank, up to the point where it overlaps the enemy by one model on each side. Move models from the rearward ranks to fill out the formation in the usual manner.

If a unit is fighting to its side, or for that matter its rear, then models cannot be rearranged from any ranks that are touching the enemy. In such cases it will not be possible to expand the unit's frontage if it cannot make a formation without using models from a rank that is already fighting.

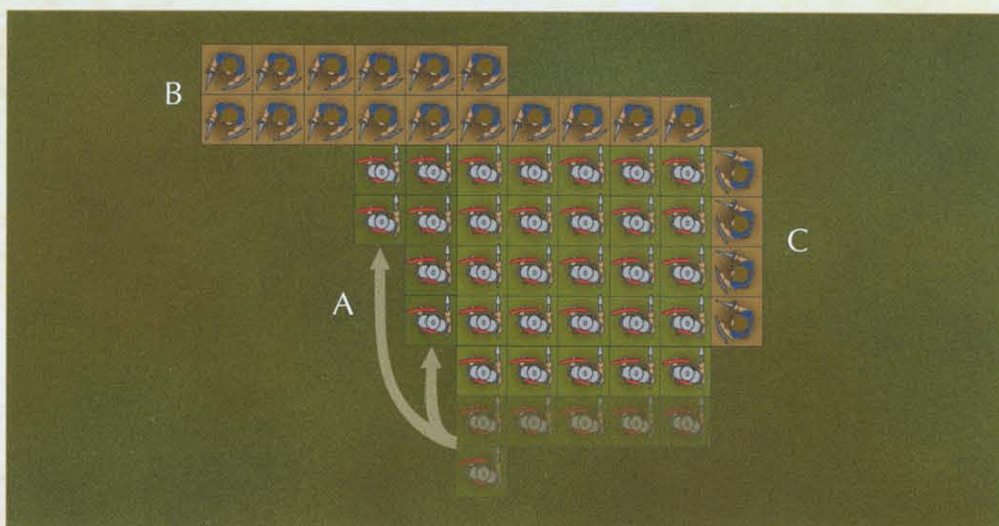
Note that units which are fleeing are no longer in combat and don't get tidied up! They are supposed to look a bit ragged and arranging models in a higgledy-piggledy manner is a good way of making their status visually apparent.

Unit (A) won the combat, so is able to expand its frontage. The player chooses to move twelve models from the rear ranks to create a new unit formation of nine files wide by three ranks deep.



In this example Unit (A) is involved in a conflict with unit (B) to the front and unit (C) to the flank.

Unit (A) chooses to redress the ranks by moving the six models not involved in combat over to create two additional files.





PANIC



It is an unfortunate fact that in the heat of battle troops do not always respond as you, their gallant commander, might prefer. When troops see their friends and comrades cut down before their eyes, or fleeing in witless terror before the merciless advance of the enemy, their knees might knock, their hands may tremble, and their courage can eventually fail them altogether. They begin to wonder if their future prospects might not be substantially improved by turning tail and making a run for it. In short, they might **panic**.

THE PANIC TEST

Units are obliged to take a Panic test in various stressful situations throughout the turn sequence. Panic tests are made using the unit's Leadership (Ld) value in a similar way to Break tests, tests to hold a pursuit, tests to give ground, and tests to disengage from combat. This should be familiar to anyone who has read thus far – but to guard against desultory reading habits and fading powers of recall, we'll just remind ourselves how this works once more.

Roll 2D6 and add the scores together to get a result of between 2 and 12. If you roll equal to or less than the unit's Leadership (Ld) value, the test is passed. If you roll more than the unit's Leadership (Ld) value, the test is failed.

Although a Panic test and a Break test are both taken using the Leadership characteristic, bear in mind they are not the same thing. Some bonuses and special rules apply only to Break tests, others apply only to Panic tests, so it is important not to confuse the two.

Units that fail a Panic test will **flee**. We have already discussed the rules for moving fleeing troops and covered the rules for units fleeing from combat. In this section we will discuss the rules needed to describe the movement of troops that flee as a result of panic.

Should you wish to remind yourself of the rules governing fleeing troops, refer back to the Movement section under Fleeing on p29-30, and the Hand-to-hand Combat section on p62.



Half Strength

Once a unit has been reduced to half or less of its original strength, its fighting spirit may have been somewhat dampened and its willingness to fight on compromised. To represent this, units at half strength or below suffer a -1 Leadership (Ld) penalty when taking Panic tests.

Riders and Crew

As for all Leadership based tests, we use the Leadership (Ld) value of any riders and crew rather than of horses, camels, donkeys, elephants or other sundry beasts they may choose to ride to war. This should be obvious enough but let us satisfy ourselves that we have removed all doubt.

CHARACTER'S LEADERSHIP

If a unit of troops is led by a character then the unit can test against his Leadership (Ld) value if desired. As characters usually have good Leadership values this is a worthwhile bonus that canny players will wish to take advantage of. For more about characters see Characters p79.

WHEN TO TAKE PANIC TESTS?

A unit must take a Panic test in the following situations. In several instances give rise to a Panic test from any one cause, for example, there are several friendly units fleeing nearby, only one test is necessary. The single result will cover all cases.

1. Fleeing friends within 4" at the start of the turn.
2. Friends break/destroyed in combat within 12".
3. Charged in rear or flank.
4. General slain.
5. 25% casualties suffered from shooting.
6. Charged by an ignored enemy.

1. Fleeing Friends within 4" at the Start of the Turn.

A unit must make a Panic test at the start of its own side's turn if there is a fleeing friendly unit within 4". A formed unit does not have to take this test if the fleeing friends are skirmishers – such craven behaviour being more or less expected of skirmishing troops. You also do not have to take this test if your unit outnumbers fleeing troops by 2:1 or greater, discounting any friendly fleeing skirmishers in the case of a formed unit for the reasons already discussed. The sight of a few rag-tag stragglers and flighty skirmishers is deemed insufficient to incite panic in a larger body of formed troops.

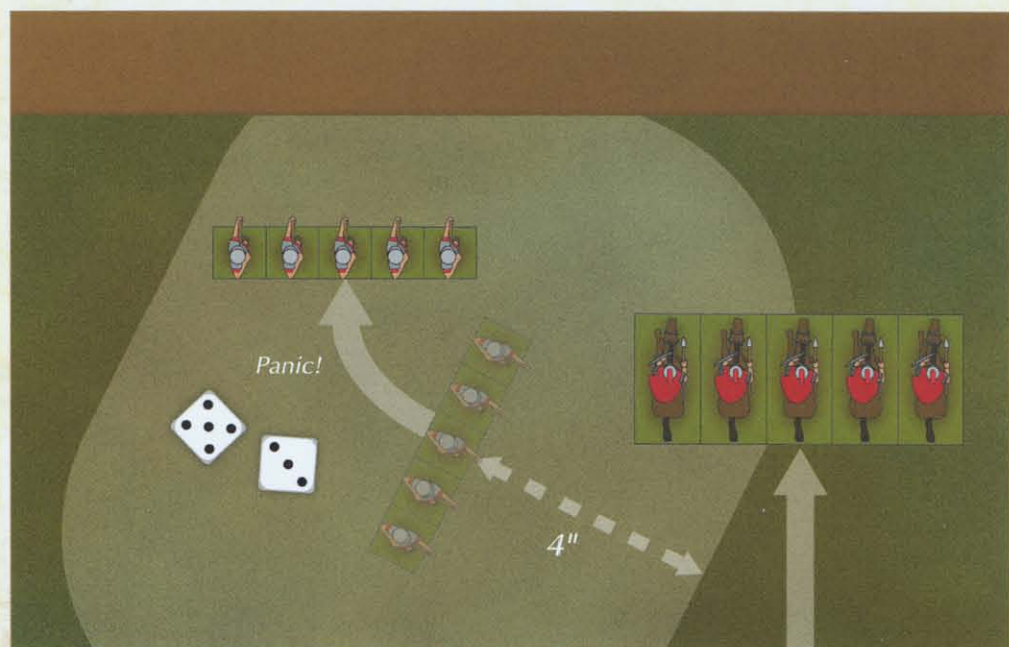
A unit panicking because of fleeing friends nearby will flee in the Compulsory Movement section of the Movement phase towards its own base edge where possible, as described in the Movement section p29.

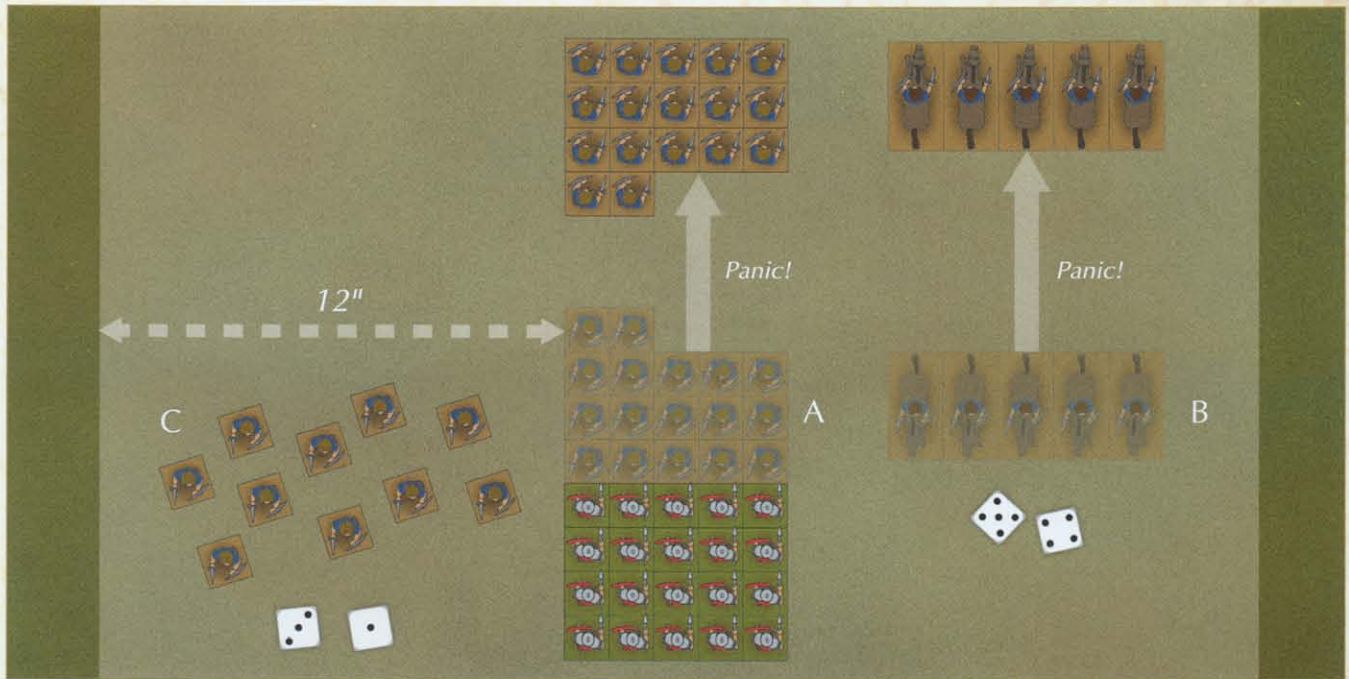
2. Friends Break/Destroyed in Combat within 12"

A unit must test in the Hand-to-hand Combat phase if one or more friendly units breaks from combat within 12" or is completely destroyed in combat within 12". A formed unit does not have to take this test if the broken or destroyed friends are skirmishers. These tests are taken once all combats have been resolved and break tests taken, as described in the Hand-to-hand Combat section (see p61).

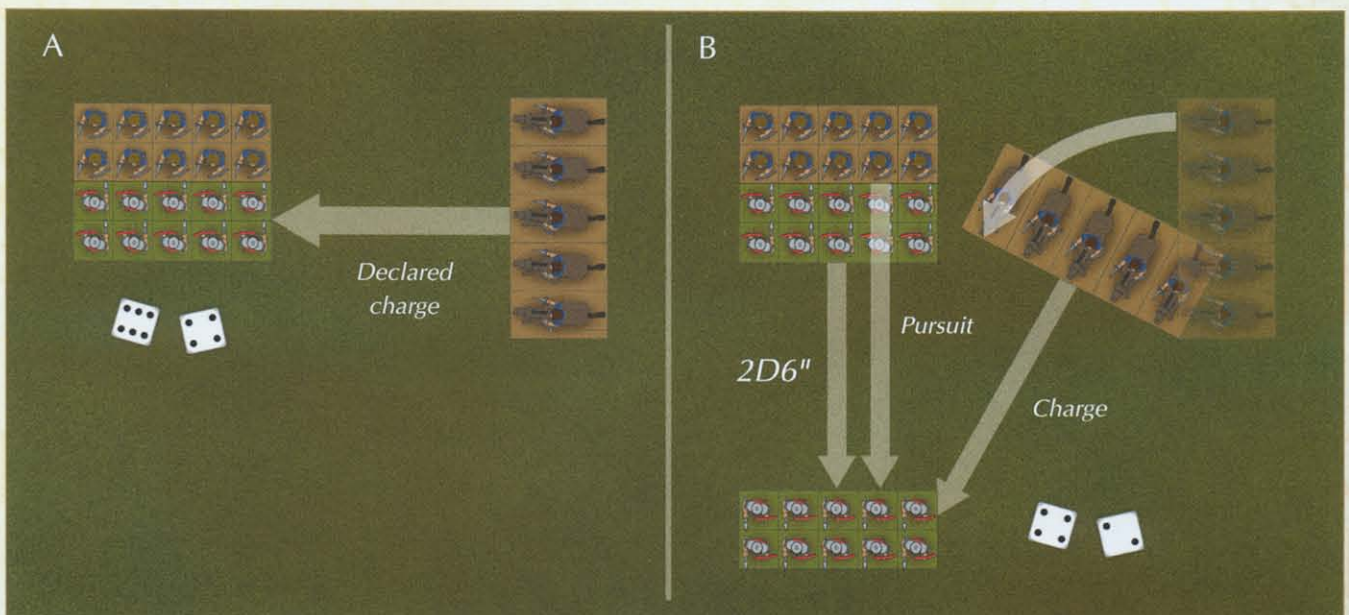
A unit panicking because friends have broken or been destroyed will flee at the appropriate point in the Hand-to-hand Combat phase. Panicking units will flee in so far as possible directly away from the closest combat that initiated the Panic test.

At the start of their turn a unit of five archers is confronted by a fleeing unit of friendly cavalry within 4". The archers have a Ld value of 7. The player rolls 2D6 and scores a 3 and a 5 adding up to 8. As the archers have a Leadership of only 7 they fail their test. The archer unit panics and must flee in the compulsory part of its Movement phase.





During the Hand-to-hand Combat phase a unit of Barbarian warriors is defeated and broken (A). All friendly units within 12" must take a Panic test, which in this case includes a unit of Barbarian cavalry (B) and a unit of skirmishers (C) nearby. Panic tests are taken before the broken unit flees. The cavalry roll a total of 9, which is more than their Leadership, so they panic. The skirmishers roll a remarkable 4, even less than their Leadership of 5 so they bravely stand fast. Both the Barbarian warriors and the Barbarian cavalry will flee from their enemy. Note that a unit that panics and flees from hand-to-hand combat does not lead to further Panic tests – only units that are defeated and break in combat cause Panic tests.



(A) A unit of 10 Romans is charged in the flank by a unit of five Barbarian cavalry while fighting a unit of Barbarian warriors to its front. The Romans take a Panic test as soon as the cavalry declare their charge and are found to be within range. The Romans roll a total of 10, which is more than their Leadership, so they panic and flee.

(B) The Romans flee 2D6" away from their enemy. The Barbarian warriors already fighting the Romans won the previous turn's combat, and so pursue. The Barbarian cavalry continue their charge in the same way as if their foe had fled voluntarily.



3. Charged in Rear or Flank

A unit must test if charged in the rear or flank by a formed enemy unit. Note that a unit is not formed if it consists of fewer than five models, or if it consists of skirmishers, and if charged by such no test is required. Make this test as soon as chargers have established they are within reach of the unit, but before moving the chargers themselves. Note that a test is only initiated once it has been established chargers are within reach. No test is required if chargers do not have enough movement to reach their target.

A unit panicking because it has been charged in the side or rear will flee immediately as directly as possible away from the enemy unit that initiated the Panic test.

4. General Slain

If your army's General is slain then every unit in your army must take a Panic test. This is often the moment when an army's willingness to fight evaporates, leaving the field to the foe! This test is taken immediately if the General is killed in the Shooting phase, and at the same time as other Panic tests in the Hand-to-hand Combat phase if he is killed in that phase.

A unit panicking because of the death of a General will flee away from the closest enemy unit it can see, or otherwise directly towards its own table edge as described for fleeing units in the Movement section.



5. 25% Casualties Suffered from Shooting

A unit must test if it suffers 25% or more of its number as shooting casualties in a single phase. This is likely to be the enemy's Shooting phase, but it could also be your own Movement phase if enemy units stand & shoot, or fire & flee, against your charging units. In the latter case, a Panic test could potentially result in a charging unit instead turning tail and fleeing away from their intended target.

A unit panicking from missile fire caused by enemy shooting will flee immediately and as directly away from the closest shooting enemy as possible. A unit panicking as a result of casualties suffered during a charge will flee directly away from the enemy that fired upon it – a sorry state of affairs if truth be told!

6. Charged by an Ignored Enemy

A unit must make a Panic test in the enemy's Movement phase if it has ignored an enemy that subsequently turns out to be within reach. Make the test immediately before moving the chargers. As players only respond to charge declarations by ignoring enemy units that are obviously beyond charge reach, this should never happen, but we must make allowances!

A unit panicking due to it being charged by an ignored enemy will flee in the same way as a unit declaring a flee response.

PANIC AND COMBAT

A unit engaged in hand-to-hand combat may be called upon to take a Panic test because friends flee close by, or if friends break from the same or a different engagement, if they are subsequently charged in the flank or rear, or if their General is slain. If such a unit flees as a result, then it is treated the same way as units that are broken in combat. All the rules already described for broken units fleeing from combat therefore apply.

If all enemy units engaged in combat panic and flee for any of these reasons, then a unit is allowed to pursue so long as it won the previous round of combat or otherwise has the **momentum** as described in the Hand-to-hand Combat rules (see p63). Such pursuits are worked out just as if the enemy had broken and fled from combat.

If all enemy units engaged in combat panic and flee for any of these reasons, then a unit is not allowed to pursue if it did not win the previous round of combat, does not have the momentum, or if the combat has yet to be fought, in which case neither side has yet won or gained the momentum.

Units that panic and flee from combat **do not** trigger further Panic tests due to units breaking from hand-to-hand fighting. Only units that are defeated in combat, fail a Break test and flee as a result trigger Panic tests. This is important and worth remembering right from the start if you can.

Sometimes a unit will be called upon to take a Panic test for friends broken in combat, when it is itself engaged in hand-to-hand combat. If this happens, and the unit has won its own round of mêlée, then it may re-roll its Panic test, should it fail it.



LEADERS STANDARDS AND MUSICIANS



This section introduces rules for the all important 'command' models in a unit, namely its **leader**, **standard bearer** and **musician**. These models, where present, don't just represent the individuals concerned, they also serve to indicate, in a general way, the unit's level of training, morale and effectiveness as a fighting body. We therefore give units that have a full gamut of commanders advantages or bonuses, particularly in hand-to-hand fighting as already described in the Hand-to-hand Combat rules.

If a unit has a leader, standard bearer and musician then it is usual to arrange these models into the middle of the front rank of the unit's formation. This is not obligatory and in some cases players may prefer to arrange command models into a second or rearward rank if they happen to look better that way.

Aside from representing the individuals concerned, we treat leaders, standard bearers and musicians as if they were armed and armoured in exactly the same fashion as the rest of their unit, or as the majority type if the unit includes more than one type of trooper. Where units include both missile armed and combat armed troops, spears in the front rank and bows in the rear, for example, then commanders are always assumed to be of the combat type. So, for example, a leader model may be gesturing dramatically with a sword, or might

be depicted without a shield, but if he leads a unit of spearmen carrying shields we treat him exactly as if he were similarly equipped. This convention allows us to take account of these worthy individuals without overcomplicating hand-to-hand fighting unduly.

When it comes to removing casualties from a unit, it is usual to remove ordinary rank-and-file troopers rather than command models, leaving commanders until last. This is purely to preserve the appearance and honour of the unit – the player suffering the casualties always has the choice of whether he removes an ordinary trooper in place of a commander. Where a trooper from a rear rank or other non-fighting position is removed in preference to a command model, that command model may not fight if he has not done so already. So, if a unit with a frontage of five models suffers five casualties from a charging enemy it is acceptable to remove five rank-and-file models leaving the three commanders in place at the front of the unit, but none of them will be able to fight that turn.

Once all ordinary troopers are dead, it is usual to remove the musician first, then the standard and finally the unit's leader – as seems only fitting – but once again this is up to the player removing casualties.



LEADERS

Any unit of troops can include a specific model to lead it. The unit's leader is part of his unit and is not free either to leave it or to act independently. Note that unit leaders, although they can be thought of as representing especially brave or ferocious individuals, are not characters as described in the Characters section of the rules. Characters are free to join or to leave units, and have various other special abilities and rules as described later.

+1 Attack

If a unit includes a leader model, it may roll one extra attack in hand-to-hand combat on his behalf. To qualify for this bonus attack, the leader must be in a rank that can fight and must be positioned so that he can strike against the enemy. Normally this will mean he needs to be in the front rank, but if the unit carries weapons that enable a model to fight from a second or other rearward rank then the leader will also be able to fight from there.

As most troops have an Attack (A) value of 1, this means leaders will usually have 2 attacks in hand-to-hand fighting.

Stranded Leaders

It can sometimes happen that a unit is charged in the flank or rear in which case a unit's leader positioned at the front won't be touching any enemy and therefore won't be able to fight. This can also happen if the unit is fighting to the front where the enemy only contacts a small portion of the unit's frontage, leaving the leader out of the fight. In both cases the unfortunate leader is stranded from the fighting and won't be able to take part in the ensuing round of combat.

If a leader is stranded during an engagement, he can swap positions with another model in the **redress ranks** part of the Hand-to-hand Combat phase. This means that a leader might miss one round of combat, but is usually able to join in eventually. Although units are not usually allowed to move once they are in combat, we allow leaders to make their way into a fighting position so that they can take part in the combat.

Note that this rule doesn't allow a leader to stop fighting one enemy and move to fight another. If he is already positioned so that he can fight one enemy then he is stuck where he is. For example, he can't move to attack an enemy at the rear of his unit if he is already fighting an enemy to the front.

STANDARD BEARERS

A standard is the focal point of a unit. It proclaims the unit's identity and defies its enemies. Such a standard might take various forms in the armies of ancient times: flags, banners, totemic idols, or religious icons, for example. We consider all of these to be standards for our purposes.

Standards also have a practical value: they are used to make signals, to direct movement and they provide a visible point

around which manoeuvres and formation changes can be made. The following rules represent the boost to a unit's fighting prowess due to its standard.

+1 Combat Result Bonus

A side that has a standard may add +1 combat results bonus as described in the Hand-to-hand Combat section of the rules on p60.

Capturing Standards

If a unit flees from hand-to-hand combat and its enemy pursues, then its standard is automatically captured by the foe. If a unit is wiped out in hand-to-hand combat then its standard is captured if its enemy wins the combat round. This is important when it comes to deciding which side has won the battle – as captured standards count towards your victory score. Captured standards count towards your victory even if the capturing unit is itself subsequently destroyed or forced to flee. Once captured, a standard is captured for good – it cannot be recaptured!

MUSICIANS

The beat of drums and blaring of horns are used both to signal and control manoeuvres as well as to inspire the troops with a rousing call to attack! Amongst the clatter and din of a battle it was important that such signals could be clearly heard, and one can only imagine the strident blast of brazen horns such as the Roman cornu and Celtic carnyx.

March and Manoeuvre

A unit that includes a musician is allowed to march, fast march and make a reform manoeuvre as already described in the Movement section of the rules p23. In these instances the presence of the musician indicates a degree of training or experience, and that the unit is therefore capable of making these relatively complex moves.

Gaining Momentum in Drawn Combats

Musicians are also useful in hand-to-hand combat where the blast of a horn or timely signal to press forward or hold back can give an advantage to one side or the other. Where a combat ends in a draw, neither side can claim the momentum for the following turn (and hence the +1 Momentum combat result bonus in the following round). However, if one or both sides include musicians, the momentum will automatically go to one side or other as follows.

Each side rolls a D6 for each musician model in the combat. The side that rolls the highest individual dice score gains the momentum for the next round of combat. If one side has musicians and the other does not, then the side with musicians will automatically gain the momentum for the following round. Note that the result of the combat is still a draw, the side that fails to gain the momentum has not lost the combat, and hence no Break test is taken and the combat will continue in the following round.



SKIRMISHERS



Skirmishers are lightly armed troops fighting as a loose band without the benefit of formal ranks and files. Because of their loose order, with plenty of room between warriors beside or behind them, they can move and fight much more individually than formed troops compressed into a mass of ranks. Skirmishers are often deployed as screens to protect formed bodies of troops from missile fire or sudden attack, or they can press forward to harass the enemy by showering them with missiles. On the whole skirmishers are better at shooting the enemy or hurling missiles than they are at fighting, but some are quite good at both!

Troops designated as skirmishers always deploy and fight in a loose formation or **skirmish order**.

LIGHT TROOPS

Some troops are described in the various Warhammer Ancient Battles supplements and army lists as **light infantry** or **light cavalry**.

Light infantry and light cavalry can be fielded either as formed units in open order or in skirmish order. The player must decide how to field the unit at the start of the game and the unit fights as the nominated type during the battle. Note that the player simply gets the choice of how to field the unit – the unit is not able to swap willy-nilly between formed and skirmish once the battle has started.

If a unit of light troops is fielded as skirmishers then all rules in this section apply as to any other skirmishing unit.



TEMPORARY SKIRMISH ORDER

As well as units designated as skirmishers, any unit of infantry or cavalry can temporarily adopt skirmish order to move through terrain that is only passable to skirmishers of its type. This primarily covers areas of settlement such as villages when treated as area terrain – see p133 for more about the rules for buildings.

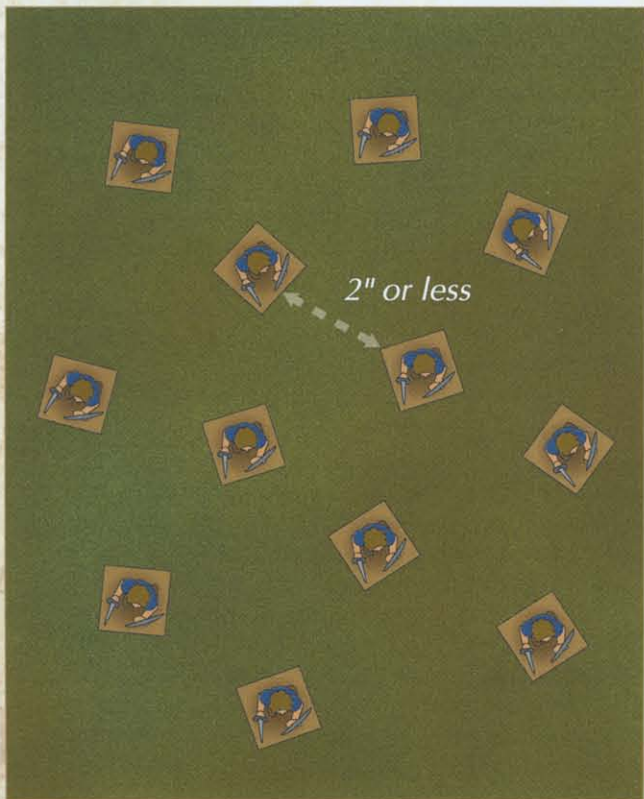
In these cases units automatically form up into a proper formation once they leave a settlement.

SKIRMISHING UNITS

The following rules apply to all troops in skirmish order regardless of whether they are skirmishers by default, light troops fighting in skirmish order, or formed units that have temporarily adopted skirmish order to occupy buildings.

Skirmish Order

Skirmishing units are arranged with the models up to 2" apart so that no models touch and so that the whole unit takes the shape of a group or line. Individual models can be arranged to face any direction as the player wishes. If the group should become divided by more than 2" for any reason, casualty removal, for example, then the player must remedy this situation at soon as he gets a chance.



A unit of skirmishing Barbarians is on the move at double rate. When moving, the models must remain interlinked, with no more than 2" separating any models.

Moving Skirmishers

Skirmishing models move individually and each model can move in any direction via any route. The unit does not need to manoeuvre to change direction or adjust its formation, just move the individual models as you wish. Once all models have moved, the unit must still comprise a group or line with no models more than 2" apart.

Skirmishers can move at the double in most situations, ie, they move at twice their basic movement rate even when making ordinary moves and not just when charging. Skirmishers do not march and don't increase their movement when they charge – they can simply move at double rate in most situations.

Skirmishers who move more than their basic movement rate will be unable to shoot that turn and become subject to restrictions when moving through some kinds of terrain, as explained below. This means that although skirmishers are permitted a double rate move, it is not always desirable to move quite so fast.

Skirmishers and Terrain

Skirmishing infantry suffer no penalties for moving through difficult terrain. They move at basic movement rate over very difficult terrain rather than at quarter speed as do most other troops. They are able to move over obstacles without suffering any penalty to their movement.

Skirmishing cavalry moving at double rate suffer the standard penalties for all kinds of terrain and obstacles. This includes units that are making a double rate move because they are skirmishers, as well as units that are charging.



Celtic skirmisher models from different armies. One player has opted to use a square base, whilst the other has used a circular base.



Skirmishers Fear Formed Units

Skirmishers with a Leadership value (Ld) of 7 or lower automatically 'fear' formed enemy units. The rules for fear and other special psychology rules are described later, for now it is enough to know that skirmishers with an appropriately low Leadership will have to make a 'Fear test' when confronted by formed enemy.

Skirmishers and Shooting

Although skirmishers are allowed to move at double rate they cannot shoot in the same turn as they do so. A skirmishing unit can move up to its basic movement rate and shoot, or it can move at its double rate and forego shooting that turn.

Bear in mind that individual models must be able to see and shoot at their target as described in the main rules for shooting. Just like troops in formed units, skirmishers cannot see through other models in the same unit, so remember to leave suitable gaps for models to shoot through.

As we have already seen, troops shooting at skirmishers suffer a -1 to hit penalty, in the same way as when shooting at individual character models. Note that this penalty is only applied once a character who has joined a skirmishing unit is not -2 to hit! See Shooting on p46.

Skirmishers Blocking Line of Sight

Because skirmishing units have gaps between the models, it is theoretically possible for other troops to draw a line of sight through a skirmishing unit. Despite this, we do not allow either enemies or other friendly units to charge or shoot through such a gap unless it is more than 2" wide – ie, where the skirmishers' own formation has already been compromised. This enables skirmishing units to screen the movement of troops behind them, as any enemy will be obliged to shoot or charge the skirmishers first.

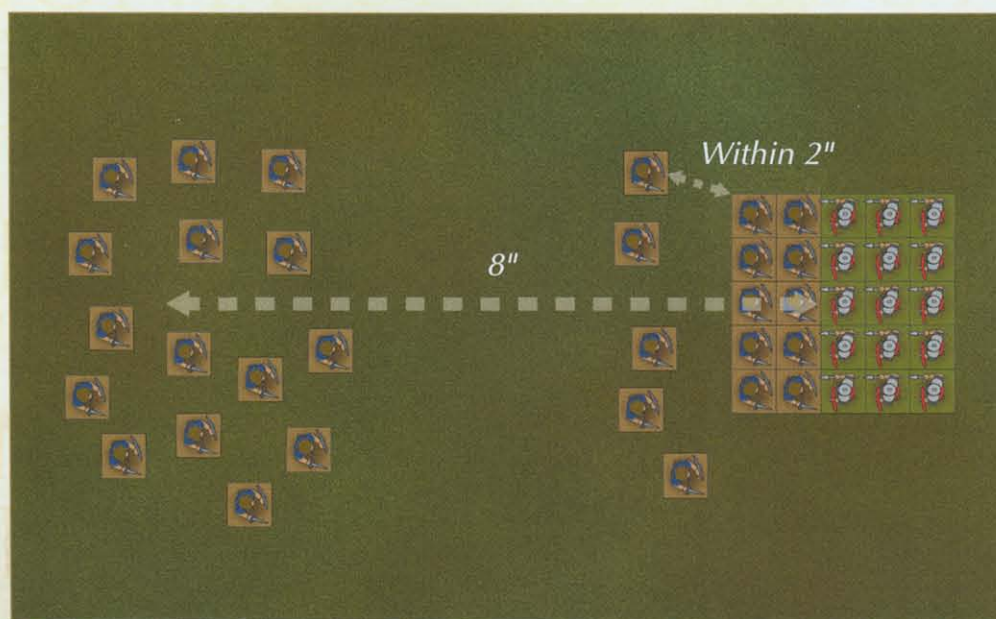
The only situation where a unit of friends can charge through the formation of a skirmishing unit in front is where both units declare a charge and the skirmishers move out of the way first, allowing the unit behind them to complete its charge without moving through the skirmishers' formation. This is a useful ability and worth remembering!

Skirmishers and Combat

A skirmish unit can only declare a charge against an enemy that lies within sight of the majority of the unit. If this is impossible to determine, for example, if the unit is positioned to look in all directions at once, then we assume it is facing directly towards the opposing army's table edge.

When skirmishers charge, move all the models that are within reach of the enemy into contact and arrange them into a fighting line. Models that are unable to reach the enemy, or unable to reach a position in the line because of other models in the way, are arranged loosely behind or beside those fighting so that they face towards the enemy. Models arranged in this way must be formed into a skirmishing formation with at least some models within 2" of those engaged.

When a formed unit charges into a unit of skirmishers, move the charging unit into contact with the closest skirmisher model. The charger can then align against the skirmisher unit if the player wishes – but he doesn't have to do so. Having worked out the position of the charger, all skirmisher models within 1" of the enemy unit must be brought into touch with enemy where possible. Where this causes models in the rear to lose their skirmish formation, they may be moved so that the formation remains coherent with at least some within 2" of those engaged – see the accompanying diagram on page 78.



A unit of 15 Barbarian skirmishers charges a unit of Roman infantry. Ten of the skirmishers are within the charge range of 8", so they are arranged in a fighting line. The remaining five skirmishers who are unable to reach the enemy are arranged in a loose formation within 2" of the engaged models.



Any skirmisher models unable to reach the enemy during the first round of combat are still considered to be engaged in the combat. Note that they are therefore unable to shoot that turn. These models must be moved into touch with the rest of their unit during the **redress ranks** part of the Hand-to-hand Combat phase. They can be positioned in the fighting line touching the enemy if there is room; otherwise they are rearranged behind the line, forming additional ranks. Note that skirmishers get no benefit from additional ranks as they are not formed units. Similarly models armed with spears, or similar weapons, cannot fight from a second rank as only formed units can fight in this way. To emphasise the point that the troops are skirmishers, it is perfectly acceptable to arrange the models slightly loosely, thereby preventing any possibility of confusion with formed troops.

Skirmishers receive no combat results bonus for unit standards and cannot use any musician to roll-off for momentum in the case of a drawn combat.

Skirmishers are not formed units and therefore no Panic test is required when they charge into the sides or rear of an enemy unit, and an enemy's rank bonuses are not negated by such an attack. Only formed units impose these penalties.

A skirmishing unit that is charged in the side whilst fighting combat must take the appropriate Panic test just like other units, and the enemy will enjoy the benefit of the usual combat result bonus – see p36.

Overrunning Skirmishers

Skirmish units that flee or fire & flee as a response to a charge may be caught and destroyed by their enemy just like any other unit. When this happens, chargers are allowed to overrun as described in the Overrun rules on p67.

Skirmishers and Leadership Tests

Skirmishers are spread out over a broad area, making it much harder for leaders to direct or control the group. To represent this, skirmishing units always use their own Leadership (Ld) value when making any test that uses Leadership, eg, Break tests, Panic tests, and various psychology tests such as *fear*.

Skirmishers cannot use the General's Leadership value, or the Leadership value of any character model that has joined the unit, and they are not allowed to re-roll failed Break tests if the army's battle standard is within 12" as can other troops.

If a character, even a General, joins a unit of skirmishers then he is bound by the results of any Leadership tests taken by the unit itself – as is the usual rule for characters that have joined units as explained on p80.

Panic Tests due to Skirmishers

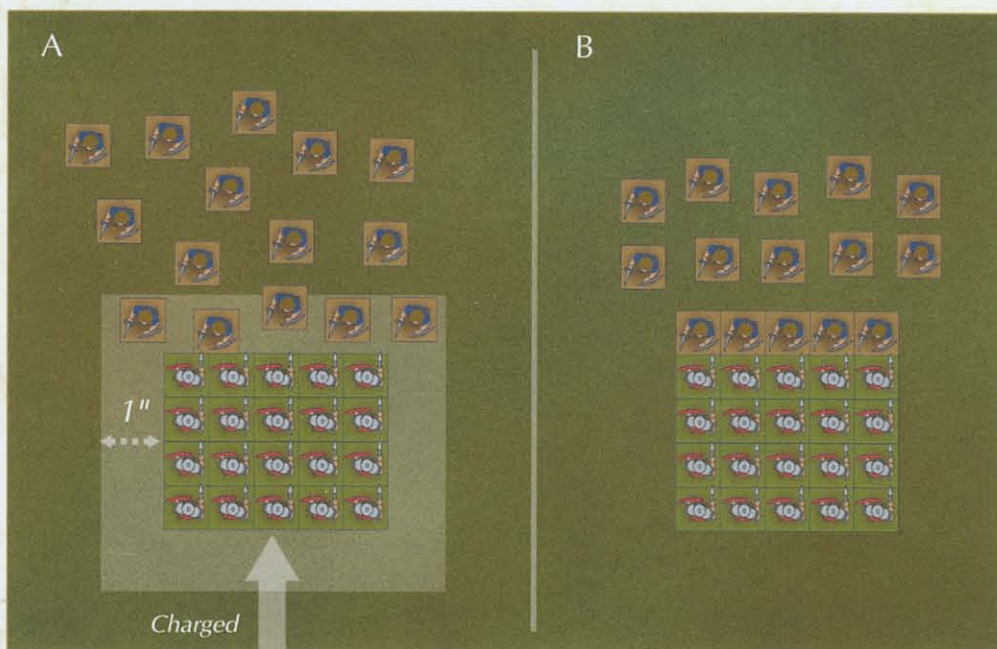
Formed units do not have to take a Panic test if skirmishing troops flee nearby, break from combat or if they are wiped out. Most troops expect skirmishers to flee and it comes as no cause for concern when they do!

“The flank assaulters circled round and began to shoot.”

– The Baburnama

(A) A unit of twenty Roman infantry charges a unit of fifteen Barbarian skirmishers.

(B) Only five of the Barbarian skirmishers are within 1" of the Romans. These five models are lined up. The remaining ten barbarians are arranged in a loose formation within 2" of the engaged models.





CHARACTERS



Our game can include models representing individuals – be they generals, heroic warriors, merchants, bandit leaders, or shepherd boys (notoriously good shots with a sling, these lads!). As our objective is to fight battles between entire armies, our main aim is to provide rules for generals, tribal chieftains, and other commanders of senior rank or similarly high status. We refer to all these individual models as **characters**. The rules for characters have been gathered together in this section of the book.

CHARACTERS AS UNITS

A character is a unit of just one model which can either move as an independent piece, or which can join with a unit to lead it or fight with it. Characters are most useful when they fight alongside other troops to inspire them, leading from the front in a very literal sense! Characters are allowed to join units of troops as described later, becoming part of the unit and moving and fighting as an integral part of it.



MOVING CHARACTERS

Characters that have not joined units are free to move in the Movement phase. They must take account of penalties for terrain and crossing obstacles just like other models. However, because we are talking about a single model rather than a formation of troops, the character is free to turn about or face whatever desired direction as he moves. There is no need for the character to manoeuvre as there is for a unit of formed troops.

Individual character models are not allowed to declare charges and are therefore unable to initiate combat on their own. They can, and must, charge if the unit they have joined declares a charge – in which case they simply move along as part of it.

The movement of individual characters is unrestricted by ranks and files, so we allow them to march at **three times** their basic movement rate, ie, at what would be a fast march for units of troops. Characters will be prevented from the marching due to the proximity of the enemy, etc, as described in the rules for marching on p27.

Note that although characters are free to face whatever direction they wish as they move, they are still bound by the normal rules for what they can see.

JOINING UNITS

A character model can join a unit of troops by moving into touch with it – the player then declares the character has joined the unit. Assuming the character joins a formed unit – as will usually be the case – the model is arranged into the centre of the unit's front rank alongside the unit's commanders. This will normally displace an ordinary warrior to a rear rank, but if the unit is very narrow, it may displace a command model to the second rank instead.

Characters can join skirmishing units by moving into formation with them. The character moves to within 2" of another model in the unit and the player indicates that he has joined it. Note that skirmishers get fewer benefits when joined by characters so this is rarely done.

Characters on foot cannot join units of cavalry. As a general rule, characters cannot join units of elephants or chariots unless they already ride elephants or chariots respectively. There are some exceptions specified in various Warhammer Ancient battles supplements and army lists, where characters are allowed to join such units, but these are special cases.

Mounted characters can join infantry units and they are assumed to dismount and fight on foot when they do. Ideally, you should provide a separate model on foot to represent the character. If this isn't possible, imagination must suffice. Just place the mounted model at the back of the unit and nominate one of the front rankers to temporarily represent him.

Any number of characters can join a unit, but no more than half of the unit's front rank can be represented by characters.

For example, if a unit has five models in the front rank, it may contain up to two characters.

When a character joins a unit, he will inevitably use up a portion of his movement to reach it. If the unit has not yet moved then its entire move is reduced to that portion remaining to the character – the rest of the unit's move has been wasted waiting for him. If the unit has already moved, then the rest of the character's move is lost as he is now part of the unit.

A character is not permitted to join a unit that is already engaged in hand-to-hand combat.

It can sometimes happen that a unit is fighting in combat and a character who has already joined it is unable to take part in the combat because he is not touching any enemy. In such a case, the character can be repositioned during the Redress Ranks portion of the phase in exactly the same way as described for **stranded leaders** on p74.

Once a character has joined a unit, he counts as a member of the unit in all respects for purposes of movement. He therefore moves with it just like any other trooper. It does not matter what armour or weapons the character or unit has. For all movement, including fleeing, treat the character as any other member of the unit once he has joined it. This remains true even if the character happens to be the only model left in the unit, for example, if the unit has fled having suffered so many casualties that the character is the only model left.

LEAVING UNITS

Once a character has joined a unit, he can only leave it again in a subsequent Movement phase during the Remaining Moves portion of the phase. He cannot leave the unit if it has already moved earlier in the phase or if it is subject to any kind of compulsory movement rule. For example, if the unit charges then he must charge along with it, if it disengages he must also do so, if it flees then he flees, and so on.

When a character leaves a unit, just move the character model out of the unit, and fill in the space with a trooper from the rear rank or edges of the formation as appropriate.

Note that it is not possible for a character that has joined a unit to declare a separate charge and leave it by this means. He is part of the unit and bound by its movement until he leaves. Individual character models are not permitted to charge in any case. As a character cannot leave a unit until the Remaining Moves part of the Movement phase this should be obvious enough, but let us dismiss any lingering doubts on the matter.



A character cannot leave a unit that is already engaged in combat. Such units are not normally allowed to move and are therefore affected by a compulsory movement rule as already described, but this is such a common situation that it is worth stating explicitly.

It is perfectly acceptable for a character to leave one unit and join another in the same turn, although we do not allow him to join and then leave the same unit in a single Movement phase.

Bear in mind that once a character has joined a unit, he will be unable to leave if it charges into combat until the combat is over and any compulsory moves such as fleeing and pursuit have been resolved.

LEADERSHIP

If a character joins a formed unit of troops then that unit can use his Leadership (Ld) value when taking any tests that require it. In essence – the character joins the unit and leads it. This is a very useful ability, as most characters have higher Ld values than ordinary troops, so units that include characters are more likely to pass Break tests in combat, Panic tests, and other tests that use Ld. If several characters join a unit then the highest Ld value is the one used by the unit.

Note that skirmishing units and other units that are not ‘formed’ as already described don’t benefit in this way when joined by characters. See Basic Concepts on p13 for more about unit formations.

Characters that have not joined units, take any Leadership (Ld) based tests as individuals and are treated as units in their own right – albeit rather small ones!

UNIT PSYCHOLOGY AND CHARACTER

Psychology rules cover things like **hatred**, **fear** and **frenzy** and usually oblige troops to behave in a certain way in certain circumstances. For example, frenzied troops are so eager to get to grips they are obliged to charge the enemy where they can. The rules for all these kinds of situations are included in the Special Rules section on p100.

It can happen that a character is affected by different psychology rules than the unit he has joined. With the exception of the rules for hatred – which we will deal with in a moment – when a character joins a unit, his own psychology rules cease to apply and any psychology rules that apply to the unit now apply to him as part of it. This represents the character being caught up with the unit and carried along with its own wildly uncontrollable mood. Thus, if a character joins a skirmishing unit that fears formed troops then he becomes part of the unit and its fear applies equally to him as it does every other member of the unit.

In the case of hatred – if the character hates a foe and joins a unit of troops then the whole unit is inspired to hate the same foe. In these cases the entire unit is affected so long as the character is fighting either in the front rank or in any rank if he has been moved into touch with an enemy attacking in the sides or rear. Note that these rules won’t apply until units are actually engaged in combat because the character must be touching an enemy for his hatred to take effect.

Once a unit is compelled to move by a psychology rule then any character that has joined it is obliged to remain as part of it, moving with it or staying put if that is what it does. He cannot leave the unit if the rule obliges it to move or remain stationary as both cases will be compulsory movement rules as discussed already. Thus, if a unit is obliged to charge, a character that has joined it is obliged to remain with the unit and take part in the ensuing fight. If the unit is obliged to halt he has to stay where he is too.



Russ Viking



SHOOTING AT CHARACTERS

An individual character model can only be picked out as a target by enemy shooters if he is the closest target. This allows characters to move behind the battle lines without attracting undue attention – though anyone prancing around in front of the army deserves all he gets! When shooting at a character, there is a -1 penalty to hit as already described in the section on Shooting.

A character model that has joined a unit cannot be picked out as a target. However, there are some weapons that can potentially hit specific models within units – notably stone throwers and cannons – so it is possible for a character that has joined a unit to be hit in this way. If such a character is hit by a missile, roll a D6. On the roll of a 2 or more, the character is alerted to the danger by a comrade and avoids the missile. The character is not hit and the missile strikes an ordinary member of the unit instead. On the roll of a 1, the character fails to hear the warning and is hit by the missile. Work out damage as normal.

“ An Indian fired an arrow two cubits long, which passed through (Alexander’s) cuirass. ”

- Quintus Curtius Rufus, Alexander

HAND-TO-HAND FIGHTING

Character models cannot charge and fight enemy units on their own. The role of characters on the game is really to support and lead their troops. However, it is possible that a character model is caught by enemy troops and finds himself charged. Characters on their own have all the usual charge response options available to troops. In effect they are units of a single model.

Note that characters fighting on their own will always break and flee if defeated in hand-to-hand fighting as they are a unit of less than five models. See Hand-to-hand Combat p61.

Characters that have joined units will often find themselves confronted by enemy when their unit engages in Hand-to-hand fighting. When a character model is fighting, it can strike blows against any enemy model where their bases touch. In most cases troopers who are touching enemy characters will find they are also touching ordinary members of the same unit, so the player will usually have the option of striking blows against either the character or his accompanying unit. This is entirely up to the player.

Characters can sometimes come into touch with enemy characters in hand-to-hand fighting. The same choice applies to them as to other models – they can attack any enemy whose base they are touching. The exception is during a **challenge** as described on p84.

CHARACTERS AS CASUALTIES

Most characters will have several Wounds (W) on their characteristic profile and it is therefore necessary to record wounds taken until each character’s total is reached. Once all of a character’s wounds are gone, he is deemed slain or mortally wounded and is removed from the game.

If a character has joined a unit then his removal will leave a gap at the front of the unit’s formation.

If the casualty is caused during hand-to-hand combat then the gap may be filled by a model from a rear rank or other non-fighting position at the end of the combat round. Note that this means the model that replaces the character cannot fight assuming it couldn’t fight from its original position.

If the casualty is caused by any other means, by shooting from a stone throwing engine for example, then the gap is filled immediately so that the unit’s formation is retained.

CHARACTERS RIDING ELEPHANTS OR CHARIOTS

In some Warhammer Ancient Battles supplements and army lists, characters are given the option of riding in a chariot or on an elephant. Where this is the case, the character and his mount are regarded as inseparable, except where one or the other is killed. A character riding an elephant can only dismount and continue on foot if his elephant is slain and assuming the player has an appropriate model to use. Elephants whose crew are slain will continue to fight on as described in the Elephant rules on p120. A character riding a chariot can only dismount and continue on foot if his chariot is destroyed.

Shooting at Elephants and Chariots

Characters riding elephants or chariots can be targeted by enemy shooters just like any other unit of elephants or chariots. They do not benefit from the rule that forbids shooting at characters that are not the closest target. No -1 to hit penalty is applied when shooting at them just because a character is on board. Elephants are a large target and are therefore +1 to hit.

Hits scored from shooting are always randomised between the character and other crew, and the elephant itself in the case of elephants.

Fighting Elephants and Chariots

In hand-to-hand combat, any enemy model touching the base of a chariot can choose to direct his attacks against a character riding it if desired. This is up to the player.

In hand-to-hand combat, any enemy model touching the base of an elephant must randomise all hits scored as described across the page. See the Elephant rules on p120 for more details.



Allocating Hits from Shooting and Combat

When shooting at or fighting characters riding elephants or chariots, the character is treated separately. Hits will be struck specifically against the character or crew or elephant in the case of elephants.

In the case of an elephant, once you have established how many hits are scored, roll again to determine whether each hit strikes the mount or its crew. In the case of chariots all missile shots strike the crew as described in the Chariot rules p117.

ELEPHANT

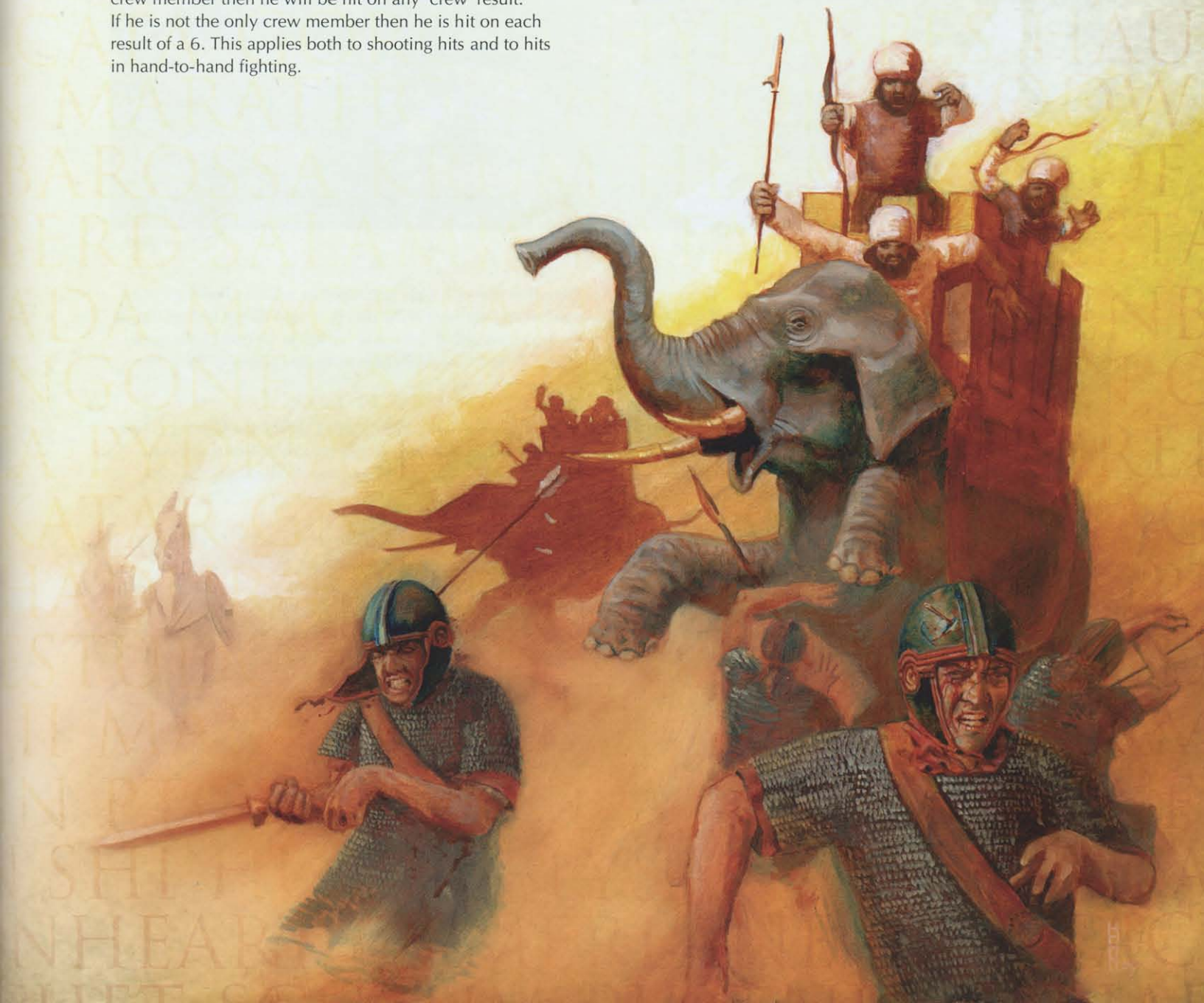
D6	HITS
1-4	Elephant
5-6	Crew

If a character is riding an elephant and is the sole crew member then he will be hit on any 'crew' result. If he is not the only crew member then he is hit on each result of a 6. This applies both to shooting hits and to hits in hand-to-hand fighting.

If a character is riding a chariot then any missile hits must be randomised between him and the rest of the crew as follows. Roll a dice for each scored. Any rolls of 6 hit the character and other hits strike the remaining crew members. In hand-to-hand fighting the enemy can specifically direct attacks against character or crew as already noted.

Armour Saving Roll Bonuses

Characters mounted on chariots or elephants receive the same armour save bonuses as the chariot or elephant crew.





CHALLENGES

In each turn, before working out any hand-to-hand combat, each side is allowed to issue challenges. The challenge represents one-on-one combat between rival characters, the final showdown between mighty adversaries in the midst of battle.

A player can issue one challenge in each combat engagement. As you will recall, a single engagement can include several units on each side and so can potentially involve several characters. Regardless of how many units are fighting, only one challenge can be issued per combat engagement.

A challenge can only be issued where there is an opposing character able to meet it. If there is no opposing character able to meet a challenge then there is no point in making it. Only characters can take up a challenge. Ordinary troopers, unit leaders, and other command models cannot make or take up challenges.

The player whose turn it is has the first chance to issue a challenge. Any character that is already fighting can issue a challenge. Characters that are unable to fight for whatever reason, for example, where they are not touching an enemy, cannot issue challenges.

The other player is only permitted to issue a challenge in a combat engagement if the player whose turn it is does not do so. This means that there will only ever be one challenge in a combat at a time, either because one player or the other has issued a challenge.

Once a challenge has been issued, then the opposing player can either choose to refuse it or he can decide to meet it with one of his own characters who is also fighting in the same engagement.

Challenges from Chariots and Elephants

Characters riding in chariots can only issue and accept challenges with enemy characters that are also mounted on chariots. Otherwise, chariot mounted characters can neither issue nor accept challenges.

Characters who are riding elephants are only permitted to issue and accept challenges with enemy characters that are also mounted upon elephants. In all other circumstances characters mounted upon elephants can neither issue nor accept challenges.



Refusing a Challenge

Where a challenge is refused, an enemy character chooses to cower behind his fellows rather than face his foe. This is hardly the stuff of which heroes are made and puts the unit at something of a disadvantage.

If a player refuses a challenge then he must retire one of his characters from the fight. The player who issued the challenge picks which of his opponent's characters will retire, and this model is removed from its current position and placed in a rear rank so that it is no longer fighting. The resultant gap in the unit's formation is not taken up by another model – the conspicuous space remains as a testament to the skulking character's lack of valour.

A character who retires from combat following a challenge cannot fight or do anything else that turn. The unit does not benefit from his Leadership (Ld) value if it otherwise would, nor from any of his special rules that would otherwise benefit the whole unit such as **hatred**. The character is replaced back in the same space at the end of the Hand-to-hand Combat phase ready to fight in the following turn, always assuming the unit has not broken or been destroyed in his absence.



Fighting a Challenge

Once a challenge has been accepted, the two rivals are moved in the ranks so that they face each other. If the opposing models ride chariots or elephants, it may be more convenient to remove them altogether and place them alongside the engagement. When combat is fought these two will fight each other. No other models can attack the challengers even if their bases are touching. No other models can shoot at them even where they are placed beyond the confines of the engagement itself.

Once a challenge is underway, no further challenges can be issued as part of that combat engagement until one character is either slain or forced to flee. A challenge might therefore last over several turns.

Note that characters engaged in a challenge retain any bonuses for the unit which derive from special formation rules such as **shieldwall**. These are explained in the Special Rules section and need not concern us further for the moment – see p112.

Where opposing characters both ride elephants or chariots then neither crew nor elephant can fight in the challenge. The characters automatically fight each other and blows struck will automatically hit the opposing character. The opposing crews and elephants fight against each other, and blows struck are randomised, ignoring the battling characters. No chariots impact hits are struck during a challenge. Any wounds inflicted by crews or elephants have no influence upon the challenge.

Later on Drona, Krpa, Karna, Asvatthama, Brhadbala and Krtavarma, these six chariot warriors, surrounded Abhimanyu, and disabled his chariot. Without his chariot, with his bow broken, but still with an eye to his duty as a warrior, Abhimanyu took up a sword and shield and leaped forward.

Then Drona cut off the gem encrusted hilt of Abhimanyu's sword, while Karna cut off his excellent shield with sharp arrows.

At this point Lakshmana, irate son of Duhsasana, took up his mace and rushed at Abhimanyu. Those two heroes, who were cousins, attacked each other with upraised maces, much like the three-eyed Mahadeva and the asura Andhaka in the days of old.

As Abhimanyu was on the point of rising, Lakshmana struck him with the mace on the crown of his head. Stunned by the violence of that tremendous blow as well as by fatigue, Abhimanyu fell senseless on the ground. Thus was one killed by many in battle.

The Mahabharata



ARMY GENERALS

The General is the leader of the entire army and the model that most closely represents the player himself. The General is an important character because he can inspire troops to fight on where they might otherwise turn and flee.

Any unit within 12" of the General may use the General's Leadership (Ld) value instead of its own when taking any Leadership based tests. This means that a unit within 12" of the General will be able to use his superior Leadership when making Break tests following defeat in combat, when testing for panic, and for any other tests that use Ld including tests to reform, tests to rally fleeing troops, tests for fear and so on.

If the General should flee then he loses all influence over his troops whilst he continues to flee. If he refuses a challenge he loses influence over a unit he has joined that turn, but not over other units either in the same combat engagement or otherwise.

Where a General is required to take a Panic test, because of a broken friendly unit, for example, then he must take his test before any other friendly units that must also test at the same time. If he passes his test then other units will benefit from his superior Ld assuming they are near enough to do so. If he fails his test then other units won't be able to benefit.

THE ARMY STANDARD

An army can also include a character to carry the General's personal standard or the banner of the army itself. We refer to this banner as the army standard and the character that carries it as the battle standard bearer.

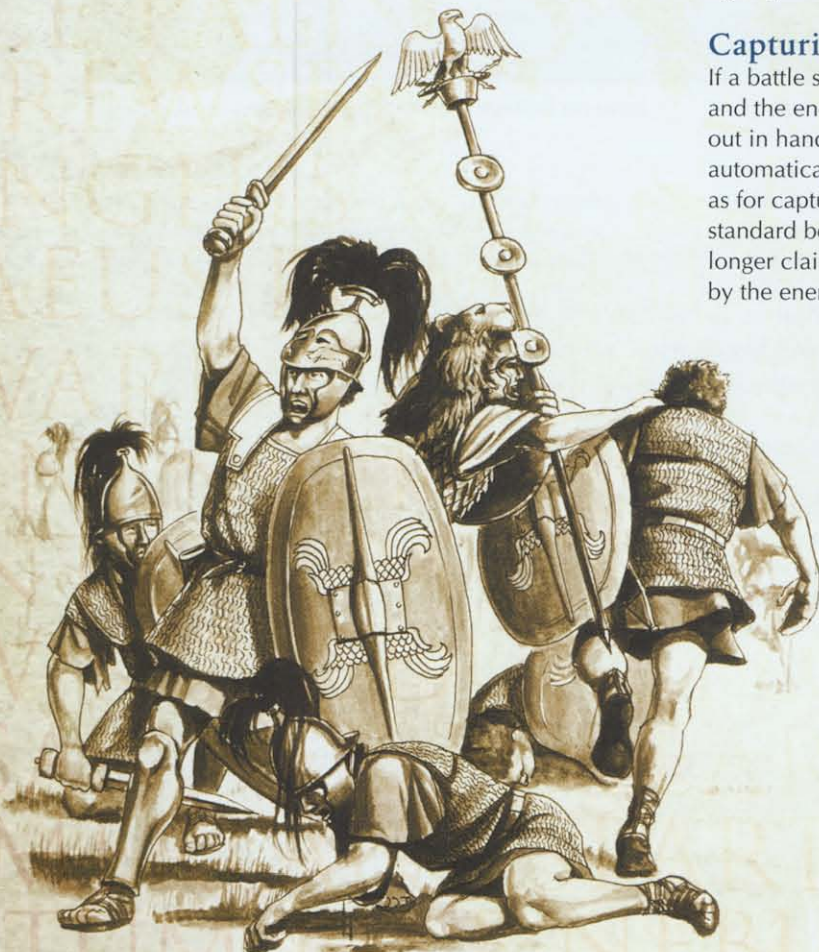
If the battle standard bearer joins a unit of troops then the unit receives a +1 combat result bonus as already described in the section on Hand-to-hand Combat (see p60). Note that this bonus is cumulative with the unit's own standard, making it possible to have a bonus of +2 from standards – +1 from the unit's standard and +1 from the army standard.

In addition, any unit within 12" of the battle standard bearer can re-roll a failed Break test following defeat in combat. This re-roll is an important bonus from the army standard as it makes units much more resilient in combat, representing troops gathering about the army's standard as they are desperate for it not to fall into enemy hands. If a battle standard bearer model is fleeing then this re-roll bonus is lost.

Note that the re-roll only affects Break tests and cannot be used for other Leadership (Ld) based tests such as panic. Lest we forget, a test can only ever be re-rolled once. A re-rolled result always stands even where several rules might entitle a unit to a re-roll. Take the 2D6 and roll them again just as you would for taking any other Break test.

Capturing the Army Standard

If a battle standard bearer flees from hand-to-hand combat and the enemy pursues, or if a unit he is with is wiped out in hand-to-hand combat, then the army standard is automatically captured by the foe. This is the same criteria as for capturing ordinary unit standards. Should the battle standard bearer be killed at any other time, the army can no longer claim bonuses for the standard but it is not captured by the enemy.





WEAPONS AND ARMOUR



This section of the book deals with rules for different kinds of weaponry and armour. It divides into three separate sections as follows:

1. Missile Weapons
2. Hand-to-Hand Combat Weapons
3. Armour

A unit's weapons and armour dictate its fighting methods and tactics to a large extent. Some weapons are best suited to fighting at a distance – bows and slings – other at close quarters – spears and double-handed axes, for example. Weapons are often associated with specific battlefield roles. A mounted warrior's lance is designed to enable him to charge into combat and skewer his opponent or knock him to the ground, for example. All these differences are reflected by the rules that follow.

WEAPONS, ARMOUR AND UNITS

In the vast majority of cases, all the warriors in the same unit carry the same weaponry and are armoured in the same way. So, a unit will be a unit of Greek Hoplites armed with long spears, wearing light armour, and carrying large shields, for example.

As already described, leaders, standard bearers and musicians are always assumed to be armed and armoured exactly as the rest of their unit regardless of how the models themselves are depicted. See p74 for more about this.

In some armies it is possible to include units that contain a mix of troops that are differently armed and/or armoured. These cases are explained in the various Warhammer Ancient Battles army lists and supplements, and some instances are covered by the Special Rules section on p99.



Note that it is not strictly necessary that each and every model in your unit is depicted exactly as intended – there is nothing wrong with the odd spearman to have dropped his weapon in favour of a sword, or for individual models to have forsaken their shields, and so on. Some players like to incorporate dramatic set-pieces into their units, which might include casualties and warriors who have either expended their weapons or taken up those of the foe, for example.

One would not necessarily expect much uniformity of dress or equipment from barbarian armies in particular, so a variety of weapons and armour amongst the ranks looks the part. The important thing in all these cases is that players can readily identify how the unit is supposed to be equipped from its overall appearance. If there is room for doubt, avoid the possibility of confusion later on by telling your opponent exactly how troops are armed and armoured at the start of the game.

Multiple Armaments

Some troops are equipped with more than one kind of weapon. Most troops carry a hand weapon, such as a sword, in addition to whatever other armament they may have. Troops are only allowed to use one weapon at a time.

For example, troops carrying javelins and a bow could either throw javelins in the Shooting phase or fire bows, but not both. Similarly, a model armed with a spear and sword could use either to fight in the Hand-to-hand Combat phase but not both.

MISSILE WEAPONS

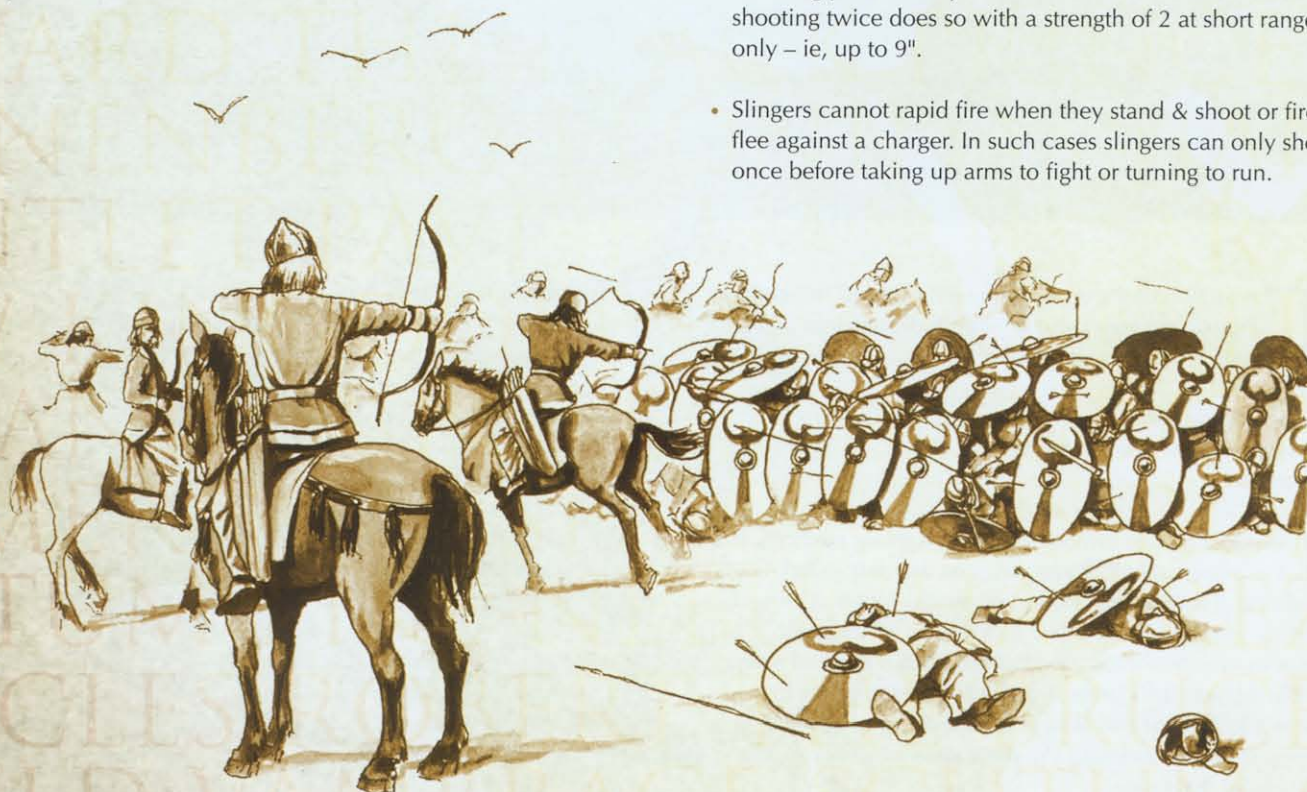
We have already covered ranges and strengths for most missile weapons as part of the general rules for shooting. This section provides a list of all the different kinds of missile weapons and provides complete rules for each. Note that artillery such as stone throwing engines and catapults are covered by their own rules section on p123.

Sling

The sling is little more than a looped strip of cloth or leather into which a stone, pottery or lead shot is placed. The sling is whirled around the user's head and the shot released towards the target. Because of the way a sling is used, it is most effective where there is a fairly large space between individual slingers, making it a weapon best suited to skirmishers. However, it was occasionally used by formed units, most notably by the Assyrians and their contemporaries, and players should refer to the relevant Warhammer Ancient Battles supplements for further rules for these. One advantage of a sling over most other missile weapons is that it is possible to shoot rapidly by releasing the shot after a single spin, reducing range and striking power but increasing the rate of fire.

Weapon	Range	Strength	Save Modifier
Sling (normal shot)	18"	3	-
(rapid fire)	short only	2	-

- A unit of slingers can 'rapid fire' if they do not move in their Movement phase. This enables them to shoot twice in their Shooting phase if they wish. As indicated above a unit shooting twice does so with a strength of 2 at short range only – ie, up to 9".
- Slingers cannot rapid fire when they stand & shoot or fire & flee against a charger. In such cases slingers can only shoot once before taking up arms to fight or turning to run.





Staff Sling

A staff sling is a sling mounted onto a shaft. It is employed with two hands to hurl a much heavier stone than a regular sling. Staff slings are weapons more usually associated with siege warfare but were also used on the field in some armies. As with regular slings, they are usually employed by troops in skirmish order. Note that unlike ordinary slings, a staff sling cannot rapid fire.

Weapon	Range	Strength	Save Modifier
Staff Sling	24"	4 at short range 3 at long range	-1 -

- A unit armed with staff slings cannot move and shoot in the same turn. Therefore, if you move in your Movement phase you cannot shoot in your Shooting phase. Similarly, a staff sling unit cannot fire & flee against a charging target, it must either stand & shoot or flee without shooting.

“ on the eve of battle, he was told... the Persian archers were so numerous that their arrows would block out the sun. Dieneskes... remarked with a laugh, 'Good. Then we will fight in the shade' ”

- Herodotus, The Histories

Javelins

The javelin or light spear is one of the most common weapons found in ancient armies. Javelins can vary in size from being as short as a couple of feet to examples as tall as a man. On the whole, even the larger types of javelin are rather too light and flimsy to be used for close quarter fighting except in emergencies. Skirmishers would usually carry a number of javelins which they would use to pelt the enemy from as far away as possible. Some close fighting troops would also carry perhaps one or two javelins which they would throw immediately prior to hand-to-hand fighting to discourage their enemy and break open his ranks.

Weapon	Range	Strength	Save Modifier
Javelin	8"	3	-

- The usual -1 to hit penalty for shooting at targets at over half range does not apply to javelins. In effect their whole range is 'short' range.
- The usual -1 to hit penalty for moving and shooting does not apply to javelins. A warrior armed with a javelin would usually make a run-up before throwing his weapon, so we won't penalise troops that move as we would bowmen, for example.

Darts

We use the term darts to refer to kinds of very short or loaded javelins, as were carried by some late Roman troops. These were known to the ancients as martiobarbuli or plumbata, examples of which have been recovered from later Roman sites including Wroxeter. Sometimes these weapons were weighted, whilst other examples have projecting spikes so that darts falling to the ground would present difficulties for advancing enemies. Exactly how these weapons were used remains something of a mystery, though experiments with modern reproductions suggest they may have been thrown underarm to achieve a relatively long range compared to most thrown missiles.

Weapon	Range	Strength	Save Modifier
Dart	12"	2	-

- The usual -1 to hit penalty for shooting at targets at over half range does not apply to darts. In effect their whole range is 'short' range.
- The usual -1 to hit penalty for moving and shooting does not apply to darts. Darts are so small they are assumed to be hurled from the leading ranks as troops advance.
- Models with darts can use the **massed missiles** rule as described on p45. In, addition, unit equipped with Darts can use the massed missiles rule even when they move, they do not have to be stationary as do units of bowmen.

Stones

Some skirmishers carried no more effective weapons than rocks and stones picked up from the ground. Such improvised missiles were also thrown from buildings and fortifications. Pyrrhus of Epirus was slain by a woman throwing a tile from a roof during street fighting.

Weapon	Range	Strength	Save Modifier
Stones	4"	3	-

- The usual -1 to hit penalty for shooting at targets at over half range does not apply to stones. In effect their whole range is 'short' range.

Short Bow

A short bow represents a simple bow made from a stave of wood or else a short version of a more sophisticated composite bow ideal for use from horseback. In either case the short bow differs from the usual bow only in having a shorter range.

Weapon	Range	Strength	Save Modifier
Short Bow	18"	3	-

- Units armed with short bows can use the **massed missiles** rule as explained on p45.



Bow

The common military bow of the ancient and medieval world is built of wood backed by sinew, horn or bone so that it acts much like a powerful spring. For this reason they are known as 'composite' bows, and you may occasionally find them referred to as such in some Warhammer Ancient Battles supplements and army lists. Such weapons can shoot an arrow further than a simple bow and were the mainstay of many armies of the ancient Near East and Eastern Steppes.

Weapon	Range	Strength	Save Modifier
Bow	24"	3	-

- Units armed with bows can use the **massed missiles** rule as explained on p45.

Long Bow

A long bow is an especially large and powerful bow of a kind favoured by highly trained and experienced archers. It can outrange other bows and shots fired at short range can more easily pierce a target's armour.

Weapon	Range	Strength	Save Modifier
Long Bow	30"	3	-1 at short range

- Units armed with long bows can use the **massed missiles** rule as explained on p45.

Light Crossbow

Some troops were armed with a lighter version of the crossbow. This weapon was easier to reload, having a lighter 'pull', and could therefore be used by mounted troops and skirmishers more easily. Because it is easier to load and fire, troops can move and shoot, unlike the larger crossbows, but at the expense of range and penetrative power as shown.

Weapon	Range	Strength	Save Modifier
Light Crossbow	18"	3	-

Crossbow

The crossbow is a complex device compared to an ordinary bow but has the advantage of a flat trajectory and relatively long range. With some effort some crossbows can be drawn by hand, but most must be braced against the foot, or else some kind of mechanism is required such as a lever or windlass. This means that crossbowmen cannot move and shoot as readily as bowmen but the trade-off is that their weapons are more powerful and longer ranged.

Weapon	Range	Strength	Save Modifier
Crossbow	30"	4 at short range 3 at long range	-1 at short range

- A unit armed with crossbows cannot move and shoot in the same turn. Therefore, if you move in your Movement phase you cannot shoot in your Shooting phase. Similarly, a crossbow armed unit cannot fire & flee against a charging target, it must either stand & shoot or flee without shooting.

Handgun

Handguns are early types of firearms – little more than a metal tube mounted onto a butt or shaft of varying length. The first handguns were more commonly used in sieges rather than on battlefields due to the difficulty of preparing powder and relatively slow rate of fire. The technology improved throughout the 15th Century so that by the end of it, handguns had become practical field weapons.

Weapon	Range	Strength	Save Modifier
Handgun	18"	4 at short range 3 at long range	-2 at short range -1 at long range

- A unit armed with handguns cannot move and shoot in the same turn. Therefore, if you move in your Movement phase you cannot shoot in your Shooting phase. Similarly, a handgun unit cannot fire & flee against a charging target, it must either stand & shoot or flee without shooting.



Assyrian Archer



Roman Auxiliary Archer



Chinese Crossbow



Hussite Handgun



HAND-TO-HAND WEAPONS

Practically all troops carry some sort of weapon to use at close quarters even if only a dagger or knife. Most troops carry a sword or comparable hand weapon, such as an axe or mace, as well as their main armament of spear, pike, lance, or whatever. The rules governing hand-to-hand fighting have been covered earlier. This section provides specific rules for individual weapons.

Maximum Strength Values

As described below many weapons provide a strength bonus to the wielder. Sometimes these bonuses apply all the time, in the other cases, bonuses only apply in specific situations – usually when charging. Regardless of these modifiers, no human warrior can ever have a Strength value greater than 5 in total. This is the highest value a man can possibly attain, and bonuses in excess of this are simply treated as 5. This has already been covered in the main rules, but it is deemed sufficiently important to be worth repeating at this point.

“ These old soldiers were well drilled in sword fighting, while the enemy were awkward at it, with their small shields and unwieldy swords. ”

- Tacitus, The Agricola

Hand Weapon

This category includes swords, axes, clubs, hammers and all similar weapons wielded in one hand. All of these weapons are considered to be comparable in effect. A hand weapon is the ‘basic’ weapon type for rules purposes and no special rules apply to troops so armed unless they carry a weapon in both hands as noted below.

- Some troops carry two swords or a sword and long dagger, or some other combination of two hand weapons. Troops armed in this way have +1 extra attack in hand-to-hand combat to represent their additional weapon. Note that it doesn't matter what Attack (A) value the warrior has on his profile – the extra hand weapon always confers +1 extra attack. This is an exception to the rule that forbids a model using two weapons in combat.

Dagger and Improvised Weapon

All troops are assumed to carry daggers or knives of some sort to use as a last resort along with bow staves, crossbow butts, javelins, weapons wrested from the enemy, or simple rocks or rough clubs scavenged from the ground. Troops armed in this way are at a disadvantage compared to those properly prepared for combat.

- Enemy wounded by daggers or improvised weapons receive a +1 armour save modifier. If they otherwise have no save at all, they will save on a roll of 6. For example, troops with an armour save of 5 or 6 will save on a 4, 5 or 6 when struck by daggers.



Celt Warrior



Double-handed Weapon

This category includes all axes, swords, hammers and clubs which are so large and heavy that two hands are required to wield them. A blow from a double-handed axe can break armour apart and cut a foe clean in half! Such a weapon is very tiring to use for any length of time and quickly becomes a cumbersome burden during protracted combat.

- Two hands are needed to wield a double-handed weapon. Troops that carry shields cannot make use of them whilst fighting in hand-to-hand combat. Any shields carried are assumed to be temporarily abandoned prior to combat or slung on the warrior's back, allowing him to swing his weapon.
- Double-handed weapons always strike last in hand-to-hand combat regardless of relative Initiative values or even if the unit charged that round. Where troops armed with double-handed weapons are fighting each other, then normal priorities apply. I.e, the side that charged that turn strikes first, and where neither side charged, the troops with higher Initiative (I) values strike first.
- Double-handed weapons confer a +2 strength bonus on all hits.

For example, if the wielder's Strength is 3 then all hits from a double-handed weapon are resolved with a strength value of 5.

Note that in the example given the enemy's armour save would also be reduced by -2 as the strength of the blows reduces armour saves in hand-to-hand fighting – see p55.

Halberd

The halberd is a heavy-bladed weapon mounted onto a sturdy shaft. The steel blade has a point like a spear as well as a cutting edge like an axe. It is held in both hands and used to chop as well as thrust, making it a very adaptable and effective weapon for infantry.

- Two hands are needed to wield a halberd. Troops that also carry shields cannot make use of them whilst fighting in hand-to-hand combat. Any shields carried are assumed to be temporarily abandoned prior to combat or slung on the warrior's back, allowing him to wield his weapon.
- Halberds confer a +1 strength bonus on all hits.

For example, if the wielder's Strength is 3 then all hits from a halberd are resolved with a strength value of 4.

Note that in the example given the enemy's armour save would also be reduced by -1 as the strength of the blows reduces armour saves in hand-to-hand fighting – see p55.

Throwing Spear

Throwing spears were also very common weapons in ancient times and appear in many armies. It is a ubiquitous weapon that can be thrown or retained and thrust in place of a hand weapon. A typical throwing spear is shorter and lighter than a thrusting spear. The weapon would be thrown immediately prior to drawing a hand weapon and fighting hand-to-hand combat. Once units were engaged, rear rankers would throw their spears over the heads of their compatriots onto the enemy. For this reason we treat throwing spears as hand-to-hand weapons rather than missile weapons. They can be used by infantry or cavalry and different rules apply to each as noted below.

“ Thus obliged to fight hand to hand,
they quickly drew their swords.
Then the blood really flowed. ”

- Quintus Curtius Rufus, The History of Alexander

- Infantry armed with throwing spears can fight in two ranks in the first round of each combat engagement. This means they can fight in two ranks both when they charge and when they receive an enemy charge – unlike thrusting spears which can only fight in two ranks when stationary. A spear-armed model in a second rank is allowed to fight if the model directly in front of him is fighting an enemy to his front. Bear in mind that this advantage only applies if the models in the front rank are fighting exclusively to their front – a second-ranker cannot fight through a model that is engaged to its side even if it is also engaged to the front. Note that although spears are hurled at the foe, we assume units have a supply or else scavenge weapons as they go along – so infantry armed with throwing spears can continue to make use of them throughout the game – they do not run out!
- In the first round of each combat engagement, cavalry armed with throwing spears can re-roll any 'to hit' dice that fail to score hits on the enemy. This represents the horsemen hurling his spear and following up with a hand weapon if he fails to hit his target. This re-roll does not apply if the cavalryman charges or countercharges through or into difficult terrain into combat that turn.
- In the first round of each combat engagement, infantry in skirmish formation armed with throwing spears can re-roll any 'to hit' dice that fail to score hits on the enemy. This represents the skirmisher throwing his spear and following up with a hand weapon if he fails to hit his target.



Heavy Throwing Spear

An ordinary throwing spear is a general multi-purpose weapon, but some troops carry heavy versions that are more effective when thrown and can easily penetrate shields and armour. They are more complex and difficult to make and use more metal in their construction compared to other spears or javelins. The Spanish used a very heavy spear made of iron called a 'saunion' which probably influenced the development of the Roman 'pilum' with its long metal head and weighted shaft. Some barbarian tribes of the invasion period also used heavy throwing spears, including the Frankish 'angon'. We also treat heavy throwing axes, as used by Vikings for example, in the same way – so where a Warhammer Ancient Battles supplement or army list includes heavy throwing axes, the same rules apply.

- Infantry armed with heavy throwing spears can fight in two ranks in the first round of each combat engagement. This means they can fight in two ranks both when they charge and when they receive an enemy charge in exactly the same way as described for throwing spears and the same comments apply.
- Infantry armed with heavy throwing spears add +1 to their Strength (S) value in the first round of each combat engagement. This represents the deadly penetrative power of the heavy throwing spear.
- In the first round of each combat engagement, infantry in skirmish formation armed with heavy throwing spears can re-roll any 'to hit' dice that fail to score hits on the enemy. This represents the skirmisher throwing his spear and following up with a hand weapon if he fails to hit his target

Thrusting Spear

Spears come in all lengths and weights depending on how they are intended to be employed. This category describes a spear designed to be retained and thrust as the warrior's primary armament. These weapons are typically about ten feet long and can be even longer. They can be used by infantry or cavalry and different rules apply to each as noted below. Thrusting spears are a very common weapon in the ancient and medieval world and are carried by a large portion of troops in our armies. Famous examples of troops so equipped include Greek Hoplites and Saxon Fyrd.

- Infantry armed with thrusting spears fight in two ranks of troops, those in the second rank thrusting their weapons past their comrades in front. Therefore, a spear-armed model in a second rank is allowed to fight if the model directly in front of him is fighting an enemy to his front. This advantage only applies if the unit does not move and only to models in the front rank fighting exclusively to their front. If a spear-armed unit charges into combat then the second rank cannot fight that turn. This means that infantry equipped with thrusting spears make very good defensive troops as they fight in two ranks when an enemy charges their front but only one rank when they charge. Note that models must be fighting exclusively to the front for a model in a rank behind to also fight – a second – ranker cannot fight through a model that is engaged to its side even if it is also engaged to the front.
- Cavalry armed with thrusting spears receive a +1 strength bonus when they charge or countercharge over open ground. For example, if the wielder's Strength (S) value is 3 he will have a total Strength of 4 when charging. This bonus only applies when the cavalryman charges and only during that turn's Hand-to-hand Combat phase. Note that the charge does have to be over open ground. If a cavalryman charges through or into difficult terrain then this bonus does not apply.





Pike

Pikes are extremely long spears in the order of 16' and perhaps well over 20' according to some ancient sources. Although we use the modern word 'pike', this weapon was the standard armament of Alexander the Great's Macedonian infantry and of the armies of the Hellenistic Successors in the centuries before Rome's conquest of the east. In those armies it is known as the 'sarissa' and pike-armed troops are generally known as 'phalangites' because they fight in a 'phalanx' formation.

Because of the weapon's great length, it allows troops from rear ranks to fight. As the pike tips of the first ranks would project well forward of the unit's formation, most enemies would be struck before they had a chance to fight. Although two hands are required to use a pike, most troops also have shields or bucklers strapped to their forearm and partly supported by a strap, so we allow pikemen to carry shields.

- Infantry armed with pikes fight in two ranks of troops, those in the second rank thrusting their weapons past their comrades in front. Therefore, a pike-armed model in a second rank is allowed to fight if the model directly in front of him is fighting an enemy to his front. Note that pike-armed troops can fight in two ranks irrespective of whether they move or not – unlike troops armed with thrusting spears.
- Due to their weapons' extraordinary length, infantry armed with pikes always strike first if fighting exclusively to their front, regardless of relative Initiative (I) values or even if the enemy charged that round. Where troops armed with pikes are fighting each other, then normal priorities apply. I.e, the side that charged that turn strikes first, and where neither side charged the troops with higher Initiative (I) values strike first. Note that as with the second rank fighting, this bonus only applies to models that are fighting exclusively to their front – not to models facing enemy to their front and side at the same time, for example.

E lamininus, seeing that his men could not sustain the charge of the phalanx, but that since his left was being forced back, some of them having already perished and others retreating slowly, his only hope of safety lay in his right, hastened to place himself in command there.

Polybius, Histories, on Cynocephalae

Kontos

The kontos is a very long spear carried by cavalrymen. It is the cavalry equivalent to a pike. A kontos is so long that two hands are required to use it, which poses considerable problems for a rider who is also trying to manage his horse and avoid the blows of his enemy. Riders armed with a kontos are unable to carry a full-sized shield but some are allowed small shields or bucklers strapped to their forearm as indicated in the relevant Warhammer Ancient Battles army lists and supplements.

“ the advantage of the
long cornel-wood spear... ”

- Arrian, The Campaigns of Alexander

- Cavalry armed with kontos receive a +1 strength bonus when they charge or countercharge over open ground. For example, if the wielder's Strength (S) value is 3 he will have a total Strength of 4 when charging. This bonus only applies when the cavalryman charges or countercharges and only during that turn's Hand-to-hand Combat phase. Note that the charge has to be over open ground. If a cavalryman charges through or into difficult terrain then this bonus does not apply.
- Cavalry armed with kontos always strike first against troops armed with shorter weapons if fighting exclusively to their front, regardless of relative Initiative (I) values. The kontos is longer than all other weapons aside from a pike. Where troops armed with kontos are fighting each other, then normal priorities apply. I.e, the side that charged that turn strikes first, and where neither side charged, the troops with higher Initiative values strike first. Note that the charge has to be over open ground. If a cavalryman charges through or into difficult terrain then this bonus does not apply.

Lance

The couched lance is the ultimate weapon of the hard-charging cavalryman and especially the mounted medieval knight. Troops carrying them are devastating when they charge. Because of the length and weight of the lance it is of little use in a protracted mêlée, so after the initial charge the horseman is assumed to fight with the butt of his lance or a sword or other hand weapon.

- Cavalry armed with lances receive a +2 strength bonus when they charge or countercharge over open ground. For example, if the wielder's Strength value is 3 he will have a total Strength of 5 when charging. This bonus only applies when the cavalryman charges or countercharges and only during that turn's Hand-to-hand Combat phase. Note that the charge/countercharge has to be over open ground. If a cavalryman charges or countercharges through or into difficult terrain then this bonus does not apply.



ARMOUR

Aside from skirmishers and some missile-armed troops whose preferred mode of fighting is to avoid close combat, almost all troops wear some kind of armour or carry shields to fend off their opponent's blows. As we have already seen, armour affects both a model's movement and its armour saving throw, and we have already covered most of the necessary rules by way of examples. In this section we'll cover all the armour and shield types and provide a summary for reference.

Armour Saving Throws

Models wearing armour or carrying shields have an armour saving throw, which players are wont to refer to as armour saves, saving throws, or just saves – in all cases they are referring to the same thing. This is the basic chance of avoiding or negating a wound struck by the enemy as explained in the main rules section. For example, a model wearing light armour saves on a dice roll of a 6, a model wearing heavy armour saves on a 5 or 6, and so on.

Cavalry models always have a save which is one 'pip' on the dice better than equivalent infantry, for example, a horseman wearing light armour saves on a 5 or 6, a horseman wearing heavy armour saves on a 4, 5 or 6, and so on.

Bonuses to Armour Saves

When troops combine different types of armour with a shield, their saving throw usually goes up by a bonus of 'one pip' on the dice, though this is not always the case as explained below. So, a model wearing light armour and carrying a shield will save on a $6 + 1$ pip = a saving roll of 5 or 6. A model with no armour save goes up from 'no save' to a save of 6 by the addition of 'one pip' from a shield. If a cavalryman's horse has its own armour then a further bonus is added to the save as noted below.

The extra pip of save from a shield or horse armour sometimes counts and sometimes doesn't count depending on the type of shield or barding and type of attack. For example, in the case of cloth barding for horses, this adds +1 pip when making saves against wounds inflicted in hand-to-hand fighting but not against wounds inflicted by missiles. This is why it is useful to think of saving throw bonuses from shields and horse armour in terms of bonus 'pips', as the possible combinations of different kinds of armour and shields are legion. In the descriptions that follow we therefore give the saving throws from armour in terms of dice rolls, but bonuses from shields and horse armour in terms of dice bonus 'pips'.



Maximum Save Values

The maximum armour saving throw possible from armour, shields and barding is 3, 4, 5 or 6 for infantry and cavalry without barded mounts, and 2, 3, 4, 5 or 6 for cavalry riding barded mounts. Saving throws never get better than these values regardless of modifiers or additional shields or armour. There is no such thing as an automatic save! Where these maximums would otherwise be exceeded by armour and shield combinations, this is pointed out in the rules that follow. Bear in mind that saves are reduced by hits from some missile weapons and by high strength hits in hand-to-hand fighting as already explained in the rules.



Encumbrance

Troops that wear a great deal of armour suffer penalties on their basic movement rate as explained in the rules for movement. This is most easily remembered as:

- Infantry with an armour save of at least 4+ -1"
- Cavalry with an armour save of 3+ ignoring barding -1"
- Cavalry with metal barding regardless of armour save -1"

Thus, a cavalryman with heavy armour and shield has a save of 3, 4, 5 or 6 and therefore suffers a -1" movement penalty. The same cavalryman with metal barding has a save of 2, 3, 4, 5 or 6 and suffers a -2" movement penalty.

No Armour

Some troops lack armour altogether, or wear only a helmet or the minimal protection offered by their clothing. This is plainly not really an armour category as such, it is simply the default state for troops lacking armour, but troops with no armour can gain an armour saving throw if they carry shields or bucklers, or ride horses or camels. We therefore include it here for the sake of completeness.

- Infantry wearing no armour have no armour saving throw. Note that even though the model has no save, if it carries a shield then the +1 bonus turns this into a save of 6 – ie, it still adds a 'pip' of save.
- Cavalry wearing no armour have an armour saving throw of 6 representing the advantage conferred by riding a horse.

Light Armour

We make a broad distinction between troops that are lightly armoured and troops that are heavily armoured. Light armour represents troops that wear a breastplate or cuirass of metal, or of cloth or leather reinforced with metal, bone or horn plates, scales or lamellar. Such troops may or may not wear helmets, although most do, and troops might wear mail, scale or lamellar armour that covers their arms and extends below the waist in some cases. This is common equipment for most close fighting troops and is only 'light' in comparison with more heavily armoured warriors.

- Infantry wearing just light armour have an armour saving throw of 6.
- Cavalry wearing just light armour have an armour saving throw of 5 or 6.

Heavy Armour

Heavy armour represents a more substantial and encumbering type of armour than the basic light armour. Heavily armoured troops typically have a cuirass or breastplate as described for light armour plus further armour such as a helmet, greaves, manica, and additional reinforcement for shoulders or chest. They may also have armour covering their thighs such as mail extending to the knee.

- Infantry wearing heavy armour alone have an armour saving throw of 5 or 6.
- Cavalry wearing heavy armour alone have an armour saving throw of 4, 5 or 6. This can be increased to 3, 4, 5 or 6 with the addition of a shield. Note that the addition of a large shield makes no further improvement – 3, 4, 5 or 6 is the best save available for cavalry without barding.

Cataphract Armour

Cataphract armour is the ultimate form of armour for a mounted warrior in the ancient world. 'Cataphract' means 'covered' and it refers to armour that covers the rider from head to foot. It usually combines metal plates and mail and can be made of horn, lamellar, or overlapping scales. Their armour is so complete that cataphracts do not need shields, and although some carry small bucklers we consider these to be part of their armour panoply and therefore no separate account is made of them. This type of horseman is a feature of some eastern armies, but they were adopted by their enemies and so appear in later Hellenistic and Roman armies as well. Troops wearing cataphract armour will also be affected by the special cataphract rule as explained on p104.

- Cavalry wearing cataphract armour either with or without a shield of any kind have an armour saving throw of 3, 4, 5 or 6.



Partial Plate Armour

During the later Medieval period, the quality of armour was improved and we refer to these later, more effective kinds of armour as 'plate' to distinguish them from earlier types. We distinguish between partial and full plate – partial being a mixture of mail and plates that extend over the mail but which do not form a full suit or harness. In the case of a mounted warrior, this is equivalent to cataphract armour and so we give the rider the same armour save, and the same comments apply regarding shields.

- Infantry wearing partial plate armour alone have an armour saving throw of 4, 5 or 6. This can be increased to 3, 4, 5 or 6 by the addition of a shield. Note that the addition of a large shield makes no further improvement – 3, 4, 5 or 6 is the best save available for infantry.
- Cavalry wearing partial plate armour either with or without a shield of any kind have an armour saving throw of 3, 4, 5 or 6.

Full Plate Armour

Full plate armour is the ultimate form of body armour, consisting of articulated metal plates totally enclosing the wearer's body from head to foot. In the case of cavalry this confers no added advantage over earlier forms of armour, and during the late medieval period it was common for knights to fight dismounted reflecting the shift in tactical advantage towards foot troops. To represent this we allow an improved saving throw for infantry, whilst cavalry saves are equivalent to those for cataphracts and riders wearing partial plate. In the case of both infantry and cavalry, no shield is required and no bonus is applied when shields are carried.

- Infantry and cavalry wearing partial plate armour either with or without a shield of any kind have an armour saving throw of 3, 4, 5 or 6.

SUMMARY OF ARMOUR

Type of Armour	Infantry Save	Cavalry Save
None	None	6
Light	6	5 or 6
Heavy	5 or 6	4, 5 or 6
Cataphract	-	3, 4, 5 or 6*
Partial Plate	4, 5 or 6	3, 4, 5 or 6*
Full Plate	3, 4, 5 or 6*	3, 4, 5 or 6*

* Either with or without shield – carrying a shield adds no bonus to the warrior's armour saving throw.

Shield

Most close quarter fighting troops carry a shield to protect them and we represent this by adding a bonus to the armour saving throw of troops so equipped. We distinguish between three types of shield: shields, large shields and bucklers. As already described there are some types of armour where adding a shield makes no difference. As you will see if you look at the summary chart these exceptions are armours that confer a basic saving throw of 3 or better. In other cases, troops can benefit by carrying a shield of one type or other, although note that troops wielding weapons that require two hands in combat cannot also make use of their shields, for example, warriors with double-handed axes or halberds.

- Troops using shields add a bonus of +1 'pip' to their armour saving throw.

“ The (helmet) they put on for the their own protection, but the shield for the common good of all. ”

- King Demaratos of Sparta – quoted by Plutarch

Large Shield

A large shield is just that – a shield designed to cover a substantial part of the bearer's body and often to overlap with the shields of the warriors to his left and right. This option is sometimes allowed to troops because of the way they fought rather than because their shields are literally large, forming a tight body protected by their overlapping shields.

- Troops using large shields add a bonus of +2 'pips' to their armour saving throw. Note that this cannot bring a model's save above the maximums already stated, so in some cases there is no benefit to be gained from a large shield over an ordinary sized shield or buckler.





Pavise

In some armies, notably many Medieval armies, it was common for missile-armed troops to be protected by a type of very large shield called a pavise. This was sometimes hung on the bearer's back and sometimes held in position by a prop and moved forward by an assistant. The pavise provides very good protection against enemy shooting but was too large and unwieldy to be of much use in combat.

- Troops using pavise add a bonus of +2 'pips' to their armour saving throw when shot at from the front. No bonus is conferred in other circumstances or in hand-to-hand fighting. Note that this cannot bring a model's save above the maximums already stated, so in some cases there is no benefit to be gained from a pavise over an ordinary sized shield or buckler.

“ A shield like a tower, made of bronze and seven layers of leather. ”

- Homer, The Iliad

Buckler

A buckler is a very small shield that is favoured by lightly equipped troops who have plenty of room in the ranks to knock aside incoming missiles or fence with an enemy. We therefore allow an advantage to skirmishers carrying bucklers compared to ordinary formed units.

- Infantry and cavalry in skirmish formation using bucklers add a bonus of +1 'pip' to their armour saving throw.
- Other troops using bucklers add a bonus of +1 'pip' to their armour saving throw in hand-to-hand combat but not against wounds inflicted by shooting.

Metal Barding

Horses and camels can be protected by barding which might be made from padded material or from metal or horn scales fastened to a cloth backing, metal plates or lamellar sections. We distinguish between two types: metal barding and lighter cloth barding which we will deal with separately. Metal barding is often referred to in Warhammer Ancient Battles supplements and army lists simply as barding, but may also be described as lamellar barding or plate barding. In addition, barding of both kinds can either be 'full', extending all the way round the mount, or 'half' covering the front half of the mount only.

- Cavalry equipped with full metal barding add a bonus of +1 'pip' to their armour saving throw.
- Cavalry equipped with half metal barding add a bonus of +1 'pip' to their armour saving throw when shot at from their front or fighting hand-to-hand combat to their front, but not when hit from the side or rear.

Cloth Barding

Cloth barding is made from padded cloth or felt and is considerably lighter than metal barding. However, it still offers some degree of protection especially in close combat, as reflected by our rule. Note that cloth barding is always referred to as such in the various army lists – when the term barding is used alone, it always refers to metal barding.

- Cavalry equipped with full cloth barding add a bonus of +1 'pip' to their armour saving throw in hand-to-hand combat only.
- Cavalry equipped with half cloth barding add a bonus of +1 'pip' to their armour saving throw when fighting hand-to-hand combat to their front, but not when hit from the side or rear.

SUMMARY OF SHIELD AND BARDING BONUS

Type of Shield/Barding	Bonus	Note
Shield	+1	-
Large Shield	+2	-
Pavise	+2	When hit to the front by shooting only
Buckler	+1	Hand-to-hand only unless skirmishers
Full Metal Barding	+1	-
Half Metal Barding	+1	When hit to the front only
Full Cloth Barding	+1	Hand-to-hand only
Half Cloth Barding	+1	When hit to the front in hand-to-hand only



SPECIAL RULES



The ancient and Medieval eras cover a long and varied historical period and encompass vastly different cultures the whole world over. Inevitable changes in the conduct of warfare mean that we sometimes want our troops to behave differently in one epoch to another and from one culture to another. The Warhammer Ancient Battles rules are designed to be flexible and can easily accommodate variations and additions that reflect these differences. We refer to all these rules affecting the behaviour of troops as **special rules**. Some special rules apply broadly because they are based on human nature – and we usually describe these as special *psychology* rules. Other special rules relate to troop organisation or tactics and we refer to these as special *formation* rules.

All of the Warhammer Ancient Battles supplements that deal with specific historical conflicts introduce their own special rules. These reflect the author's interpretation of how the armies concerned fought. Most likely they reflect essential differences between the armies and cultures covered by that supplement. Special rules that are designed to work for one supplement may not necessarily be compatible with special rules designed to work for another. Or, to put it another way, rules designed to add detail to combat between the armies of the Pharaohs may not always work satisfactorily when combined with rules intended to reflect the fighting methods of the Ottoman Turks. The supplements are designed for those fighting historically based games, where minor variations in tactics or weaponry assume disproportionate significance in specific situations.



Where players are collecting and assembling armies using one of the Warhammer Ancient Battles supplements, the special rules described in that supplement will apply. Some rules may override the common psychology or formation rules given here. However, bear in mind that many of the supplements were originally written for the first edition of *Warhammer Ancient Battles* – and changes in the main game rules sometimes affect the way a special rule plays.

The rules presented in this section reflect consistent human behaviours – such as fear and hatred – or they represent tactical methods that appear throughout history – for example, drilled troops. As such they appear in many Warhammer Ancient Battles army lists and can be thought of as common or universal special rules that have a general application.

Players who are enthusiasts of a particular historical period are – of course, entirely welcome to improvise their own special rules amongst themselves. This is exactly what the authors of the original rules intended, and it is what the authors of the various supplements have gone on to realise in great detail. And there is nothing stopping you doing the same too – so long as your opponents are of a like mind of course.



PSYCHOLOGY RULES

We refer to special rules based on human behaviours as psychology rules. They can be applied to all manner of troops throughout the ancient and Medieval periods and beyond.

Fear

Some troops are described as causing fear in others and some troops are described as suffering from fear in some circumstances or when facing some opponents. The Fear rules represent the natural reaction to extreme danger, unsettling situations or bizarre creatures.

A Fear test is a Leadership based test in much the same way as described for Panic on p69. Roll 2D6 and add the scores together. If the result is greater than the unit's Leadership (Ld) value, the test is failed. If the result is less than, or equal to, the unit's Leadership (Ld) value, the test is passed.

1. If a unit is charged by an enemy that it *fears* then it must take a Fear test to determine if it overcomes its fear. Take the test as soon as the charge declaration and response have been made and the charge is found to be within range.

If the test is failed the unit will automatically flee if outnumbered by the charging enemy. If not outnumbered, the unit will fight as normal except that it must roll 6s to score hits in the first round of the ensuing combat, and it must roll 6s to hit with any shots against the charger if it stands & shoots or fires & flees.

Note that no Fear test is necessary if a unit has already elected to flee from the charge. In such a case the unit is fleeing anyway! A test is necessary in the case of a fire & flee response as this will determine whether or how the unit shoots before fleeing.

2. If a unit wishes to charge an enemy that it *fears* then it must take a Fear test. This test is taken as soon as the charge declaration has been made and before the enemy makes his response.

If the test is failed, the unit may not charge and must remain stationary without shooting that turn. The charge is cancelled and no charge response is made.

3. A unit defeated in hand-to-hand combat is automatically broken if it is outnumbered by feared enemy. No Break test is required – the unit is broken automatically – and so no modifiers or special rules that affect Break tests apply. If not outnumbered by feared enemy then the defeated unit simply takes a Break test as it would against any other enemy. Note that this rule applies regardless of whether an initial Fear test was passed or otherwise – a unit is automatically broken when defeated by an enemy that causes fear and which outnumbers it.



Terror

Terror is an extreme version of fear and applies when facing enemies and situations that are even more terrifying and unsettling. In practice the only common example is presented by the elephant – but the provision also takes into account rare and extreme situations and foes such as the terrifying Naffatun (hurlers of flaming projectiles with napalm-like results!).

If a unit suffers from *terror* then it automatically suffers from fear as well and all the rules described for fear also apply. However, it is not necessary to take two tests from the same enemy/situation, just make the one test for *terror* and if this test is passed, the Fear test is automatically passed too.

A Terror test is taken in exactly the same way as a Fear test. Roll 2D6 and add the scores together. If the result is greater than the unit's Leadership (Ld) value, the test is failed. If the result is less than, or equal to, the unit's Leadership (Ld) value, the test is passed.

1. A unit must test for *terror* at the start of its turn if there is an enemy which causes *terror* within 8". This test is only taken once during a battle. Whether passed or failed the unit does not have to make the test again.

If the test is failed, the unit will automatically flee just as if it had been broken in combat or fled as a reaction to a charge.

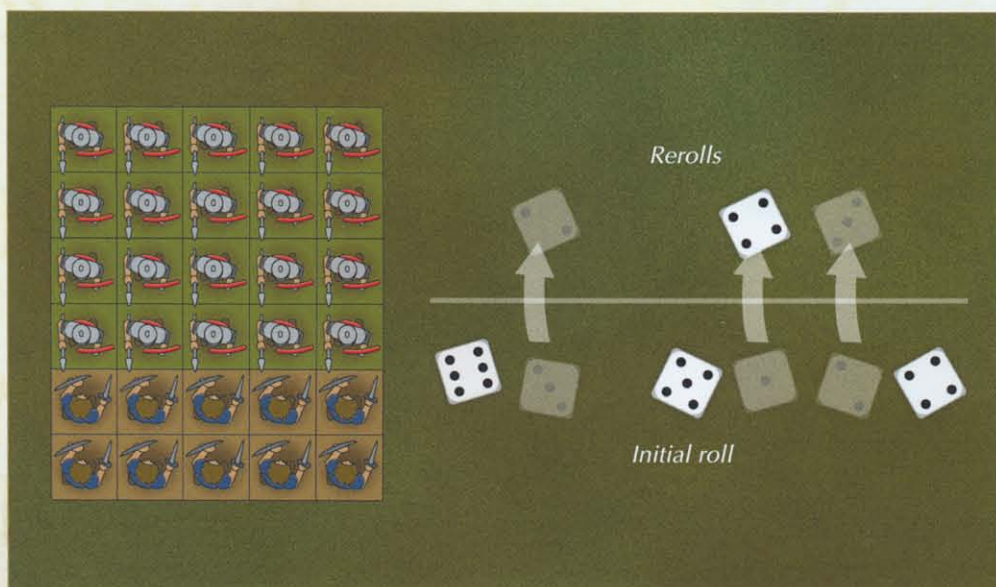
2. If a unit is charged by a terrifying enemy or wishes to charge a terrifying enemy then it must take a Terror test. This test is taken as soon as the charge declaration and response have been made. Infantry units need only take this test once during a battle. Other units must take this test each time they attempt to charge or are charged by a terrifying enemy.

If the test is failed, the unit will automatically flee just as if it had been broken in combat or fled as a reaction to a charge.

Hatred

Some troops are described as hating all or specific enemies. History is wrought with antagonism, intolerance and hatred borne of cultural and religious differences, fuelling long and bitter wars, and engendering lasting antipathies that plague us to this day. Warriors driven by hatred will fight almost to the death rather than flee from a despised foe. This is represented by the rules for hatred as follows:

1. Troops who hate their hand-to-hand combat adversaries take any Break test as if their Leadership (Ld) value were 10 – ie, the maximum value possible. This value is modified by the combat result as normal. Note that in situations where a unit is automatically broken when defeated in combat without taking a test, then troops that hate their enemy are still automatically broken. The fact that they hate their foe makes no difference as no Leadership (Ld) test is taken. For example, if the unit is reduced to fewer than five models, if their enemy is a charging warband that outnumbered them, and so on.
2. In the first round of each combat engagement, troops who hate their hand-to-hand opponents are allowed to re-roll all 'to hit' dice that miss their hated enemy, as shown below. Note that this only applies in the first round of each combat, regardless of whether the unit charges or is charged by the foe, and represents the troops venting their pent-up rage upon the hated foe. In subsequent rounds of the same combat, the bonus does not apply – exhaustion having taken the edge off their fury!
3. Troops who are fighting combat against hated foes must pursue them if they break and flee. They cannot attempt to avoid pursuit by testing their Leadership (Ld). If they are fighting from defended positions, they can always choose not to pursue just like any other unit – they may hate their enemy but they are not stupid!



A unit of Barbarian warriors led by a Shaman engage a unit of Roman infantry. The Barbarian unit rolls to hit using six dice (two for the Shaman and four for the rest of the front rank).

Needing fours to hit, the initial roll has three successes. Because the unit is affected by the hatred rule, it can reroll the three failed rolls. In this instance one of the rerolls was successful, so the unit has a total of four hits.



Frenzy

Some outlandish warriors can go into a fighting frenzy – a whirlwind of destruction in which all concern for personal safety is ignored in an insane bout of death-dealing. Often these crazed warriors would be drugged or in a trance, having worked themselves up into a state of delirium with arcane chanting and blood-curdling screams.

1. Frenzied troops must charge if there are enemy within charge reach when charges are declared. The player has no choice in the matter – the unit will automatically declare a charge.
2. Frenzied troops cannot respond to a charge by either fleeing, or by firing & fleeing.
3. Frenzied troops fight with +1 extra attack when striking blows in hand-to-hand fighting. Warriors with 1 Attack (A) on their profile therefore have 2 attacks, those with 2 have 3 attacks, and so on.

4. Frenzied troops must always pursue an enemy unit that breaks and flees from combat where they are able to do so. They cannot attempt to avoid pursuit and will pursue wherever possible even if fighting from defended positions.
5. Frenzied troops must always follow-up an enemy unit that gives ground in combat where they are able to do so. They cannot avoid following-up in situations where this is otherwise permitted, for example, when fighting from defended positions.
6. Frenzied troops do not need to take Panic tests. They are not affected by panic.
7. Frenzied troops do not need to take account of any other special psychology rules as described in this section – ie, they cannot be affected by *fear* or *terror*, and they cannot also hate or be stubborn. They can – and often do – cause *fear* or *terror* in their enemies – and for good reason!
8. Frenzied troops must still take Break tests if defeated in hand-to-hand combat. If broken as a result their frenzy is automatically ended and all the rules cease to apply. The unit flees just as any other unit. Should the unit subsequently rally then it no longer counts as frenzied. Their crazed blood lust has been soundly beaten out of them.



Icenian Warrior

The Insubres and Boii wore their trousers and light cloaks, but the Gaesatae had discarded these garments owing to their proud confidence in themselves, and stood naked, with nothing but their arms, in front of the whole army. But when the javelineers advanced, as is their usage, from the ranks of the Roman legions and began to hurl their javelins in well-aimed volleys, they found themselves in a very difficult and helpless predicament. For the Gaulish shield does not cover the whole body; so that their nakedness was a disadvantage, and the bigger they were, the better chance had the missiles of going home.

At length, unable to drive off the javelineers owing to the distance and the hail of javelins, some of them, in their impotent rage, rushed wildly on the enemy and sacrificed their lives.

Polybius, Histories, on Telamon



Stubborn

Stubborn troops are uncommonly tenacious and will fight on in situations where other troops would turn and flee. They may be professional troops, hardened mercenaries, or determined zealots, all of whom might be considered stubborn. Such troops have great confidence in their abilities and are not unduly affected when other troops are defeated or flee. The following rules apply to stubborn units that comprise at least five models. Units reduced to fewer than five models automatically cease to be stubborn.

1. Stubborn troops do not have to test for panic if there are fleeing friends within 4" at the start of the turn as described on p70. They still have to test for panic in other situations where a Panic test is required.
2. If stubborn troops lose a round of combat and fail their Break test, they will **give ground** where they would otherwise flee. They can only do this once. The second time they fail a Break test, they flee as other troops. Normally, units only give ground in this way if they outnumber their enemy by at least 2:1. If stubborn troops outnumber their enemy by 2:1 they can also **give ground** just like any other unit. This does not count as their 'free' **give ground** as they would not otherwise be forced to flee in such a situation. See p66 for the rules for giving ground.
3. If stubborn troops lose a round of combat against enemies who automatically break them without a Break test being taken, then a test is made to determine what happens. This might be necessary if fighting a foe that instils *fear* or *terror*, or if the enemy is a charging warband or ferocious cavalry unit, for example. In these cases we put such matters to a dice to determine which rule takes precedence.

Roll a dice. On the score of 1, 2 or 3 the stubborn troops are broken without a Break test being taken – the stubborn unit may not give ground as described above because they have not failed a Break test. On the score of a 4, 5 or 6, the stubborn unit must take a Break test in the usual way and can override a failed result by giving ground as explained above.



FORMATION RULES

We refer to special rules based on troop organisation or tactical methods as formation rules. They are often associated with specific types of troops or specific panoplies – for example, the phalanx and cataphract rules. They may also be associated with particular historical eras and therefore may not necessarily have universal application in the way that psychology rules do. The following examples are sufficiently common to merit inclusion here and help to give a general idea of how these things work.

“ The preceptor then formed the great circular array ”

- The Mahabharata

Unreliable (Allies and Mercenaries)

This rule is also referred to as the allies and mercenaries special rule in Warhammer Ancient Battles supplements and army lists. Broadly speaking, it applies to wavering allies and to mercenary troops that lack commitment. Not all allied or mercenary troops are unreliable in this way.

Unreliable allies and mercenaries cannot make use of the General's Leadership (Ld) value when taking Leadership (Ld) based tests. They derive no benefit from the army's battle standard, neither the combat results bonus if the standard is placed with the unit, nor the re-roll that the battle banner normally confers. Note that some of the Warhammer Ancient Battles supplements specify exceptions to these rules.

A player whose army includes unreliable allies or mercenaries must roll a D6 for each unreliable unit at the start of his first turn of the game. On a roll of 2 or more, the unit is unaffected and will move and fight normally for the entire battle. On a roll of a 1, the unit is rebellious, discontent or otherwise truculent for the first turn of the game as noted below, and must then test again at the start of each subsequent turn until a result of 2 or more is rolled. Once a 2 or more has been rolled, no further tests are required. Units rolling a 1 are affected as follows:

1. The unit will not move unless bound by some compulsory movement rule – such as fleeing – or moving as a response to an enemy charge – for example, fleeing or countercharging.
2. The unit will not shoot except as a response to an enemy charge – for example, stand & shoot.
3. If engaged in combat, the unit immediately ceases to be affected by these rules just as if it had passed its test at the start of the turn. It will therefore fight normally from that point onwards.



Ambush

Any units with the ambush special rule do not have to be placed on the battlefield in sight of the opposing player when armies are deployed. Instead, they can be assumed to be deployed on the battlefield in a concealed position and their location is indicated on a map. The unit can be secretly deployed anywhere on the battlefield that is out of sight of enemy troops and not within the part of the table reserved for the opposing player to deploy his army (the opposing deployment zone).

If the player does not wish to deploy ambushing units in concealed positions or if there is no opportunity to do so, these units can instead be deployed in the usual way in the player's deployment zone after all other troops are in position. I.e, they have the advantage of deploying last once the enemy force has taken up its position.

Concealed units may be placed on the table at the start of any of the player's subsequent turns and can move, shoot and fight normally once placed.

Concealed units must be placed on the table immediately after an enemy is positioned in such a way that it could see them. Concealed units must also be placed on the table immediately if enemy move to within 8" of their position. Once a concealed unit's position is revealed, it is treated like any other unit on the table. If placed during its own turn it can take part in the turn from that point in the turn sequence.

Concealed units can ignore any tests or obligatory reactions that would otherwise result from any of the special psychology rules described above. For example, they do not have to test their Leadership (Ld) because terrifying enemy are close by.

Concealed units will have to take account of special rules applying from formations, and the player may therefore be obliged to make tests for units that are hidden from his opponent. For example, warband units must still make a test to determine if they surge forward at the start of each turn.

Cataphracts

Cataphracts are heavily armoured horsemen who are usually armed with a kontos and ride horses that are also armoured. You will notice that 'cataphract armour' is also an armour category for these troops as described in the Weapons and Armour section p96.

1. Cataphracts are close order cavalry – they fight in a close order formation. See page 14.
2. Cataphracts charging or marching reduce their entire movement to half speed if they wheel. A unit with a 12" charge move would therefore reduce this to 6" if it wheels at the start of the charge. This reflects both the encumbrance of their armour and their unmanoeuvrable tightly-packed formation.
3. Cataphracts are not permitted to countercharge as a response to an enemy charge. They are considered to be too slow and tightly packed to be able to respond effectively in this way.
4. Cataphracts armed with kontos can fight in hand-to-hand combat with a second rank in the same way as described for infantry armed with pikes. However, this bonus does not apply if cataphracts have charged that turn. Charging cataphracts get the rank bonus described below instead.
5. Cataphracts may count a rank bonus of up to +2 when calculating combat results if they have charged into that round of combat. Normally only infantry can claim this bonus as described in the main rules (see p60), but cataphracts can also claim this bonus in the first round of combat when they charge assuming they have sufficient ranks.

Note that charging cataphracts receive the combat result bonus for ranks, whilst otherwise they fight in two ranks. In both cases they benefit from the depth of their formation.



Chariot Runners

Chariot runners are skirmishing infantry units that fight alongside and in company with chariots. Troops that have the chariot runner special rule move and fight as follows.

1. Chariot runner models in skirmish formation are considered to retain their formation if they form a linked body with models in their own unit or chariot models. Note that this means some models in the unit might be on one side of a chariot model, whilst other models are on the other side. Normally skirmishers are not allowed to break their formation by moving more than 2" apart, but in the case of chariot runners, they can do so as long as they can make a link through chariot models within 2". This also allows chariot runners to move through or position themselves within gaps between chariots, and to charge into gaps left by chariot models in hand-to-hand combat.
2. Chariots are allowed to charge through a unit of chariot runners even though the gaps between individual chariot runner models may not be big enough to allow a chariot through. Chariots can even charge an enemy already engaged in hand-to-hand combat with chariot runners – simply push the chariot runner models aside to create gaps big enough for the chariots to fit through. Note that chariot units must still be able to see their enemy in order to charge in this way. They can see through gaps between chariot runners but obviously won't be able to see an enemy if chariot runners are arranged in combat and completely obscure the enemy.

And the front four ranks of the formation must be of spearmen, whose spear points end in thin iron shanks. And the foremost of them should hold them at the ready, in order that when the enemies near them, they can thrust the iron points of the spears at the breast of the horses in particular.

Those standing in second, third and fourth rank of the formation must hold their spears ready for thrusting if possible, wounding the horses and killing the horsemen and putting the riders out of action with the spear stuck in their heavy body armour and the iron point bent because of the softness. The following ranks should be of the javelineers. The ninth rank behind them should be the foot archers.

Arrian, Order of Battle against the Alans

Combined Formations

Some units are allowed to combine differently equipped troops into the same unit. For example, they might have spear-armed troops in the front rank and bow-armed troops in a rear rank. Other units have better armoured troops at the front and less well protected men at the rear. These instances are indicated in the various Warhammer Ancient Battles supplements and army lists.

1. If combined formations include both close order and open order troops, then all count as close order formation. In this case, once combined they all fight in close order formation.
2. If combined formations include troops with different Leadership (Ld) values then all the troops' Leadership (Ld) counts as that of the majority type or the higher value where numbers are equal.
3. If combined formations include troops affected by differing psychology or formation rules, then the whole unit is affected by the rules that apply to the majority type in the unit.
4. If a combined order formation includes archers in its rearward ranks then it may use massed missiles even where it has no archers in its front rank (see p45). In a combined formation, the rank of archers closest to the front always shoots in its entirety, with subsequent ranks of archers shooting at half effect.
5. A combined order formation that contains archers in rearward ranks but not in forward ranks can respond to a charge by standing & shooting using massed missiles as noted above.
6. A combined formation can include troops with different armour saving throws. When suffering hits from shooting, the saving throw of the majority of the models in the unit is used to resolve all saves. The best value is used where there are equal numbers of differently armoured troops. Although the best value is used for all saves, casualties are removed alternately from the differently armoured models. When taking the first casualty from the unit, always remove a poorly armoured warrior first, and then alternate between the best and worst armoured thereafter. This means that where there are equal numbers of differently armed troops to begin with, the better save of the majority will still continue to apply as casualties mount.
7. When fighting hand-to-hand combat, casualties always fall amongst the models touching the enemy regardless of how they are armed or armoured. If enemy models can potentially fight more than one kind of troop then it is important to establish who is being struck before rolling attacks.
8. Leaders, standard bearers and musicians must be removed as casualties if they are the last models of their type rather than the last models in the unit.



Drilled

Drilled troops are trained to manoeuvre and fight in a tight and precise formation, and as a result are able to change formation both quickly and in ways that other troops cannot.

1. Drilled troops are allowed to make a special manoeuvre – a turn to face their left or right. This is similar to an about face manoeuvre, except that individual models turn to face their left or right rather than completely around to face their rear. As a consequence, a unit arranged in a two deep line will become a two wide column that is now facing to the left or right of the original line. Leaders, standard bearers and musicians are rearranged towards the front of the unit as part of the manoeuvre in a similar way as described for units making an about face. It takes a unit a quarter of its movement to make a turn to its left or right exactly as described for units making an about face manoeuvre. Drilled troops in open order can make two such moves without penalty as they can about face manoeuvres – see p22.

2. At the beginning of their move, drilled troops are allowed to perform one of the following manoeuvres without penalty. This only applies when they perform these manoeuvres at the start of their movement – they are not allowed to move half their move, perform a free manoeuvre, and then move the rest of their move, for example. Manoeuvres that can be performed without penalty are about face (normally a quarter move) and change formation by adding or deducting one or two ranks (normally half a move per rank). Note that a unit making a free manoeuvre in this way still counts as having moved even if it makes no further movement at all. This can affect its shooting either because of the 'to hit' penalty for moving and shooting, or because some weapons cannot be used by moving troops – such as crossbows.

3. Drilled troops can both march and change formation in the same Movement phase. Normally, units that march are not allowed to change formation (see p27).

4. Drilled troops can change formation at the start of a charge move if they wish. Note that this doesn't allow a unit in march column to charge and form a line as it does so, because units in march column are not allowed to declare charges in the first place. Similarly, a unit that has declared a charge cannot adopt a march column as it charges, because march columns are not allowed to charge.

5. Drilled troops can make a reform manoeuvre without taking a Leadership (Ld) test so long as there are no enemy within 8". If there are enemy within 8", the usual rules apply – see p23.

6. Drilled troops can elect not to pursue an enemy that breaks and flees in combat, or follow up defeated enemy who give ground. There is no need for the unit to test its Leadership (Ld) to avoid pursuit/following up in these cases.

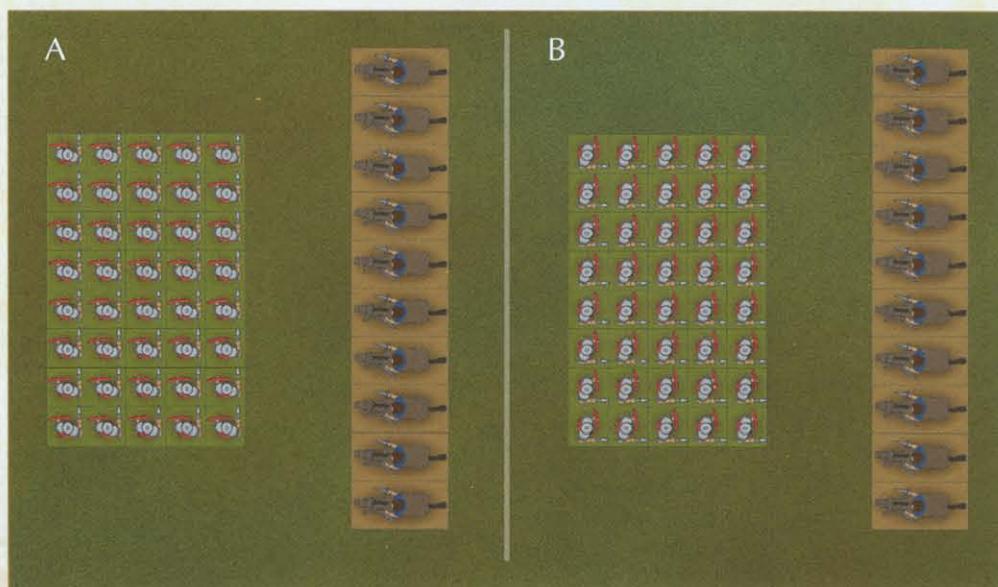
7. Drilled troops can disengage from combat without taking a Leadership (Ld) test so long as the enemy they are fighting do not have a faster move rate than they do. If enemies are faster than themselves then they must test to disengage as normal – see p40.

8. Drilled units can give ground voluntarily where they pass their Break test. They do not require overwhelming odds in their favour to do this – as is the case for units that fail their Break test and which would otherwise flee – see p66.

9. Drilled troops are allowed to open their ranks to avoid charging scythed chariots as described in the rules for scythed chariots – see p115.

(A) A Roman infantry five files wide by eight ranks deep is in danger of a flank attack from a Barbarian cavalry unit.

(B) The Roman unit spends a quarter of its movement and turns to the right. Now instead of facing a flank attack it will meet the cavalry head on.





Expert Horsemen

This rule represents particularly adept cavalymen who are able to throw or shoot missile weapons at a gallop.

1. Expert Horsemen do not suffer the -1 to hit penalty when moving and shooting. Simply ignore the penalty – see p46.

“ Every Mongol is ordered to carry into battle sixty arrows, thirty smaller ones for piercing and thirty larger ones with broad heads. ”

- Marco Polo

Feigned Flight

Some professional mostly missile-armed troops affect to run away from their foe as if fleeing, only to turn at the last moment to re-engage their now surprised and somewhat disordered enemy. This takes courage and coordination as can be readily imagined.

1. Troops with this ability can respond to an enemy charging to their front by making a **feigned flight**. A feigned flight is exactly like a flee or a fire & flee reaction, except that instead of fleeing out of control the unit is merely pretending to take flight. Note that a unit can only make a feigned flight from enemy charging to its front.
2. When a unit makes a feigned flight, move it directly away from the enemy exactly as if it had fled or fired & fled.
3. If the unit is contacted by the charging enemy it immediately turns to fight as if it had declared a 'hold' response to the charge. The unit is arranged into the same formation as before it made the feigned flight and facing the enemy. The enemy are still charging and retain all of the usual advantages for doing so.
4. If the unit outdistances the charging enemy, it turns to face them at the end of its move. The unit is arranged into the same formation as before it made the feigned flight and facing the enemy. In this situation the enemy charge will have failed, reducing the unit's move to its basic movement rate.
5. In situations where a unit with feigned flight is charged by an enemy it fears, or which terrifies it, the unit can only make a feigned flight if it first passes its Fear test. If it fails its Fear test then the unit cannot make a feigned flight.

Finest Horses

During certain periods of history, nations that controlled the breeding grounds of superior breeds of horses have enjoyed an advantage over their enemies. This rule reflects that advantage by allowing some cavalry a greater move rate.

1. Cavalry with this rule add 1" to their basic movement rate and a proportionate amount to double and triple rate moves. I.e, they increase their Movement (M) characteristic value by +1.



Mounted Turkish archer



Ferocious Charge (First Charge)

This special ability is also described as First Charge in some Warhammer Ancient Battles supplements and books. Ferocious charge and first charge are just different names for the same rule. This special ability only applies to indicated cavalry units that comprise at least five models at the start of the first round of a combat. If the unit is reduced to fewer models prior to charging, including as a result of casualties caused by 'stand & shoot' fire, then they cannot benefit from their ferocious charge. A unit with this special ability gains a significant advantage the first time it charges in the game – bowling over the enemy with the ferocity of its impact! Such is the effort expended that horses and warriors are too exhausted to benefit thereafter.

“A mounted Frank is irresistible; he would bore his way through the walls of Babylon.”

- Anna Comnena

1. The first time the unit charges or countercharges in the battle, its enemy will automatically break without taking a Break test if the ferocious chargers win the subsequent combat round. Note that this only applies for the unit's first charge or countercharge of the game, only affects the results of the first round of combat, and there are some exceptions and special cases as described below.
2. If the enemy charged are skirmishers they are always broken as described above regardless of whether the ferocious chargers have already charged previously in the game. I.e, in the case of skirmishing enemy – the ferocious charge rule continues to apply throughout the game.
3. If the unit's first charge or countercharge of the battle is against skirmishing enemy then the ferocious charge ability continues to apply. Combat with skirmishers does not expend the unit's special ability, which is therefore retained until such time as a non-skirmishing unit is charged/countercharged.
4. If the unit's first charge of the game succeeds in breaking the defeated enemy automatically for some other reason, for example, if the enemy are reduced to fewer than five models or if they fear the chargers, then the ferocious charge ability is not expended but is retained in exactly the same way as described for combat against skirmishers.
5. Sometimes a unit with ferocious charge will find itself charging a unit that automatically passes its Break test without a test being taken, for example, a Stubborn unit. In such a case roll a dice to determine which takes precedence – see the rule for Stubborn troops.

Levies

Troops designated as levies are the worst trained and least motivated men on the battlefield. They may have been coerced into the ranks or they may be little more than civilians equipped as cheaply and expediently as possible.

1. Levies fear enemy units they do not outnumber by at least 2:1, ignoring skirmishers and fleeing troops.
2. Levies cannot make any manoeuvre other than to wheel and if they wheel at all their entire movement is halved.
3. Close order levy infantry do not receive the usual +1 combat result bonus for close order troops.
4. Levies cannot make use of the General's leadership (Ld) value where he is within 12" of the unit. Note that they still benefit from the General's Leadership, or that of any character, if he joins the unit.
5. If levies break from combat then this may oblige nearby friendly units to take **Panic** tests in the usual manner see p70. However, non-levy units can always re-roll – a failed Panic test taken as a result of breaking levies.

Light Troops

Some troops are described as light infantry or light cavalry in the various Warhammer Ancient Battles supplements and army lists. These represent adaptable warriors able to fight shoulder-to-shoulder in formed ranks, or they can fight in loose order as skirmishers.

1. Troops described as light infantry or light cavalry can fight either as skirmishers or as open order formed units. They must fight as one or the other for the duration of the battle – if they deploy as skirmishers they must fight as skirmishers, if they deploy as an open order formed unit they must fight as an open order formed unit.

In the rear of the Greek mercenaries and the Persians supporting them on either flank was the remainder of Darius' army a great mass of light and heavy infantry.

These were organised according to their country of origin and drawn up in greater depth than was likely to prove of much service; mere numbers made this unavoidable; indeed it is on record that the army as a whole was some 600,000 strong.

Arrian, The Campaigns of Alexander



Massed Cavalry

Massed cavalry are close-fighting horsemen who usually carry spears or lances and rely upon the shock of impact and the support of successive waves of riders following on from behind.

1. Massed cavalry are close order cavalry – they fight in a close order formation (see page 14).
2. Massed cavalry charging or marching reduces their entire movement to half speed if they wheel. A unit with a 14" charge move would therefore reduce this to 7" if it wheels at the start of the charge. This reflects their unmanoeuvrable tightly-packed formation.
3. Massed cavalry may count a rank bonus of up to +2 when calculating combat results if they have charged or countercharged into that round of combat. Normally only infantry can claim a rank bonus as described in the main rules (see p60), but massed cavalry can also claim this bonus when they charge or countercharge, assuming they have sufficient ranks.

Parthian Shot

This is a tactic that derives its name from the Parthians whose mounted archers so impressed themselves upon the Roman legions. It is commonly used by armies that include large numbers of mobile, missile-armed cavalry. The riders would gallop to within killing range of their weapons shooting as they rode, turning about and galloping quickly past or away whilst all the time continuing to shoot by twisting in the saddle. Such a unit would be impossible for slower troops to catch and they would be subject to a barrage of missiles from successive riders.

1. Only cavalry units in skirmish formation and armed with bows, short bows or javelins can employ the Parthian Shot.
2. Troops with this ability can move up to their basic movement rate in the Shooting phase immediately after they have shot.





Phalanx

The phalanx is a special formation associated with the Greeks and with the armies of Alexander and the Hellenistic Age. It consists of a formed body of close-fighting troops armed with either long thrusting spears or pikes. It is a formidable fighting formation but not easy to manoeuvre. Later pike-armed phalanxes overcame this to some extent due to the high degree of professionalism and discipline in Hellenistic armies. We allow for this by a series of additional rules and exceptions that apply to these later types of phalanx.

Movement Rules

The following basic rules apply to all phalanx units. There are further exceptions and special cases as noted later. Note that these rules apply to units even where they no longer qualify as being in phalanx formation as described.

1. At the start of the game the unit must deploy into a 'phalanx' formation. A phalanx formation is a formation containing at least 12 models and is at least two ranks deep. Its obligatory ranks must be at least four models wide (ie, the minimum that would normally qualify for close order and rank bonuses) and its frontage must exceed its depth by at least one model.
2. The only manoeuvres allowed to units with the phalanx rule are to reform and to wheel. A phalanx is specifically not allowed to change formation or to about face except where it has been updated (see Type of Phalanx opposite).
3. When attempting a reform manoeuvre, units with the phalanx rule suffer a penalty of -1 to their Leadership (Ld) value regardless of whether enemy are within 8" or otherwise (see p23).
4. A phalanx charging or marching reduces its entire movement to half speed if it wheels. A unit with an 8" charge move would therefore reduce this to 4" if it wheels at the start of the charge.

Phalanx Formation Rules

The following rules apply to units in phalanx formation. These rules are negated if the phalanx is fighting in combat and loses its normal combat results bonuses for close order or additional ranks as described on p60. Note that this includes units fighting in difficult terrain as well as units charged in the flank, for example. However, we make an exception to this in the case of elephants where the following rules do continue to apply despite the fact that combat bonuses for additional ranks and close order are lost (see p121).

1. All enemy shooting against the phalanx's front suffer a -1 to hit penalty.
2. When a spear-armed phalanx charges, it can fight with two ranks to its front in the first round of combat, ignoring the usual rule that troops equipped with thrusting spears cannot move and fight in two ranks. Note that pike-armed troops can fight in two ranks to their front when they charge anyway so no further rule is necessary in their case.
3. Enemy fighting against the front of a phalanx in Hand-to-hand Combat suffer a penalty to hit. This is a -2 penalty if the enemy are cavalry or light chariots, and a -1 penalty if the enemy are foot troops or heavy chariots.
4. Enemy charging against the front of a phalanx lose any strength bonus associated with their weapons as a result of charging, for example, cavalry armed with thrusting spears or lances.
5. Cavalry charging against the front of a phalanx lose any bonuses or benefits for formation rules that apply specifically when they charge. None of these bonuses apply when charging to the front of a phalanx. For example, cavalry units with a **ferocious charge** derive no benefit from it and have expended their ferocious charge into the bargain!

A Greek Phalanx of 15 warriors charges into combat with a Persian infantry unit of 25 warriors. Whilst the Greeks are heavily outnumbered, their initial charge allows them to fight with two ranks which gives them 10 D6!





Type of Phalanx Rules

The following exceptions and extra rules allow for different categories of phalanx in addition to the ordinary phalanx. These are the Trained Phalanx, the Macedonian Phalanx, and the Medieval Phalanx. In addition, any type of phalanx can be drilled or levy with the further rules given here.

1. Trained Phalanx. If the unit is a trained phalanx then it is allowed to make about face manoeuvres in the usual way.

2. Macedonian Phalanx. If the unit is a Macedonian phalanx it is allowed to make about face or change formation manoeuvres in the usual way.

3. Medieval Phalanx. To qualify as a phalanx formation, a medieval phalanx must have at least three ranks at least four models wide, rather than two ranks as per a standard phalanx.

i) A medieval phalanx it is allowed to make about face or change formation manoeuvres in the usual way.

ii) When shooting at a medieval phalanx formation, there is no -1 penalty to hit. Note that this represents the greater vulnerability of the formation to missiles due to its extra depth.

iii) A medieval phalanx can make a special 'square', 'orb' or 'hedgehog' formation by reforming. In this formation the unit's troops face outwards – so arrange the models at the sides and back of the formation to face the flanks and rear of the unit. Each facing now counts as the 'front' of a phalanx formation. A unit cannot move whilst in a square unless it reforms into another formation first. A unit in a square can only count a maximum of +1 additional rank bonus for combat results.

4. Drilled. Any kind of phalanx can also be drilled combining the rules for drilled troops with those for the phalanx. A drilled phalanx does not have to deploy in phalanx formation at the start of the game. A drilled phalanx can make any manoeuvres allowed to non-phalanx units, including the turn left/right manoeuvre specifically allowed to drilled troops. The penalties applied for wheeling during charges and marches do not apply to a drilled phalanx. See the rules for Drilled unit on p106.

5. Levy. Any kind of phalanx can also be levy combining the rules for levy with those for phalanx. Note that where the levy phalanx wheels as part of any move, its movement will be halved as levy always half their speed unless moving directly forward. See the rules for Levy on p108.





Shieldwall

A shieldwall is a special formation associated with Dark Age armies that comprise a mass of troops armed with spear and shield. The shieldwall is a compact, defensive formation, literally a wall of shields presenting a solid barrier to the enemy. Units allowed to form a shieldwall are indicated in the appropriate army lists, but note that at least half of the warriors in the front ranks of such units must carry shields to qualify for the special rule.

1. A formed unit with this special rule can make a shieldwall in its Movement phase instead of moving. Making a shieldwall is a special kind of manoeuvre that takes up all of the unit's available movement.
2. Once formed, a shieldwall lasts until the unit moves for whatever reason, or until the unit is beaten in a round of hand-to-hand combat. In either of these circumstances the shieldwall is lost and ceases to have any effect unless formed in a subsequent Movement phase as described above. Note that units already engaged in combat are not allowed to move and so won't be able to form a shieldwall whilst the engagement continues.
3. Any enemy attacking the front of a shieldwall, either shooting with missile weapons or striking blows in hand-to-hand fighting, suffers a -1 to hit penalty.
4. If a unit with the shieldwall ability is armed with missile weapons then it can still form shieldwall and shoot in the same turn. It is considered to have moved as it has made a manoeuvre.

Veteran

Veterans are the most experienced and best troops in an army, the core of warriors who will be found at the forefront of a battle or fighting as a valiant rearguard should things not go so well. We allow these troops a bonus 'second chance' to roll their dice once during the battle to represent their staunch reliability – thus allowing the player to avoid a dose of bad luck at a critical moment, or perhaps giving the desperate gambler an outside chance of pulling off something spectacular.

1. One time in any battle, a veteran unit can choose to re-roll all of its 'to hit' dice for either shooting or hand-to-hand combat. The player discards all results already rolled, including any successful hits, and rolls all of the unit's dice to hit again. The second result stands – even if it happens to be worse than the original roll – so choose your moment carefully! Remember, this is only allowed once during a battle.

“ Now the Romans had come to grips with their real enemies, the Carthaginian veterans, their equals in arms and experience of warfare. ”

- Livy, The War with Hannibal





Warband

The warband rules apply to tribal troops that fight in informal masses or bands as opposed to regular troops that are trained and possibly drilled to perform manoeuvres and obey orders. We also apply the rules to some poorly trained militia units or mobs of civilians, in both cases these are units that lack much formal training and may have problems obeying complex orders. Warbands are not necessarily poor fighters and may be brave and tenacious warriors – most barbarians fight as warbands and they are certainly dangerous adversaries, lacking neither courage nor determination. Warbands are especially dangerous on the charge, when their sheer weight and determination can overwhelm the enemy. However, when things go wrong, warbands lack the martial training or discipline to respond in an effective way. They are hard to rally if they panic or break.

1. Warbands not otherwise bound by some compulsory movement rule (eg, fleeing!) must take a test at the start of each turn to determine if they remain under control. Roll a D6 for each warband unit. On the roll of 2, 3, 4, 5 or 6, the unit remains under control with no further effect. On the roll of a 1, the unit surges forward in an undisciplined manner.

Units surging forward must charge the nearest visible enemy if they are within charge reach. If the nearest visible enemy is not within charge reach, the warband must move towards them, and must move at least its full basic movement distance where possible. This move takes place in the Compulsory Move part of the Movement phase. The player can choose to move the unit further if it is able to do so, for example, it might march. If other units or impassable terrain block the unit's path it will move as far as it can before being brought to a halt. If skirmishing friends are in the way, the unit will push its way through them. If the warband fails to completely clear the position of the skirmishers, any skirmisher models in the way are moved straight back out of the way by the minimum move required. Note that an enemy must still be visible through a unit of skirmishers for this to happen – as a warband will only surge towards an enemy it can see.

The enemy also dashed forwards so suddenly and swiftly, that there was no time to throw spears at them, so the men dropped their spears and fought hand-to-hand with their swords.

By quickly adopting their usual close formation the Germans were able to withstand the sword thrusts, but many of our soldiers actually threw themselves on the wall of shields confronting them.

Julius Caesar, The Conquest of Gaul

A warband unit that has given ground in the previous turn must still take the test to see if it surges uncontrollably forward and must attempt to charge visible enemy if possible. This overrides the normal rule that forbids units that give ground from charging in the following turn (see p66).

2. If a warband charges and defeats its enemy in the first round of hand-to-hand combat, then all the enemy units are automatically broken and will flee without taking a Break test if the warband outnumbered the enemy. Where several units are fighting on each side, count all the warband troops and all the enemy when working out whether the foe is outnumbered. For example, a warband of 32 models does not outnumber two enemy units of 24 models, as they comprise 48 models in total. If the warband does not outnumber a defeated unit then this rule does not apply, and the defeated unit must take a Break test as usual.
3. If a warband charges or countercharges an enemy unit and breaks it in the first round of combat, then the warband must pursue. The player has no choice in the matter and cannot test to avoid doing so. The warriors go out of control and pursue their fleeing enemy.
4. Warbands in close order formation are unwieldy and therefore suffer movement penalties in some situations. If such a warband is charging or making any compulsory move, including surging forward as described above, fleeing, etc, then these penalties do not apply. Otherwise, if the warband makes any move other than straight forward, including any manoeuvres what-so-ever, then its movement is reduced to half speed. For example, a warband marching at 8" would reduce this to 4" if it wheeled as well.
5. Warbands arranged into deep formations increase their Leadership (Ld) value to represent the confidence of mass. Most warband units have a low Leadership (Ld) value on their profile and rely on the weight of numbers represented by additional ranks to boost their Leadership (Ld). Formed warbands at least four models wide add +1 to their Leadership (Ld) value for each rank of at least four models behind the first. The maximum bonus that can be gained in this way is +3 to a maximum value of 10 for close order infantry, and +2 up to a maximum of 10 for cavalry and open order infantry.
6. If a warband is joined by a character then it can combine its Leadership (Ld) bonus with the character's Leadership (Ld) if the character also has the Warband rule, otherwise it cannot do so and must use one or the other. If using the Leadership (Ld) of a nearby General, the unit can combine its Leadership (Ld) bonus with the General's Leadership (Ld) if the General also has the Warband rule, otherwise it cannot do so and must use one or the other.

CHARIOTS



Chariots were very much in vogue during the Late Bronze Age especially amongst armies such as New Kingdom Egyptians and Hittites, where they performed many of the roles later associated with cavalry. With the development of more effective equitation, chariots were gradually replaced by cavalry until they had all but disappeared from military use by the end of the 2nd Century BC. However, the Britons and Picts were still riding around in chariots when the Romans invaded the British Isles in the 1st Century AD. Chariots continued to be a feature of Irish warfare for some hundreds of years after that.

Chariots came in all sorts of shapes and sizes from lightly built, agile fighting platforms to lumbering wagon-like monstrosities crammed with warriors. For our purposes it is useful to draw the distinction between two kinds: light chariots and heavy chariots. In addition we will consider the very specialised development of scythed chariots in some late Hellenistic armies – a kind of heavy chariot converted into a one-shot guided missile!

Light chariots are lightly built, drawn by two horses, and generally have a crew of two. They are designed to move quickly and can be thought of as 'cavalry like' in their operational role. Heavy chariots are more stoutly built, are drawn by at least two horses and frequently four, and have at least two crew and often many more. They can take the form of barely mobile fighting platforms offering protection to their crew, or they can fight something like lumbering heavy cavalry; charging en masse and breaking into the enemy's ranks. Scythed chariots are a development of this latter type of heavy chariots, where the crew are reduced to a single driver and the chariots themselves are festooned with numerous spikes, scythes and blades. Scythed chariots are designed to break up enemy formations and sow disorder in the opposing ranks. The driver would often aim his chariot, get his team up to a good speed, and then make a dive for it before the almost invariably fatal pile-up. It is hard to imagine this was an especially popular career choice amongst ancient soldiery.



CHARACTERISTICS

A chariot model complete with its crew is treated as a single piece in much the same way as a horse and rider is treated as a single piece with one characteristic profile. The Warhammer Ancient Battles supplements and army lists have the appropriate profiles for chariots in specific armies as they do other troops. The following is a typical example.

	M	WS	BS	S	T	W	I	A	LD
Light Chariot	8	4	4	3	4	1	4	2	8

Number of Troops

Many of our game rules refer to the 'number' of models in a unit of troops, for example, when determining when units are outnumbered for purposes of Fear tests or for giving ground, and for determining the minimum size for rallying or counting as a formed unit. Although we treat chariots as just one model, we recognise that they often carry more than one warrior, so we allow that each chariot model is equal to the number of crew it carries for these purposes, ie, a single light chariot with a crew of two counts as 'two' warriors.

Fear and other Psychology

Chariots instil fear in enemy infantry, who must therefore take the appropriate tests and checks as explained in the rules for fear in the Special Rules section on p100.

In all other respects chariots are treated as cavalry for the purposes of the Psychology rules in the Special Rules section.

SQUADRONS

Aside from scythed chariots, which are a special case as described later, chariots are organised into units of at least three models called 'squadrons'. A chariot squadron can have a leader, standard bearer and musician just like other units and these must occupy separate chariots.

Chariot squadrons are considered to be formed units for the purposes of the rules. They fight in a formation of ranks and files, but as they derive no benefit from fighting deeper than a single line, this is the formation most players will employ.

Heavy chariots are arranged into a formation with their bases touching edge-to-edge exactly as for formed infantry and cavalry units. The unit can turn by the whole unit wheeling as described for formed units, or they can change direction by making an about face manoeuvre in the same way as other formed units – see Movement p22.

Scythed chariots are always organised into units of one model but otherwise they move and manoeuvre as described for heavy chariots.

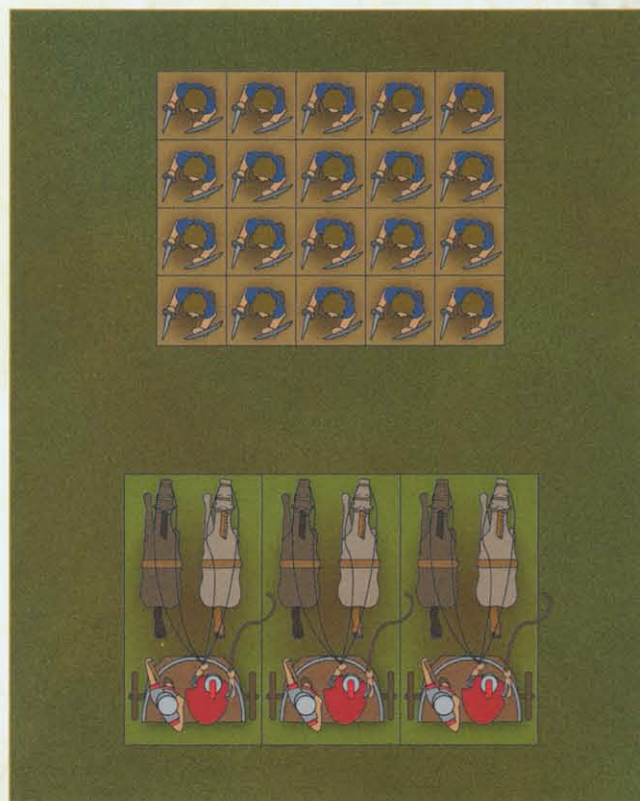
Dispersed Group Formation

Light chariots can be arranged into a formation exactly as described for heavy chariots. Alternatively they can be formed into a **dispersed group** as described below. Regardless of which formation the chariots have adopted, they count as a formed unit. Switching from one formation to the other requires the unit to make a reform manoeuvre.

Light chariot squadrons operating as a dispersed group form a rough line or clump with no models touching and no models separated from the group by more than 2". When the squadron moves, each chariot model is moved individually and is free to turn or pivot as it does so with no penalty to its move distance. This makes light chariot units extremely mobile and flexible. Note that this is essentially the same as described for skirmishers.

Scythed Chariots

Scythed chariots are always organised into units of one model but otherwise they move and manoeuvre as described for units of heavy chariots. Unlike other chariots, scythed chariots are not considered to be formed units. This means they don't get the usual benefits that formed units have, for example, when charging an enemy unit in the flanks, or in respect of various Panic tests.



A squadron of three chariot units prepares to charge the enemy infantry. They form a single line, with the models in base contact, enabling all three to attack.



MOVING

Chariots are unable to move over obstacles or through difficult terrain, and treat such areas of the battlefield as impassable, except that they can cross rivers by means of bridges or fords and can move along roads or pathways as you might expect. If circumstances force a chariot to move into difficult terrain or over an obstacle, roll a D6 for each chariot that is obliged to move in this way. The chariot will be destroyed on the roll of a 1, 2 or 3 if it is a heavy or scythed chariot, and on the roll of a 1 if it is a light chariot. This can happen in various situations, most commonly if a chariot is forced to flee from combat and its flight takes it into terrain that it is not normally allowed to enter.

Note that as chariots are unable to cross obstacles, they cannot take up a defended position behind an obstacle, and they cannot charge across an obstacle at an enemy who has taken up a defended position. As far as chariots are concerned, these obstacles are impassable.

Chariots can march at double their movement rate in the same way as infantry or cavalry. They can make a fast march if arranged into a column one model wide and at least two models deep. Scythed chariots are an exception in that when they march they do not double their movement rate but instead add +D6" to their basic move rate.

Scythed chariots are especially unmanoeuvrable, not least because they are burdened by extra armour and weaponry, and therefore their movement is reduced to half speed if the model moves in any fashion other than directly forward in a straight line.

Light chariot squadrons moving as a loose group cannot touch other chariot models as they move, whether these are from the same or a different squadron. They must retain their loose formation, but individual models can otherwise move as required. This is much the same as for skirmishers (see p76).

WOUNDS

Each chariot complete with its horses and crew is treated as a single model for purposes of shooting, hand-to-hand fighting, and so forth in the same way as a horse and rider. A chariot model can sustain a number of wounds before it is removed as a casualty – either one or more depending on the type of chariot.

If chariots can take two or more wounds then wounds falling upon a squadron are reckoned against the squadron as a whole. For example, if chariots have two wounds then remove a chariot once two wounds are suffered by the unit – don't carry one wound forward onto two separate chariots. Similarly, if chariots are destroyed as a result of running into difficult ground, this doesn't remove any wounds that the squadron has already accumulated, as wounds are always considered to have fallen on to the squadron as a whole.

CHARIOTS IN COMBAT

We work out combat for chariots in the same basic way as for other troops. So, chariot models strike blows against enemy in contact to their front, sides or rear and attack in initiative order unless they charge, in which case they go first.

Weapons and Weapon Bonuses

With a few specific exceptions, weapons wielded by a chariot's crew are considered to be wielded by cavalry models. So, chariot crews equipped with thrusting spears use the cavalry thrusting spear rules and not the infantry thrusting spear rules.

If a chariot's crew are armed with a mixture of weapons then work out all the chariot's hand-to-hand attacks using the weapon carried by the majority of the crew. Where there are equal numbers the player can choose between them.

Light Chariots Aligning to Fight

Light chariots in a loose group formation may find that individual models are unable to reach the enemy when they charge. Similarly, individual models may be out of reach of an enemy who has charged their squadron and then aligned to closer chariots in the unit. In these cases, and in subsequent rounds of combat, move chariot models into contact with their enemy in exactly the same way as described for skirmishers – see Skirmishers on p77.

Impact Hits

Heavy and scythed chariots cause automatic hits upon their target when they charge, representing the impact of the horses and chariot on the enemy's ranks. Note that these hits are only scored when the chariots charge and are simply added to the total number of hits scored when the chariot fights in the ensuing combat round. Roll to see if all hits score wounds in the normal way. Impact hits count as having been struck in the first round of combat and count towards working out the combat result for that turn.

When a heavy chariot charges, it automatically scores an extra D3 hits due to its impact in the first round of combat. A D3 is simply half the score of a D6 – 1 or 2 counts as 1, 3 or 4 counts as 2, and 5 or 6 counts as 3.

When a scythed chariot charges, it automatically scores an extra D6+2 hits due to its impact in the first round of combat. For example, a roll of 3 = 5 hits, a roll of 6 = 8 hits and so on.

If a scythed chariot charges and rolls a 1 for its impact hits then it survives the collision and can continue to fight in following rounds of combat assuming the enemy does not destroy it.

If a scythed chariot charges and rolls a 2 or more for its impact hits then it is wrecked and is removed as a casualty. This is by far the most likely fate for a scythed chariot!



Chariots versus Phalanx

If chariots charge the front of a phalanx then the pikemen strike before chariot impact hits and other attacks are worked out – as pikes always strike first due to their length. If chariots are destroyed before striking, they will lose the chance to fight and do not inflict impact hits either.

Scythed Chariots versus Drilled Troops

Some armies contain highly trained and organised warriors which we refer to as drilled troops– these are described in the Special Rules section on p106. Drilled troops are allowed to open their ranks to form lanes for charging scythed chariots to pass harmlessly through their formation. We don't require that the drilled unit is actually arranged to show these lanes – imagination will suffice – and no account is made of opening ranks in terms of the unit's actual formation.

Troops can only attempt to open their ranks and allow a scythed chariot to pass through if they are charged to their front, if they are not already engaged in combat, and assuming they are not charged by a scythed chariot and another unit at the same time.

To do this successfully, the unit that has been charged must first respond to the charge with a 'hold', ie, it cannot stand & shoot or make any other response. Then the unit must take and pass a Leadership (Ld) test as described for Panic tests and Psychology tests – see p69 and p100. If the unit has been charged by several scythed chariots, just make the one test – the result will stand for all.

If the test is failed then the unit does not succeed in opening lanes for the charging chariot to pass through and combat proceeds as already described.

If the test is passed then the chariot is moved right through the unit and placed on the other side, leaving the statutory 1" gap between both units. It doesn't matter if this move exceeds the chariot's maximum move – just move the chariot the distance required to clear the enemy unit. No combat is fought.

CHARIOTS AND SHOOTING

As described for hand-to-hand combat, weapons employed by a chariot's crew are considered to be wielded by cavalry models. If a chariot's crew is armed with missile weapons then each appropriately armed crewman shoots either once or twice depending on what weapons he carries. Each crewman armed with bows, short bows, light crossbows, javelins or darts can shoot twice. Crewmen armed with other weapons can shoot once.

A crewman armed with a crossbow can shoot even if the chariot moves, even though crossbowmen are normally forbidden from moving and shooting in the same turn. However, note that this doesn't extend to longbows or other weapons that are disallowed from moving and shooting.

When a chariot moves, the usual penalty to the score required to hit is applied to any crewmen who shoot. Remember that, although it is convenient to consider the number and armament of individual crewmen when working out shooting, the chariot is otherwise considered to a single piece that 'shoots'.

Chariots as Missile Targets

Note that moving light chariots are deemed especially difficult to hit and attract a -1 'to hit' penalty as already described in the Shooting section on p46. Although they fight in dispersed formation they are not skirmishers and the additional penalty for shooting at skirmishers does not apply.

Chariots are not generally considered to be large targets for the purposes of shooting and any instances to the contrary will be specifically indicated in the appropriate Warhammer Ancient Battles supplement.

ARMOUR SAVES

Chariots have an armour saving throw based on the armour worn by their crew much as do cavalry models. Where individual crewmen have different levels of protection the whole chariot is considered to have the saving throw of the best protected crewman.

This saving throw is two pips of the dice better than equivalent infantry, so a crew with no armour save on the D6 roll of 5 or 6, crew with light armour only save on a 4, 5 or 6, crew with light armour and shields save on a 3, 4, 5 or 6, and so on. The best save possible is 3 or more without barded horses, and 2 or more with barded horses, the same as described for cavalry.

FLEEING CHARIOTS

When chariots flee, or for that matter pursue, bear in mind that obstacles and difficult terrain that other troops would flee through present impassable barriers to chariots.

When light chariots break from combat and flee, or if they flee following a Panic test or any other reason, then their initial move is reduced to 2D6" from the 3D6" that would be usual for units with their movement rate. This represents the fact that it's hard to turn round a chariot quickly to run away! Note this only applies during the initial move when the unit flees – not during subsequent fleeing moves. Heavy chariots are not penalised because they already moved slowly and are therefore restricted to 2D6" for their fleeing and pursuing moves.



ELEPHANTS



Elephants were a unique feature of warfare in the east until Alexander the Great encountered them in India and collected a few for his own armies. After that they became much sought after by Hellenistic monarchs and were to play their part in the campaigns of the Carthaginian general Hannibal and his battles against the Romans.

Elephants were most effective when employed against troops encountering them for the first time when their size, appearance and bizarre trumpeting must have made them seem utterly monstrous. Once troops got used to elephants and learned their weaknesses, they ceased to be as useful, although they could still be deployed in various ways such as to protect flanks against enemy cavalry, for example.

Two kinds of elephants suitable for military use were known to the ancients: the Indian elephant that is familiar to us today, and a sub-species of the African forest elephant that is nowadays either rare or extinct altogether depending upon which sub-species is intended. Either way, the forest elephant is or was a much smaller creature than either the Indian elephant or the large African elephant that survives to modern times. Ancient peoples regarded the Indian elephant as the more suited to military life and went to great trouble to acquire them.



CHARACTERISTICS

As elephants are so large and can carry many crew, we treat the elephant and crew separately. The elephant has its own characteristics profile, and crewmen have their own profiles as appropriate. Taken together, each elephant model is treated as a single unit together with its crew. Elephants are always considered as individual units – they don't form larger formations of several elephants.

Elephants always have a rider called a 'mahout' who sits behind its ears and directs the beast as best he can. In addition, elephants carry warriors either clinging to their mount's back or riding in some sort of howdah. The following is a typical profile and is given here to illustrate how these things work. Note that in this instance the elephant's mahout has been given 'O' BS and A values – he is far too busy steering to shoot or fight!

	M	WS	BS	S	T	W	I	A	Ld
Indian Elephant	6	4	0	7	6	6	3	4	5
Mahout	4	3	0	3	3	1	3	0	7
Warriors	4	4	4	3	3	1	3	1	8

Although we otherwise consider the elephant and crew separately, if the elephant is killed we assume all of its crew also fall casualty. Perhaps the elephant collapses on top of them!

Leadership

As with cavalry, the elephant unit's Leadership (Ld) is always taken as that of the rider or mahout in this case. If the elephant's mahout should be slain, as can sometimes happen as described later, then the elephant's own Leadership (Ld) is used from that point on.

Number of Troops

Many of our game rules refer to the 'number' of models in a unit of troops, for example when determining when units are outnumbered for the purposes of Fear tests or for giving ground.

The number of models in an elephant unit is always equal to the Wounds (W) characteristic value of the elephant itself. Note that this value doesn't decline if the elephant suffers wounds during the battle – it is the initial value on the elephant's characteristic profile that counts. The number of crew isn't taken into account; we just use the elephant's own Wounds (W) value when calculating the unit's number in the case of elephants.

Size of Elephants

Elephants are so tall they can be seen and shot at over the heads of intervening troops. They can also be seen over low obstacles such as low walls or hedgerows, but woodland and buildings will block line of sight as for other units.

For shooting purposes, elephants are reckoned as large targets and attract the +1 to hit modifier when shooting at them.

Fear and other Psychology

Elephants instil *fear* in infantry and *terror* in cavalry and chariots. Elephants don't just affect the enemy in this way, even your own side's infantry *fear* elephants and your own cavalry and chariots are terrified of them!

Some troops are considered to be accustomed to elephants and either don't *fear* them, in the case of infantry, or *fear* them rather than being terrified of them, in the case of cavalry and chariots. These cases are indicated in the various Warhammer Ancient Battles supplements and army lists.

African elephants always *fear* Indian elephants. This is because Indian elephants are larger and more fearsome than their smaller cousins.

Aside from African elephants fearing Indian elephants, no elephant units suffer from *fear*, *terror* or any of the psychology rules described in the Special Rules section.

Panic

Elephant units do not suffer from panic as described in the section on Panic on p69. Any Panic tests that would otherwise be required are simply ignored. Elephants cannot be forced to flee as a result of panic.

He...posted strong contingents of archers and slingers in the spaces between the elephants, and then launched his main body into the attack in close order and with an irresistible impetus.....

After a long struggle... the Roman line began to give way... the factor which did most to enable the Greeks to prevail was the weight and fury of the elephants' charge.

Plutarch, Parallel Lives Pyrrhus

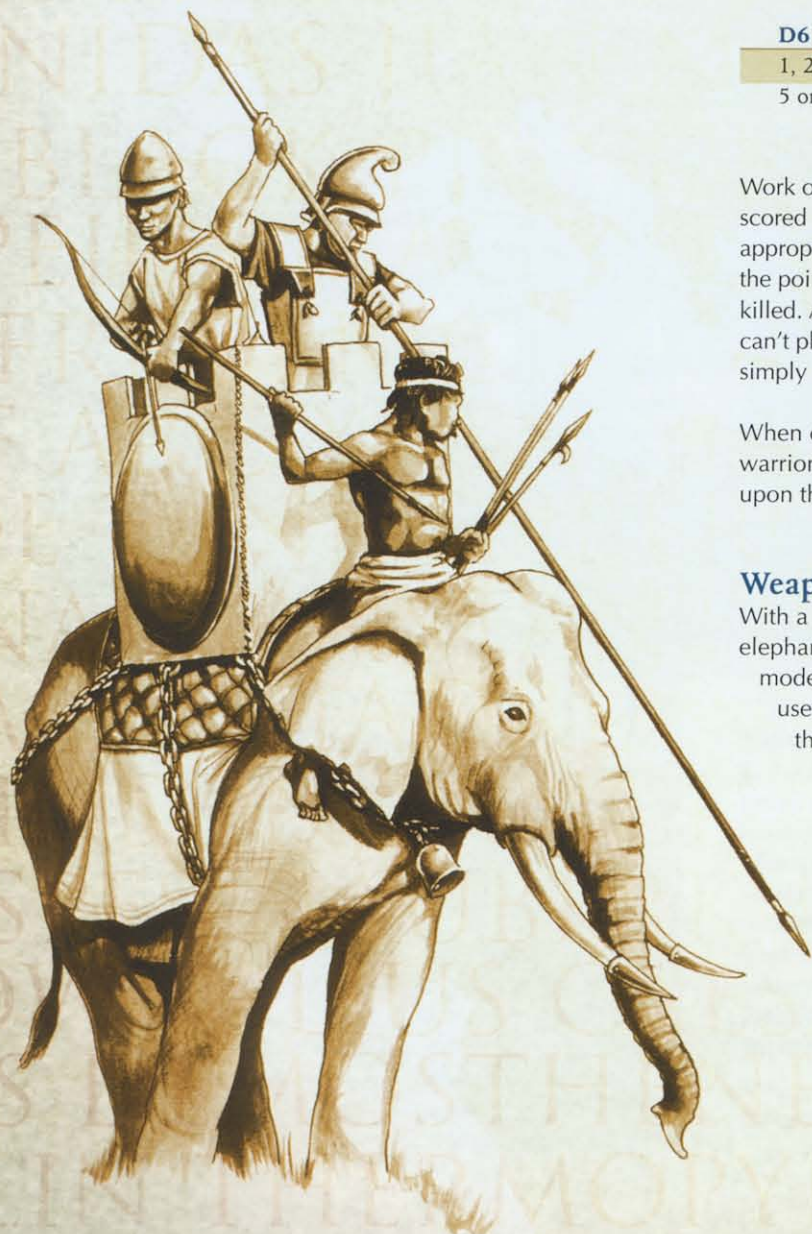


MOVING

Elephants can turn or pivot freely as they move in the same way as individual light chariots or character models, there is no need for them to manoeuvre as described for formed units of troops.

If the elephant model moves directly forward then it moves at its usual movement rate with appropriate deductions for terrain where necessary. If the elephant moves in any other fashion, turning to face a different direction during its move, then the elephant's move rate is halved.

Elephants are lumbering beasts so we do not permit them to march. Note that their lack of celerity doesn't prevent the elephant from charging at double movement rate in the same way as other troops.



Charging Elephants

Cavalry and chariots are not allowed to charge elephants, and if charged by elephants they can only declare a flee or fire & flee response even if they pass the requisite test for *fear/terror*. Note that this applies even where troops are used to elephants as described above.

ELEPHANTS IN COMBAT

In hand-to-hand combat, both the elephant and its crew fights. The elephant attacks with its characteristics and the crew fight with their characteristics and weapons. These must be worked out separately.

When it comes to fighting against the elephant, enemy models use the elephant's Weapon Skill (WS) when determining what score they need to roll hits. Any hits scored are then randomly allocated to either the elephant or crew as shown on the table below. Roll a dice for each hit scored.

D6 ROLL	WHAT IS HIT
1, 2, 3 or 4	Elephant
5 or 6	Crew

Work out hits on the elephant and crew resolving any wounds scored in the usual way. Take any saving throws for crew as appropriate. Wounds on the elephant must be recorded up to the point where the total number is reached and the elephant killed. Any crew killed are removed but don't worry if you can't physically remove the actual models – it is adequate to simply record how many crew have been slain.

When crew are struck, we always assume hits fall upon the warrior crew first and the mahout last of all. Hits only fall upon the mahout once all other crewmen have been slain.

Weapons and Weapon Bonuses

With a few specific exceptions, weapons employed by an elephant's crew are considered to be wielded by cavalry models. So, elephant crews equipped with thrusting spears use the cavalry thrusting spear rules and not the infantry thrusting spear rules.

If an elephant's crew are armed with different weapons, work out the fighting for each type separately.

Elephant crews can strike all round from the edge of the elephant model's base.



Combat Bonuses

If an elephant is fighting in a combat engagement then no units from either side may claim either rank bonuses or close order bonuses when working out combat results. The confusion caused by the elephant breaks up the cohesion of all the units and reduces the fight to a frantic brawl.

Note that, aside from negating combat result bonuses as described, elephants do not negate the Phalanx special rule that allows units to fight in multiple ranks, or the Warband special rule that allows units to boost their Leadership (Ld) value with additional ranks. Only the combat results bonuses described are affected.

Combat and Stamping Elephants

Elephants never flee from combat in any situation. If an elephant loses a round of combat, no Break test is taken and the elephant stampedes. The beast is driven wild with the pain of its wounds and the commotion of combat. Bear in mind that it is also possible for elephants to stampede as a result of missile fire. For this reason we will deal with the rules for stampeding elephants, how they move, and how they react to other troops – both friends and foes – in a separate section over the page – see p122.

ELEPHANTS AND SHOOTING

As described for hand-to-hand combat, weapons employed by an elephant's crew are considered to be wielded by cavalry models. If an elephant's crew is armed with missile weapons then each appropriately armed crewman shoots either once or twice depending on what weapons he carries. Each crewman armed with bows, short bows, light crossbows, javelins, or darts can shoot twice. Crewmen armed with other weapons can shoot once.

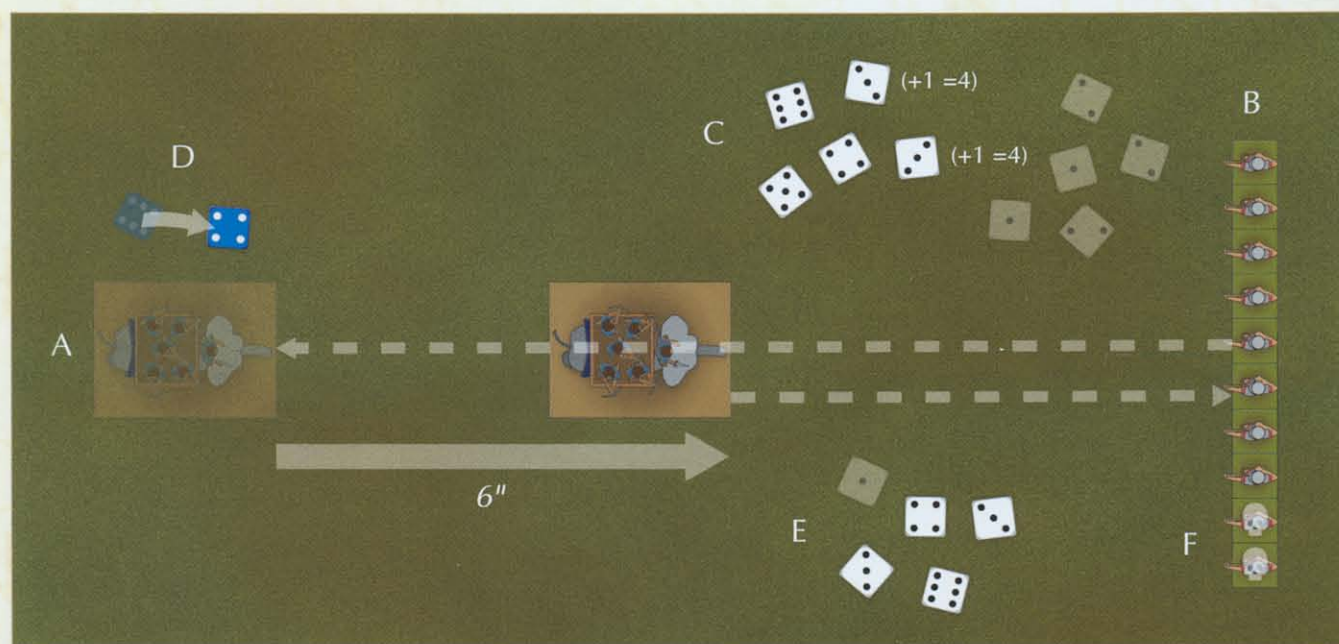
A crewman armed with a crossbow can shoot even if the elephant moves, even though crossbowmen are normally forbidden from moving and shooting in the same turn. However, note that this doesn't extend to longbows or other weapons that are disallowed from moving and shooting.

When an elephant moves, the usual penalty to the score required to hit is applied to any crewmen who shoot.

Elephants as Missile Targets

When shooting at an elephant unit, work out whether the model is hit in the usual way, remembering to add +1 to the chance to hit because the elephant is a large target. Any hits scored are then randomly allocated to either the elephant or crew exactly as already described for hand-to-hand combat.

Elephants that take wounds from missile fire can potentially stampede as described over the page.



An elephant crew, armed with crossbows (A) is shot at by a unit of archers (B). The archers have 10D6 to hit, with a +1 to each score due to the size of the elephant. Needing 4s they score 5 hits (C). Later these hits become 2 wounds on the elephant (D).

In the elephant crew's turn, they move forward 6" but also shoot at the enemy with their crossbows. As five of the crew can shoot, the player rolls 5D6. Needing 3s they score 4 hits (E). Later these become 2 wounds on the archers (F).



STAMPEDES

Elephants are liable to suddenly stampede if they are hurt or if the tumult of combat becomes too much for them to bear. To represent this, elephants can potentially stampede in any of the following situations:

1. The elephant suffers one or more wounds from missile fire during the enemy player's Shooting phase. Take a Stampede test at the end of the phase.
2. The elephant's mahout is slain. Take a Stampede test at the end of the Shooting phase if the mahout is slain by missile fire, or immediately if the mahout is slain in hand-to-hand fighting.
3. The elephant loses a round of hand-to-hand combat. In this case no test is necessary – the elephant stampedes automatically!
4. An African elephant otherwise forced to flee as a result of failing a Fear test in respect of an Indian elephant will not flee but will stampede instead.

Stampede Test

A Stampede test is a 2D6 Leadership (Ld) based test in the same way as a Panic or Psychology test. It is necessary to take a Stampede test if the elephant is wounded or if the mahout is killed. The mahout's Leadership (Ld) value is used assuming that he is still alive, otherwise the Leadership (Ld) value of the elephant is used instead. As elephants have very low Leadership (Ld) values this does tend to mean that they will often stampede once their mahout has been slain.

If the test is failed (rolled more than the Leadership value) then the elephant stampedes.

Moving Stamping Elephants

When an elephant stampedes from hand-to-hand combat, the elephant turns away from its tormentors and stampedes 2D6" directly away from them much as a unit that flees. In other situations the elephant stampedes 2D6" immediately in a direction indicated by a Scatter dice (see the Artillery section on p127 for a description of this special dice). Thereafter the elephant moves 2D6" in the same direction in the Compulsory Movement part of its Movement phase.

Once the direction of a stampede has been established, the elephant stomps straight forward in this same direction each turn. The only thing that causes a stampeding elephant to deviate from its path is terrain that is impassable, in which case it will head off in a random direction that avoids the impassable terrain. Roll the Scatter dice again to see which way the elephant goes.

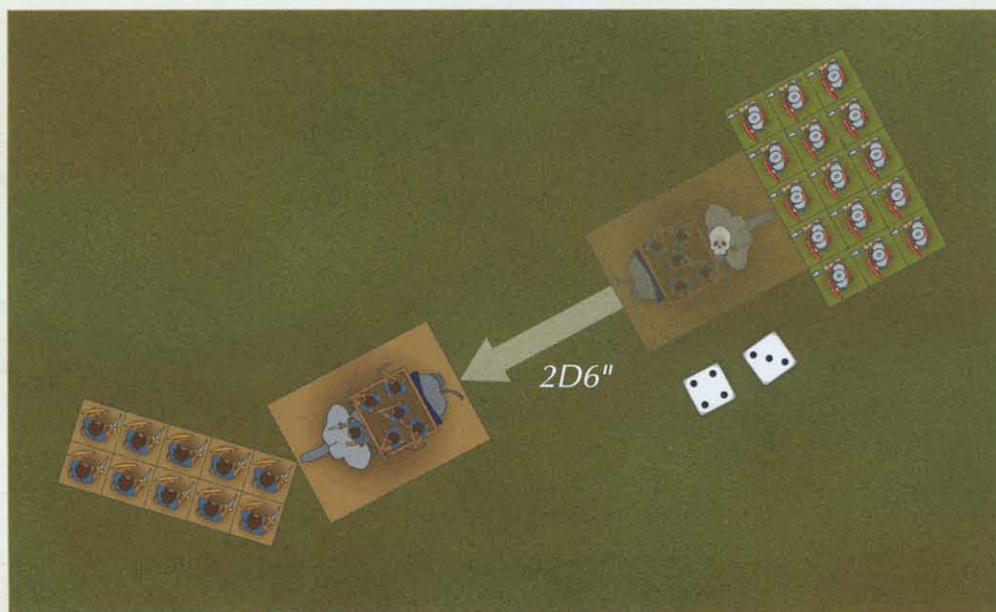
Once an elephant stampedes, it cannot be stopped. It cannot rally. Elephants that leave the battlefield are removed from the game and do not return (thank goodness!).

Elephants that stampede from hand-to-hand combat are not considered to be fleeing even though the move is similar. The enemy cannot pursue, even though they might have won the combat.

If troops from either side get in the stampeding elephant's way, it will charge in to and attack them. Any surviving crew do not have to join in the fight unless they want to do so. The elephant will continue to fight the troops in front of it whilst they are there. If the enemy break and flee, the stampeding elephant will pursue 2D6" and will then continue stampeding in the same direction in subsequent turns. If a stampeding elephant loses a combat then it will stampede out of the combat as described above.

An Elephant crew's Mahout is killed in combat. This forces the elephant crew player to take a leadership test to prevent a stampede. Needing 5 or less on 2D6 the player rolls a 7, failing the test!

The player then moves the Elephant 2D6" away from the combat. The resulting stampede sends the elephant crashing into a friendly unit!





ARTILLERY



This section provides rules for various kinds of war machines including stone-throwing engines, catapults, and primitive cannon. Not all armies have access to these technological wonders of course, and in many cases these devices would have been far more useful in a static assault or prolonged siege than an open battle. We shall confine ourselves to those kinds of machine most likely to make an appearance in a battle, and refer readers to our supplement *Siege and Conquest* for extensive rules regarding their employment in sieges.

BATTERIES

A single artillery piece can be deployed as a unit of one weapon plus its crew. If the army includes more than one weapon of the same type, these can be formed into larger units called batteries. The weapons within a battery must be deployed in a loose group separated by no more than 5" in a similar way as described for skirmishers and light chariots. Weapons of the same kind deployed within 5" at the start of the game automatically form a battery for the duration of the game.



NUMBER OF TROOPS

Many of our game rules refer to the 'number' of models in a unit of troops, for example, when determining when units are outnumbered for the purposes of Fear tests or for giving ground, and for determining minimum size for rallying or counting as a formed unit. We allow that each artillery piece is equal to the number of crew it has serving it. Crew separated from their weapon simply count the number of models as you might reasonably expect.

RULES FOR ARTILLERY

All artillery pieces are treated the same way in many respects; for example, they all have crews, they can potentially become involved in combat, they can be shot at by missiles, and so on. The common rules for such things are given below:

Crews

Crewmen are always based individually and are treated separately from their weapon in many situations. For example, if the crewmen flee they will turn tail and run, leaving their weapon behind. They are not treated as an integral part of the weapon as are, for example, the crew of a chariot.

Crewmen are not allowed to deliberately separate from their weapons unless they flee, or unless they are moving to crew another weapon. They are not allowed to charge an enemy, and if charged whilst detached from their machines they will always flee.

A character model is allowed to join an artillery piece or battery if desired. If the character joins a battery he must be assigned to a particular weapon – this enables shooting casualties on the battery to be allocated appropriately. Character models that have joined batteries cannot operate weapons or substitute for crewmen. Characters who join with artillery are never hurt as a result of a weapon malfunctioning – they are sensible enough to keep their distance!

Artillery as Targets

All artillery pieces are treated the same way when shot at by missile fire. When shooting at an artillery piece, shots are directed against the piece or against the battery as a whole and hits are randomised between crew and weapon. This is essentially the same as described for elephants (see p121). Note that especially large weapons may qualify as 'large targets', ie, they are bigger than 10' high or broad, in which case shooters add +1 to hit.

D6 ROLL	WHAT IS HIT
1, 2, 3 or 4	Weapon
5 or 6	Crew

If a character has joined an artillery unit, he may be hit by shooting if the crew are hit. Randomise the hit between the character and crew as appropriate. For example, where there are two crew and one character roll a D6, a score of 1, 2, 3 or 4 indicates a crewman has been hit, a score of 5 or 6 indicates the character has been hit instead (1 in 3 chance).

During hand-to-hand fighting, enemy can attack whatever models they are touching – whether weapons, crewmen, or characters – as they would in the case of any other units.

In hand-to-hand fighting, an artillery piece has a Weapon Skill of 0 and is therefore hit automatically. If all crew models have been slain or driven away so that the artillery piece no longer has a crew defending it, then the weapon is automatically destroyed as soon as it is hit.

Once hits have been established, roll to 'wound' the weapon or crew as appropriate and take saving throws and record wounds scored where necessary. Of course it is literally impossible to 'wound' an inanimate war machine, but in this case we take it as read that 'wounds' stand for incremental damage on the weapon itself.

Effect of Damage and Loss of Crew

If an artillery piece has suffered any 'wounds' or if it has lost any crew there is a chance it won't be able to shoot that turn. To shoot, the player must roll a D6 and score higher than the total amount of 'wounds' suffered by the weapon and crew lost. For example, if an engine has suffered one 'wound' and lost one crewman then a score of 3 or more is required to shoot.

Weapons that have no 'wounds' left are deemed destroyed and are removed from the game, or may be left in place as wreckage if preferred, either way they cannot shoot further. Weapons that have no crew are also unable to shoot, but batteries can automatically transfer crew from one machine to another in order to continue shooting.





Charge Responses

If an artillery piece is charged by the enemy, its crew can either hold or flee but cannot stand & shoot or fire & flee. These options are not permitted to artillery crews as their weapons are simply too cumbersome and slow. If a battery is charged, the whole battery must declare the same response just as with any other unit.

Hold. In hand-to-hand combat, a weapon's crew are automatically positioned beside their weapon so that they can fight. If a battery has been charged, all the crews and any attendant characters are moved into the fight, up to a maximum distance equal to a basic move. Models unable to reach right away are moved into the fight during the Redress Ranks part of the turn – assuming the artillery unit is lucky enough to be fighting and not to have been destroyed or routed of course!

Flee. The crewmen flee, abandoning their weapon. Chargers can stop when they reach the weapon and attack and destroy it, or they can ignore the weapon and move right through it in order to destroy the crew as they catch them.

Fleeing from Combat

If crew break and flee from hand-to-hand combat, they abandon their weapon. Their enemy will pursue the crew unless the player restrains the unit by means of a Leadership (Ld) test – see p63. Pursuers can move right over an artillery piece without harming it and without hindrance to themselves as they pursue.

Abandoned Machines

Any crew members from destroyed artillery pieces can join the crew of other artillery pieces, or they can crew an abandoned engine if you wish. We don't distinguish between one kind of artilleryman and another. All crew are capable of working the full range of artillery in your army. Crew can abandon one artillery piece to crew another if you wish.

In the case of a battery of weapons, crews can swap round automatically as required. For example, in a three machine battery you might want to abandon one machine altogether if there are insufficient crew to man it, or you might detach crew from other machines so that all have a chance of shooting.

Crewmen who are moving between artillery pieces are not allowed to charge an enemy and if charged themselves they must flee.





STONE THROWING ENGINES

Stone throwing engines are generally known as ballistae but there are many variations on the theme including mangonels, counter-weight engines and even engines powered by teams of men pulling on ropes. We shall consider three basic sizes of machines: basic stone throwers, large stone throwers and very large stone throwers. The larger machines are not all that likely to appear in a typical field army, but we must make allowances for more ambitious commanders!

Characteristics

Stone throwers are inanimate objects and so have a rather minimal profile. Crewmen are considered separately and so have whatever profile is appropriate – a typical value is shown below. These values are given as examples, the Warhammer Ancient Battles supplements and army lists have the appropriate profiles for artillery in specific armies and indicate how many crewmen serve each weapon.

	M	WS	BS	S	T	W	I	A	Ld
Stone Thrower	0	0	0	7	6	3	0	0	-
Crew	4	3	3	3	3	1	3	1	7

Moving

Stone throwers can only move if they are field pieces with wheels, in which case they can only move at the basic rate of the crew over open ground. If crewmen are slain then the speed of the stone thrower is reduced in proportion to the number of crewmen left. Stone throwers don't normally move once deployed because they don't really need to as their range is sufficient to cover most battlefields. If they do move, they cannot shoot in the same turn.

Shooting a Stone Thrower

Work out shooting from stone throwers during the Shooting phase before regular shooting from bows and such like. The reason we shoot stone throwers first is that it is necessary to guess the range to the target when firing, so it is preferred to do this before checking measurements for other shooters such as archers.

Stone throwers employ a special template; a 3" diameter circle with a 1" diameter hole at its centre as shown on p215. It will be necessary to make this template either from card or plasticard or something of that kind.



To shoot the stone thrower, first pivot the model to face your preferred target and then state how far you want the machine to throw its missile. The maximum range you can state is 48". You must do this without measuring, so it is necessary to guess how far away the target is. Once you have made your guess take the template and place it directly in front of the machine the distance you have guessed.

The missile might land exactly where you have guessed or it might not. This is determined by rolling two special dice: the **Artillery dice** and the **Scatter dice**. See the side box for a description of these dice.

If the Artillery dice rolls a MISFIRE, then the shot is cancelled out and the player must roll on the Misfire table to find out what has befallen his artillery piece.

Assuming the weapon has not misfired, if you roll a HIT on the Scatter dice then the shot has landed on target and the numbers on the Artillery dice are ignored. If you roll an arrow on the Scatter dice and numbers on the Artillery dice then the shot has gone off target the distance and direction shown by the numbers and arrow. Move the template as indicated.

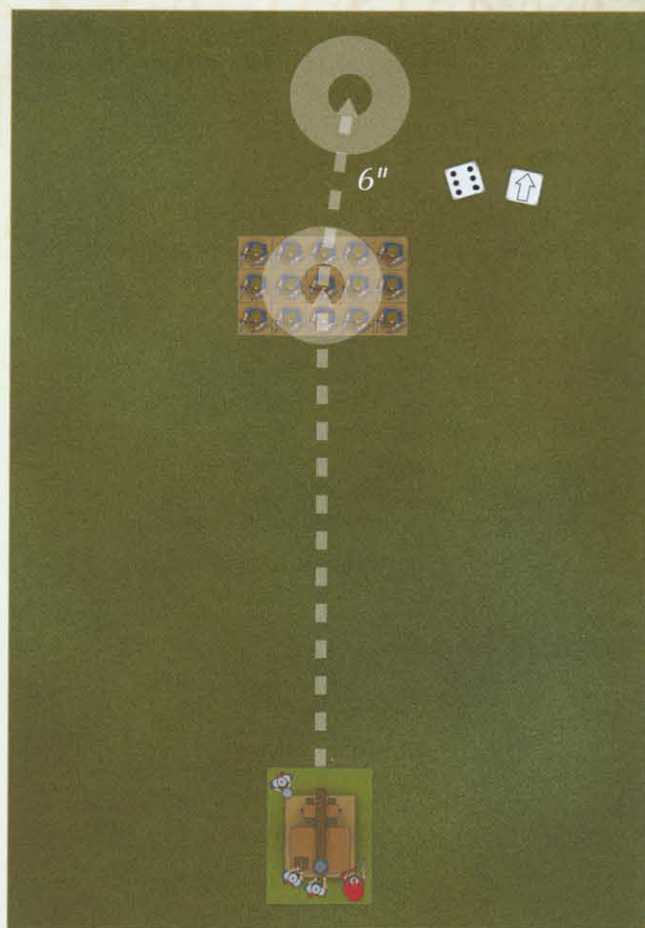
“ the catapults...opened up on the Scythians...on the further bank...one was pierced through both shield and breastplate and fell dead from his horse. ”

- Arrian, The Campaigns of Alexander

SCATTER AND ARTILLERY DICE

The Scatter dice is a dice marked with arrows on four sides and the word HIT on two sides. When you roll the dice, it either indicates a direction by means of an arrow or it indicates that a direct hit has been scored. You can make your own Scatter dice by over-painting an ordinary D6 if you wish – or you can buy these dice from Games Workshop.

The Artillery dice is a dice marked 2, 4, 6, 8, 10 and MISFIRE. It is used to moderate deviation distances for artillery or to indicate malfunctions. You can simply use a D6 doubling the score and counting 6 as MISFIRE, or make your own by over-painting an ordinary D6 – or you can buy them from Games Workshop.



This player with the stone thrower has guessed its shot well, striking the enemy unit – but unfortunately the crew's aim has gone awry and the stone lands 6" behind the target. A nervous moment for those back-rankers!

MISFIRE TABLE FOR STONE THROWERS

D6 Result

1 Destroyed

The engine breaks apart and its crew are slain or critically injured. Remove the model and crew as casualties.

2-3 Disabled

Some component breaks or jams temporarily disabling the weapon. The engine cannot shoot this turn or the following turn.

4-6 May Not Shoot

A minor mishap prevents the engine being readied in time to shoot. The engine cannot shoot this turn but is otherwise unaffected.



Calculate Damage

Once you have established where the template lands, work out the damage inflicted. The model that lies directly under the central hole in the template is automatically hit. Note that only a single model can be hit in this way and – where there is doubt – this is always the model directly under the centre of the template. Aside from this, all models whose bases lie beneath the template are hit on the D6 roll of a 4, 5 or 6. Roll a dice for each model and calculate the number of hits from the results.

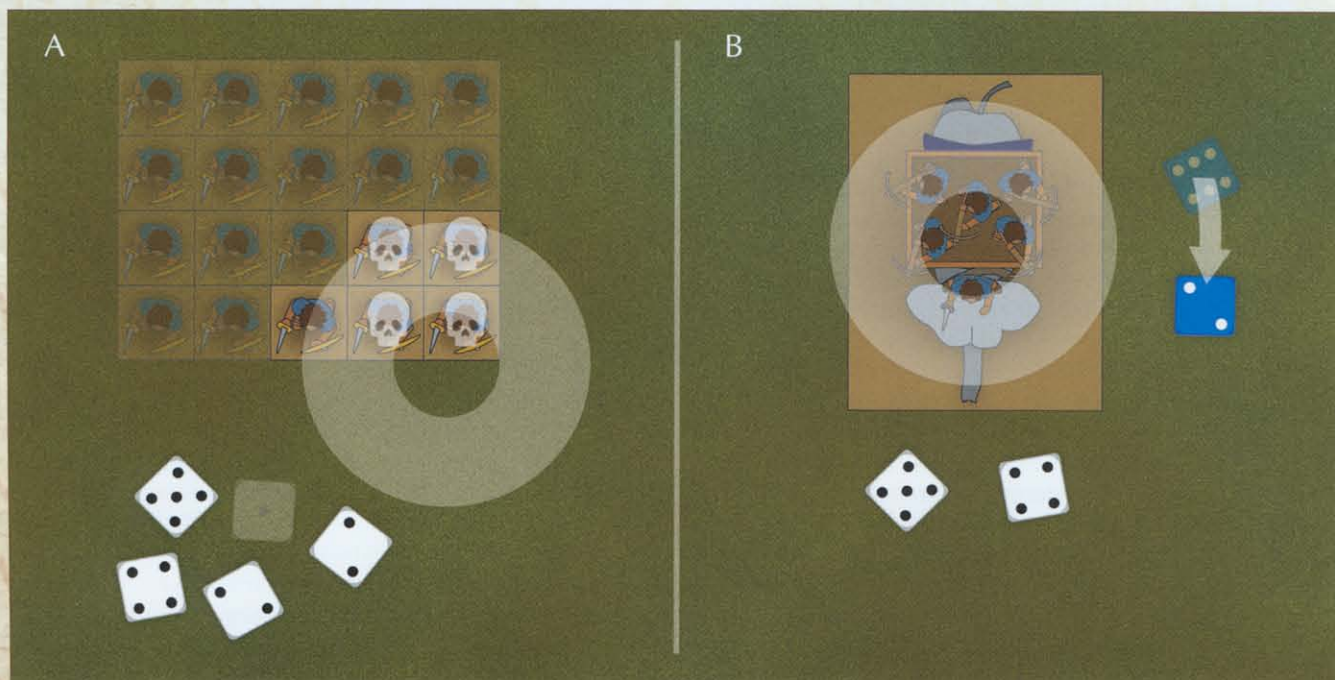
Deciding whether models lie under the template or not is a matter of judgement and you will have to position yourself over the unit in order to get the best view. As a guiding principle, if the exact centre point of the base lies within the template area then the model is a target and can be hit. If this centre point doesn't lie within the template then the model is not a target and can be ignored. This means that models which are 'mostly in' will be treated as targets and models which are 'mostly out' won't. Where there is room for doubt, just resort to the time-honoured random dice roll and let fate decide!

Once you have determined how many models are hit by the stone thrower, work out whether the target suffers wounds in the usual way using the Strength (S) of the missile and the Toughness (T) of the target. Stone throwers are so powerful, no armour saving throws are allowed.

When a stone thrower scores a wound on a target, the size and weight of its missile is so great that instead of inflicting just one wound, a dice is rolled and an appropriate number of wounds scored. As most targets can only take one wound, this extra step isn't usually necessary – you can't kill a man three times – but if the target has several wounds, a hit from a stone thrower can potentially score several wounds at a time. This is only really relevant when shooting at targets such as elephants, chariots and other artillery. So, in appropriate cases, roll the dice indicated for the type of stone thrower and apply the number of wounds according to the result.

The Strength (S) values of stone throwers and the number of wounds inflicted by each wounding hit are shown on the table below.

Type of Stone Thrower	Guess Range	Strength	Wounds	Save
Stone Thrower	Up to 48"	6	D3	None
Large Stone Thrower	Up to 48"	7	D6	None
Very Large Stone Thrower	Up to 48"	8	D6	None



(A) An infantry unit is hit by a Strength 6 Stone Thrower. Five models are affected. Needing 2s or more, the attacking player rolls five dice and gets 4 hits, killing the warriors instantly.

(B) An elephant is hit by a Strength 7 Large Stone Thrower. Needing a 4 or more the attacking player rolls a D6 and scores a hit. As the elephant has multiple wounds, the defending player rolls a D6 and suffers 4 wounds!



BOLT THROWERS

Bolt or dart throwing machines are usually based on large crossbows or torsion powered bows such as the Roman Scorpion. These are usually smaller machines than stone throwing engines and were even mounted onto carts.

Characteristics

Bolt throwers have a rather minimal profile in the same way as described for stone throwers. Crewmen are considered separately and so have whatever profile is appropriate – a typical value is shown below. These values are given as examples, the Warhammer Ancient Battles supplements and army lists have the appropriate profiles for artillery in specific armies and indicate how many crewmen serve each weapon.

	M	WS	BS	S	T	W	I	A	Ld
Bolt Thrower	0	0	0	5	5	2	0	0	-
Crew	4	3	3	3	3	1	3	1	7

Moving

Bolt throwers with three crew or fewer can move at the basic rate of the crew over open ground only. If crewmen are slain then the speed of the stone thrower is reduced in proportion to the number of crewmen left. Bolt throwers with more crew can only be moved if provided with wheels. If bolt throwers move, they cannot shoot in the same turn.

Shooting a Bolt Thrower

Work out shooting from bolt throwers during the Shooting phase along with regular shooting from archers and other missile men.

To shoot the bolt thrower begin by pivoting the model to face your target. The missile travels straight forward and will hopefully strike the first target in its path. To determine if the target is hit, roll a D6 using the crew's Ballistic Skill (BS) in the same way as shooting with bows, crossbows, and other missiles (see the Shooting section p47). All the usual modifiers to the dice score required apply when shooting a bolt thrower, but note that no penalty is applied for pivoting the weapon to face its target.

Calculate Damage

If the shot misses then there is no further effect. If it hits then the bolt thrower can potentially pierce several ranks of troops, striking each warrior in turn. Work out if the first warrior is wounded in the usual manner for missile hits, comparing the weapon's Strength (S) with the target's Toughness (T) – see the Shooting section p48.

If the first model in the missile's path is slain then the bolt hits the model in the next rank. Work out if this second model is slain in the same manner as before, but now deduct -1 from the weapon's Strength (S) as some of the missile's

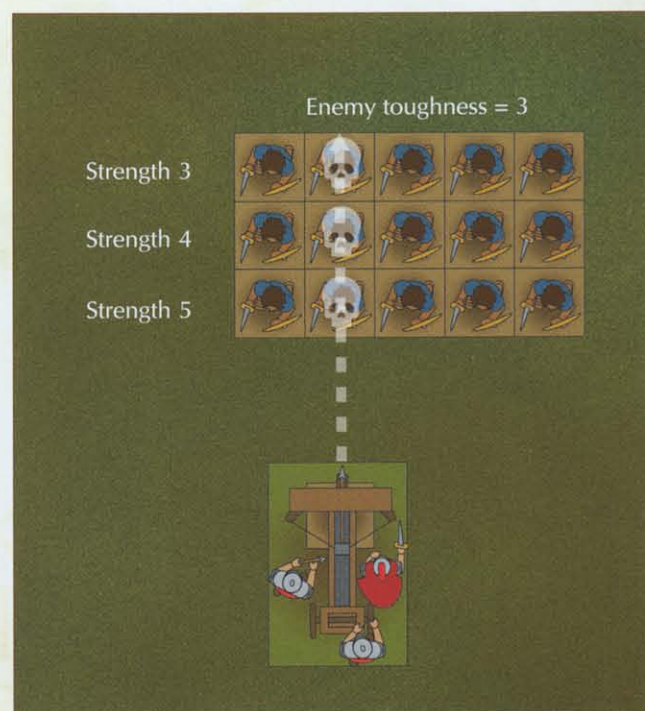
energy is spent. If this second model is also slain, the missile strikes the model in the next rank. Once again work out if this model is slain, and now deduct -2 from the weapon's Strength. Continue to work out casualties deducting -1 Strength (S) for each rank pierced, until the missile fails to slay a target, or until all the ranks have been pierced.

A bolt thrower projects its missile with such power that no armour can withstand it, so no armour saving throws are allowed. In addition, when a bolt thrower hits a target, the power of the weapon is so great that instead of inflicting just one wound, a dice is rolled and an appropriate number of wounds scored. This is the same as already described for stone throwers and doesn't need to be taken into account for targets that have only a single Wound (W). It is important though when shooting at targets with multiple wounds such as elephants, chariots and other artillery. In appropriate cases, roll the dice indicated and apply the number of wounds shown.

The Strength (S) values of bolt throwers and the number of wounds inflicted by each wounding hit are shown on the table below.

Artillery	Range	Strength	Wounds	Save
Bolt Thrower	48"	5 -1 per rank	D4*	None

*Most players will probably have a four-sided dice or will be able to obtain one easily enough. If you don't have a D4, roll a D6 and re-roll scores of 5 or 6 until you get a result of 1, 2, 3 or 4.



A bolt missile cuts through three ranks of infantry. With each roll the weapon's Strength decreases.



CANNONS

Gunpowder weapons first appeared in oriental armies and were used in Europe from the 14th Century. At first these weapons were immobile and their use pretty much confined to sieges, but they were quickly improved and sometimes mounted onto carts or fitted out with carriages. We will only consider these smaller and more mobile weapons here.

Characteristics

Cannons have a minimal profile much as other types of artillery. Crewmen are considered separately and so have whatever profile is appropriate – a typical value is shown below. These values are given as examples and the Warhammer Ancient Battles supplements and army lists have the appropriate profiles for artillery in specific armies and indicate how many crewmen serve each weapon.

	M	WS	BS	S	T	W	I	A	Ld
Cannon	0	0	0	7	6	3	0	0	-
Crew	4	3	3	3	3	1	3	1	7

Moving

Wheeled cannons move at the basic rate of the crew over open ground only. If crewmen are slain then the speed of the piece is reduced in proportion to the number of crewmen left. Cannons that move at all, including those that pivot to face their target, cannot shoot in the same turn.

Firing a Cannon

Cannons are fired at the start of the Shooting phase. They are always fired before regular shooting from archers and other missile-armed troops for the same reasons already discussed under stone throwing engines.

Cannons can only shoot directly forward in the direction the barrel or barrels are pointing. Remember, a cannon cannot move and shoot in the same turn, and it cannot pivot to face its target and shoot in the same turn, as can non-gunpowder artillery.

Assuming that a suitable target lies in front of the cannon, it can shoot. The player begins by nominating how far he wishes the cannon ball to land from his gun. The maximum range you can state is 36", but bear in mind that the ball will often travel further than this distance before striking the ground and may bounce a considerable distance beyond that. You must do this without measuring, so it is necessary to guess how far away the target is and allow for inaccuracy as noted below.

To test for accuracy roll an Artillery dice. If the dice rolls a MISFIRE then the cannon has malfunctioned in some potentially lethal fashion. The weapon fails to shoot and the player rolls on the Misfire table to determine what happens.



Assuming the Artillery dice rolls a number, the cannon ball strikes the ground the distance stated by the player plus the number of inches rolled on the dice. For example, if you nominate 12" and roll a 4, the ball lands 16" from the cannon. This means that a cannon shot will always land between 2" and 10" further than the distance nominated by the player – so it is important to aim 'short' if you want to hit the target.

The cannon ball automatically hits the model it lands on. It is also possible that the shot will bounce a further distance in a straight line, in which case the ball strikes one model for each rank bounced into. To determine how far the ball bounces, roll the Artillery dice again and the ball bounces the distance shown. If the result of this 'bounce roll' is a MISFIRE then the shot has buried itself in the ground and does not bounce at all – but there is no need to roll on the Misfire table in this case. A MISFIRE when making a 'bounce roll' just means the ball doesn't bounce and has no further effect. Note that a cannon ball won't bounce through terrain that is normally considered 'very difficult ground' or up a hill or similar elevation – in such cases it stops as soon as it enters the terrain.

Resolve wounds on models struck by the cannon ball as you normally would using the cannon's Strength (S) value and target's Toughness (T). Targets struck by cannons are not allowed armour saving throws. As already described for non-gunpowder artillery, a target struck can suffer more than one wound assuming it has several wounds on its characteristic profile. The Strength (S) value of a cannon and the number of wounds inflicted by each wounding hit are shown on the table below.

Artillery	State Range	Strength	Wounds	Save
Cannon	Up to 36"	6	D6	None

“ The English remained still and let off some cannons that they had, to frighten the Genoese. ”

- Froissart, Chronicles, Battle of Crecy

MISFIRE TABLE FOR GUNPOWDER ARTILLERY

D6 Result

1 Destroyed

The piece explodes and its crew are slain or critically injured. The gun does not shoot. Remove the model and all its crew as casualties.

2 Misfire

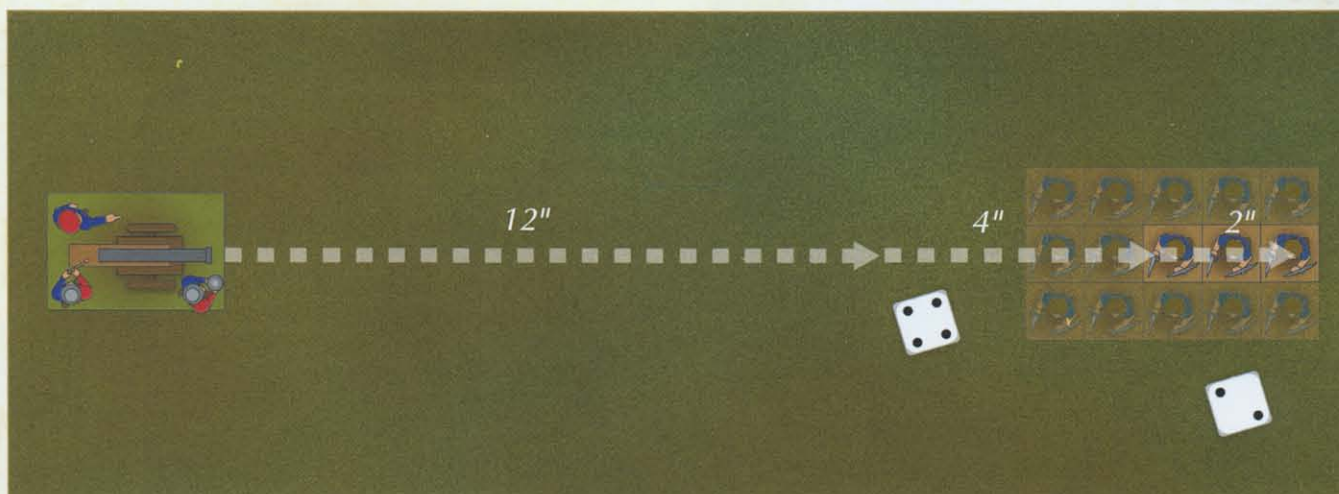
A premature explosion kills one of the crew. Remove a crewman as a casualty. The gun does not shoot this turn. The surviving crew must take an immediate Panic test to see if they flee – see Panic p69.

3 Damp Powder

The weapon fails to go off, and the crew must remove the shot and charge before they can fire again. The gun cannot shoot this turn or the next.

4-6 May Not Shoot

A minor mishap prevents the gun being readied in time to shoot. The gun cannot shoot this turn but is otherwise unaffected.



The cannon crew targets an enemy unit's flank. The player guesses a range of 12" and then tests for accuracy. The cannon ball lands a further 4" from the cannon, landing in the enemy unit. The cannon ball then bounces 2" more and hits another two models in the enemy unit.



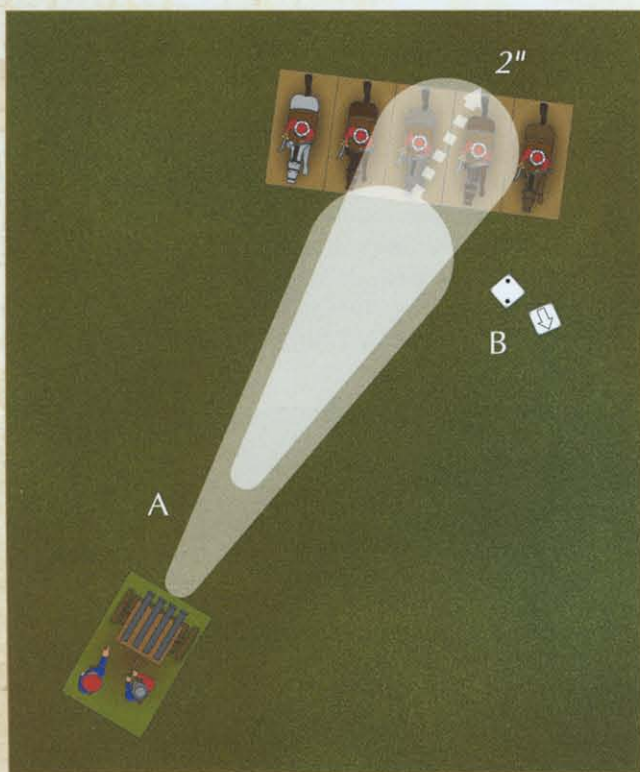
ORGAN GUNS

The organ gun is a type of cannon that consists of a number of small-calibre barrels fastened to a single carriage. These fire a hail of shot at close range and can be very devastating. They are referred to as 'organ guns' because of their resemblance to the pipes of a church organ. These types of guns were more commonly used during sieges for defending and attacking breaches, but we shall provide suitable rules for using them in the field for those so inclined.

Characteristics

Typical characteristic values for an organ gun are shown below. Crewmen are considered separately and so have whatever profile is appropriate – a typical value is shown below. As stated for other artillery, the Warhammer Ancient Battles supplements and army lists have the appropriate profiles for artillery in specific armies and indicate how many crewmen serve each weapon.

	M	WS	BS	S	T	W	I	A	Ld
Organ Gun	0	0	0	4	5	2	0	0	-
Crew	4	3	3	3	3	1	3	1	7



(A) The template is placed and two enemy cavalry are within range to be shot at.

(B) The attacking player then rolls a 2 on a D6 and no MISFIRE on the Artillery dice. The template moves forward 2" and over an additional two cavalry models, meaning four cavalry models can be shot at.

Batteries

Organ guns can be formed into combined batteries together with cannons and are automatically formed into batteries when deployed within 5" at the start of the game. Unlike cannons, organ guns are allowed to stand & shoot as a response to a charge. In the case of combined batteries of cannons and organ guns, the whole battery is allowed to make a stand & shoot response, but only the organ guns will shoot.

Moving

Organ guns only move at the basic rate of the crew over open ground. If crewmen are slain then the speed of the piece is reduced in proportion to the number of crewmen left. Organ guns that move at all, including those that pivot to face their target, cannot shoot in the same turn.

Firing an Organ Gun

Organ guns fire in the Shooting phase. We also allow organ guns the option of a stand & shoot response to charges in the enemy's Movement phase. This is an exception to the common rules for artillery that forbid artillery from standing & shooting when charged.

To fire an organ gun it is necessary to employ the special template shown on p215. This template can be made from card, plasticard or similar material. Organ guns can only shoot directly forward in the same fashion as cannons. Place the template directly in front of the weapon's barrels with the narrow end touching the weapon and the wide end facing straight forward and hopefully towards the target. Now roll an Artillery dice and a D6.

If the Artillery dice rolls a MISFIRE then there is a misfire. The weapon does not shoot and the player must roll on the Misfire table to find out what befalls his organ gun.

If the Artillery dice does not roll a MISFIRE then it is ignored and the template is moved directly forward the number of inches indicated by the D6. All models that fall under the template either before it moves, as it moves, or once it has moved can potentially be hit. Roll a D6 for each model that can potentially be hit – the model is hit on the roll of a 4, 5 or 6. For example, if a unit of ten models falls entirely under the template then roll ten dice to determine how many are hit.

Hits are resolved with a Strength (S) of 4. Note that because the weapon fires a hail of shots, models struck only suffer a single wound and armour saves are resolved at the standard -1 value for Strength 4 hits.

Artillery	Range	Strength	Wounds	Save
Organ Gun	Template+D6"	4	1	-1 (normal)

BUILDINGS



Players who recall the original edition of *Warhammer Ancient Battles* will remember that we included rules for moving into and around buildings, as well as for fighting in and from fortifications. Since then we have published a much more detailed set of rules governing such things. This is available as the *Siege and Conquest* supplement, which we would recommend to players whose interests lie in games of this type. For most purposes, which is to say when playing games where buildings have only a minor role, it has been found that a much simpler approach is generally preferred. This section of the rulebook departs from the previous sections in that it discusses several methods of representing buildings in the rules, allowing players to make up their own minds how they represent buildings in the game.

BUILDINGS AS SCENERY

Buildings can be interesting features that enhance the appearance of the battlefield without having a significant tactical role. For example, a few buildings with outlying gardens placed at the edge of a table might represent the outskirts of a far larger settlement. Similarly, a line of city walls might suggest the vast metropolis that lies beyond the table itself.

One approach to buildings is simply to treat them as decorative pieces that are impassable to all troops. From a game point of view, this is a realistic way of representing battles if you prefer to think of a unit of troops as representing a large formation of some hundreds of men, in which case a single building model would stand for a conurbation that would be impassable to troops deployed in line of battle.

Thus a building, and perhaps its outlying gardens or walled enclosures, are treated as impassable areas of terrain that troops must manoeuvre around. This need not be a dull option by any means, especially if the terrain also includes other scenery such as waterways that also divide the table up into distinct zones. Buildings treated in this way will also block line of sight and so introduce the possibility of moving troops into position without offering them as targets to enemy shooting.



BUILDINGS AS TERRAIN

Another option with buildings is to treat them as areas of terrain. Using this method an area would be demarked as, say, a village and two or three buildings placed within the demarked area which would otherwise be given over to gardens, outbuildings, enclosures, and whatever scenes of domestic or industrial activity one cares to represent. The whole area is then treated as either difficult or very difficult terrain, allowing troops to move within it in the same way as a wood or something similar. Where necessary, individual buildings can be moved aside or removed altogether to allow troops to move within the demarked area. This is essentially the same as an area of ruins, where the whole area is treated as a terrain type, except that the usual rules for difficult or very difficult terrain apply.

Areas of buildings or settlements can be designated as passable only to skirmishers if the players wish, and/or they can have roads or paths that allow unimpeded passage if desired. This allows players to represent different densities of building as different tactical challenges to the opposing armies. See the section on terrain for more about terrain movement penalties – see p24.

This is quite a good way of incorporating buildings into a game on a practical level, although some players find the necessity of moving the houses about to accommodate troop movement somewhat abstract! Of course, much depends on the type and design of buildings employed. It is not practical to balance troops on top of round huts with their conical roofs, but it is perfectly viable to do so when fighting over the kinds of low, flat-roofed buildings common in the Near East.

BUILDINGS AS BATTLEFIELD FEATURES

This method starts to treat the buildings in a more literal fashion – here is a building, troops can go into it, defend it, or contest it with the enemy. This is a bit of a half-way-house (no pun intended!) between treating buildings as merely representative of built-up areas generally and the more detailed system described in *Siege and Conquest*. As such it starts to allow us to represent simple fortifications. It is a compromise that we have found workable and enjoyable, although it does require some degree of mutual understanding between the players and we wouldn't therefore recommend it to the inexperienced or excessively nervous!

Occupying Buildings

Buildings, and potentially the whole area covered by enclosing walls, yards, gardens, out-buildings, etc, are treated as impassable. However, infantry can move into and occupy buildings, and can then fight from them. A unit that is already touching a building at the start of its Movement phase is allowed to occupy it. To indicate that the building is occupied by the unit, take a few token models from the unit's formation and place them either on or next to the building. The rest of the unit is temporarily removed from the table. Once a unit has occupied a building it cannot move until it leaves the building, which it can do in the remaining moves part of any subsequent Movement phase as noted below.

A building can only be occupied by one unit, and a unit can only occupy one building. Of course, it is perfectly viable, and sometimes necessary, for two or more adjoining structures to count as one building. Similarly, if you have a very large structure, it might work best if considered as a number of separate buildings; however we generally avoid this as unnecessarily complicated. We leave it up to the players to make arrangements that suit their model buildings and patience.

Units that occupy buildings no longer count as formed units for purposes of the rules. This has various implications, the most important of which is that they forego the combat result bonuses that normally accrue to formed infantry units as noted on the next page.

Here some Romans have taken refuge in a watchtower, which affords them a better view over the battlefield.





Leaving a Building

To leave a building, the unit measures its move from any edge of the building model and is placed on the table in any suitable formation. As this occurs in the Remaining Moves part of the Movement phase, the unit won't have the opportunity to charge that turn, but otherwise we impose no penalties just because the unit has left the building.

Bear in mind that, although a unit can adopt any formation as it leaves a building, all the models in the unit must be able to measure their move from the edge of the building they have just left. No model can therefore be placed further from the edge of the building than its permitted move distance.

Shooting from a Building

If a unit is equipped with missile weapons, it can shoot from a building it has occupied so long as line of sight can be traced from the building itself. We assume that up to five models per floor can shoot from a building, ie, five from a single storey building, ten from a two storey building, 15 from a three storey building, and so on.

Players can agree to change this if they like, but we find five models per floor works well for most designs of building. Models can shoot all round, measuring range from the centre of the building rather than an edge. Measuring from an edge makes us hostage to the potentially idiosyncratic shape of the building – so we measure from the centre instead and this instantly removes such issues.

Where there is room for doubt, it helps to mark the centre point of the building in some fashion.

Units Occupying a Building

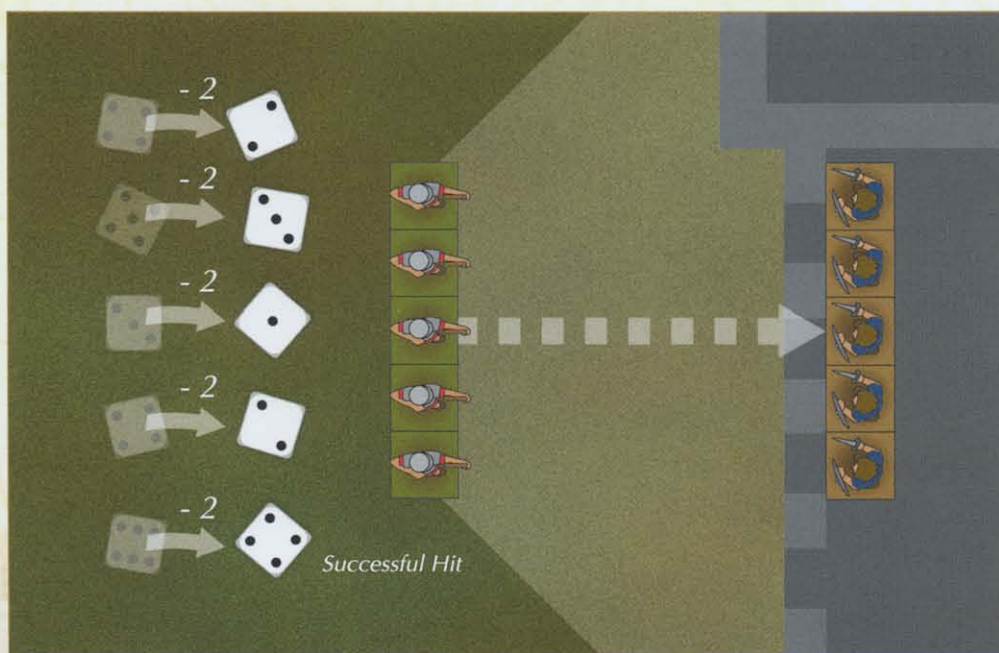
If a unit occupies a building then the building itself becomes 'the unit' from the enemy's point of view. So, the enemy can shoot at the unit if they can shoot at the building, they can charge the unit if they can charge the building, and the building itself counts as an enemy unit for purposes of proximity for marching and so forth. A unit in a building has no proper formation and no front, flanks or rear as such; it faces in all directions at once. Because the building is treated as an enemy unit, enemy cannot approach within 1" unless assaulting as described below.

Shooting at an Occupying Unit

An enemy can shoot at a unit in a building. The occupying force has the advantage of 'hard cover' and hence a -2 to hit penalty is applied. We don't apply the +1 to hit a large target as we assume the target is actually the occupying troops and not the building itself.

In the case of template based weapons, such as stone throwers and organ guns, it is convenient to assume D6 models fall under the template if the building itself falls under the template. Roll a D6 and this is the number of models hit. In the case of cannons and bolt throwers, only a single enemy model is hit, as the target is dispersed throughout the building and not arranged into ranks.

When considering stone throwers and cannons, we stray into the territory of siege warfare where we must consider the possibility of damaging the building itself. On the whole we either ignore this or adopt a very simple rule, such as 'three hits on a building and it's reduced to rubble'. This kind of thing is dealt with in detail in *Siege and Conquest* and need not concern us further here.



A unit of archers targets a unit of infantry who are occupying a building. The archers would usually need +4 on each D6 to hit, however each roll is modified by -2 because the building acts as heavy cover, meaning they need to roll 6s to hit.

In this example only one of the five dice rolled to hit were successful.



Assaulting a Building

An enemy infantry unit can charge an occupied building and contest possession with the troops inside. This is referred to as an assault. Only a unit that could occupy a building can assault it in this way, ie, infantry units and not cavalry, chariots or the like. Only a single infantry unit can fight combat against an occupying unit: we do not allow several units to assault a building at the same time. To charge a building, simply treat it as if it were an enemy unit and align the chargers to whatever edge they can most easily reach.

Troops that already occupy a building are not permitted to flee or to fire & flee when charged – they must elect to hold their ground or stand & shoot if appropriately armed. They can still be forced to flee as a result of a Fear or Terror test if their enemy cause fear or terror, but we don't permit units to elect to flee as a charge response once they have occupied a building.

An occupying unit armed with missile weapons is allowed to stand & shoot even if the chargers began their move within half of their permitted charge distance. In this case we assume the occupying force is sufficiently prepared to launch its missiles as the enemy approach – it being churlish to deny them the opportunity. Remember that the occupiers are limited to five models from each floor of the building – unless agreed otherwise where the model warrants it.

Once a unit has charged an occupied building, we assume the fighting degenerates into something of a scramble. Therefore, we do not apply any rules that normally accrue from weapons, special formation rules, or the combat results bonuses from additional ranks or for close order troops. Instead, both sides fight with no more than 10 models from each side. These can include the unit's leader where he confers a benefit, and characters that have joined the unit (limited to half those fighting). In most cases the easiest method is for the occupying player to take ten models from his unit and line them up in front of the building, and then for the opposing player to take ten models from his unit and line them up against the enemy. This removes any doubt as to who is fighting who – although in most cases only ordinary troops will be involved and no such problems will be presented.

Fight the combat counting the occupying force as behind a defended obstacle and hence a -1 to hit penalty. Work out results – ignoring any bonus for ranks and close order troops as already noted. The losing side must take a Break test in the usual way and if forced to flee, must flee in the standard fashion. If the occupying unit flees, measure its move from the opposite most edge of the building.





If either side flees during an assault then the victorious unit automatically gains possession of the contested building and occupies it. Victors do not pursue their fleeing enemy during an assault. If the assaulting side wins, then its troops simply occupy the building displacing the defeated enemy.

If the occupying force wins, and assuming the enemy do not break and flee, then the assaulting force is flung back out of the combat and the fight is finished. Move the assaulting unit so that it is 1" from the building and tidy up the unit's formation if necessary. The occupying force cannot pursue and the combat is over – the defenders retain possession of the building. Both sides are free to move normally thereafter.

If the assaulting force wins, and assuming the defenders do not break and flee, then the occupying unit is flung out of the building and must be positioned at least 1" from the building on the opposite side to the combat. The unit can be arranged into any formation as if it had chosen to leave the building in its Movement phase. The assaulting force is placed in possession of the building. Both sides are free to move normally thereafter.

In the case of a draw, the assaulting force retreats blooded as if the occupying force had won – except that no Break test is required of course. Both sides are free to move thereafter. We do this because it is inconvenient to have these fights going on for more than one turn at a time. It also makes these actions nice and dramatic!

MIXING RULES FOR BUILDINGS

There is no reason why buildings all have to be treated in the same way. You could have some buildings impassable whilst others are treated as areas of terrain, and a particular temple, mansion, or fortified outpost could be considered a battlefield feature. It's really just a question of what works best for the types of games you wish to play. If you want to take things further and enact urban assaults, storm fortresses, and crush whole cities beneath your iron heel (and who wouldn't given half a chance!) then we heartily recommend our *Siege and Conquest* supplement.





TO WAR



Wherein we march our troops to war in anticipation of winning glory and acclaim upon the field of battle!

This section of the rulebook explains how to select forces for the game and how to arrange the game itself by placing model terrain upon the tabletop, deploying the armies, and establishing the victory conditions – namely how to decide which side has won!

We will also be looking at methods of placing scenery and setting the scene of battle – something that players are at liberty to arrange to their mutual satisfaction should they wish – alternatively you can employ the generator we have devised for determining and arranging the terrain.

We shall also consider the possibilities of different kinds of action – for the bold commander must be prepared to face the enemy wherever he appears – we must be ready for the attack upon our encampment, raids, ambushes, and attempts by the foe to turn our flanks.

Finally we will consider victory and defeat – though it be for the gods alone to grant success in battle (or the dice at least) – we look at how to recognise when the time has come to hail the victor.



STARTING A GAME



The rules of play have been explained at some length including all the rules for unusual combatants such as elephants and chariots, and for the special capabilities of troops from skirmishers to the phalanx. This section of the book is concerned with how to go about setting up the battlefield, choosing forces, and deploying the armies in preparation for the game to begin.

THE OPPOSITION

A game is usually fought between two sides, each represented by a single player controlling his own army. It is perfectly acceptable, and often preferable, to play games with teams of several players on each side. This is especially useful in larger battles where it is helpful to have extra hands to move units and roll dice. Playing alongside someone who knows the rules is also a good way of learning the game if you are a newcomer. It also enables you to try out a new army that you might wish to collect. Team games are also great entertainment and a good way for friends to enjoy gaming and socialising at the same time.

For our purposes, we will assume that games are fought one-on-one, but don't forget that this need not be the case and many an enjoyable time has been spent with teams of two or three a side battling over a good sized table long into the small hours.

SELECTING YOUR FORCES

Before you are ready to fight a battle, you must assemble your army from whatever forces are available to you. Of course, you could simply take your entire collection and fight against your opponent's collection, but like as not you will want to play a game that offers both sides a more-or-less equal chance of victory. This is why we have developed a comprehensive series of Warhammer Ancient Battles army lists.

An army list is a list of all the kinds of troops available to a particular army. So, a Roman army of Caesar's day is quite different from an Egyptian army of the Age of the Pharaohs, and they have their own army lists describing the troops available to them. Each list describes the types of troops



available to that army, together with their characteristic profiles, the armour and weapons they carry, and the special rules – if any – that apply to them. We have included two army lists in this book to give you an idea of how these things work (see p172), and further lists are available as supplements. Rather than describe these here, we refer the reader to our Warhammer Historical Wargames website where you can find details of all the currently available supplements as well as online resources:

www.warhammer-historical.com

In order to keep things as even-handed as possible, the army lists ascribe every warrior a 'points' value. The better fighter a warrior is and the higher his points, the more he 'costs' so to speak. This enables both players to choose two opposing armies to the same points value – say 1,000 points each – and in theory at least these armies should be a reasonably even match. On the whole, armies of the same size – by which we mean same points value – will be equally balanced, but some of the Warhammer Ancient Battles supplements are specifically intended for strictly historical games and armies chosen from one supplement won't necessarily be ideally balanced against armies chosen from another. This is hardly surprising when we are talking about armies that may be separated by more than 3,000 years of history!

Length and Size of Game

Experienced players will find they can easily play even a large game over an evening, but obviously it will take a little longer if you are still getting to grips with the rules. Even if you already possess large armies, it is best to start off with smaller forces and work your way up.

A reasonably sized battle is provided by between 1,000 and 1,500 points of troops per side. Such a game can be resolved in an evening by most players, and this is the most commonly played size for the majority of players. Smaller battles can be played. As few as 500 points a side gives a short game that can be completed in about an hour but is still large enough to provide variety and interest. With more than 1,500 points on each side, a game will take a little more time, but experienced players should still be able to complete a 2,000 point battle over a long evening. 3,000 points will take practically all day to fight to a conclusion and larger battles still may take several days' play for those fortunate enough to be able to leave the game in progress overnight!

The size of battle you play may be restricted by the amount of space you have available. Many gamers will have a room where they can set up a wargames table without having to commandeer the kitchen table or eject the family from the dining room. However, not everyone is so fortunate, so sometimes we must make do with a sturdy board placed on top of another table or even set up on the floor. In any case, we recommend that tables should be at least four feet (120cm) deep where possible, and wide enough to

accommodate the size of game you wish to play. The following chart shows the recommended size required for games up to 2,000 points. These are not mandatory by any means, but we have found these sizes give a good open game, allowing for the same kind of threats to the army's flanks that vexed real-life ancient commanders.

Size of Armies	Width	Depth
500 up to 1,000 pts	4 feet	4 feet
Up to 1,500 pts	6 feet	4 feet
Up to 2,000 pts	8 feet	4 feet

Models

The subject of what manufacturer's models to choose and how to paint and base them is worthy of a book in itself. Later on we have attempted to provide enough information on the subject to guide the beginner through the process. For now there are just a few things that are worth saying because they have a bearing on choosing your forces.

The models shown in this book are of the size commonly referred to as '28mm' which simply means they are of a nominal 28mm height – though their actual height varies from one manufacturer to another to some degree. Most Warhammer Ancient Battles enthusiasts play with armies in this 28mm size. It is a popular size because it rewards careful painting, and armies finished to a good standard look especially imposing whether on the field or displayed in a cabinet awaiting future conquest. However, it is not the only size of model available, and it is perfectly possible to play Warhammer Ancient Battles with models of any size or scale should you wish to do so. If you are contemplating starting an army, it is worth while checking up on what size is preferred by local players. See p12 for more about different model sizes and basing requirements.

Generally speaking, most collectors will want to put together a comprehensive collection that includes troops armed and equipped just like their historic prototypes. When playing a game it is important that the models look like the troops they represent, that shielded units have shields and troops armed with spears have spears, for example. It does not matter that every single model in a unit is equipped exactly as intended – the odd spearman who has lost his spear or cast away his shield lends a dramatic and interesting quality to a unit, but it is important that units present the general appearance of the prototypes they represent. This is especially worth bearing in mind where you are playing a new opponent who may not be as familiar with your army as your regular opposition. If you are playing in a formal competition, the organisers may be particularly strict on this issue to avoid any possibility of confusion at some critical moment in the game. However, amongst friends most players are willing to cut each other some slack and cheerfully imagine that a cavalry unit has shields or that chariots have additional crewmen – though it's surprising how often such arrangements are forgotten in the heat of battle!



PREPARING FOR BATTLE

There are different ways of playing a battle from small skirmishes through to mighty sieges – any conflict that happened in history can be represented on the tabletop. Many players will want to specifically recreate actual battles from antiquity. The various Warhammer Ancient Battles supplements include information about fighting many such battles. Here, we are concerned with how two players might go about setting up the tabletop and arranging their forces to play a typical or standard game where the two armies begin arrayed across the field of battle facing each other.

1. Choose armies to an agreed points value.
2. Place terrain on the battlefield.
3. Deploy the armies on the battlefield.
4. Establish victory conditions.
5. Begin the battle.

Choose Armies

We have already discussed how armies are chosen to a predetermined points value. For the sake of argument let us assume we are playing a 1,500 point game. Both players choose troops from their respective army lists to a total maximum value of 1,500 points each. Regular players will tend to use the same list for most of their battles, and they may have a variety of lists prepared to use against different opponents.

Place Terrain

Most ancient battlefields did tend to be fairly open environments, leaving plenty of room for manoeuvre. However, the underlying terrain or features such as woodlands could be important and even pivotal elements of a battle. Players are at liberty to arrange model hills, woods, villages, streams and whatever features they like to recreate some scene from the ancient world, whether real or imagined. See the Scenery Generator for more about different methods of selecting scenery on p145.

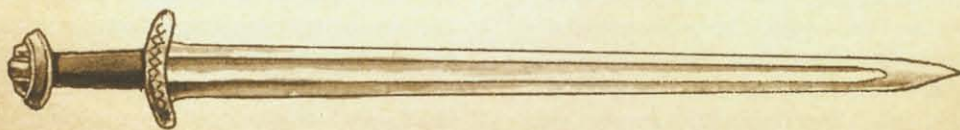
Deploy Armies

Once the terrain has been established, the players must decide how to deploy their armies. There are several different methods, all equally good, and players are welcome to use any that suit them. The preferred method is for each player to arrange his army secretly, representing the careful plans drawn up by the army's commanders the night before the battle. This arrangement is referred to as 'hidden dispositions' and can be achieved by erecting a barrier across the table so that each player can set up his forces out of sight of his opponent. Box lids make useful barriers when arranged across the length of the table. Alternatively, both players can make a sketch map of the battlefield and draw the dispositions of their units onto this, then reveal their maps once both are complete and set up their armies accordingly. Some players are happy to save time and simply place their units onto the table in sight of the enemy one at a time, first one player and then the other, starting with the player who has the most units. On the whole this is less satisfactory as players can see and react to the portion of the

REPRESENTING GREATER NUMBERS

As all enthusiasts of ancient history know, the famous battles of antiquity were fought between many tens of thousands or even hundreds of thousands of men rather than a few hundred individuals. Just as we think of our collections as 'armies', we must accept that our units of 20 or 30 models represent a complete tactical formation, even though we know that a real tactical unit would typically number hundreds of troops. For example, a Roman Cohort – which is roughly equivalent to something like an 18th or 19th century battalion – would have about 500 men. In our game we represent a typical tactical formation with far fewer models simply because it would be impractical to do otherwise. Thus we force our dozen or so legionaries to

move and manoeuvre something like their prototype of several hundred. We make them react to threats to their flank and nearby disasters as would larger formations, most of whose members would be unable to see what was happening at the other side of their unit and would be liable to rumour and panic as a consequence. In practice, each model represents a number of warriors and you can think of that as anywhere from 100 to just one if you prefer. The game's designers tend to imagine a single infantry model represents between 10 and 30 models depending on the battle, and typically 20. In the case of characters, imagine them accompanied by personal attendants and bodyguards that make up the numbers.





enemy army already on the table, and therefore the 'hidden dispositions' system is recommended in preference. For more about deployment see Deployment Variants on p146.

Each army must deploy entirely within the area allowed to it – its **deployment zone**. In the standard type of battle, where both armies begin facing each other, this is shown on the diagram of an example 6' x 4' table below. As you can see, the opposing armies must deploy at least 24" from the enemy deployment zone and no closer than 12" to either table edge. If your table is the 4' recommended depth, this will give you 12" of space into which to deploy.

Victory Conditions

Before the battle begins, it is necessary to establish how long it will last and how you will decide who has won. The players can agree to play for a fixed number of turns if they wish, or until an agreed amount of time has passed, or until one army reaches its break point. For more about the **break point** and victory scores see Victory on p149. The game also ends immediately if one player decides to call it a day and surrenders – though quite how he's going to explain that one back in the Senate is hard to imagine!

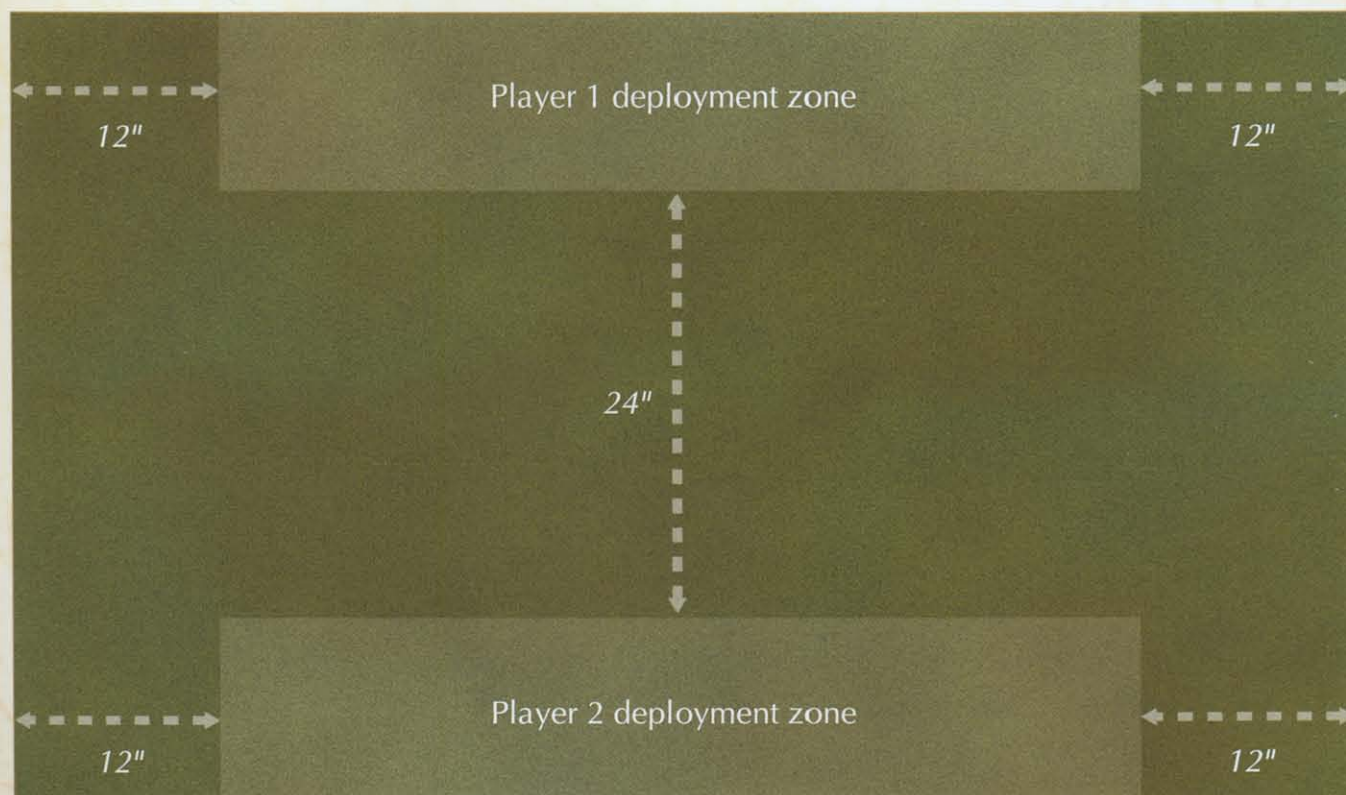
Once the game ends, the players add up the Victory points scored by each side. Each army scores points for slaying the enemy, as well as for various other achievements as noted in the Victory section on p149. The player whose army accrues the highest score is the winner.

Begin Battle

Having arranged your terrain, chosen and deployed your armies, and decided how long to play for, it is time to begin the battle. At the start of the game, immediately before the first turn, both sides may move any skirmishing units 4" further onto the table. This represents skirmishing forces roving ahead of the army, perhaps to exchange missiles with their opposite numbers in the opposing force. Having moved any skirmishers as required, each player rolls a dice and the highest scorer can choose whether to take the first turn or defer to his opponent and go second. Some variations of this arrangement are discussed in the section on Deployment Variants p146.

At dawn Hannibal first sent his light contingents across the river, then followed with his main force. On his left, near the river bank, were the Gallic and Spanish horse, facing their Roman counterparts; on his right were the Numidians, and his centre was strongly held by infantry, so disposed as to have Gauls and Spaniards in the centre, and African troops on either flank.

Livy, The War with Hannibal





SCENERY GENERATOR

There are no hard and fast rules about how players set up the model scenery before the battle. It is perfectly reasonable, and very common, for players to simply agree what scenery to use and where to place it.

We have prepared a scenery generator chart for those who wish to make use of it. In practice we always make up our own charts based on the scenery that we have, and you can do the same, but the example given will be found to be perfectly useable. Don't worry if you generate a piece of terrain you don't have – just re-roll the result until you get an appropriate piece.

The generator simply tells you what scenery is available. There are numerous ways of placing the scenery once you have identified what it is. One of the most important considerations is whether the players decide which table edge to play from and then place scenery, or place the scenery and then decide which edge to play from. In the former case, the placement of the scenery forms a tactical part of the game itself in which the players will seek to gain advantage. In the latter case, the players will strive to create a neutral battlefield that won't give advantages or disadvantages to either side. One arrangement that works very well is for one player to lay out all the scenery and the other chooses which of the long edges he will deploy onto. This is a good way of doing things if one player is hosting the game and he wants to get the table ready to play on for when his opponent arrives.

Placing Method

The following method is commonly used and has been found to be convenient for most purposes. The players begin by choosing which opposing edges of the table they will play from. Each player roll a D6 and the highest scorer begins to generate and place scenery. He rolls 2D6 and consults the Scenery Generator chart. The player can either place that piece of scenery or 'pass' and place no scenery at all. Assuming he does not pass, the player can place the scenery on the battlefield anywhere on his own 'half' of the table – ie, not beyond an imaginary line drawn across the centre of the table. In the case of a plain hill it can be positioned straddling the centre line if you wish.

Once the first player has either placed a piece of scenery or passed, his opponent does the same, then the first player again, and so on, until one or other players declares he is finished. The opposing player can then generate and place one more piece of scenery if he wishes, after which no more scenery is placed.

On the whole, it is only allowable to have a single river or stream on the table. If a second is generated, the result should be re-rolled. Where appropriate it is perfectly acceptable for scenery to overlap to create, say, a wooded hill or hillsides with walls.

Once placement is complete you can begin the battle, or, where both players agree, scenery can be 'horse traded', moved around or removed altogether if it is felt a better game will result. For example, you might allow your opponent to remove a wood from his side of the table if he permits you to reposition a hill.





SCENERY GENERATOR TABLE (ROLL 2D6)

Determine the location and date of the battle you wish to fight. Then determine the number of pieces of terrain to roll for from the first table below, and select them using the second table, each player alternately rolling 2D6 for a piece until the full number has been rolled for. If the number you roll corresponds with a blank on the table, no terrain is placed.

The flank zone (F) is the final 18" on each side of the table. You may use a D6 to decide whether a piece falls on your own side of the table or your opponent's: 1-3 your side, 4-6 his side. The remainder of the table is the central zone (C).

Number of Terrain Pieces to Select

Time Period	Western Europe	Northern/ Eastern Europe	Mediterranean or Near East	Central/ East Asia	South Asia
Chariot Wars	2 pieces	3 pieces	2 pieces	2 pieces	3 pieces
Classical Period	3 pieces	4 pieces	3 pieces	3 pieces	4 pieces
0-700 AD	4 pieces	5 pieces	3 pieces	3 pieces	5 pieces
800-1066 AD	4 pieces	5 pieces	3 pieces	3 pieces	5 pieces
1067-1530 AD	4 pieces	6 pieces	3 pieces	3 pieces	5 pieces

Type of Terrain Piece to Select

Location/ Dice Roll	Western Europe	Northern/ Eastern Europe	Mediterranean or Near East	Central/ East Asia	South Asia
2	Gentle Hill (F)	Gentle Hill (F)	Gentle Hill (F)	Gentle Hill (F)	Gentle Hill (F)
3	Gentle Hill (F)	Gentle Hill (F)	Gentle Hill (F)	Gentle Hill (F)	Gentle Hill (F)
4	Wood/Orchard (F)	Wood (F)	Wood/Orchard (F)	Steep Hill (F)	Wood (F)
5	Rough (F)	Wood (F)	Rough (F)	Rough (F)	Wood (F)
6	Rough (F)	Rough (F)	Steep Hill (F)		Rough (F)
7	Steep Hill (F)	Rough (F)			Rough (F)
8		Steep Hill (F)			Steep Hill (F)
9					
10	Rough (C)	Rough (C)			Rough (C)
11	Gentle Hill (C)	Gentle Hill (C)		Gentle Hill (C)	Rough (C)
12	Wood (C)	Wood (C)	Gentle Hill (C)	Gentle Hill (C)	Gentle Hill (C)

Note: Rivers and streams are only used by agreement between the players in a scenario, though in Dark Age games played in Western or Northern Europe, You can choose to use a small river in a flank zone on a throw of 9 if you wish.



DEPLOYMENT VARIANTS

The standard routine is for both players to lay down their entire armies in opposing deployment zones at the start of the battle. This is a perfectly good way of fighting a battle and closest to the descriptions of classic Hellenistic and Roman battles that come down to us from the pens of ancient writers. Occasionally, it is worthwhile trying something different and here are a few suggestions.

Rearguard

One large army is in pursuit of a retreating enemy. The retreating army has posted a rearguard to delay the advance of the pursuers. In this game, the pursuers should outnumber the rearguard by 3:2, for example, 1,500 points of pursuers and 1,000 points of rearguard.

The rearguard player makes a map of the table and indicates the position of his units. Rearguard units can be placed anywhere on his half of the table. The pursuer then deploys all of his army into his standard deployment zone. Once he has done so, any rearguard units that are visible to any of the pursuers are placed on the table. Rearguard units that are not visible are kept off the table, and are not positioned until they either become visible or until the player wishes to move or shoot with them.

Attack on the Camp

One army is set up in a camp in its half of the table. The camp is be protected by palisades or otherwise partially fortified defences – count these as obstacles. The other army is going to attack the camp. The attackers should outnumber the defenders by 3:2, for example, 1,500 points of attackers and 1,000 points of encamped troops.

The defenders deploy in their camp and the attackers deploy afterwards anywhere in their own half of the table but not within 12" of the camp.

The battlefront was not formed according to the rules of military theory, but as necessitated by the emergency and the sloping ground of the hillside.

The legions were facing different ways and fighting separate actions, and the thick hedges obstructed their view.

Julius Caesar, *The Conquest of Gaul*





Flank Attack

One or both sides are permitted to keep up to 25% of its points value of troops off the table at the start of the game. These troops are sent by a circuitous route in an attempt to come round on the flanks of the opposing army. Deploy the remaining portion of the armies as for a standard game. If either player is attempting a flanking move, he must secretly write down which flank he will despatch his forces around.

At the start of his third turn of the game, the player making the flank attack rolls a dice. On the score of a 5 or 6, the flanking force arrives that turn and the player reveals his secret instructions. If the force fails to arrive in the third turn roll again at the start of the forth turn. The flanking force will now arrive on the roll of a 3, 4 5 or 6. If the force fails to arrive yet again, roll one final time at the start of the fifth turn. On the roll of a 1, the entire force has become lost and does not appear at all. On the roll of anything but a 1 the flanking force arrives at last!

Once the flanking force arrives, the player positions as many units as he can along the indicated edge. No units can be placed within 6" of either end of the edge or further onto the table than 4" – where necessary, leave rear ranks off upon initial deployment so that units will fit. Units unable to fit can be brought onto the battlefield in subsequent turns without any further need to roll. Units deployed that turn can move and shoot normally, but cannot declare charges that turn.

Note that it is perfectly possible for both armies to make a flank attack onto the same flank in which case the armies are positioned in their own turns and the mayhem commences!

“ Mago and his Numidians appeared suddenly in their rear with an almost shattering effect. ”

- Livy, The War with Hannibal

Reserves

One or both sides are permitted to keep up to 25% of its points value of troops off the table at the start of the game. These troops are either retained as a reserve, or can be sent around a flank as described for a flank attack. The force may be divided if you wish, some troops staying in reserve whilst others attempt a flank move. Deploy the armies as for a standard game, keeping reserves and flankers off the table. The players must secretly write down which of their units are flanking and where, and which of their units are in reserve.

At the start of his third turn of the game, a player who has retained troops off the table rolls a dice. On the score of a 5 or 6, the flanking force and/or reserves arrive that turn and the player reveals his secret instructions. On the score of anything but a 5 or 6, the reserves still arrive but not the flanking force. Roll again in the fourth and fifth turns to decide what happens to the flanking force exactly as described for a flank attack.

Flanking forces are positioned exactly as described above for a flank attack. Reserves are placed along their own table edge within 12" of the midpoint of the edge. Reserves can move and shoot normally, but cannot charge that turn exactly as described for flanking troops.



Ambush

This game represents an ambush on a marching column of troops in which one side is caught unawares and unprepared for combat by an enemy concealed in terrain either side of his route. In an ambush the marching column is travelling along a pathway 12" wide that runs down the length of the table along the ambushed player's table edge and through his standard deployment zone. All scenery is set up clear of this path. The attackers should outnumber the ambushed force by 3:2, for example, 1,500 points of attackers and 1,000 points of ambushed troops.

The ambushed army deploys first. All units must be deployed into column formation no more than three models wide and facing in the direction of travel (left or right – established randomly before the first unit is placed). The ambushers are placed no closer than 18" to the enemy deployment zone and no closer than 12" to either side edge.

In an ambush game, the ambushers always have the first turn of the game. They choose their moment to attack!



Celtic Spearman

Raid

One army is attacking a poorly protected civilian settlement whilst the other army is rushing to intercept it and drive it away. The defender should outnumber the raiders by 3:2, for example, 1,500 points of defenders and 1,000 points of raiders.

The defender sets up a village in his half of the table. The raider deploys anywhere on his side of the table but no closer than 12" to the village. The defender begins the game with his entire army off the table, but he has a free unit of 12 villagers who start off in the village itself and who will not move beyond it. These are armed with improvised weapons and have a profile of WS2, S3, T3, I2 and Ld6. If broken in combat, they cannot rally.

The defending army will arrive at the start of a turn determined by rolling a D6 at the start of the game – 1 or 2 = the second turn, 3 or 4 = the third turn, and 5 or 6 = the fourth turn. Units can arrive on any table edge or edges and can make a move that turn measuring from the edge. Units cannot charge in the turn they arrive.

If the villagers break from combat, then any raider units currently in the village roll a D6.

D6 Result

1 Rampage!

Pursue the peasants if you were fighting them or otherwise move directly towards them as if pursuing an enemy in that direction. The unit must reform before it can do anything else.

2, 3 or 4 Loot!

The unit starts to loot and pillage. The unit must reform before it can do anything else.

5 or 6 Beware!

If there are enemy within 12", the unit holds its position and can fight normally from there on. Otherwise the unit begins to loot as described above.

Rampaging and looting troops charged by the enemy before they can reform are treated as if they were fleeing.

In a raid game, extra victory points are awarded once a raider has spent a turn in the village unopposed (100 points) and for each turn of looting or pillaging by each raider unit (50 points per unit per turn). See Victory on the next page.



VICTORY

Once the game is over, determine which side has won by totting up the victory score accrued to each army. If playing a set number of turns or a set period of time, it is usual to play until the end of a turn. If one army has reached its break point or if one player surrenders, the game ends immediately and scores are worked out with the forces as they stand.

Sometimes it will be obvious which army has won and it is not strictly necessary to calculate scores if the players prefer not to do so. It is sufficient for one player to concede the victory in most situations of this kind.

Otherwise, victory is established by adding up victory scores as indicated on the chart below. This chart is suggested for

general purposes and there is no reason why it can't be added to or adapted to take into account a particular scenario whether based on a historic source or invented by the players. For example, our 'Raid' variant introduces an extra victory score for taking the village as well as for looting and pillaging.

The side that has accumulated the highest victory score is the winner and the difference in scores is a good indication of how decisive a victory has been won. A difference in scores of only 10% or less is a marginal win at best, but scoring two or three times as much as your opponent is a sound drubbing! It is rare for scores to be exactly equal, but on the off-chance it should happen, the result is clearly a draw.

VICTORY CHART

- 1) Each enemy unit, character or model either destroyed, fleeing or having fled from the table.**

Victory points equal to the points value of the unit or character

Eg, a unit which costs 325 points is worth 325 victory points to your enemy.

Note that units, models or characters that pursue enemies off table and do not return to the field do not yield victory points to your opponent.

- 2) Each enemy unit, model or character reduced to half figures/wounds or less, not destroyed, fleeing or having fled from the table.**

Victory points equal to half the points value of the unit or model. Models count for this purpose when reduced to half their original wounds or less.

Eg, an elephant worth 180 points that loses 3 or more of its 6 wounds is worth 90 points to your enemy. Note that if an elephant is stampeding, half points will be gained anyway, they can't be counted twice.

Characters are accounted separately for victory points even if they join with units of troops during a battle. So if the unit worth 325 points above was destroyed while accompanied by a 90 point character, the total points awarded would be 415.

- 3) Each full table quarter wholly occupied by your own side.**

100 victory points.

Divide the table into four equal quarters through its middle. If a quarter is occupied by at least one of your units of troops and no enemy then you can claim 100 extra victory points per quarter. A character model, war machine, elephant or skirmishing unit cannot occupy a quarter – only a unit of formed troops or chariots, counting as at least five figures, may do so.

Note that an army that is reduced to Army Break Point is treated as in flight, and so does not contest table quarters.

- 4) Enemy General slain, fleeing or having fled the table.**

100 victory points in addition for any points already gained for the General as a destroyed, fleeing or fled unit.

- 5) Each Elephant stampeding but still on the table at the end of the game.**

Half points

- 6) Each unit standard captured, by pursuing or destroying the unit.**

100 victory points.

- 7) Enemy Army Battle Standard captured.**

200 victory points.

- 8) Enemy Army reduced to Army Break Point.**

500 victory points.



ARMY BREAK POINT

Fixing a point at which the whole army is judged to be 'broken' provides a way of deciding when a battle is over based on the number of units either removed as casualties or reduced to half strength. This method can be used on its own to decide when a game ends instead of playing for a fixed number of turns, or it can be combined with other methods as a 'sudden death' way of ending the battle.

The army's break total is worked out at the start of the game as follows.

2 Points for each formed unit or elephant in your army
+1 point more for each formed unit with a value of more than 300 points as chosen from your army list.

1 Point for each skirmishing unit in your army +1 point more for each skirmishing unit with more than 15 models.

This is the total break value of your army. Characters, artillery, and scythed chariots don't affect this calculation. Note that light infantry and cavalry can be formed units or they can be skirmishers, and this will obviously affect their break value.

For example, an army with three phalanxes of pikemen (one of which is worth more than 300 points), a cavalry unit, and three units of skirmishers each comprising ten models, would have a total value of $2+2+3+2+1+1+1 = 12$.

The army break point is 25% of the total break value as calculated in this way. For example, if the total value is 12, the army break point is 3. Round up any fractions, so if the total value is 13, the army break point is 4. The chart below explains how the army's break value is reduced as casualties are sustained. Once an army is reduced to its break point, the game ends immediately. The army has lost so many units it cannot fight on. Note that units don't count against you simply because they are fleeing (they might rally!) or stampeding if they are elephants (they are still nominally on your side!) so long as they are on the table.

BREAK POINTS

Units either destroyed or having fled or stampeded from the table lose their full break value, generally 2 or 3 for formed units and 1 or 2 for skirmishers.

Units reduced to half their numeric strength lose half their break value rounded down, so generally 1 for formed troops and 0 or 1 for skirmishers.

If the General is killed or flees from the table then this counts as 2 against your army break point.

If the Army Standard Bearer is killed or flees from the table this counts as 1 against your army break point.

USING AN UMPIRE

Historically in tabletop wargaming, it was very common for games to be played with the assistance of an umpire: a third party whose job was often to set up the game and determine the scenario where appropriate, and then to run the game, interpret the rules and impose his own solutions where necessary.



This is rarely done these days, and it is a shame – because games run by umpires can be far more enjoyable for any number of reasons. It certainly makes it easier to introduce hidden elements; for example, to surprise players with units that have been bribed not to fight, or terrain that is suddenly revealed to have a hidden drop or crag. The reason why umpires have fallen out of favour is because players have forgotten the most important umpiring rule; namely, the umpire is always right! Regardless of what the rulebook says, regardless of what a player might argue, regardless of whether it's fair or regardless of anything at all – the umpire is the final arbiter of the game whose word is law! This is quite a responsibility – it is the umpire's task to make sure the players have an enjoyable game and not to bully or annoy them! Similarly, the players have a responsibility to defer to the umpire and treat him with due respect – lest they feel his wrath! We shall say no more. Few people seem to enjoy umpiring these days and few players seem to appreciate the effort put into running a game. It is a sad loss to the gaming hobby in general. Some of us shall continue to fly the flag in the hope that others may rally to the cause.

NARRATIVE BATTLE



This is an engagement between two of our sample armies, the legions of Imperial Rome, led by Varus, against the German tribes, led by Arminius.

We can imagine a Roman reconnaissance in force, with the tribes gathering quickly at an auspicious place to repel them. Rather than give a blow-by-blow account, we will look at the sweep of the action and the way the two armies are played.

Varus has selected three units of legionaries, one each of foot and mounted auxiliaries and some supporting skirmishers. It is a flexible force with considerable combat potential, but which remains manoeuvrable. Arminius is more restricted in his selections; he has some cavalry and skirmishers but the bulk of his force is made up of formidable warbands.

The battlefield is fairly open, with terrain features on either flank. Varus knows that the enemy outnumbers his force; he is also aware that the howling mass of warriors can be extremely dangerous on the charge. The terrain forces the Germans to commit to an attack in the centre, so he plans to meet them with his legionaries there, while using the flanking terrain to break up the German battle line and gain local advantages. The cavalry, will, with luck, be able to get behind the enemy, depending on their deployment.

Arminius knows he must hit the Romans hard and fast and overwhelm them before they can use their ability to manoeuvre. He intends to hold them off his flanks with skirmishers and charge forward in the centre, while his cavalry try to outflank them by moving around the wood.



THE ROMAN ARMY OF VARUS

1-3 Legionaries

The famous infantry of Rome, used in close formation as the main melee winning weapon. Can continue to apply pressure until the enemy breaks.

4 Auxiliary Infantry

Also very capable in combat, the auxiliary infantry fight in a looser formation than the legionaries, and protect their flanks by carrying the fight into terrain unsuitable for them.

5 Auxiliary Cavalry

The cavalry chase off skirmishers and try to outflank the enemy, in order to charge into their vulnerable flanks and rear.

6 Auxiliary archers

Provide long range missile support and prefer not to engage in close combat.

7-8 Barbarian Skirmishers

Provide additional missile support. Screen the main force from enemy missile troops and try to drive them away. Useful for holding difficult terrain.



ARMINIUS'S BARBARIAN HORDE

1-4 Warbands

The main melee force is composed of fierce warriors fighting in a close mass. They rely on the shock effect of their charge to break the enemy and become progressively less effective in prolonged combat. They may lose patience and charge rashly at the enemy before the moment is right.

5 Cavalry

The cavalry chase off skirmishers and try to outflank the enemy, in order to charge into their vulnerable flanks and rear. They may be goaded into rash frontal charges against formed troops.

6-7 Skirmishers

Provide missile support. Screen the main force from enemy missile troops and try to drive them away. Useful for holding difficult terrain.

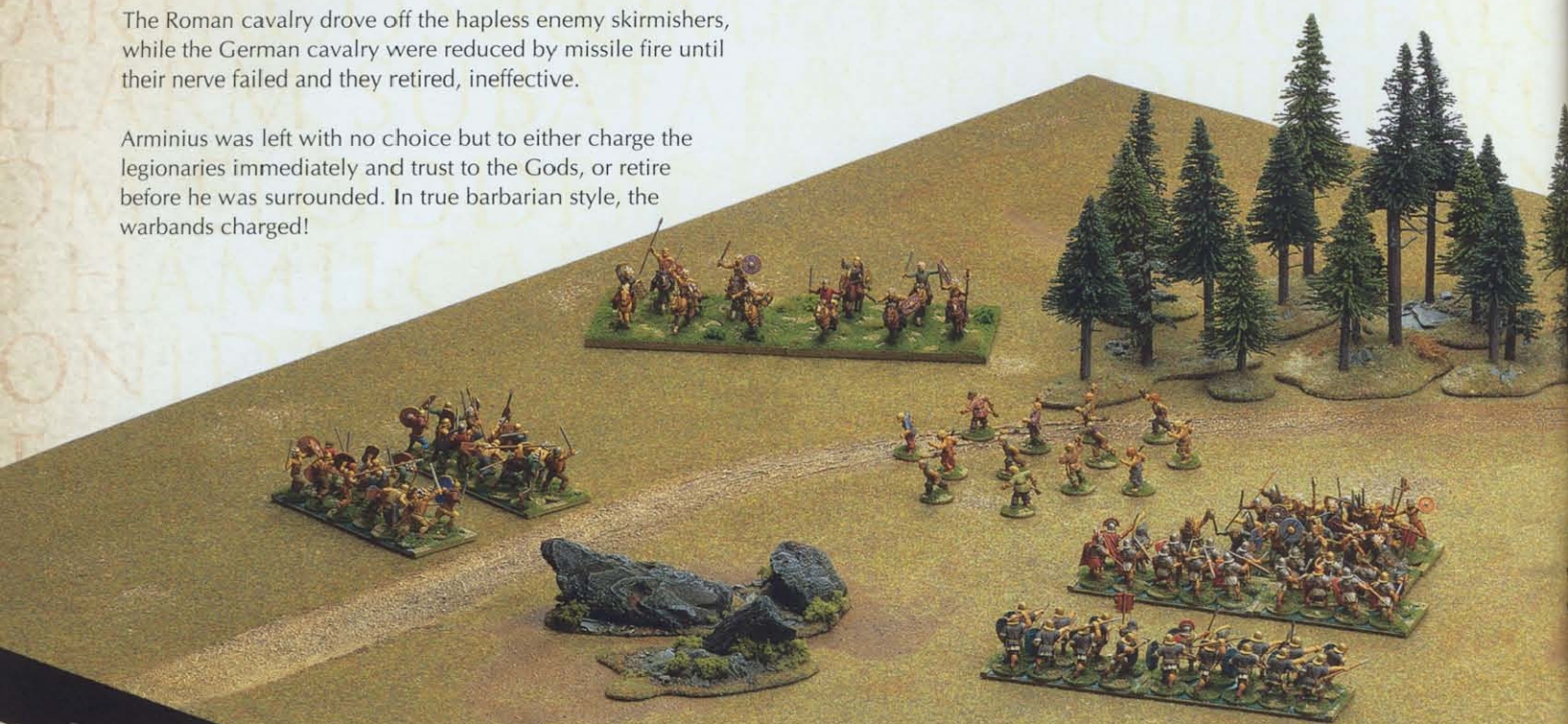
THE BATTLE!

The Romans got the crucial first turn, and seized the initiative by advancing their cavalry and skirmishers down the flanks. The legionaries held back, forcing the Germans to advance. The positioning of the Roman lights prevented the German cavalry and outmost warbands from marching, so the German line was fractured and would not be able to hit the enemy with one mass charge.

The Roman cavalry drove off the hapless enemy skirmishers, while the German cavalry were reduced by missile fire until their nerve failed and they retired, ineffective.

Arminius was left with no choice but to either charge the legionaries immediately and trust to the Gods, or retire before he was surrounded. In true barbarian style, the warbands charged!

This was the crucial test for the Romans; fortunately for them, where they lost the melees, dice rolls determined that their Stubborn rule would take precedence over the Germans' Warband rule, and so they held their line, though being forced to give ground in places. With their impetus lost and the Roman auxiliaries moving to surround them, the Germans were doomed.



Varus exhorts his legionaries to stand firm while the auxiliaries race to their positions



Impact! The Germans charge home against the resolute legionaries





ON PARADE



In ancient times the armouries of kings beat out the helmets and readied the spears and bows for mighty armies of conquest – whole industries depended upon the patronage of the army. A significant portion of every nation's wealth went to building armies and preparing for war – years of effort that could be rendered worthless in a single afternoon's fighting.

We too must ready our miniature armies for the fight – and if the cost of doing so is unlikely to bankrupt a kingdom, it still represents a considerable investment of our time and effort.

Within this section you will find examples of models, armies and scenery which we hope you will find informative and inspiring. Much has been written in other publications about painting and preparing models for wargames – so we shall use the space we have to simply present some of the best examples from the collections of some of today's most talented artists.



PAINTING

There is no right or wrong method when it comes to painting – the important thing is to find a ‘look’ you like and master it! The example shown here demonstrates one way of painting a cohort of Roman legionaries.

ROMAN LEGIONARY

This method uses ‘washes’ of heavily thinned paint over base coats to create shading. The process takes practice to master, but can work well with flesh and deeply sculpted armour detail such as the lorica of this Roman. Add water to the paint so that it runs easily into crevices and away from raised areas. Let the paint dry between stages.

1



Prime the model in white with base coats of flesh, silver and pink.

2



Flesh is then washed over with red-brown, the silver with black, and the pink with a dark red-brown.

3



Details are painted black. Sandals washed over with a dark red-brown to pick out more detail.

4



Details repainted in appropriate colour leaving a black outline to shade. The armour is retouched with silver.

5



The odd highlight is added to flesh (mix flesh and white) and tunic (light pink). The base is painted green and scenic details are added for extra effect.



Detail work really helps bring the model to life.

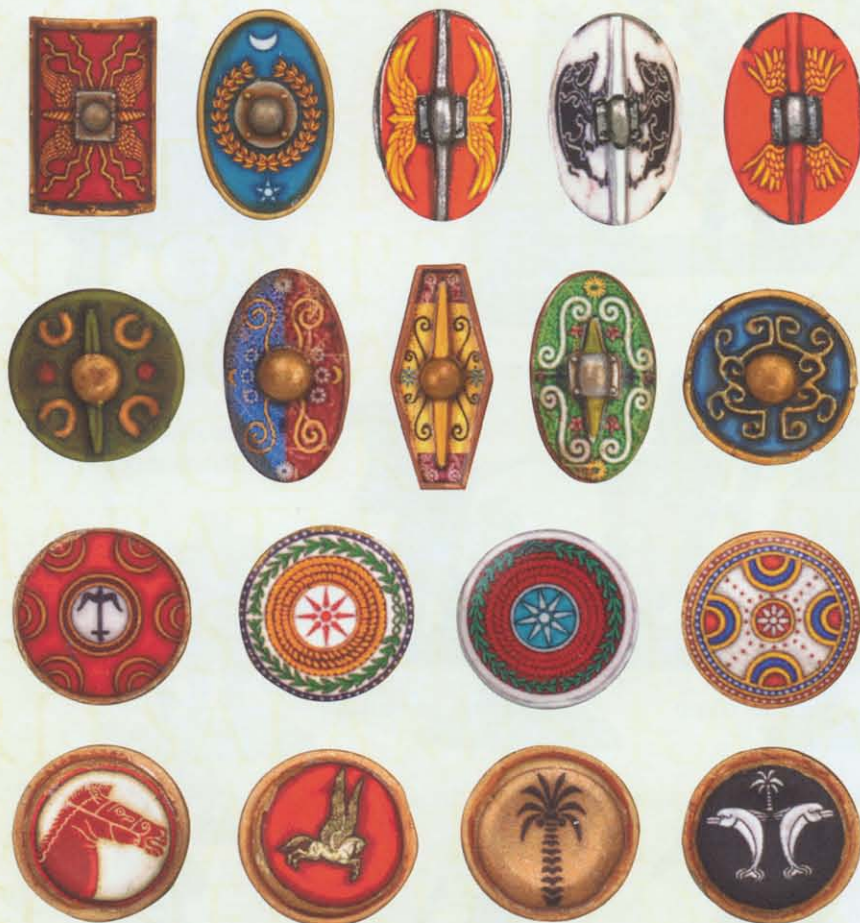


Here is a unit of Roman Legionaries ready for battle.



SHIELDS & BANNERS

A unit's shields often form the most eye-catching part of the entire formation – so it is important to put some effort in getting an attractive and inspiring appearance. Here are some examples of just the sort of thing.



A great boon of recent years has been the introduction of readily available transfers that allow even the most ham-fisted of wargamers to achieve first class results when it comes to shields. This is especially useful for regular units such as Romans (top row) and Hellenistic armies (third row) where a consistent design is required.

It is a simple matter to add extra shading and highlighting to a transfer to give it a hand-painted look, without all the agony of drawing out complex celtic curves and knots (second row) or producing naturalistic images (bottom row).

These more complex designs are something to aspire to and serve as inspiration.



Banners too can be given a very professional look by using transfers on top of the basic painted background.

Medieval subjects with their heraldic beasts and formal geometric divisions can be made to look especially imposing. Once more transfers are available for the faint of heart and weak of eye – not to mention the shaky of hand!





ROMANS



Republican General



Republican Centurion and Standard Bearer



*Republican Army
Standard Bearer*



Republican Officer



Praetorian Guard



Republican Musician



*Marcus Aurelius,
Emperor of the Roman Empire*



Late Roman Officer



Auxiliary Archer



Late Roman Standard Bearer



Roman Auxiliary



Late Roman Spearmen



CELTS



Army Standard Bearer



Warlord with sword



Warrior with sword,
shield and javelins



Warrior with sword



Warrior with sword
and trophy of war



Warrior with spear and shield



Skirmisher



Warrior with sling



Cavalry Command group



SUCCESSORS



A selection of generals and commanders from the Hellenistic age.

CARTHAGINIANS



Spearman with shield



Warriors armed with swords, shields and javelins



Spearman with shield



A regiment armed with throwing spears and shields



Bowman



PERSIANS



Army Standard Bearer



Army General



Cavalry Standard Bearer



Standard Bearer



Warrior with spear and shield



Musician

ASSYRIANS



Standard Bearer



Spearmen with shield



Unit Leader with axe

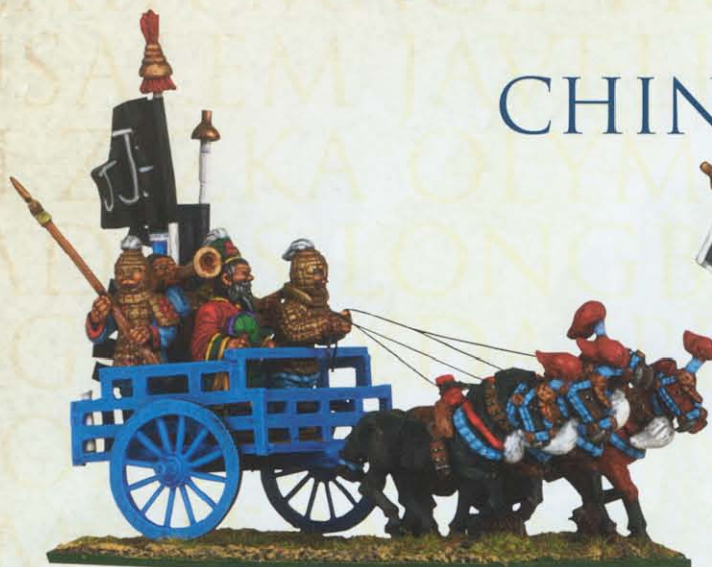


Army General



Chariot with archer crew

CHINESE



Army General with chariot and crew



Standard Bearer



Character with sword and shield



Character with sword and shield



Army General



Army Standard Bearer & Leader



Character with sword

MONGOL



Warrior with sword and shield



Cavalry Command group. Note the Musician is riding a camel!



Warrior with throwing spear and shield



NORMANS



*Mounted General with supporting
Army Standard Bearer,
Musician and Character*



*Cavalrymen, one armed with a lance
and the other with a spear.*



*Cavalrymen, one armed with a lance
and the other with an axe.*

MEDIEVAL



*Knight with
sword and shield*



Musician



Standard Bearer



Mounted Knight with sword and shield



Mounted Character Knight



Mounted Army Standard Bearer



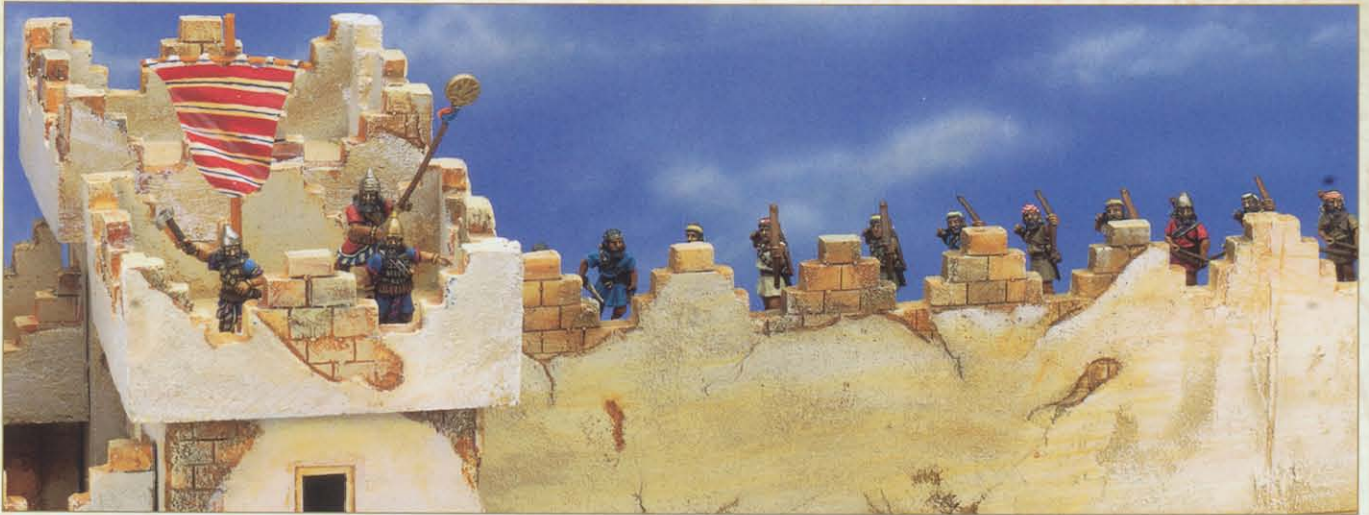
BATTLEFIELDS

Many of us are content to fight our battles over relatively flat tabletops with perhaps a scattering of model trees or buildings to represent the occasional wood or village. However, for those willing to make the effort, the table can become the setting for a carefully constructed scene straight out of history!



Assyrians preparing to come down on the foe like a wolf on the fold... as they do.





This style of fortress is very typical of near eastern fortification in the age of the Hittites and, later on, the Assyrians. Many famous battles of the biblical era were fought in the shadow of huge cities, including battles such as Megiddo and Kadesh.



These simple rectangular houses are typical of the early Medieval period and are quite simple to make from basic materials – although it is also possible to buy buildings such as this ready made.



A ruined milecastle along Hadrian's Wall provides an outpost for Romans keeping watch during the 5th Century AD.



A Celtic shrine within a palisade defence. A place where the Celts would defend their homeland against a Roman invasion.



A ruined classical temple adds a touch of pathos to the battlefield – temples were often expensively maintained and rebuilt – but earthquakes, lightning strikes and fire tended to take their toll.



A Late Roman shrine – buildings such as this can sometimes be found in association with larger villas or they may be more public buildings that form part of a settlement.



MUSTERING THE ARMY



The section that follows includes two complete army lists – Romans and Barbarians – which are intended to serve as examples of the role, use and function of army lists in the Warhammer Ancient Battles game. As the number and variety of potential armies is great – ranging from the early dynasties of Egypt to the sophisticated medieval armies of Charles the Bold – army lists for other armies are available in separate supplements.

We should emphasise that the use of army lists – whilst almost universal amongst established gamers – is by no means obligatory and players are welcome to employ whatever methods they wish to assemble their armies. If playing for the first time with as yet incomplete forces there is nothing wrong with simply committing what forces you have.

We have also included a selection of army rosters that give examples of ten complete armies including representative examples of armies of the biblical era, classical antiquity, later antiquity, and early and later Medieval periods. These are all examples of perfectly playable armies and help to give an idea of what an army might consist of.

In addition you will find a blank roster sheet for you to copy should you wish to do so, as well as a comprehensive reference section that includes a summary of the rules and templates. Players will find the easiest way to look up a rule during play is to use the summary section rather than leaf through the text of the book itself – but we leave it up to players to do as they see fit.



ROMAN ARMY LIST



THE ROMAN ARMY

"If one looks at the Roman military system, one will recognise that the possession of a large empire has come into their hands as the prize of their valour, not as a gift of fortune. For this people do not wait for the outbreak of war to practice with weapons nor do they sit idle in peace time... Rather they seem to have been born with weapons in their hands."

The Jewish historian Josephus, writing on the Imperial Roman army in the 1st century A.D.

For nearly 500 years Rome ruled over one of the largest and most successful empires the world has ever seen. Rome's emperors held sway over most of Europe and North Africa, from rain-drenched mile forts along Hadrian's Wall in northern Britain, to sand-blasted outposts along the frontier in Africa, from Spain in the west through to the border with Parthia (in what is now Turkey) to the east. The safety and security of the vast Roman Empire – the Pax Romana – was ensured by the Imperial Roman army, and especially by the famous legions that formed the elite core of this extraordinary force.

THE ROMAN LEGION

The Roman legions were amongst the best trained and most successful military formations the world has ever seen. For several hundred years they defended Rome against all-comers, only occasionally being defeated, and only then either because they were terribly out-numbered or because they were badly led, the notable exceptions being during the civil wars that occasionally rocked the Empire. In the end it was a combination of these civil wars and pressure from raiding barbarian tribes that was to destroy the Roman legions. However, in the period covered by this army list, the legions were the supreme fighting force in the ancient world.

It was the Roman general Marius who is generally credited with turning the Roman legion into a full-time professional army. At around the beginning of the 1st Century BC, he instituted a number of changes to the way the Roman army was recruited, organised and equipped. It was these Marian reforms, as they are known, that laid the basis on which Rome's future legions would be built. Although the legions would be expanded hugely during the civil wars of the later 1st Century BC, and then reformed and rebuilt under the victor of those wars Augustus, their first incarnation was under Marius – the famous victor of the Jugurthine wars.



Any Roman citizen was allowed to join the legions, and unemployment, as serious a problem for the Romans as in our own times, meant that many took the opportunity to become full-time soldiers. Each legionary was highly trained and very well drilled. There were daily sword practices, javelin throwing and marching, and legionaries were also trained to build roads, bridges and forts. Discipline was harsh; soldiers were flogged if they misbehaved, and if a legion mutinied or disgraced itself in battle, every tenth man could be executed (the Latin word for this was *decimatio*, and is the origin of the English word 'decimate').

UNIFORM AND WEAPONS

In the period covered by this army list, the equipment worn by a legionary became standardised as pilum, shield, and mail or segmented plate armour.

The pilum was a heavy, metal-tipped javelin. Its weight reduced its range compared to a normal javelin, but meant it could punch through almost any type of armour or shield. It was primarily a close combat weapon, being hurled at very short range as the legionary charged the enemy.

The legionary's shield was called a *scutum* and was made of wood and leather with a bronze or hide rim. It was gripped by a single handle just behind the iron boss, which allowed the legionary to punch the shield into an opponent's face.

The legionary's sword (*gladius*) was fairly short, about two foot long, and could be used to stab or cut. It hung from his belt on his right side, and a dagger hung on his left.

Legionaries wore scarfs to stop their armour rubbing their necks raw. Tunics were made of wool or linen and they were also issued with thick wool cloaks and woollen trousers in cold climes (such as the north of England!). On their feet they wore heavy sandals studded with nails.

At first all legionaries wore mail armour. Later some wore the *lorica segmentata*, a body defence made from plates of metal armour joined by leather straps which allowed for greater freedom of movement. A legionary's head was protected by a helmet made of bronze or iron.

ORGANISATION OF THE LEGION

The exact size and organisation of each legion varied from time to time, but the troops of an early imperial legion were organised into cohorts, ten of which made up a legion. The first cohort (*prima cohors*) was larger than the others and contained 800 men. The other nine cohorts contained 480 men each.

Cohorts were subdivided into smaller units called centuries, each (confusingly) consisted of 80 men. Thus the first cohort consisted of ten centuries, and the other nine of six centuries each.

In charge of each century was an experienced soldier called a centurion, and each century also had a standard bearer called a signifer.

Each legion had a large number of headquarters staff. The legion's senior officers included its commander called a *legatus*, an experienced officer in charge of building and organising the legions' camps called a *praefectus castrorum*, the legion's senior centurion (the equivalent of a sergeant-major in today's army), and junior officers called *tribunes*. The headquarters staff also included orderlies, horseback messengers, priests and clerks.

Each legion owned an eagle made of silver, called an *aquila*. It was carried into battle by a soldier hand-picked for his bravery and loyalty called an *aquilifer*. The eagle was a symbol of the legion's power and to lose it was a terrible disgrace. If it was captured by the enemy the legion was disbanded.

Each legion had its own artillery. Each cohort was responsible for a stone throwing engine, and each century for a bolt thrower.

THE AUXILIARIES

Although the legion was the core of the Roman army, it could not do everything, and many other types of troops were employed. The most important of these were the auxiliaries (from *auxilia*, the Latin word for helper), who were non-citizens recruited mainly from the provinces outside Italy.

The auxiliaries provided troops that were equipped and fought differently from legionaries, such as light infantry, skirmishers, archers and, most importantly of all, cavalry. They were organised into regiments of between 500 to 1,000 men, and were full-time professionals like the legionaries, although they were paid and trained less and served for longer. However, at the end of their service they (and their descendants) received Roman citizenship, which meant that their children would be eligible to serve in the legions – which is exactly what many of them did!

The Romans also employed local troops as mercenaries. Julius Caesar, for example, earned a healthy respect for Gallic cavalry during his conquest of Gaul (modern day France), and so employed many of them as mercenary troops in his campaigns against Pompey during the Roman civil war a few years later! Units of these troops were referred to as *numeri* or *symmachiari*, and like the auxiliaries they provided vital support for the legions by performing tasks for which the legionaries were not ideally suited. However, they were not nearly as well-trained or equipped as the auxiliaries, although they were considerably easier (and cheaper!) to recruit than their more experienced counterparts.



STRATEGY AND TACTICS

As has already been noted the Roman Empire was vast, covering most of modern day Europe and North Africa, and controlling the whole of the Mediterranean sea. The security of the Empire rested on the ability of its army to defend it, a task they carried out successfully for hundreds of years, an awesome achievement unmatched by any other army either before or since.

In fact the only thing that caused a real threat to the peace of the Empire over this time were the periodic mutinies and civil wars caused by the troops of the Roman army itself!

In the early days the long frontiers of the Empire were defended against Rome's barbarian neighbours by a permanent army of some 300,000 men. The legions and their supporting auxiliaries were stationed in camps along the Imperial frontier, which mainly ran along natural boundaries like major rivers, mountains and seas. The famous Roman roads that criss-crossed the Empire allowed troops to be redeployed quickly to areas where they were needed.

When expansion of the Empire ceased with the death of the emperor Trajan in 117 AD, permanent stone barriers (often referred to by their Latin name of *limes*) were erected to protect many of the more exposed frontiers, the most famous of these barriers being Hadrian's Wall in the north of Britain.

THE ARMY LIST

The Roman army list is designed to cover the armies of the Roman Empire from the time of the first emperor Augustus until the death of Trajan. Army lists for earlier and later Roman armies can be found in the *Hannibal*, *Spartacus* and *Fall of the West* supplements.

The following special rules are required in order to use the Roman army lists.

ARMY STANDARD

The army standard represents either an Eagle's standard or the Emperor's personal standard (called an *imago*), both of which had deep cultural and religious significance to the troops in the Roman army. To lose either was a dreadful disgrace that would lead to the disbandment of the entire legion and bring great shame on the families of any troops associated with it. (Those of you who read *'Eagle of the Ninth'* as a child will understand all this without having to be told. Those of you that didn't are advised to buy, beg, borrow or steal a copy, and read it now!)

To reflect the importance of the army standard, the following special rules apply. If the army standard bearer is captured by the enemy and still held by them at the end of the battle, they receive a 400 victory points bonus instead of the normal 200. However, there is a chance for the Romans to capture the standard back. Place the captured army standard

bearer model at the back of the unit that captured it; all Roman units are subject to hatred against this unit for the rest of the battle, and can recapture the army standard by breaking the unit and pursuing (ie, in the same way that standards are normally captured). A recaptured army standard is removed from play along with one model from the unit that recaptured it, this represents a soldier from the unit carefully carrying the battered standard back to the Roman camp.

CENTURIONS

The backbone of the Roman legion was its centurions. They were the nearest thing in any ancient army to modern day sergeants and sergeant-majors, being career soldiers with many years of experience who had been promoted to their position mainly on merit rather than social background. It was the centurions who instilled the iron discipline and resolve for which the Roman legion was so famous.

Legionary infantry units have centurions instead of unit leaders. They are treated in exactly the same way as a unit leader, except that as long as they are alive the unit may add +1 to its Leadership characteristic. Centurions cost 10 points in addition to the normal cost of a legionary for the unit they are leading, rather than the 5 points that is normally the case for a unit leader. Note that this bonus only applies to the unit's basic Leadership value – it does not apply on top of a character's Leadership if he joins the unit, or to the General's Leadership if the unit is testing against the characteristic of the General.

Historical Note: Although auxiliary units were led by centurions (called *praefectus* in the case of auxiliary cavalry), they do not receive the Leadership bonus and are counted as normal leaders. This simply represents the fact that the harsh discipline of the legions instilled a much greater respect (or fear!) of centurions in legionary troops than was the case with the auxiliaries.

THE PILUM

The pilum was a weighted missile weapon with a relatively short range but tremendous hitting power. Attached to its wooden haft was a long iron shaft. This was connected via pins that were designed to break off on impact leaving the iron spike impaled in the enemy's chest. The whole weapon was heavy compared to an ordinary javelin, and some were made even heavier by additional moulded lead weights. The result was a heavy throwing weapon that would penetrate an enemy's shield and either bend or break, making the shield impossible to use effectively. Furthermore, a pilum was strictly a one-shot weapon; it could not be thrown back again in the same way as lighter javelins or spears.

The pilum is represented by the rules described in the weapons category of Heavy Throwing Spear. See the Weapons section p93.



DRILLED TROOPS

Some troops in the Roman army list are described as 'drilled'. These troops have received extensive and prolonged training which allows them to change formation quickly and efficiently. A number of special rules apply to drilled troops, as described earlier in this book.

TESTUDO

Legionaries are allowed to use a unique special formation called the testudo, named after the Latin for tortoise or turtle. The testudo was a defensive formation designed to protect the legionaries against heavy missile fire. The legionaries placed their shields to create a solid wall of wood, leather and metal around them. It was mainly used during sieges to enable the legionaries to advance up to the walls or through a breach while under fire from the defenders on the walls.

To form a testudo, the unit must be at least two ranks deep and four models wide. Declare the unit is forming a testudo at the start of the turn. The unit may not charge or march that turn, but has a 2+ armour saving roll against missile attacks for as long as it stays in the testudo formation.

ARMY SELECTION

Characters

Up to a quarter of the points value of the army.

Legionaries

At least a quarter of the points value of the army.

Auxiliaries

Up to three quarters of the points value of the army.

Special Units

Up to a quarter of the points value of the army.

“ Their grim... offensive was too much for the Vitellians, while the missiles hurled down on the testudo bounced harmlessly off.”

- Tacitus, The Histories



BARBARIAN ALLIES (See Barbarian army list)

The Imperial Roman army made use of large numbers of barbarian allies and mercenary units that fought using their own weapons and traditional tactics. Amongst the many examples are the excellent Moorish and Numidean light cavalry from North Africa, which were a feature of Roman armies throughout the period covered by this list; the British *symmacharii* used by Trajan in his campaigns in Dacia (and which are depicted on Trajan's column); the Gallic and Germanic barbarian cavalry used by Caesar in his battles against Pompey; the locally raised *numeri* used to help guard Hadrian's Wall, and many others besides.

Barbarian allies may be purchased as allies from the Barbarian army list. When choosing allies there is no restriction on the categories of troops you can take. If you

are spending for example, 500 points on allies you could include 500 points of cavalry, or 500 points of supporting infantry, for example. In addition obligations regarding compulsory troops do not apply to allies (you do not need to choose an army commander for example). However all other restrictions in the allied list do apply, and all unit sizes must be correct.

Allied units were sometimes led by a Roman officer aided by native subordinates. Therefore Roman characters may join and lead units of Barbarian allies, and you may represent the leader of an allied Barbarian unit with a model of a Roman officer if you wish. The reverse is not true, however, and barbarian characters may not lead units from the Roman army list.



CHARACTERS

Including inspiring individuals, extraordinary fighters, tough veteran officers, and those with special skills or abilities. Character models can fight on their own or join units of troops and fight alongside them, as described in the rules. Up to a quarter of the army's points value may be spent on characters which can be chosen from this section.

0-1 ARMY GENERAL

The army may be led by an Army General. He represents a very high-ranking Roman commander such as a consul or proconsul, and could even represent the Emperor himself! Note that you do not have to have an army General if you don't wish to take one.

	M	WS	BS	S	T	W	I	A	Ld
General	4	5	5	3	3	3	6	2	9
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a

135 points

Equipment:

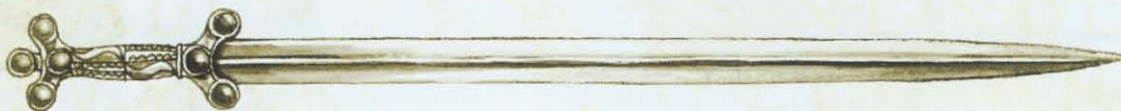
- Sword

Options:

- May have light armour (+2 points)
- Shield (+2 points) or large shield (+3 points) if on foot
- May ride a horse (free) or a Warhorse (+8 points)

Special Rules:

- Any unit within 12" of the General may use his Leadership value when it takes a Leadership test.
- Drilled
- Stubborn



0-1 ARMY STANDARD BEARER

The army may have an Army Standard carried by a standard bearer. Depending on the size of battle being fought this could be the General's personal standard or a legion's eagle carried by an Aquilifer. If your General is the Emperor then the army standard should be his personal standard (imago) carried by an Imagifer.

	M	WS	BS	S	T	W	I	A	Ld
Standard Bearer	4	4	4	4	3	2	4	2	8
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a

65 points

Equipment:

- Sword

Options:

- May have light armour (+2 points)
- Shield (+2 points) or large shield (+3 points) if on foot
- May ride a horse (free) or a Warhorse (+8 points)

Special Rules:

- Any unit within 12" of the Army Standard may re-roll any failed Break tests
- Drilled
- Stubborn



CHARACTERS

SENIOR OFFICER (Legate)

110 points

A Legate is a senior officer or official within the Empire. Each Legion is commanded by a Legate, but provincial governors in command of several legions might also be Legates. Senior officers can command any unit in the army.

	M	WS	BS	S	T	W	I	A	Ld
Legate	4	5	5	3	3	3	6	2	9
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a

Equipment:

- Sword

Options:

- May have light armour (+2 points)
- Shield (+2 points) or large shield (+3 points) if on foot
- May have throwing spear (+2) if mounted
- May ride a horse (free) or a Warhorse (+8 points)

Special Rules:

- Drilled
- Stubborn

JUNIOR OFFICER (Tribune)

55 points

Tribunes were Romans of noble birth who acted as assistants or subordinate commanders to the General and Legates. They may be used to command any unit in the army.

	M	WS	BS	S	T	W	I	A	Ld
Junior Officer	4	4	4	3	3	2	5	2	8
Warhorse	8	3	0	3	na	na	3	1	na

Equipment:

- Sword

Options:

- May have light armour (+2 points)
- Shield (+2 points) or large shield (+3 points) if on foot
- May have throwing spear (+2) if mounted
- May ride a horse (free) or a Warhorse (+8 points)

Special Rules:

- Drilled
- Stubborn

In the legion were two very brave centurions named Titus Pullo and Lucius Vorenus... They were always disputing which was the better soldier... When the fighting at the entrenchment was at its height, Pullo cried, "why hesitate, Vorenus? What better opportunity do you want to prove your courage? Today shall decide between us".

With these words he advanced outside the fortification, and rushed into the thickest place he could see in the enemy's line. This bought Vorenus too over the rampart, hastening after his rival for fear of what everyone would think if he lagged behind. Pullo stopped a short way from the Gauls, hurled his spear, and transfixed one of them who was running forward from the ranks, his comrades showered missiles upon Pullo, his shield was pierced by a javelin which stuck in his sword belt, he was surrounded by the enemy while unable to defend himself.

His rival Vorenus ran up to him in his distress, and all the Gauls immediately left Pullo and turned upon Vorenus. He drew his sword, and fighting hand to hand, killed one of his assailants and drove the rest back a little, but he stumbled down a steep slope and fell. It was now his turn to be surrounded, but Pullo came to his aid; both of them escaped unhurt, and after killing a number of the enemy, returned to the camp covered with glory.

Julius Caesar, The Conquest of Gaul



LEGIONARIES

At least a quarter of the points in the army must be spent on legionaries. Legionaries must be organised into units of at least five models each. There is no limit on the maximum size of a unit. One model per unit may be upgraded to a standard bearer at a cost of +5 points, one model per unit may be upgraded to a musician at a cost of +5 points, and one model per unit may be upgraded to a Centurion at a cost of +10 points (see the special rules for Centurions on page 174).

VETERAN LEGIONARIES

The Roman Legionary was arguably the best trained and professionally led heavy infantry of the ancient world. Experienced and well-led Veteran Legionaries were next to unbeatable in an even fight – unless confronted by another veteran Legionary fighting on the opposing side in a civil war.

	M	WS	BS	S	T	W	I	A	Ld
Legionary	4	4	4	3	3	1	4	1	8

20 points per model

Equipment:

- Sword
- Pilum
- Large shield and light armour

Options:

- May have javelins (+2 points)
- May replace light armour with heavy armour (+2 points)

Special Rules:

- Drilled
- Stubborn
- Veteran special rule (+1 point)

REGULAR LEGIONARIES

The Roman Legionary was arguably the best trained and professionally led heavy infantry of the ancient world. Experienced and well-led Legionaries were next to unbeatable in an even fight – unless confronted by another Legionary fighting on the opposing side in a civil war.

	M	WS	BS	S	T	W	I	A	Ld
Regular Legionary	4	3	3	3	3	1	3	1	7

16 points per model

Equipment:

- Sword
- Pilum
- Large shield and light armour

Options:

- May have javelins (+1 point)
- May replace light armour with heavy armour (+2 points)

Special Rules:

- Drilled
- Stubborn

RAW RECRUITS

At times, usually during the civil wars that plagued the Roman Empire's history, legions were raised and sent into battle very quickly. The troops in these newly raised legions tended to lack the training, motivation and Esprit de Corps that epitomised the veteran or regular Legionaries.

In addition this category can represent poorly led or badly trained Legionaries, and for the 'imitation' Legionaries used by a number of non-Roman armies.

	M	WS	BS	S	T	W	I	A	Ld
Raw Recruit	4	3	3	3	3	1	3	1	7

11 points per model

Equipment:

- Sword
- Pilum
- Large shield and light armour

Options:

- May have javelins (+1 point)

Special Rules:

- Note that raw recruits are not drilled or stubborn



AUXILIARIES

Up to three quarters of the points in the army may be spent on auxiliaries. Auxiliary troops must be organised into units of at least five models each. There is no limit on the maximum size of a unit.

One model per unit may be upgraded to a standard bearer at a cost of +5 points, one model per unit may be upgraded to a musician at a cost of +5 points, and one model per unit may be upgraded to a leader at a cost of +5 points.

AUXILIARY CAVALRY (Equites Alares)

20 points per model

For much of this period cavalry had ceased to be part of the Legion itself (apart from a small contingent of messengers and escorts), and this role was provided by Auxiliary cavalry units. Cavalry also were not trained as 'shock' cavalry. Instead they would pepper the enemy with javelins from a distance, and then charge in to finish off the foe once they were disorganised and demoralised.

	M	WS	BS	S	T	W	I	A	Ld
Auxiliary Cavalry	8	3	3	3	3	1	3	1	7

Equipment:

- Sword
- Throwing spear
- Javelins
- Light armour and shield

Special Rules:

- A number of auxiliary cavalry units were extremely well trained. You may therefore treat any unit of auxiliary cavalry as drilled at a cost of +2 points per model in the unit

AUXILIARY INFANTRY (Cohortes Pedites)

8 points per model

These troops represent the auxiliary infantry units used to provide vital support for the Legions. Most auxiliary units fought in a looser formation than that used by Legionaries, and were particularly suited to fighting in dense or rough terrain.

	M	WS	BS	S	T	W	I	A	Ld
Auxiliary Infantry	4	3	3	3	3	1	3	1	7

Equipment:

- Sword
- Throwing spear
- Shield

Options:

- May have javelins (+1 point)
- Light armour (+2 points)
- May replace throwing spear with thrusting spear (free)

Special Rules:

- Light Infantry
- A number of auxiliary infantry units were extremely well-trained. You may therefore treat any unit of auxiliary infantry as drilled at a cost of +1 point per model

AUXILIARY ARCHERS

8 points per model

Some units of auxiliary troops were armed with bows to provide missile support.

	M	WS	BS	S	T	W	I	A	Ld
Auxiliary Archers	4	2	3	3	3	1	3	1	7

Equipment:

- Sword
- Composite bow.

Options:

- May have light armour (+2 points)
- Buckler (+1 point)

Special Rules:

- Light Infantry
(see the Light Troops section of the game rules)



SPECIAL TROOPS

Up to a quarter of the points in the army can be spent on special troops such as artillery, camels, or barbarian allies. In addition to this limit on the proportion of points available, an army may not have more units of special troops than it has units of legionaries and auxiliaries. For example, if your army has a single legionary unit and two auxiliary units, then it may not have more than three units of special troops.

LIGHT BOLT THROWER (Scorpio)

20 points + 8 points per crew

Light bolt throwing war engines were frequently used by the Romans. Such weapons were sometimes employed in field battles, though generally they were used to defend fixed positions such as marching camps or walled cities, or to attack strong points during sieges.

	M	WS	BS	S	T	W	I	A	Ld
Crew	4	3	3	3	3	1	3	1	7
Scorpio	-	-	-	-	6	2	-	-	-
Carroballista	8	-	-	-	6	2	-	-	-

Crew:

Each machine has a two man crew.

Equipment:

- The crew are armed with swords

Options:

- The crew may have light armour (+2 points)
- The Scorpio may be mounted in a cart pulled by two horses (+10 points), which was called a carroballista. A carroballista may be moved 8", but cannot fire on the turn it moves. A carroballista may not march or charge

Special Rules:

- Bolt Thrower (see the game rules)
Range=36", Strength=4/-1 per rank,
no save, D3 wounds per hit
- The crew are stubborn

BOLT THROWER (Ballista)

30 points + 8 points per crew

This was simply a larger version of the Scorpio. It was less mobile, but had a longer range, which made it more useful in sieges than in open-field battles.

	M	WS	BS	S	T	W	I	A	Ld
Crew	4	3	3	3	3	1	3	1	7
Ballista	-	-	-	-	6	2	-	-	-

Crew:

Each machine has a three man crew.

Equipment:

- The crew are armed with swords

Options:

- The crew may have light armour (+2 points)

Special Rules:

- Bolt Thrower (see the game rules)
Range = 48", Strength = 5/-1 per rank,
no save, D4 wounds per hit
- The crew are stubborn as described in the game rules





SPECIAL TROOPS

SMALL STONE THROWER (Tormenta)

40 points + 8 points per crew

This category covers the smaller and more mobile stone throwing catapults used by the Romans. They were most useful in sieges, but could be employed in open battle.

	M	WS	BS	S	T	W	I	A	Ld
Auxiliary									
Infantry	4	3	3	3	3	1	3	1	7
Engine	-	-	-	-	7	3	-	-	-

Crew:

Each machine has a three to four man crew.

Equipment:

- The crew are armed with swords

Options:

- The crew may have light armour (+2 points)

Special Rules:

- Stone Thrower. (see the game rules)
 - Range = 48", Strength = 6, no save, D3 wounds per hit
- The crew are stubborn
- You may have one stone thrower for every two bolt shooters in the army

MARINES

8 points per model

Marines from the Roman navy sometimes fought on land alongside legionary or auxiliary troops. Augustus established three permanent naval bases during his reign and helped build up a large and extremely formidable Roman naval arm. The Marines which served on the ships in the fleet were similar in most respects to the auxiliary troops that supported the legions, and like them they received Roman citizenship when discharged.

	M	WS	BS	S	T	W	I	A	Ld
Marine	4	3	3	3	3	1	3	1	7

Equipment:

- Sword
- Javelins
- Shield

Options:

- May have light armour (+3 points)
- Throwing spear (+1 point)
- Sling (+1 point)

Special Rules:

- Light Infantry (see the Light Troops section of the game rules)
- Some Marines were recruited and based in Italy, and were as well-trained and led as the legionaries. You may therefore treat any unit of Marines as drilled troops and stubborn as described in the game rules, at a cost of +5 points per model in the unit

0-1 CAMELRY (Dromedarii)

11 points per model

Camels were used by the Romans, but only in the most limited quantities. They are included for the sake of completeness.

	M	WS	BS	S	T	W	I	A	Ld
Camelry	6	3	3	3	3	1	3	1	7

Special Rules:

- Camels cause fear in horsed cavalry and chariots.
 - A maximum of one Camel unit is allowed in the army.

Equipment:

- Sword
- Buckler

Options:

- Thrusting spear (+2 points)
- Kontos (+4 points)
- Javelins (+2 points)
- Composite bow (+4 point)
- Light armour (+4 points)
- Barding (+8 points)
- May replace buckler with shield (+2 points)



BARBARIAN ARMY LIST



"The whole race... is madly fond of war, high spirited and quick to battle, but otherwise straight forward and not of evil character. And so when they are stirred up they assemble in their bands for battle... even if they have nothing on their side but their own strength and courage..."

The Greek geographer Strabo, writing of the Celts in the 1st Century AD.

The word 'Barbarian' was originally a derogatory term coined by the Greeks in imitation of foreigners' babbling way of talking. The term was adopted by the Romans who used it to describe the peoples living outside their Empire and who lacked a sophisticated, urban civilisation. Although the Romans and Greeks used the term to describe any of their less civilised neighbours, for the purposes of this army list it is used to cover the barbarian tribes that relied on massed units of foot warriors to crush their opponents. Typical examples of such armies include the Celtic armies of Gaul and Britain, the Germanic and Dacian tribes that fought against Rome along the Rhine frontier, and the Caledones and Picts of Scotland. Although quite a wide variety of other types of troops were used by barbarian armies, they were limited in number and restricted to a supporting role.

BARBARIAN WARRIORS

Barbarians were viewed as wild and savage people by the Greeks and Romans, and were seen as a constant threat to the more cultured classical civilisations of the Mediterranean and Near East. Barbarian warriors had a fearsome reputation for aggressiveness, even among the militaristic Romans, and there can be no doubt that war played a key part in their society. A man was judged by his courage in battle and warriors fought as much for the respect of their kinsmen as to defeat their enemy. Cowards were despised. A warrior's prowess in battle determined his social standing, and a commander had to achieve the respect of his men through example rather than the authority of his rank.

Most tribes had a privileged class of noble warriors, and a special class of individuals with skills such as priests, seers, bards and artisans. The vast majority of the free population, however, were ordinary farmers. Slavery existed, although on a much smaller scale than in the classical world of the Romans and Greeks. Tribes were typically governed by kings or chiefs (often in pairs) who had fairly limited powers, the most important decisions being taken by a popular assembly of all the free men of the tribe.



BARBARIANS IN BATTLE

A barbarian army would deploy in tribal contingents, with the bravest warriors at the front and the rest sloping away to the back according to their blood lust. As the moment for battle approached, the warriors worked themselves up into a frenzy. Finally they would hurl themselves forward in a wild charge that could, on a good day, overwhelm all but the best trained and well led opposition. If the initial charge did not quickly lead to victory though, more often than not, the warriors would soon lose heart. This was not always the case, however, and on a number of occasions barbarian armies carried on fighting after all was lost, and were consequently all but wiped out by their victorious opponents. Defeated generals often sought death in combat or committed suicide.

Although ferocious opponents in open battle, barbarian armies tended to lack cohesion and unity. Inter-tribal warfare had always gone on and always would, a fact which was often exploited by their Roman and Greek opponents. Large multi-tribe confederations were rare and proved distinctly unstable, constantly splitting and coalescing according to political fortune. Even when a large confederation was united under a single capable leader (such as Vercingetorix) it was difficult to keep the army in the field for a prolonged period. Siege warfare caused special problems for barbarians, and unless a town or city could be taken quickly by assault or treachery then the defenders had little to fear from even the largest barbarian army.

THE ARMY LIST

This army list can be used to recreate the barbarian armies that fought against the Greeks and Romans (and each other!) from about 500 BC through to about 500 AD. It best represents the Gallic, British and Germanic barbarian armies that fought against Rome from 100 BC through to 200 AD. However, it can easily be adapted to represent other barbarian armies. The following special rules apply to a barbarian army.

MIXED WEAPONS

Barbarian units were not normally uniformly equipped with the same weapons. Depending on the individual warrior's wealth he might carry any type of weapon from a club, a couple of javelins, an axe or (if he was rich) a sword.

Because of this players like to mix models in a unit so that some are armed with swords, others spears, a few have double-handed axes, and so on. This looks particularly effective with barbarian units, where you wouldn't really expect much uniformity amongst the masses. However, whatever the models are carrying, barbarians armed with mixed weapons count as being armed with javelins and hand weapons for the purposes of the rules, and the Mixed Weapons special rule is applied to these units.

CHARIOTS

Chariots were popular in the early period covered by this army list, but they were increasingly replaced by cavalry and had all but disappeared by the 2nd and 3rd centuries BC. Chariots though continued to be used in out of the way places like ancient Briton and Ireland until considerably later.

Barbarian chariots use the rules for light chariots as described in the Special Rules section. Note that although Caesar is recorded as saying that warriors dismounted to fight in hand-to-hand combat, we don't allow them to do this in these lists. This is because the tactics are well represented by the light chariot rules as they stand. Instead we assume that when a barbarian chariot charges the enemy, the warrior dismounts to fight on foot as Caesar described, but he stays so close to the chariot that it is not worth splitting the two models up.

ARMY SELECTION

Characters

Up to a third of the points value of the army

Warriors

At least a third of the points value of the army

Cavalry & Chariots

Up to a third of the points value of the army

Supporting Infantry

Up to a third of the points value of the army

The two largest tribes, therefore, the Insubres and Boii, made a league and sent messengers to the Gauls dwelling among the Alps and near the Rhone, who are called Gaesatae because they serve for hire, this being the proper meaning of the word.

They urged and incited their kings Concolitanus and Aneroëstus to make war on Rome, offering them at present a large sum in gold, and as to the future, pointing out to them the great prosperity of the Romans, and the vast wealth that would be theirs if they were victorious.

Polybius, Histories



CHARACTERS

Character models represent exceptional warlords and chieftains in the army. They include inspiring leaders, extraordinary fighters, tough veteran warriors, and those with special skills or abilities. Character models should join and lead warbands, as described in the game rules.

Up to a third of the points value of the army may be spent on characters chosen from this section. You are free to choose as many or as few characters as you wish.

0-1 WARLORD

The army may be led by a Warlord representing the leader of an important tribe or confederate chieftain. The Warlord has characteristics as shown below.

	M	WS	BS	S	T	W	I	A	Ld
Warlord									
On Foot	5	6	6	4	4	3	6	3	7

“Arjuna... famous unto the limits of the ocean as the foremost of charioteers.”

- The Mahabharata

140 points

Equipment:

- Sword

Options:

- May have thrusting or throwing spear (+2 points)
- Javelins (+2 points)
- Light armour (+3 points)
- Shield (+2 points)
- May ride a horse (free, increases movement to 8), or ride in a light chariot bought from this list at additional cost

Special Rules:

- The warlord is the army's General. This means that any unit within 12" of the Warlord may use his Leadership value when it takes any test against Leadership
- Subject to the rules for Warbands

0-1 BATTLE STANDARD

The standard represents the Warlord's personal banner or the totem of his tribe. It is carried by one of his most trusted retainers.

	M	WS	BS	S	T	W	I	A	Ld
Battle Standard									
On Foot	5	4	4	4	3	1	4	2	5

50 points

Equipment:

- Sword

Options:

- May have thrusting or throwing spear (+2 points)
- Javelins (+2 points)
- Light armour (+3 points)
- Shield (+2 points)
- May ride a horse (free, increases movement to 8), or ride in a light chariot bought from this list at additional cost

Special Rules:

- Any unit within 12" of the Battle Standard may re-roll the dice if it fails a Break test
- Subject to the rules for Warbands





CHARACTERS

0-1 SHAMAN

75 points

Barbarians are notoriously superstitious, beholden to the gods, spirits and the priests of their pagan religions. The Druids of Gaul and Britain are a good example. These priests play a vital part in stirring-up warriors and encouraging them to fight bravely.

	M	WS	BS	S	T	W	I	A	Ld
Shaman	5	4	4	4	3	2	4	2	5

Equipment:

- A large and very sharp knife or sickle

Options:

- None

Special Rules:

- Causes fear
- Subject to hatred of the enemy
- Any warband that includes the Shaman also becomes subject to hatred of the enemy
- Subject to the rules for Warbands

CHIEFTAINS

70 points

Chieftains represent the leaders of the different tribal contingents within the army. Chieftains are particularly fearsome or experienced warriors, noted for their ability in combat as well as for their leadership qualities.

	M	WS	BS	S	T	W	I	A	Ld
Chieftain									
On Foot	5	5	5	4	4	2	5	3	6

Equipment:

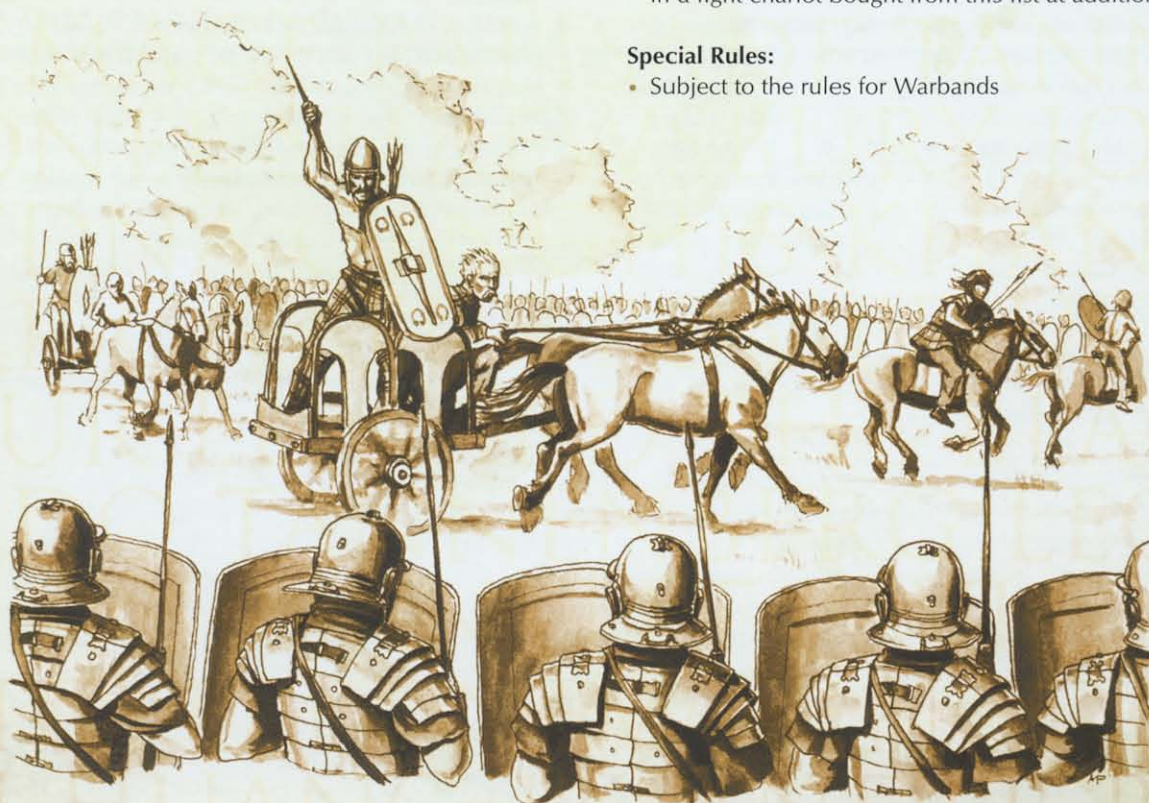
- Sword

Options:

- Thrusting or throwing spear (+2 points)
- Javelins (+2 points)
- Light armour (+3 points)
- shield (+2 points)
- May ride a horse (free, increases movement to 8), or ride in a light chariot bought from this list at additional cost

Special Rules:

- Subject to the rules for Warbands





WARRIORS

The vast majority of troops in a barbarian army are lightly armed warriors who fight on foot. Warriors are likely to be armed with javelins or a simple spear and protected by a light shield, although the more wealthy or successful might own a sword or helmet. Only the nobility can afford the luxury of armour. Some barbarian armies include contingents that fight completely naked apart from their weapons and shield.

At least a third of the points in the army must be spent on warriors, and all of the army's points (with the exception of the cost of the Warlord) may be spent on warriors if you desire. Warriors are organised into units called warbands, which must consist of at least five models. There is no limit to the maximum size of a unit. Warbands may include a standard bearer, musician and/or a leader at a cost of +5 points per model, in addition to the normal cost of the model for the unit.

WARRIORS

Barbarian warriors were famed for the ferocity of their attack. However, if the initial charge did not quickly lead to victory then the warriors would often lose heart, although this was not always the case and on a number of occasions barbarian armies carried on fighting despite suffering terrible losses.

	M	WS	BS	S	T	W	I	A	Ld
Warriors	5	3	3	3	3	1	3	1	5

5 points per model

Equipment:

- Shields
- A mixture of weapons including swords, javelins and axes (see the mixed weapon rule)

Special Rules:

- Affected by the rules for Warbands

0-1 FANATIC WARRIORS

Although most barbarian warriors were held to be ferocious fighters, there were some who fought with an absolute fanaticism remarkable even amongst their blood-thirsty fellows. Examples include the Attecotti tribe and the soldurii bodyguards of Gaulish chieftains.

	M	WS	BS	S	T	W	I	A	Ld
Fanatic Warrior	5	3	3	3	3	1	3	1	5

9 points per model

Equipment:

- Shields
- A mixture of weapons including swords, javelins and axes (see the mixed weapon rule above)

Special Rules:

- Affected by the rules for Frenzy
- Affected by the rules for Warbands

For three long and bloody hours the fight continued, and most furiously of all around the person of Flaminus. His dress and equipment made him a conspicuous figure, and the enemy attacks were as determined as the efforts to save him; and so it continued, until a mounted trooper, an Insubrian named Ducarius, recognised his face.

Calling to his fellow tribesmen, "there is the consul", he cried, "who destroyed our legions and laid our town and our fields in ruin! I will offer him as a sacrifice to the ghosts of our people foully slain!" Putting spurs to his horse he galloped through the thickest of the press, cut down the armour-bearer who had tried to check his murderous intent, and drove his lance through Flaminus' body.

Only the shields of some veterans of the triarii prevented him from stripping the corpse. For a large part of the Roman army, the Consul's death was the beginning of the end.

Livy, The War with Hannibal



CAVALRY & CHARIOTS

Although chariots and, later, cavalry were a powerful element of most barbarian armies, they were rarely fielded in very great numbers and most of the fighting was done by warriors on foot.

Up to a third of the army's points may be spent on cavalry or chariots. Cavalry must be organised into warbands of at least five models all of the same type. There is no limit on the maximum size of a cavalry warband. Cavalry may include a standard bearer, musician and/or a leader at +5 points per model, in addition to the normal cost of a warrior for the unit.

Chariots must be organised into warbands of at least three models. There is no limit on the maximum size of a chariot warband. Chariots may include a standard bearer and/or a leader at a cost of +5 points per model, in addition to the normal cost of a chariot for the unit.

CHARIOTS

36 points per chariot

Many barbarian armies used light chariots in battle. These were not really designed to charge into the enemy, but instead were used to carry warriors close to the enemy where they would either attack their opponents with missile weapons or dismount and fight on foot.

	M	WS	BS	S	T	W	I	A	Ld
Chariot	8	4	4	3	4	1	4	2	6

Equipment:

- A chariot is pulled by two horses
- Crewed by a driver and a noble warrior:
- Crew are armed with swords
- Warrior wears light armour and is armed with javelins

Options:

- The warrior may have a shield (+4 points)
- The warrior may have a thrusting spear (+4 points) or throwing spear (+4 points)

Special Rules:

- Light chariots (see the Chariot rules)
- Note that chariots are not subject to the Warband rules

BARBARIAN NOBLE CAVALRY

25 points per model

Normally the nobility of a tribe were the only warriors able to afford much in the way of armour and other war gear. Although the nobles were normally spread out in 'penny packets' amongst the other warriors, they were sometimes brigaded together to form elite units. This was especially the case with cavalry units where it was often only the nobility that could afford horses.

	M	WS	BS	S	T	W	I	A	Ld
Noble Cavalry	8	4	4	3	3	1	4	1	7

Equipment:

- Light armour
- Shields
- A mixture of weapons including swords, javelins and spears (see the mixed weapon rule above)

Options:

- Throwing spears (+4 points)
- Thrusting spears (+4 points)

Special Rules:

- Affected by the rules for Warbands as described in the Psychology section of the game rules

LIGHT CAVALRY

12 points per model

Light cavalry were an important, if not numerous, part of many barbarian armies. Numidian and Moorish light cavalry from the barbarian tribes of North Africa were especially famous, and were highly regarded as mercenary troops.

	M	WS	BS	S	T	W	I	A	Ld
Light Cavalry	8	3	3	3	3	1	3	1	6

Equipment:

- Buckler
- A mixture of weapons including swords, javelins and spears (see the mixed weapon rule above)

Options:

- May have shields (+1 point)

Special Rules:

- Barbarian light cavalry are light cavalry. They are not affected by the rules for Warbands



SUPPORTING INFANTRY

This section of the army list is used for specialised or uncommon barbarian troops that were used to provide support for the main attacking units of warriors. Up to a third of the army's points may be spent on supporting infantry.

With the exception of hunting dogs and their handlers, supporting infantry must be organised into warbands of at least five models all of the same type. There is no limit on the maximum size of a unit. Warbands may include a standard bearer, musician and/or a leader at a cost of 5 points per model in addition to the normal cost of a warrior for the unit. Hunting dogs are organised into units consisting of one packmaster and up to six hunting dogs.

SKIRMISHERS

In many barbarian armies young warriors or poor tribesmen who had not yet proved themselves in battle or were not rich enough to own a sword and shield were used as skirmishers, fighting in open formation and pelting the enemy with slingshots or javelins.

	M	WS	BS	S	T	W	I	A	Ld
Skirmishers	5	2	3	3	3	1	3	1	5

3 points per model

Equipment:

- Armed with a mixture of weapons including daggers, clubs, javelins and slings (see the mixed weapon rule)

Options:

- May replace mixed weapons with slings (+1 point) or bows (+2 points).
- May have a buckler (+1 point).

Special Rules:

- Rules for skirmishers are described in the relevant section of the game rules. They must deploy and remain in skirmish formation

MOUNTAIN TRIBESMEN

Mountain tribesmen tended to fight in a looser formation than that normally adopted by barbarian warriors. They were less inclined to get to grips with their enemy and tended to wear them down first by skirmishing from a distance

	M	WS	BS	S	T	W	I	A	Ld
Mountain Tribesmen	5	3	3	3	3	1	3	1	5

5 points per model

Equipment:

- Buckler
- A mixture of weapons including swords, javelins and axes (see the mixed weapon rule)

Options:

- May replace buckler with a shield (+1 point)

Special Rules:

- Mountain tribesmen fight in open order

0-1WARHOUNDS 8 points per Packmaster, 5 points per Warhound

Some barbarian armies are reputed to have gone into battle with trained packs of warhounds. Warhounds are organised in special units consisting of a packmaster and up to six warhounds. They move in open order in the same manner as skirmishers.

	M	WS	BS	S	T	W	I	A	Ld
Packmaster	5	4	4	3	3	1	4	1	6
Warhound	6	4	0	3	3	1	3	1	3

Equipment:

- The packmaster is armed with a sword
- The warhounds must rely on their teeth

Options:

- The packmaster may have javelins (+1 point)
- The packmaster may have light armour (+2 points)

Special Rules:

- Packmasters and warhounds are skirmishers
- Affected by the Warbands rules as described in the Psychology section
- Any hits inflicted by missile weapons should be randomly divided between the packmasters and the hounds

ADAPTING THE LIST



It is possible to tailor the Barbarian list to more accurately represent specific peoples. A few examples are given below. A quick internet search will provide lots of detailed information for any of the tribes mentioned.

THE GAULS

There is some evidence to suggest that Gallic armies may have fought in a looser formation than tribes such as the Germans. If you wish to replicate this, field your warriors in open order. Then use plenty of woods and steep hills! Note that there is a very good Gallic list in the *Hannibal* supplement.

THE GERMANS

These archetypal barbarians were considered the most ferocious of opponents by the Romans, who were never able to subjugate them as they did the Gauls. The German charge was particularly frightening and the Romans always saw the Germans as being much bigger men than themselves. Certain tribes fought tenaciously with longer spears from their dense formations.

- May not take chariots or mountain tribesmen
- German noble cavalry may not take light armour, but instead are Fearsome
- German noble cavalry and warriors may be stubborn at an additional cost of +2 points per model
- German warriors may take thrusting spears at +1 point. Troops so armed must be upgraded to stubborn.
- To reflect their ferocity, warriors (but not fanatics) may take throwing spears at +2 points per model

THE DACIANS

These fierce mountain tribesmen caused continual problems for the Romans until eventually subdued in 106 AD.

- May not take chariots
- Any or all Dacian warriors may be replaced by Mountain Tribesmen
- Dacian warriors and mountain tribesmen may take halberds (the dreaded falx) at a cost of +2 points per model in addition to their mixed weapons
- Dacian mountain tribesmen may be armed with a bow at a cost of +2 points per model, if not armed with falx (double-handed weapon)

THE ANCIENT BRITONS

The Britons used chariots longer than most other peoples and preferred the sling over the bow as their primary ranged weapon. Use the following rules to represent the Britons:

- Noble cavalry may not be chosen
- Bows may not be taken
- Chariots are selected from the warrior points allowance and one chariot may be taken for every eight infantry warriors in the army
- Chariots within 6" of friendly light cavalry cannot be targeted by enemy missile fire (representing the way they darted between the cavalry as described by Caesar)





ARMY ROSTERS

EARLY IMPERIAL ROMAN

The mighty armies of Rome will need no introduction to most readers. This roster is taken from the army list published in this book (see p172) and represents a frontier force in the 1st Century A.D. Throughout the century Rome fought a series of campaigns against the wild German barbarians beyond the Rhine.

The force is too small to merit a senior commander, and we can envisage it as a legionary detachment, led by the Primus Pilus of the senior cohort; the standard bearer will be a vexillifer.

CHARACTERS

68 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
Army Standard Bearer	4	4	4	4	3	2	4	2	8	• Light Armour (+3) • Drilled • Stubborn	• Army Standard Bearer

LEGIONARIES

924 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
3 units of 18 Regular Legionaries Centurion, standard and musician	4	3	3	3	3	1	3	1	8*	• Sword • Pilum • Large shield • Light armour	• Drilled • Stubborn

*Centurion (+5) increases Leadership by 1

AUXILIARES

516 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
18 Auxiliary Infantry with leader, standards and musician	4	3	3	3	3	1	3	1	7	• Sword and shield • Throwing spear • Javelins (+1) • Light armour (+2)	• Light Infantry
12 Auxiliary Archers	4	2	3	3	3	1	3	1	5	• Sword and Bow • Light armour (+2)	• Light Infantry
9 Equites Alares with leader, standard and musician	8	3	3	3	3	1	3	1	7	• Sword and shield • Throwing Spear • Javelins • Light armour	

BARBARIAN ALLIES

92 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
Two units of 12 and 11 Barbarian Skirmishers	5	2	3	3	3	1	3	1	5	• Mixed Weapons • Buckler (+1)	• Skirmishers • Warband • Mixed Weapons

TOTAL 1,600 POINTS



GERMAN BARBARIANS

This roster is taken from the army list published in this book (see p182) and gives the German response to Roman incursions. While the basic German warriors are not individually fearsome, fighting en mass and led by their very capable chieftains they can use their Warband ability to give the Romans a very bloody nose.

CHARACTERS

517 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
Warlord	5	6	6	4	4	3	6	3	7	- Sword - Light Armour (+3) - Shield (+2)	- Army General - Warband - Stubborn (+3)
Army Standard Bearer	5	4	4	4	3	2	4	2	5	- Sword - Light Armour (+3) - Shield (+2)	- Army Standard - Warband - Stubborn (+3)
Mounted Chieftain	8	5	5	4	4	2	5	3	6	- Sword - Throwing spear (+3) - Light Armour (+3) - Shield (+2)	Warband
3 Chieftains on foot	5	5	5	4	4	2	5	3	6	- Sword - Light Armour (+3) - Shield (+2)	- Army Standard - Warband - Stubborn (+3)

WARRIORS

788 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
1 unit of 22 and 3 units of 23 with leader, standard and musician	5	3	3	3	3	1	3	1	5	- Mixed Weapons - Shield	- Warband - Stubborn (+3) - Mixed Weapons

CAVALRY

185 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
7 Noble Cavalry with leader, standard and musician	8	4	4	3	3	1	4	1	6	- Mixed Weapons - Light Armour - Shield	Warband

SKIRMISHERS

108 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
1 unit of 14 and 1 of 13 skirmishers	5	2	3	3	3	1	3	1	5	- Mixed Weapons - Bucklers	- Skirmishers - Warband - Mixed Weapons

TOTAL 1,598 POINTS



NEW KINGDOM EGYPTIAN

The New Kingdom arose in Egypt upon the defeat of the Sea Peoples and lasted for about 800 years. Rivalry over spheres of influence in Syria and Canaan led to conflict with the Hittite Empire, most famously at the Battle of Kadesh where Rameses II's flair for PR turned a defeat into a perceived victory. This roster is taken from the *Chariot Wars* supplement.

CHARACTERS

320 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
Pharaoh	4	5	5	4	3	3	6	2	10	• Hand Weapon	• Army General
Light Chariot	8	4	4	3	4	1	4	2	8	• Bow (+3) • Javelins (+2) • Light armour and Shield (+2) • Two-horse light chariot (+40)	
Army Standard Bearer	4	4	4	4	3	2	4	2	8	• Hand Weapon	• Army Standard
Light Chariot	8	4	4	3	4	1	4	2	8	• Light armour and Shield (+2) • Two-horse light chariot (+40)	

CHARIOTRY

428 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
6 light chariots with leader, standard and musician	8	4	4	3	4	1	4	2	8	• Bow, Javelins • Light Armour, Shields	• May shoot while Charging
24 Chariot Runners with leader, standard and musician	4	3	3	3	3	1	3	1	7	• Hand Weapon • Javelins • Shield	• Light Infantry • Chariot Runners

INFANTRY

717 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
2 units of 24 hand-to-hand fighters with leader, standard and musician	4	3	3	3	3	1	3	1	7	• Hand Weapon • Throwing spear • Shield • One unit has light armour (+2)	
1 unit of 24 Archers and 1 unit of 15 Archers with leader, standard and musician	4	3	3	3	3	1	3	1	7	• Hand Weapon • Bow	

ALLIES AND MERCENARIES

135 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
24 Kushites	5	3	3	3	3	1	3	1	5	• Hand Weapons	• Light Infantry • Warband (rules 2 and 3 do no apply)

TOTAL 1,600 POINTS



THE HITTITE EMPIRE

This list is taken from the *Chariot Wars* supplement and is a formidable opponent for the Egyptians. Hittite chariots are more powerful in combat than their adversaries, and should seek to close with them as quickly as possible.

CHARACTERS

346 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
General (Prince) Light Chariot	4	5	5	4	4	3	6	3	9	- Hand Weapon - Thrusting spear (+2) - Javelins - Light armour and Shield (+2) 3 crew light chariot (+52)	Army General
Army Standard Bearer Light Chariot	4	4	4	4	3	2	4	2	8	- Light armour and Shield (+2) 3 crew light chariot (+52)	Standard Bearer

CHARIOTRY

560 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
2 units of 5 and 4 3-crew light chariots with leader, standard and musician	7	4	4	4	4	1	4	3	8	- Hand Weapons - Thrusting spears - Javelins - Light Armour and Shields	
2 units of 12 Chariot runners with leader	7	4	4	4	4	1	4	3	8	- Hand Weapons - Javelins	- Light Infantry - Chariot Runners - Shields (+1)

INFANTRY

690 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
24 Spearmen with leader, standard and musician	4	3	3	3	3	1	3	1	7	- Hand Weapon - Thrusting spears and shield (+1)	
18 Hittite Guards with leader, standard and musician	4	4	3	3	3	1	4	1	7	- Hand Weapon - Thrusting spears and shield (+5)	
18 Archers with leader, standard and musician	4	2	3	3	3	1	2	1	6	Bow	Light Infantry
18 Phoenicians	4	2	3	3	3	1	2	1	6	- Hand Weapon - Javelins - Bow and light armour (+2)	

TOTAL 1,596 POINTS



RISE OF MACEDON

The army created by Phillip II and wielded by Alexander the Great needs no introduction. Taken from the *Alexander the Great* supplement, this represents the forces that subdued Greece and set out on the great adventure – the conquest of Persia. This army does not have unit or army standards, instead throwing 2D6 for “oracles”.

CHARACTERS

207 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
Alexander the Great	8	6	5	4	4	3	6	3	10	- Mounted with sword - Xyston (+3) - Heavy armour (+4)	- Army General - Drilled - Alexander's Eagle

CAVALRY

234 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
8 Companion cavalry with leader and musician	8	4	4	3	3	1	4	1	9	- Sword - Xyston - Heavy armour (+3)	Wedge

PHALANGITES

798 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
18 Hypaspists with leader and musician	5	4	4	3	3	1	3	1	8	- Sword - Javelins and shield OR Pike and shield - Light armour (+2)	- Drilled - Light Infantry OR Close order with Move 4" (if pike equipment option is chosen)
2 units of 24 Pezhetairoi with leader and musician	4	3	3	3	3	1	3	1	7	- Sword - Pike - Shield and light armour (+2)	Macedonian Phalanx

SKIRMISHERS

108 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
2 units of 9 mercenary skirmishers	5	2	3	3	3	1	3	1	7	- Sword - Javelin - Pelta	Skirmishers

SPECIAL, TROOPS, MERCENARIES & ALLIES

250 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
15 Peltasts with leader and musician	5	3	3	3	3	1	3	1	7	- Sword - Thrusting spear - Javelins (+2) - Shield	Light Infantry
12 Cretan archers	5	3	4	3	3	1	3	1	8	- Sword - Bow - Shield	Skirmishers

TOTAL 1,597 POINTS



THE END OF PERSIA

The army that was defeated by Alexander is a lot better than its historical precedent suggests! This list is taken from the *Alexander the Great* supplement.

CHARACTERS

223 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
Satrapal Army General Mount	4	6	3	4	4	3	5	2	9	- Mounted on warhorse (+4) - Sword - Throwing spears (+2) - Heavy armour (+4)	Army General
Army Standard Bearer Mount	4	4	4	4	3	2	4	2	8	- Mounted on warhorse (+4) - Sword - Heavy armour (+4)	Standard Bearer

PERSIAN CAVALRY

245 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
10 Persian cavalry with leader, standard and musician	7	3	3	3	3	1	3	1	7	- Sword - Throwing spear - Heavy armour (+3) - Half barding (+2)	Massed cavalry

PERSIAN INFANTRY

274 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
24 Satrapal Guards with leader, standard and musician	4	3	3	3	3	1	3	1	7	- Sword - Shield - Thrusting spear and light armour (+2)	

LEVIES

512 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
10 Takabara	5	3	3	3	3	1	3	1	7	- Sword - Javelin - Buckler	- Levies - Light Infantry
20 Mardian Archers	5	2	3	3	3	1	3	1	7	- Bows - Daggers	- Levies - Light Infantry
10 Skirmishers	5	2	3	3	3	1	3	1	5	- Daggers, Javelins - Buckler	- Levies - Skirmishers

GREEK MERCENARIES

346 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
Xenagos	4	4	4	3	4	2	5	2	8	- Sword, Thrusting spear - Light armour, Large shield	Polemarch
23 Mercenary hoplites with leader and musician	4	3	3	3	3	1	3	1	7	- Sword, Thrusting spear - Light armour, Large shield	Trained Phalanx

TOTAL 1,600 POINTS



DANISH VIKING

This roster represents the army of Guthrum that warred with Alfred the Great of Wessex for control of England. It comes from the *Shieldwall* supplement.

CHARACTERS

427 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
Konnungr	4	6	4	5	4	3	6	3	10	• Hand weapon • 2nd hand weapon (+3) • Light Armour and shield	• Army General
Hersir (army standard bearer)	8	4	4	3	3	1	4	1	9	• Standard (+15) • Hand weapon • Light Armour and shield	• Standard Bearer
Hersir	4	5	4	4	4	2	5	2	9	• Hand weapon • Light Armour and shield • Double-handed axe	
2 Berserkers	4	5	4	4	4	2	5	2	9	• Hand weapon and shield	• Berserkers

WARRIORS

881 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
2 units of 15 and 16 Hirdmen with leader, standard and musician	4	4	3	3	4	1	4	1	8	• Hand weapon • Throwing spear • Javelins • Light armour and shield • Five men in each unit have double-handed axes instead of throwing spears.	• Different weapons • Fury of the Norsemen (Fearsome)
2 units of 21 Bondi	4	3	3	3	3	1	3	1	6	• Hand weapon • Thrusting spear • Shield	

THRALLS

58 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
12 Thralls	4	2	3	3	3	1	3	1	5	• Javelins	• Light Infantry

DOGS OF WAR

234 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
13 Viking Pirates	4	4	3	3	4	1	4	1	8	• Hand weapon • Throwing spear (+2) • Javelins (+1) • Light armour (+3) • Shield (+2)	• Light Infantry • Different Weapons • Fury of the Norsemen (Fearsome) • Warband rule 1 • Dogs of War

TOTAL: 1,600 POINTS



ANGLO-SAXON

This is the army of Wessex that defeated the Vikings and reclaimed large swathes of the "Danelaw". It is taken from the *Shieldwall* supplement. The smaller units of Thegns and the Ceorls pair up, with the Thegns forming the foremost ranks of the combined units and the command figures functioning for the whole. They form up eight figures wide with four Thegns and the Ceorl standard and musician in the second rank.

CHARACTERS

311 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
Cyning as Army general	4	6	4	4	4	3	6	3	9	• Hand weapon • Light armour and shield • Thrusting spear • Javelins (+2)	• Army General • Units within 12" ignore Warband rule 2
2 Ealdormen One upgraded to Army Standard Bearer (+15)	4	4	4	4	4	2	5	2	8	• Hand weapon • Light armour and shield • Thrusting spear • Javelins (+2)	• Army Standard Bearer

WARRIORS

1,289 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
22 Thegns (General's Hearhtroop) with leader, standard and musician	4	3	3	3	3	1	4	1	6	• Hand weapon • Light armour and shield • Thrusting spear • Javelins (+1)	• Shieldwall • Warband
1 unit of 11 and 3 units of 12 Thegns with leader	4	3	3	3	3	1	4	1	6	• Hand weapon • Light armour and shield • Thrusting spear • Javelins (+1)	• Shieldwall • Warband • Combined Units
4 units of 12 Ceorls with standard and musician	4	3	3	3	3	1	3	1	5	• Hand weapon • Shield • Thrusting spear	• Shieldwall • Warband • Combined Units
1 unit of 9 and 1 unit of 8 Geburs	4	2	3	3	3	1	3	1	5	• Hand weapon • Javelins (+1)	• Skirmishers
1 unit of 6 Geburs	4	2	3	3	3	1	3	1	5	• Hand weapon • Bow (+1)	• Skirmishers

TOTAL: 1600 POINTS



THE ARMY OF CHRISTENDOM IN THE FIRST CRUSADE

The knights of Western Europe flocked to the Pope's call to recover the Holy Land from the infidel. This roster represents the crusading forces and is taken from the Western Frank list in the *Shieldwall* supplement. Woe betide the foe that tries to stand against its charging knights!

CHARACTERS

327 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
King as Army General	4	6	4	4	4	3	6	3	9	• Warhorse (+16)	• Army General
Warhorse	7	3	-	3	-	-	3	1	-	• Hand Weapon • Lance (+4) • Heavy Armour (+1) • Shield	
Comes (Army Standard Bearer)	4	5	4	4	4	2	6	3	8	• Standard Bearer (+15)	• Army Standard Bearer • Warhorse (+16)
Warhorse	7	3	-	3	-	-	3	1	-	• Hand Weapon • Heavy Armour (+1) • Shield	

WARRIORS

1,023 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
1 unit of 8 and 1 unit of 10 milites Mounted on Warhorses	4	4	3	3	3	1	4	1	8	• Hand weapon • Lance (+4) • Heavy Armour (+4) • Shield	• Ferocious Charge • +1 Rank bonus
	7	3	-	3	-	-	3	1	-		
2 units of 24 Liberi with leader, standard and musician	4	3	3	3	3	1	3	1	6	• Hand weapon • Thrusting spear • Shield	
12 Coloni	4	2	3	3	3	1	3	1	5	• Hand weapon • Bow (+1)	• Skirmishers

DOGS OF WAR

250 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
2 units of 10 Serjeants with leader	4	3	3	3	3	1	4	1	7	• Hand weapon • Light Armour (+2) • Crossbow (+5)	• Light Infantry • Dogs of War • Mercenaries

TOTAL: 1,600 POINTS



WARRIORS OF THE PROPHET

We have created a roster to represent the Turkish forces using the Fatimid list from the *Byzantium: Beyond the Golden Gate* supplement. It captures the completely different fighting style of the Islamic armies and will provide a taxing opponent for the rather less subtle Crusaders.

CHARACTERS

243 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
Amir as Army General (+25)	7	5	5	4	3	3	5	2	9	• Hand weapon • Bow (+3) • Thrusting spear (+2) • Heavy Armour (+4) • Shield (+2)	• Army General
Army Standard Bearer, Mounted (+8)	7	4	4	4	3	2	5	2	8	• Hand weapon • Heavy armour (+4) • Shield (+2)	• Army Standard Bearer

GHULAMS

486 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
8 Senior Turkish Ghulams with leader, standard and musican	7	4	4	3	3	1	4	1	8	• Hand weapon and shield • Bow • Thrusting spear • Heavy armour (+1)	• Must accompany the Army General • Superior Turkish Cavalry
10 Junior Turkish Ghulams with leader, standard and musican	7	3	4	3	3	1	3	1	7	• Hand weapon and shield • Bow • Thrusting spear • Heavy armour (+1)	• Superior Turkish Cavalry

CAVALRY

576 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
4 units of 9 City Militia Cavalry	8	2	3	3	3	1	3	1	6	• Hand weapon • Bow (+1) • Shield	• Light Cavalry • Feigned Flight

INFANTRY

295 points

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Equipment	Special Rules
21 City Militia Infantry with leader, standard and musican	4	2	3	3	3	1	3	1	6	• Hand weapon • Throwing spear (+1) • Large shield (+1) • 7 figures change to bow (free)	• Combined Formation
1 unit of 11 and 1 unit of 10 City Militia Skirmishers	4	2	3	3	3	1	3	1	6	• Hand weapon • Bow (+2) • Buckler	• Skirmishers

TOTAL: 1,600 POINTS

**TOTAL:**

200



REFERENCE

TURN SEQUENCE (p18)

1. **Start of the Turn (p18)**
 1. Units that have left the table test to return.
 2. Test for panic due to proximity at the start of the turn.
 3. Test for terror due to proximity at start of the turn.
2. **Movement (p19)**
 1. Declare charges and disengagements
 2. Rally fleeing troops
 3. Compulsory moves
 4. Move chargers
 5. Remaining moves
3. **Shooting (p41)**
 1. Nominate targets
 2. Shoot with artillery
 3. Shoot with other troops
 4. Take any Panic tests required
4. **Hand-to-Hand Combat (p51)**
 1. Fight combat
 2. Combat results
 3. Break test
 4. Panic tests
 5. Flee!
 6. Pursue
 7. Redress ranks

MANOEUVRES (p21)

1. **Wheel**
 - No penalty – unit moves distance covered by the outside of the wheel.
2. **About face**
 - Deduct a quarter move.
 - Open Order troops may make up to two about face manoeuvres without penalty.
3. **Change formation**
 - Deduct a half move to add or deduct a rank.
 - Open order troops may add or deduct up to two ranks without penalty.
4. **Reform**
 - A unit must include a musician to reform.
 - Takes entire move.
 - Requires successful Ld test, deducting -1 if enemy are within 8".

TERRAIN (p24)

1. **Difficult Terrain**
 1. Half speed.
 2. Open order and skirmishing infantry moving at basic rate do so without penalty.
2. **Very Difficult Terrain**
 1. Quarter speed.
 2. Open order and skirmishing infantry moving at basic rate do so at half speed
3. **Obstacles**
 1. A half move to cross.
 2. Open order and skirmishing infantry cross without penalty.

MARCH (p27)

1. A unit must include a musician to march.
2. **Troops march at double rate.**
Characters move at triple rate.
3. **Units cannot march if there are enemy within 8".**
 1. Infantry ignore fleeing enemy, characters and artillery.
 2. Cavalry and chariots ignore enemy infantry, fleeing enemy, characters and artillery.
4. **Skirmishers, elephants and artillery are not allowed to march.**
5. **Marching units cannot manoeuvre except to wheel.**
6. **Marching units cannot move through difficult or very difficult terrain.**
7. **Marching units cannot cross obstacles.**





FAST MARCH (p28)

1. A unit must include a musician to fast march.
2. Units must be in a march column to fast march.
 1. Infantry/Cavalry no more than three models wide and at least as many ranks deep as wide.
 2. Chariots – one model wide and at least two ranks deep.
3. Troops fast march at triple rate.
4. Units cannot fast march if there are enemy within 8" (no exceptions).
5. Skirmishers, elephants and artillery are not allowed to fast march.
6. Fast marching units cannot manoeuvre except to wheel.
7. Fast marching units cannot move through difficult or very difficult terrain.
8. Fast marching units cannot cross obstacles.
9. A unit in march column formation is not allowed to declare a charge.
10. A unit charged whilst in march column is not allowed to countercharge.
11. In combat, models in rear ranks of a march column are not allowed to fight.
12. March columns one model wide may form snaking columns.

FLEEING TROOPS (p29)

1. Fleeing units cannot do anything else other than attempt to rally.
2. If charged by the enemy, fleeing units can only respond by fleeing.
3. Fleeing units are not required to take any further tests that might cause them to flee, eg, Panic and Terror tests.
4. Units that are fleeing are moved in the Compulsory Moves part of the Movement phase.
5. Fleeing units with a basic movement rate of up to 6" flee 2D6". Fleeing units with a basic movement rate of more than 6" flee 3D6".
6. No movement penalties apply to the distance fled for terrain or obstacles.
7. Fleeing troops are moved as individuals and can therefore move around impassable obstacles, terrain or other units without the need for manoeuvre.
8. Fleeing units must attempt to leave the battlefield by their own table edge. If their route is blocked by enemy they can attempt to exit via either side edge. They may not exit via the opposing side edge.
9. Fleeing troops will only move towards enemy units if they have no other choice and will move around enemies if they can. They will halt 1" away if they would otherwise contact enemy.
10. Fleeing units are removed from the battle once any models have left the table.

SKIRMISHER MOVES (p76)

1. Skirmishing units do not need to manoeuvre – models are moved as individuals at double rate.
2. Skirmishing units cannot march or fast march.

RALLYING (p30)

1. Fleeing units can attempt to rally in the Rally part of the Movement phase.
 1. A fleeing unit comprising fewer than five models cannot attempt to rally.
2. Roll 2D6 and score equal to or less than the unit's Ld to rally successfully
 1. A fleeing unit reduced to half strength or below deducts -1 from its Ld.
 2. A fleeing unit deducts -1 from its Ld if there are non-fleeing enemy within 8".
 3. Rallied units cease to flee and are arranged in formation. A rallied unit cannot do anything else that turn.

CHARGE DECLARATIONS (p31)

1. Charges must be declared in the Declare Charges part of the Movement phase.
2. A unit can only declare a charge against an enemy unit within its forward arc of visibility.
3. If enemy units are positioned next to each other, the charge must be declared against every unit that will be contacted.

CHARGE RESPONSES (p31)

1. Hold
2. Countercharge
 1. A cavalry or light chariot unit charged to the front by an enemy cavalry or light chariot unit can respond by a countercharge.
 2. A countercharge is only allowed if the chargers are more than half their charge distance away.
3. Stand & Shoot
 1. This is only permitted if chargers are more than half their charge distance away.
 2. Shooting is worked out at close range regardless of the distance to the target.
4. Flee
 1. Move fleeing unit directly away from the charge.
 2. Move 2D6" or 3D6" as described for fleeing troops.
5. Fire & Flee
 1. This is only permitted if chargers are more than half their charge distance away.
 2. Move fleeing unit directly away from the charge.
 3. Move D6" or 2D6" (ie, one dice less than a regular flee move).
6. Ignore
 1. Only declare this response where the charge is obviously out of range and to hold might be to your disadvantage.
 2. If you prove to be within range of the charge, a Panic test is required.
7. Engaged units do not make charge responses when charged.



CHARGE MOVES (p32)

1. Move chargers in the Move Charges part of the Movement phase.
2. The player can decide which charging units to move in what order.
3. Charging units move at double rate.
4. A charger falling short of the target moves at basic rate towards the enemy (failed charge)
5. Once a charger contacts the enemy, it aligns into combat automatically. This alignment move is free.
 1. Where two or more enemy units are contacted, it might be necessary to move one or more charged units to align the combatants properly.
6. Chargers can and must wheel at the start of their charge if by doing so they increase the number of models touching the target unit (maximising contact).
 1. The obligation to maximise contact extends to all units if two or more units are charged.
 2. Where two chargers attack the same enemy, they must endeavour to divide the target between them as equally as possible whilst maximising contact overall.
7. Apart from any initial wheel, troops may not manoeuvre during a charge.
 1. Drilled troops are an exception and can manoeuvre during a charge.
8. Charging units are not permitted to cross each others' path, as charges would in reality occur at the same time. If they do, the charge fails and the units halt where they would clash.

FLANK AND REAR CHARGES (p36)

1. Chargers can move into an enemy unit's flank if they started their charge at least partially behind the target's leading edge, and with no portion of the charger directly forward of the target unit's front.
2. Chargers can move into an enemy unit's rear if they start behind the unit. In this case simply treat the rear as the front for purposes of alignment.

REVEALED CHARGES (p38)

1. If a charger's target flees it is permitted to redirect its charge against a revealed target within its path.
2. The charger can only move straight forward once any initial wheel against the original target has been made.
3. A revealed target is only allowed the options of either fleeing or holding.

COUNTERCHARGE (p39)

1. Move counterchargers before chargers.
2. Move counterchargers half a basic move towards the chargers, wheeling where necessary as for a charge.
3. Move chargers as normal.
4. Counterchargers count as charging for all purposes except for deciding which unit strikes first.
5. If the charge fails because it is out of range, move counterchargers 1" forward.

DISENGAGING (p40)

1. Disengaging units are moved during the Compulsory moves part of the Movement phase.
2. Only units fighting solely to their front can disengage.
 1. Units are not allowed to disengage if fighting an enemy who contacted them as a result of pursuit in the previous turn.
3. Roll 2D6 and score equal to or less than the unit's Ld to disengage successfully
 1. Cavalry disengaging from slower enemy can do so without making a test.
4. Disengaging troops move at double rate directly away from the combat, ending their move with their backs to the enemy.
5. Units whose opponents disengage successfully remain in place and can move as normal in their turn.
6. If a unit fails its test to disengage, it is deemed to have broken in combat and flees instead.
7. Units whose opponents fail to disengage successfully can pursue as if they had broken in combat.





WOUND CHART

Toughness of Target

Strength of the Hit		1	2	3	4	5	6	7	8	9	10
	1	4	5	6	6	N	N	N	N	N	N
	2	3	4	5	6	6	N	N	N	N	N
	3	2	3	4	5	6	6	N	N	N	N
	4	2	2	3	4	5	6	6	N	N	N
	5	2	2	2	3	4	5	6	6	N	N
	6	2	2	2	2	3	4	5	6	6	N
	7	2	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	2	3	4	5
	10	2	2	2	2	2	2	2	2	3	4

SHOOTING TARGETS (p41)

1. A unit must nominate one enemy unit as a target – a unit cannot divide its shots between multiple targets.
2. Only individual models that are in range and within sight of the target can shoot.
 1. Infantry and artillery shooters can see into their forward arc only.
 2. Cavalry, elephant and chariot mounted troops can see into their forward, side or rear arcs.
 3. In the case of archers and darters, every alternative model from a rear rank can also shoot if the corresponding front rank model can shoot (massed missiles).
 4. Skirmishers moving greater than a basic move cannot shoot that turn.
3. Hits upon units engaged in combat are distributed equally between both sides.

Shooting Ranges and Strength (Summary)

Weapon	Range	Strength
Thrown Rocks or Stones	4"	S3
Javelins	8"	S3
Darts	12"	S2
Handgun	18"	S3/4
Light Crossbow	18"	S3
Short Bow	18"	S3
Sling	18"	S3
Composite Bow	24"	S3
Staff Sling	24"	S3
Crossbow	30"	S3/4
Longbow	30"	S3

Shooting to Hit + Modifiers (D6)

BS	1	2	3	4	5	6
D6 Score required to hit	6	5	4	3	2	1

- +1 Shooting at a large target
- 1 Shooting whilst moving
- 1 Shooting at an enemy who is charging
- 1 Shooting at long range
- 1 Shooting at a character model
- 1 Shooting at skirmish formation
- 1 Shooting at a moving light chariot
- 1 Target is behind soft cover
- 2 Target is behind hard cover

7+ To Hit (Shooting and Combat)

1. If a score of 7 or more is required to score a hit, this becomes a 6 with the following modifiers applied to the strength of the subsequent attack:

TO HIT	MODIFIER
6 or less	No modifier
7	-1 Strength
8	-2 Strength
9	-3 Strength
10	-4 Strength
11 or more	-5 Strength



TO HIT CHART

Weapon Skill of Opponent

Weapon Skill of Attacker		1	2	3	4	5	6	7	8	9	10
	1	4	4	5	5	6	6	6	6	6	6
	2	3	4	4	5	5	6	6	6	6	6
	3	3	3	4	4	5	5	6	6	6	6
	4	3	3	3	4	4	5	5	6	6	6
	5	3	3	3	3	4	4	5	5	6	6
	6	3	3	3	3	3	4	4	5	5	6
	7	3	3	3	3	3	3	4	4	5	5
	8	3	3	3	3	3	3	3	4	4	5
	9	3	3	3	3	3	3	3	3	4	4
	10	3	3	3	3	3	3	3	3	3	4

ARMOUR SAVES (p49)

1. Maximum infantry save is 3+ and cavalry is 2+

Type of Armour	Infantry Save	Cavalry Save
None	None	6
Light	6	5 or 6
Heavy	5 or 6	4, 5 or 6
Cataphract	-	3, 4, 5 or 6*
Partial Plate	4, 5 or 6	3, 4, 5 or 6*
Full Plate	3, 4, 5 or 6*	3, 4, 5 or 6*

* Either with or without shield – carrying a shield adds no bonus to the warrior's armour saving throw.

Type of Shield/Barding	Bonus	Note
Shield	+1	-
Large Shield	+2	-
Pavise	+2	When hit to the front by shooting only
Buckler	+1	Hand-to-hand only unless skirmishers
Full Metal Barding	+1	-
Half Metal Barding	+1	When hit to the front
Full Cloth Barding	+1	Hand-to-hand only
Half Cloth Barding	+1	When hit to the front in hand-to-hand only

SAVE MODIFIERS (p49)

1. Some weapons have specific modifier values that apply, notably artillery where no save is allowed against most weapons.
2. The standard save modifier for shooting and hand-to-hand combat is -1 per pip of attacker Strength over 3 as follows:

Strength	Modifier
3 or Less	No modifier
4	-1 reduction
5	-2 reduction
6	-3 reduction
Per +1	Reduce by a further -1

CASUALTIES (p49)

1. Models with 1 Wound on their profile are removed one model for each wound suffered.
2. Models with multiple wounds record wounds suffered and whole models are removed once sufficient wounds are scored, any remainder being carried forward.
3. In units of troops, casualties are generally removed from the rear ranks or from the ends of units in a single rank, so that formations are retained.
 1. In combat trooper models are never removed from those touching the enemy unless there is no other choice.



COMBAT ATTACKS (p52)

1. Charging units strike first
2. Non-charging units strike in order of Initiative (I)
 1. Where equal, the side with the momentum strikes first, otherwise both sides strike simultaneously.
3. All models touching an enemy can fight.
 1. Where a model touches two or more targets, the player can choose which to fight (eg, trooper or character).
4. Models can fight from a second or subsequent rank if appropriately armed.
5. Leader models fight with +1 Attack (A)

DEFENDED OBSTACLES (p56)

1. Chargers lose all bonuses associated with charging other than striking first. These can be Weapons or Special Formation bonuses.
2. Troops suffer a -1 to hit penalty when attacking enemy infantry who are already emplaced behind a defended obstacle until their side wins the combat.
3. Both sides fighting over a defended obstacle receive no combat results bonuses for ranks or for close order.

COMBAT RESULTS BONUS (p60)

- +1 Infantry in close order*
- +1 Infantry per additional rank (Max +1 for open order and +2 for close order)*
- +1 Standard
- +1 Army Standard
- +1 High Ground
- +1 Momentum (not cavalry or chariots in difficult terrain)
- +1 Flank Attack
- +2 Rear Attack

* These bonuses are cancelled out if:

1. Charged in the flank/rear by a formed unit of five or more.
2. Unit fewer than five models strong.
3. Unit fighting across an obstacle
4. Close order unit is fighting in difficult terrain.
5. Combat engagement includes an elephant.

BREAK TESTS (p59)

1. Losers take a Break test, subtracting the difference in combat results from their Ld value.
2. Roll 2D6 and score equal to or less than the unit's Ld to pass. Failed units break and flee.
 1. Units of fewer than five models automatically flee and no test is taken.

3. Take any necessary Panic tests before broken units flee.
4. Before fleeing with broken troops determine whether enemy will pursue.
 1. Units pursue automatically if all their enemy are fleeing, otherwise they do not pursue.
 2. Units otherwise obliged to pursue can test their Ld to avoid doing so. Some troops are obliged to pursue and are not allowed to make this test (eg, Fanatics).
5. Fleeing units move directly away from the enemy 2D6" or 3D6" flee distance.
 1. If fighting in two directions, fleeing units take a middle path between them.

PURSUIT (p63)

1. Pursuing units with a basic movement rate of 6" pursue 2D6". Pursuing units with a basic movement rate of more than 6" pursue 3D6". This is the same as a flee move.
2. No movement penalties apply to the distance pursued for terrain or obstacles. This is the same as a flee move.
3. Pursuers are moved directly towards their fleeing enemy.
4. Pursuers who roll a greater distance than their fleeing opponent automatically catch and destroy them.
5. Pursuers who do not roll a greater distance than their fleeing opponents do not catch them and are positioned behind them, leaving a gap of 1" where they would otherwise touch.
6. Pursuers capture the standards of fleeing enemy units regardless of whether they catch them or not.
7. Pursuers who run into fresh enemy are treated as chargers and the resulting combat is worked out in the following Hand-to-hand Combat phase.
 1. Enemy run into in this way automatically react by holding their ground – no other response is allowed unless the unit is already fleeing (below).
 2. Although treated as a charge, the pursuers are moved directly forward and then align – they do not and are not permitted to wheel to maximise contact.
 3. If the enemy run into in this way is a fleeing unit that was broken this turn then the enemy are automatically destroyed and the pursuers complete their move.
 4. If the enemy run into in this way is a fleeing unit that was not broken this turn then it automatically reacts by fleeing.
8. Pursuing units that leave the table must pass a Leadership test to return at the start of the turn.
 1. Two such tests may be attempted. If both tests are failed the unit is scattered and cannot return – it is not considered a casualty but it takes no further part in the game.
 2. A returning unit can re-enter the table at any point within 12" of the spot where it left and along the same table edge.
 3. A returning unit enters the table in the Remaining Moves part of the Movement phase.



MOMENTUM (p60)

1. The side that follows up or which won the previous round of hand-to-hand combat has the momentum for the following turn (+1 combat result bonus).
 1. In the case of a draw, roll a D6 for each musician and the highest individual score wins the momentum for that side.

GIVING GROUND (p66)

1. If one side outnumbered the other side 2:1 once casualties are removed, it has overwhelming odds.
2. Defeated units with overwhelming odds in their favour will not break and flee if they fail their Break test. They will give ground instead.
 1. Units can only give ground if they are fighting exclusively to their front, or if they are fighting to their front and sides and no flanking enemy unit numbers five or more models.
 2. Skirmishing units can only give ground if their enemy are other skirmishers, or units of fewer than five models.
 3. Units cannot give ground if interposing friends, enemies, impassable terrain or the table edge prevent them doing so. They will flee instead.
3. Units giving ground move backwards D6" if their move rate is 6" or less, 2D6" if move rate is greater than 6".
 1. Penalties for terrain apply to the move.
 2. If enemy fail to follow-up into contact, the unit giving ground cannot charge in its following turn.
4. Victorious units must follow-up if their enemy give ground. They move up to a normal move back into contact where possible, applying any penalties for terrain.
 1. Units that follow-up gain the momentum for the following round.
 2. Victorious troops do not have to follow-up if they are defending walls, hedgerows, or other linear obstacles; or if they are placed within buildings or fortifications.
5. Formed cavalry units are allowed to give ground voluntarily even if they pass their Break test and would not otherwise have to flee. Such units do not have to have overwhelming odds in their favour.

OVERRUN (p67)

1. If a unit charges and all opponents are destroyed in the first round of hand-to-hand combat, the player can choose to overrun.
2. An overrun is made directly forward in the same way as a pursuit and takes place at the same time as pursuits.
 1. A unit is not allowed to overrun if its enemy fled from their initial charge and was subsequently caught and destroyed, unless the fleeing enemy were skirmishers in which case chargers are allowed to overrun by D6".

CAPTURING STANDARDS (p74)

1. If units are destroyed in combat and their side loses the round then their standards are captured by the enemy.
2. If units flee from combat then their standards are captured by an enemy that pursues them.

REDRESS RANKS (p68)

1. At the end of the Hand-to-hand Combat phase both players can rearrange fighting formations as follows.
 1. You can move any leader or character models that have joined the unit if they are not already touching an enemy.
 2. If a unit wins a round of combat it can expand its width by up to two models on each flank, up to the point where it overlaps the enemy by one model on each side. Models cannot expand from ranks already engaged to the sides or rear.
 3. Any skirmishing units not already arranged base-to-base are arranged into touch.

PANIC (p69)

1. Test panic against Ld (2D6) – score equal to or less than Ld to pass.
 1. Units reduced to half strength or less suffer a -1 penalty.
2. Units failing a Panic test flee.
3. A unit must take a Panic test in the following situations:
 1. Fleeing friends within 4" at the start of the turn.
 2. Friends break/destroyed in combat within 12".
 3. Charged in rear or flank.
 4. General slain.
 5. 25% casualties suffered from shooting.
 6. Charged by an ignored enemy.
4. A unit that panics whilst engaged in hand-to-hand combat is treated as broken in combat.
 1. If all enemy panic and break from combat, troops can only pursue if they have the momentum.
 2. Units that panic and break from combat do not trigger further Panic tests due to units breaking from hand-to-hand fighting.



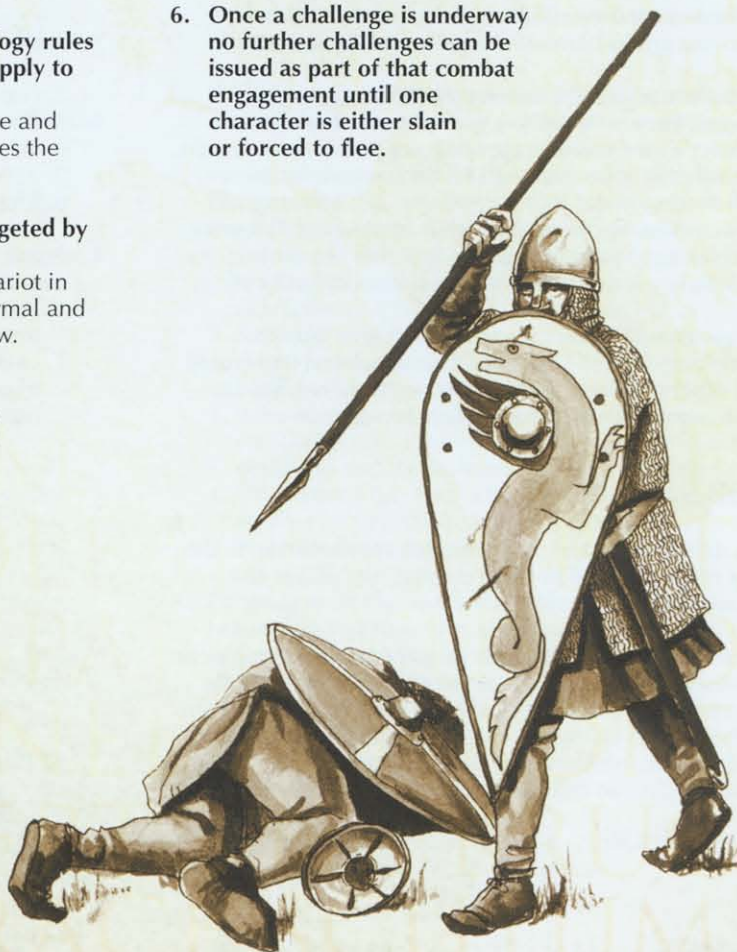


CHARACTERS (p79)

1. Characters are units of one model.
2. Characters can march at three times their movement rate – they cannot fast march.
3. Characters that have not joined units cannot declare a charge.
4. Characters can join units by moving within 2".
 1. A character on foot cannot join mounted units, chariots or elephants.
 2. Characters cannot join elephants or chariots unless so mounted.
5. No more than half of a unit's front rank can comprise characters.
6. A character that has joined a unit moves with it at its rate.
7. A character can only leave a unit during the Remaining Moves portion of the Movement phase.
 1. He cannot leave the unit if it has already moved earlier in the phase or if it is subject to any kind of compulsory movement rule including if it has declared a charge.
 2. He cannot leave if the unit is engaged in combat.
8. A formed unit that includes a character can use the character's Leadership (Ld) for making any test that requires it, eg, break, panic.
9. When a character joins a unit his own psychology rules cease to apply and any psychology rules that apply to the unit now apply to him as part of it.
 1. Except for hatred – if the character hates a foe and joins a unit of troops then the whole unit hates the same foe so long as the character is fighting.
10. An individual character model can only be targeted by missiles if he is the closest target.
 1. Unless the character rides an elephant or chariot in which case the model can be targeted as normal and shots randomised between elephant and crew.
11. Characters that have joined units cannot be targeted by missiles but if hit by area weapons (eg, stone throwers) roll a D6: 1 the character is hit, 2-6 an ordinary troop is hit instead.

CHALLENGES (p84)

1. A player can issue one challenge by one character in each combat engagement.
 1. Any character that is already fighting can issue a challenge.
 2. The player whose turn it is has the first chance to issue a challenge.
 3. The other player is only permitted to issue a challenge if the player whose turn it is does not do so.
2. A challenge can be refused or met by an opposing character that is fighting in the same engagement.
 1. Characters riding in chariots can only issue and accept challenges with enemy characters that are also mounted on chariots.
 2. Characters riding elephants can only issue and accept challenges with enemy characters that are also mounted on elephants.
3. If a player refuses a challenge then he must retire a character selected by his opponent.
4. Once a challenge has been accepted the two rivals are moved so that they face each other.
5. The challengers fight each other in the following round – no other models participate in a challenge.
 1. If challengers are elephant or chariot mounted, no crew/elephant fight in the challenge, instead they fight as part of the broader combat.
6. Once a challenge is underway no further challenges can be issued as part of that combat engagement until one character is either slain or forced to flee.





MISSILE WEAPONS (p88)

Weapon	Range	Strength	Save Modifier
Sling (normal shot)	18"	3	-
(rapid fire)	short only	2	-

Slings can shoot twice at short range (rapid fire) but cannot shoot twice against chargers as a stand & shoot or fire & flee response.

Weapon	Range	Strength	Save Modifier
Staff Sling	24"	4 at short range 3 at long range	-1 -

Staff slings cannot move and shoot in the same turn.

Weapon	Range	Strength	Save Modifier
Javelin	8"	3	-

The to hit penalties for shooting at over half range and for shooting whilst moving do not apply to javelins.

Weapon	Range	Strength	Save Modifier
Dart	12"	2	-

The to hit penalties for shooting at over half range and for shooting whilst moving do not apply to darts. Darts can shoot massed missiles.

Weapon	Range	Strength	Save Modifier
Stones	4"	3	-

The to hit penalties for shooting at over half range do not apply to stones.

Weapon	Range	Strength	Save Modifier
Short Bow	18"	3	-

Units armed with short bows can use massed missiles.

Weapon	Range	Strength	Save Modifier
Bow	24"	3	-

Units armed with bows can use massed missiles.

Weapon	Range	Strength	Save Modifier
Long Bow	30"	3	-1 at short range

Units armed with long bows can use massed missiles.

Weapon	Range	Strength	Save Modifier
Light Crossbow	18"	3	-

Weapon	Range	Strength	Save Modifier
Crossbow	30"	4 at short range 3 at long range	-1 at short range

Crossbows cannot move and shoot in the same turn.

Weapon	Range	Strength	Save Modifier
Handgun	18"	4 at short range 3 at long range	-2 at short range -1 at long range

Handguns cannot move and shoot in the same turn.





HAND-TO-HAND WEAPONS (p91)

Hand Weapon

1. Troops armed with a hand weapon in each hand get +1 extra attack.

Dagger

1. +1 armour save modifier.

Double-handed Weapon

1. Shields cannot be used in hand-to-hand combat
2. Always strike last in hand-to-hand combat. If both so armed normal priorities apply.
3. +2 Strength

Halberd

1. Shields cannot be used in hand-to-hand combat
2. +1 Strength

Thrusting Spear

1. Stationary infantry fight in two ranks to their front.
2. Cavalry +1 strength bonus when they charge or countercharge over open ground.

Throwing Spear

1. Infantry fight in two ranks in the first round of combat.
2. Cavalry can re-roll misses in the first round of combat unless charging/countercharging over difficult terrain.
3. Skirmishers can re-roll misses in the first round of combat.

Heavy Throwing Spear

1. Infantry fight in two ranks in the first round of combat.
2. +1 Strength in the first round of combat.
3. Skirmishers can re-roll misses in the first round of combat.

Pike

1. Fight in two ranks in all rounds of combat.
2. Always strike first if fighting exclusively to their front. Where both so armed normal initiatives apply.

Kontos

1. Cavalry +1 strength bonus when they charge or countercharge over open ground.
2. Always strike first if fighting exclusively to their front except against pikes. Where both kontos armed, normal initiatives apply.

Lance

1. Cavalry +2 strength bonus when they charge or countercharge over open ground.

PSYCHOLOGY RULES (p100)

Fear

1. Test fear against Ld (2D6) – score equal to or less than Ld to pass.
2. Test if charged by a feared enemy within range. If failed, flee if outnumbered. If not outnumbered 6s are needed to hit in the first round/any shots from a stand & shoot or fire & flee response.
3. Test if attempting to charge a feared enemy as soon as the charge is declared before the enemy responds. If failed the unit may not charge and must remain stationary without shooting.
4. A unit defeated in hand-to-hand combat is automatically broken if outnumbered by feared enemy.

Terror

1. Test terror against Ld (2D6) – score equal to or less than Ld to pass.
2. Test at the start of turn if there is an enemy which causes terror within 8". If failed the unit flees. This test is only taken once.
3. Test if charged by, or wishing to charge a terrifying enemy. If failed the unit flees. This test is only taken once if infantry.

Hatred

1. Take Break tests at Leadership (Ld) value 10, applying the usual modifiers.
2. In the first round of combat re-roll misses.
3. Must pursue unless fighting from defended positions.

Frenzy

1. Must charge if there are enemy within charge reach when charges are declared.
2. Cannot respond to a charge by either fleeing, or by firing and fleeing.
3. Fight with +1 extra attack.
4. Must pursue.
5. Must follow-up enemy that gives ground.
6. Do not take Panic tests – immune to panic.
7. Immune to other psychology.
8. If broken in combat their frenzy is ended.

Stubborn

1. Do not test for panic for fleeing friends within 4" at the start of the turn.
2. If they fail their Break test they will give ground once where they would otherwise flee.
3. If defeated by enemies who automatically break them, roll a D6. 1-3 the stubborn troops are broken. 4-6 the stubborn troops must take a Break test and can override a failed result by giving ground.





FORMATION RULES (p103)

Unreliable Allies and Mercenaries (p103)

1. Roll D6 for each unit at the start of the game. On a 2+ no effect. On a 1 the unit is affected for the first turn, and must test again at the start of each subsequent turn until a result of 2 or more is rolled.
2. The unit will not move unless bound by some compulsory movement rule.
3. The unit will not shoot except as a response to an enemy charge.
4. If engaged in combat the unit immediately ceases to be affected.

Ambush (p104)

1. The unit can be deployed on the battlefield in a concealed position and its location indicated on a map. It can be secretly deployed anywhere out of sight of enemy but not within the opposing deployment zone.
2. Alternatively they can deploy on the battlefield once the enemy force has taken up its position.
3. Concealed units must be placed as soon as enemy can either see them or approach within 8".
4. Concealed units ignore any tests or obligatory reactions that would otherwise result from any psychology rules.
5. Concealed units do have to take account of special rules applying from formations.

Cataphracts (p104)

1. Cataphracts are close order cavalry.
2. Cataphracts charging or marching reduce their entire movement to half speed if they wheel.
3. Cataphracts are not permitted to countercharge as a response to an enemy charge.
4. Cataphracts armed with kontos can fight with a second rank. This bonus does not apply if Cataphracts have charged that turn.
5. Cataphracts may count a rank bonus of up to +2 when calculating combat results if they have charged into that round of combat.

Chariot Runners (p105)

1. Chariot Runners can make formations with chariots.
2. Chariots are allowed to charge through a unit of Chariot Runners.

Combined Formations (p105)

1. Formations that include close and open order troops count as close order.
2. Leadership (Ld) counts as that of the majority type or the higher value where numbers are equal.
3. The whole unit is affected by the psychology and formation rules that apply to the majority type in the unit.
4. Archers in rearward ranks may use massed missiles. The rank of archers closest to the front shoots in its entirety, with subsequent ranks shooting at half-effect.
5. Archers in rearward ranks can respond to a charge by standing & shooting using massed missiles.
6. When working out hits by shooting, the saving throw of the majority is used to resolve all saves. Casualties are removed alternately from the differently armoured models, starting with the mostly poorly armed.
7. Hand-to-hand combat casualties fall amongst the type struck by the enemy.
8. Leaders, standard bearers and musicians must be removed as casualties if they are the last models of their type.

Drilled (p106)

1. Drilled troops can turn to face their left or right. It takes a quarter move to make a turn to the left or right.
2. At the beginning of their move, drilled troops can make one change formation or about face manoeuvre without penalty.
3. Drilled troops can both march and change formation in the same Movement phase.
4. Drilled troops can change formation at the start of a charge move if they wish.
5. Drilled troops can make a reform manoeuvre without taking a Leadership (Ld) test so long as there are no enemy within 8".
6. Drilled troops can choose not to pursue an enemy that breaks and flees in combat, or follow-up defeated enemy who give ground.
7. Drilled troops can disengage from combat without taking a Leadership (Ld) test so long as the enemy they are fighting do not have a faster move rate than they do.
8. Drilled units can give ground voluntarily where they pass their Break test.
9. Drilled troops are allowed to open their ranks to avoid charging scythed chariots.

Expert Horsemen (p107)

1. Expert Horsemen do not suffer the -1 to hit penalty when moving and shooting.

Feigned Flight (p107)

1. Can respond to an enemy charging to their front with feigned flight.
2. The unit moves directly away from the enemy exactly as if it had fled or fired & fled.
3. If the unit is contacted by the charging enemy it immediately turns to fight as if it had declared a 'hold' response to the charge.
4. If the unit outdistances the charging enemy, it turns to face them at the end of its move.
5. If charged by an enemy it fears, or which terrifies it, the unit can only make a feigned flight if it first passes its Fear test.

Finest Horses (p107)

1. +1" basic Movement rate.

Ferocious Charge/First Charge (p108)

1. Enemy will automatically break without taking a Break test if the ferocious chargers win the combat round following their first charge/countercharge in the game.
2. Skirmishing enemy will automatically break without taking a Break test if the ferocious chargers win the combat round following a charge/countercharge.
3. If the unit's first charge or countercharge is against skirmishing enemy, this doesn't negate the 'first charge'.
4. If the unit's first charge or countercharge breaks the enemy automatically for some other reason, this doesn't negate the 'first charge'.
5. Roll off for automatically breaks versus automatically passes rules (eg, Stubborn).



Levies (p108)

1. Levies fear enemy they do not outnumber by 2:1, ignoring skirmishers/fleeing troops.
2. Levies cannot make any manoeuvre other than to wheel and if they wheel their entire movement is halved.
3. Close order Levy infantry do not receive +1 combat result bonus for close order troops.
4. Levies cannot make use of the General's Leadership (Ld) value where he is within 12" of the unit.
5. Non-levy units can always re-roll a failed Panic test taken as a result of breaking levies.

Light Troops (p108)

1. Light infantry or light cavalry can fight either as skirmishers or as open order formed units.

Massed Cavalry (p109)

1. Massed cavalry are close order cavalry.
2. Massed cavalry charging or marching reduce their entire movement to half speed if they wheel.
3. Massed cavalry count a rank bonus of up to +2 when calculating combat results if they have charged or countercharged into that round of combat.

Parthian Shot (p109)

1. Only skirmishing cavalry units armed with bows, short bows or javelins can employ the Parthian Shot.
2. Troops can move up to their basic Movement rate in the Shooting phase immediately after they have shot.

Phalanx (p110)

1. Units must contain at least 12 models arranged at least two ranks deep and at least four wide. Frontage must exceed depth by at least one model.
2. The only manoeuvres allowed are reform and wheel.
3. Reforming is at -1 Leadership (Ld) penalty regardless of whether enemy are within 8".
4. A phalanx charging/marching reduces its entire movement to half speed if it wheels.
5. All enemy shooting against the phalanx's front suffer a -1 to hit penalty.
6. A spear-armed phalanx fights with two ranks to its front in the first round of combat if it charges.
7. Enemy cavalry or light chariots suffer -2 to hit in combat against the phalanx front, foot troops or elephants suffer -1.
8. Enemy charging the front lose any strength bonus associated with their weapons as a result of charging.
9. Enemy charging the front lose any bonuses or benefits for formation rules that apply specifically when they charge.
10. If the unit is a trained phalanx then it is allowed to make about face manoeuvres in the usual way.
11. If the unit is a Macedonian phalanx it is allowed to make about face or change formation manoeuvres in the usual way.
12. If the unit is a drilled phalanx then it combines the rules for drilled troops. A drilled phalanx can adopt any formation, can manoeuvre like any non-phalanx unit, and suffers no move penalties for wheeling whilst charging/marching.
13. If the unit is a Medieval phalanx it must have at least three ranks depth. It is allowed to make about face and change formation manoeuvres. It does not benefit from the -1 to hit from enemy missiles rule. It may reform into a stationary square, counting an maximum +1 combat result bonus for ranks.

Shieldwall (p112)

1. It takes a unit's entire move to form shieldwall.
2. A shieldwall lasts until the unit moves, or is beaten in a round of hand-to-hand combat.
3. Enemy shots/attacks to the front are at -1 to hit.
4. A unit forming shieldwall has moved for the purposes of missile fire.

Veteran (p112)

1. Once in the battle, the unit can re-roll all of its 'to hit' dice for either shooting or hand-to-hand combat.

Warband (p113)

1. D6 test at start of turn: 2-6 – pass, 1 – surge forward towards nearest visible enemy by at least basic move and charge if within range.
2. If unit charges and defeats enemy in the first round of combat, enemy units are automatically broken and will flee without taking a Break test if the warband outnumbers the enemy.
3. If unit charges or countercharges an enemy unit and breaks it in the first round of combat, then the warband must pursue.
4. Warbands in close order formation making any move other than straight forward have their movement reduced to half speed. Doesn't apply when surging forward.
5. Formed warbands 4+ models wide add +1 to their Leadership (Ld) value for each rank of at least four models behind the first. Max +3 to a maximum value of 10 for close order infantry, +2 up to a maximum of 10 for cavalry and open order infantry.
6. Character's and General's Leadership (Ld) can be combined with the Warband Ld bonus only if the Character/General is Warband.

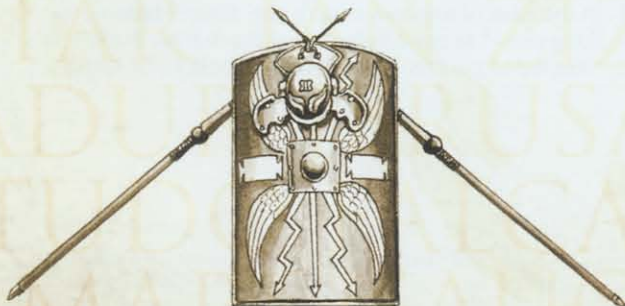
CHARIOTS (p114)

1. 'Number' of models = number of crew.
2. Cause fear in enemy infantry.
3. Are arranged into formed units of three or more models, scythed chariots always fight as one model, light chariots can be formed into dispersed groups similar to skirmishers.
4. Chariots are unable to move over obstacles or through difficult terrain. If forced into difficult terrain, roll a D6 per chariot: heavy/scythed destroyed on 1, 2 or 3 if, light chariots on a 1.
5. Scythed chariots march at basic rate +D6".
6. Scythed chariot's movement is reduced to half speed if the model moves in any fashion other than directly forward in a straight line.
7. Each missile armed chariot crewman shoots twice.
8. In combat chariot crews fight as cavalry riders in respect of weaponry.
9. Heavy and scythed chariots cause impact hits when they charge. Heavy chariots score D3 hits. Scythed chariots score D6+2 hits. If a scythed chariot rolls a 1 for its impact hits then it survives, if it rolls 2 or more it is wrecked.
10. If chariots are destroyed by pikemen before striking, they will lose the chance to fight and do not inflict impact hits either.
11. Drilled troops charged to their front can attempt to open their ranks and allow a scythed chariot to pass through. The unit must 'hold' and pass a Leadership (Ld) test. The chariot is moved through the unit.



ELEPHANTS (p118)

1. 'Number' of troops = value of elephant's Wounds (W).
2. Elephants can be seen and shot at over the heads of intervening troops and low obstacles.
3. Elephants are large targets and so +1 to hit.
4. Elephants cause fear in infantry and terror in cavalry and chariots – friends and foe! African elephants fear Indian elephants and will stampede if they fail the test.
5. Other than the above, elephants are immune to psychology rules.
6. Elephants are immune to the panic rules.
7. Cavalry and chariots are not allowed to charge elephants. If charged by elephants they can only declare a flee or fire & flee response even if they pass the requisite test for fear/terror.
8. Elephant movement is reduced to half speed if the model moves other than directly forward in a straight line.
9. Elephants cannot march.
10. Each missile-armed elephant crewman shoots twice.
11. Hits against the elephant are randomised. D6: 1, 2, 3 or 4 elephant, 5 or 6 Crew. Hits only fall upon the mahout once all other crew are dead.
12. In combat elephant crews fight as cavalry riders in respect of weaponry.
13. Elephant crews can strike all round from the edge of the elephant model's base.
14. If an elephant is fighting no units from either side may claim rank bonuses or close order bonuses for combat results.
15. If an elephant loses a round of combat, no Break test is taken and the elephant stampedes. Elephants never flee and cannot be pursued.
16. Elephants stampede if: the elephant suffers wounds and fails a Stampede test, the mahout is slain and fails a Stampede test, the elephant loses a round of combat, an African elephant fails a Fear test against an Indian elephant.
17. Stampede tests are taken by rolling 2D6 against Leadership (Ld). Scores greater than the Ld are failed and the elephant stampedes.
18. Elephants stampede 2D6". If stampeding from combat move directly away as for a fleeing unit. Otherwise roll a Scatter dice. Once stampeding, the elephant continues to move in the same direction.
19. Stampeding elephants presented with impassable terrain re-roll the Scatter dice to establish a new direction that avoids the impassable terrain.
20. Stampeding elephants cannot be stopped. If they leave the table they do not return.
21. If troops from either side get in the stampeding elephant's way, it will charge into them and attack them.



ARTILLERY (p123)

1. 'Number' of models = number of crew.
2. Machines within 5" can form units – ie, batteries.
3. Crew are not integral but can move from and between weapons. They cannot charge, if charged whilst away from their machines they can only flee.
4. If hit by shooting, roll a D6 – 1, 2, 3 or 4 Weapon, 5 or 6 Crew. If a character has joined the unit, randomise crew hits to determine who is hit.
5. Machines have a WS of 0, are struck automatically, and are destroyed automatically once hit if they have no crew defending them.
6. If crew are slain or machine wounded, it is necessary to roll higher than the total of crew slain/wounds inflicted to shoot that turn.
7. If machine is charged, crew can either hold or flee but cannot stand & shoot or fire & flee. If a battery is charged, the whole battery must declare the same response just as with any other unit.
8. If crew flee from a charge, chargers can either move through the machine to fight the crew or stop at the machine and fight that (and destroy it as it no longer has crew). If crew flee following combat, victors will pursue crew as normal.

Stone Throwers (p126)

1. If wheeled, move at the basic rate of the crew over open ground only. If crewmen are slain, speed is reduced in proportion.
2. Cannot move and shoot.
3. To shoot, pivot machine to establish direction of fire and guess range to target. Roll Scatter dice and Artillery dice.
4. If the Artillery dice rolls Misfire go to Misfire table – otherwise:
5. If the Scatter dice is a Hit the shot has landed on target. Place the template the distance guessed and work out hits.
6. If the Scatter dice is an arrow, the shot lands in the direction shown by the number of inches rolled on the Artillery dice. Place the template and work out hits.
7. Misfire Table. Roll a D6:
1 Destroyed. Remove as casualty.
2-3 Disabled. Cannot shoot this turn or the following turn.
4-6 May not shoot this turn.
8. The model directly under the central hole in the template is automatically hit. All other models beneath the template are hit on a 4, 5 or 6.
9. No armour saves are allowed against hits from a stone thrower.
10. Models wounded by a stone thrower suffer multiple wounds (D3 or D6).

Bolt Throwers (p129)

1. Bolt throwers with three or fewer crew can move at the basic rate of the crew over open ground only. If crewmen are slain, speed is reduced in proportion to the number of crewmen left. Bolt throwers with more crew can only be moved if they are provided with wheels.
2. Cannot move and shoot.
3. Pivot to face your target and shoot as per normal – no penalty is applied for this pivot move.
4. If first model is slain roll to hit second and resolve hit at -1 Strength, if second model is slain roll to hit third and resolve hit at -2 Strength, and so on.
5. No armour saves are allowed against hits from a bolt thrower.
6. Models wounded by a bolt thrower suffer multiple wounds (D4).



Cannons (p130)

1. If wheeled, move at the basic rate of the crew over open ground only. If crewmen are slain, speed is reduced in proportion.
2. Cannot move and shoot.
3. Cannons fire directly forward only and cannot pivot freely to shoot.
4. To shoot nominate distance. Roll an Artillery dice. If a Misfire is thrown see the Misfire table. Otherwise the shot travels the nominated distance + the score rolled.
5. Roll the Artillery dice again for bounce.
6. The shot automatically hits the model it lands on and all models bounced through.
7. Cannon balls do not bounce uphill or through terrain that would bring them to a halt.
8. Misfire Table. Roll a D6:
 1. Destroyed. Remove as casualty.
 2. Misfire. One crew killed and take a Panic test.
 3. Damp powder.
Cannot shoot this turn or the following turn.
- 4-6 May not shoot this turn.

Organ Gun (p132)

1. Organ guns can move at the basic rate of the crew over open ground only. If crewmen are slain, speed is reduced in proportion to the number of crewmen left.
2. Cannot move and shoot.
3. Organ guns can stand & shoot when charged (unlike other artillery)
4. Organ guns fire directly forward only and cannot pivot freely to shoot.
5. Place template in front. Roll an Artillery dice and a D6. If the Artillery dice is a misfire, resolve the result on the Misfire table (same as cannon). Otherwise, move the template forward the distance rolled on the D6.
6. All models falling under the template as it moves are hit on a roll of 4, 5 or 6.



BUILDINGS (p133)

1. Buildings and associated enclosures can be nominated as either impassable or as areas of difficult terrain or very difficult terrain if the players wish. Otherwise the following rules can be used:
2. An empty building can be occupied by an infantry unit touching it – the unit then occupies the area enclosed by the building.
3. A building can only be occupied by a single unit at a time.
4. Units occupying buildings no longer count as formed units.
5. Units within buildings can move out in the Remaining Moves part of the Movement phase measuring their move from any edge.
6. Missile armed units can shoot up to five models from each floor of an occupied building – measuring range from the centre of the building.
7. An occupied building is treated as an enemy unit. Enemy cannot approach within 1" unless assaulting.
8. Shooting at a unit in a building is at -2 to hit (hard cover).
9. In the case of template based weapons, any hit on the building becomes D6 hits on the unit.
10. In the case of cannons and bolt throwers, only one model is hit.
11. Three hits from a cannon or stone thrower reduces a building to rubble.
12. An enemy can charge an occupied building and fight combat. Only a single unit that could occupy a building can assault it in this way. Align the chargers to whatever edge they can most easily reach.
13. Troops in a building are not permitted to flee or to fire & flee when charged – they must elect to hold their ground or stand & shoot.
14. Troops in a building are allowed to stand & shoot even if the chargers began their move within half of their permitted charge distance (five models per floor).
15. When fighting over a building, no special rules apply for weapons, special formation rules, or the combat results bonuses from additional ranks or for close order troops.
16. When fighting over a building, both sides fight with no more than ten models from each side. The occupying force counts as behind a defended obstacle (-1 to hit).
17. If a unit in a building flees, measure its move from the opposite most edge of the building.
18. If either side flees during an assault then victors do not pursue their fleeing enemy but occupy the building instead.
19. If the occupying force wins an assault, and assuming the enemy do not break and flee, then the assaulting force is flung back 1" out of the combat and the fight is finished.
20. If the assaulting force wins an assault, and assuming the defenders do not break and flee, then the occupying force is flung back 1" out of the combat and the fight is finished.
21. In the case of a drawn assault, the assaulting force is flung out 1" as per a defeat – except that no Break test is required of course. Assaults only ever last one turn.



TEMPLATES

Organ Gun Template



Stone Thrower Template

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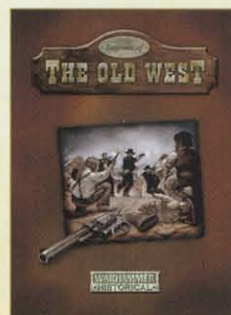
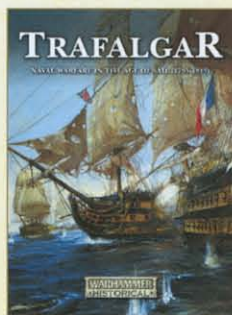
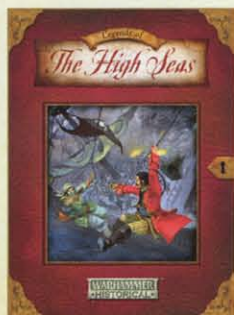
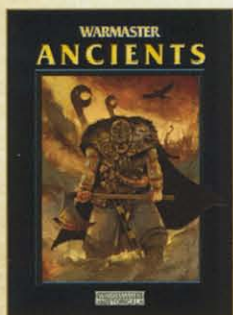
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